MVS-8000/DVS-9000 Series V3.10 Software Release Note

As of 10th February 2004

MVS-8000/SF, DVS-9000/SF	: V3.10
MVE-8000	: V3.10
MVE-9000	: V3.10
Menu	: V3.10
Panel	: V3.10
DCU(Device Control Unit)	: V3.00 (V3.10 is not released this time)

V3.10 for BKDS-9470 will be released around June 2004.

New Functions

With V3.10 Software, System Log-off function is added, and MVE-9000 Wipe crop function etc. is supported.

Switcher

(1) DME Wipe Crop Transition <with MVS-8000 System Only>

DME Wipe Crop Transition function is newly supported. For the execution for a DME wipe crop transition, you can select from the following three possibilities.

(a) Cut:

The cropping does not change during the transition, but at the end point of the transition the cropping is removed (enlarges).   That is the same function that the current [Remove From Begin] button is set to OFF on the menu of M/E > DME Wipe > Modify (Menu 1165 etc).

(b) Last 5 %:

The cropping is maintained for the first 95% of the transition, and is progressively removed during the last 5% of the transition (enlarges).

(c) Linear:

The cropping is removed linearly through the whole course of the transition (enlarges). That is the same function that the current [Remove From Begin] button is set to ON on the menu of M/E > DME Wipe > Modify (Menu 1165 etc).

Only when the execution mode for a DME wipe crop transition is set to [Last 5%], the [Release Transition] capability is available. When the [Release Transition] on the menu of M/E > DME Wipe > Modify is set to ON, the transition is completed in 70 % of transition execution time and   then in the last 5% the cropping is removed (enlarges).   (Dead zone: 70 -95 %)

(2) Displaying the Error

When an error occurs, the word "ERROR" appears in red on the menu title button. The errors of fan,

power and reference unlock etc. regarding Switcher can be displayed. For details, please see the **Panel and Device Control Unit** (3) Error Displays.

MVE-8000 <with MVS-8000 System Only>

(1) Anti-moiré Filter

Anti-moiré filter is available. This function helps to reduce the moiré patterns created by interpolation when an image is enlarged, compressed, or rotated. The operation can be done on the menu of DME > Input/Output > Process (Menu 4163).

MVE-9000 <with MVS-8000 System Only>

(1) 1080/25Psf, 1080/29.97Psf, 1080/30Psf, 720P/59.94 <MVS-8000 System Only>

The format of 1080/25Psf,1080/29.97Psf, 1080/30Psf and 720P/59.94 are added.

(2) Wipe Crop

The Wipe Crop effects (standard wipe pattern No.1-24) are newly supported. The operation can be done on the menu of DME > Edge > Wipe Crop (Menu 4116).

(3) Wind

The Wind effect is newly supported. The operation can be done on the menu of DME > Light/Trail > Wind (Menu 4155).

(4) Mix Color

The Mix Color effect is newly supported. This is a combination of two colors with a pattern generator. This Mix color signal can be used in the border and the wipe crop border effect. The operation can be done on the menu of DME > Edge > Color Mix (Menu 4117).

*With V3.10 software, the mix color effect cannot be used in flex shadow, trail, wind, and background effects.

(5) External Video

The External Video is available for the border, flex shadow, trail, Wind, background, and the wipe crop border effects.

To use the External Video, the number of AUX bus for switcher output connected to DME-9000 Ext In should be set. The operation can be done on the menu of ENG SETUP > Switcher > Device Interface > DME Type Setting > DME SDI Interface (Menu 7337.7).

* With V3.10 software, the External Video is not available for flex shadow, trail, wind, and background effects.

<u>(6) Rainbow Color of Trail Effect</u>

The Rainbow Color effect is added in the <Trail Source> group on the menu of DME > Light/Trail > Trail menu (Menu 4152).

<u>(7) Four DME channels Combiner Settings <Only when SDI interface is used></u>

When an MVE-9000 is connected through the SDI interface, a maximum of four DME channels is available for combining images. After the [ch1+ch2+ch3+ch4] button is pressed on the menu of GLB EFF > ch1–ch4 (ch5-ch8) > Combine Gp Select (Menu 4217/4227), the operation can be done on the menu of GLB EFF > ch1–ch4 (ch5-ch8) > Combine Priority.

<u>(8) Shadow effect for Images Mixed 2 DME channels</u>

This effect gives the images which combined 2 DME cannels a shadow. The operation can be done on the menu of GLBL EFF > ch1–ch4 (ch5–ch8) / Shadow (Menu 4213/4223). This effect is available when 3 or 4 channels are combined.

<u>(9) User Texture Pattern for Spotlight Lighting</u>

As a texture pattern for spot lighting, User Texture Pattern (a texture pattern which a user creates) can be used. The User Texture Pattern can be selected on the menu of DME > Light/Trail > Spot Lighting > Texture Pth Select (Menu 7156.1). To add a Texture Pattern, a texture package is created from a bitmap file, and then it is installed into MVE-9000. The installation can be done on the menu ENG SETUP > System Install/Unit Config > Texture Package (Menu 7316.9). This function is available with BZDM-9050 (Texture Lighting Software).

* For details of the installing, format, size and file name for User Texture Pattern, please see the User's Guide.

<u>(10) The storage space for the data of Snapshot, Effect and Setup is changed.</u>

The storage space for the data of Snapshot, Effect and Setup is changed from the compact flash on the CA board to the battery backup S-RAM. The compact flash cannot be written upon except when upgrading software on that account. The effect on when the compact flash is damaged is circumvented.

* Be sure to save all data before upgrading to V3.10. Be sure to load all the data after upgrading. The data on the compact flush cannot be used after upgrading.

Panel and Device Control Unit

<u>(1) System Log-off</u>

The System log-off function is added. This prevents damage to the hard disk by powering off while the

system is accessing the hard disk. Logging off from the system stops access to the hard disk, making it safe to power the system off.   Be sure to log off by following the above procedure before turning the power off.

The operation can be done by pressing the [menu page number] and then pressing the [LOG OUT] button.

Notes: This function differs from shutdown function. It doesn't terminate the CPU operation, but has a write protection function to HDD. To restart access to the hard disk and return to common menu operation press the [Return to Menu] button.

(2) Dual ME Assignment

This function is additionally officially supported. When two M/E are assigned to a single M/E (dual M/E), you can interchange the shifted cross-points and non-shifted cross-points. (In the previous software, the shifted cross-point was assigned for the upper row. The non-shifted cross-point was assigned for the lower row.)

(3) Error Displays

Error Displays are improved. The menu for error information is newly supported on Menu 7411/7412. When an error occurs, the word "ERROR" appears on the menu title button at the top left position of menu. When the menu title button that "ERROR" appears is pressed, the error status menu (Menu 7411) moves and you can see the error information. The menu 7411 shows the current errors. The menu 7412 shows the errors that has already been cleared. The operation can be done by pressing the [Error Log] button on Menu 7411.

Router

(1) Recall Undo/Store Undo of Router Snapshot

The Recall Undo and Store Undo functions are added.   This function is available with the [RTR] button.

Notes

(1) Combining Ch2, Ch3, and Ch4 on MVE-9000 system and turning the [Ch2 Shadow] ON when the [Ch2+Ch3 Shadow] is OFF on the menu of Shadow (Menu 4213), it is unable to select a Ch2 Shadow Source.

In this case, please turn the [Ch2+Ch3 Shadow] ON first and select the Ch2 Shadow Source, and then please turn the [Ch2+Ch3 Shadow] OFF.

(2) When selecting the "User" as a Texture Pattern on the menu of Texture Ptn Select (Menu 4156.1) of the Spot Lighting in MVE-9000 system, there are few cases that a User Texture Pattern list is not indicated on the menu.
In this case, please move to the other menu once and go back to the menu of Texture Ptn Select (Menu 4156.1). Then the User Texture Pattern list can be indicated.

(3) The following characters cannot be used for inputting names and designations except for source names. If the following characters are input, they are automatically replaced with "_".
Give attention particularly when filenames are edited using a PC. " " (Space), "   " (Back Slash), "/ " (Slash), " : " (Colon), " , " (Comma), " ; " (Semi-Colon), " * " (Asterisk), " ? " (Question Mark), " " " (Double Quote), " < " (Open Angle), " > " (Close Angle), " . " (Period), " | " (Vertical Bar)

(4) Wave of the Non-Linear effect cannot be used in MVE-8000 720P system. (**Does n**ot work properly)

(5) Graphic of the Non-Linear effect cannot be used in MVE-9000 720P system. (**Does n**ot work properly)

Bug Fix

The following bugs are fixed by V3.10 version software.

Fixed Bugs of Switcher

(1) When setting a Mode in K-PVW Config to "Key" Mode by each M/E (Menu 7331.3) in a system using with multi format boards, output levels of both a black/white key signal and a black/white key signal of a processed key (Proc Key) for each key were low. An output level did not reach 100% white, and it was gray.   When assigning the signals mentioned above directly to outputs on the menu of Output Assign (Menu 7333.1), the output level was also low.

(2) When you selected a Black in the AUX bus in a system using with multi format boards, Color Bkgd 2 signal was output.

(3) When you made and ran a key frame effect that changing a DME channel used in the keyer, there were cases that another DME channel that was unused when making the key frame effect was used.

(4) After loading a setup data, there were cases that thumbnail of frame memory images were not indicated or it was unable to Freeze/Delete frame memory images.

(5) There were cases that the number of stored frame memories was different from the number of indicated frame memories on the menu.

(6) When using a DVS-9000 by simple P/P system with the DSK mode, it was unable to assign an output that was selected in the DSK Bkgd to output. (with DVS-9000 System Only)

(7) GPI Link did not function when the Bus Toggle mode was OFF.

MVE-8000

(1) When the beveled edge was on and different colors were applied for each four edges, if you adjusted the Top by Crop, the Top edge color appeared at the top side of the bottom edge. If you adjusted the Bottom by Crop, the Bottom edge color appeared at the bottom of the top edge.

(2) When making a key frame effect for 2ch User DME wipe, a combiner priority of the effect was not duplicated because the priority was always locked.
 The combiner priority when making the effect becomes effective.

MVE-9000

(1) When making a key frame effect for 2ch User DME wipe, a combiner priority of the effect was not duplicated because the priority was always locked.
 The combiner priority when making the effect becomes effective.

(2) If a signal with high a chroma level was input and the level was raised on the menu of Color Modify (Menu4123), there were cases that the color was inverted.

Others

(1) When a HDD mounted on the MKS-8010(SCU) or the MKS-9011/9012 was damaged, the File operations such as Load or Save was not executed. (fixed by V3.02)
 However, there are cases that plural number of frame memory images cannot be Load or Save at a time even in this V3.10.

(2) When a HDD mounted on the MKS-8010(SCU) or the MKS-9011/9012 was damaged, thumbnails of a frame memory were not displayed on the menu. (fixed by V3.02)

(3) On the menus of register, Snapshot menu and Effect menu, if no effect region was selected, there were cases that Menu hung up. (fixed by V3.02)

(4) When both Menu Shortcut and Utility Command were assigned on the menu of Prefs/Utility (Menu 7324/7324.1), there were cases that the Panel hung up if you pushed a button that the Utility Command was assigned after pushing a button that Menu Shortcut was assigned. (fixed by V3.02)

(5) There were cases that Panel hung up when loading the Macro Attachment File on the menu of All, External File (Menu 7161).

(6) There were cases that Menu CPU was reset when opening the menu of GPI Input (Menu7325.1).

(7) When switching the Screen Aspect by GPI input of the Panel (SCU or CCP-9000), the Screen Aspect was not switched for the M/E (or P/P) bank that was not assigned to the panel.

(8) When registering an operation of recalling a Router Snapshot to a Macro and save it to the file, and executing the Macro after loading it, the Router Snapshot was not recalled. (The operation of recalling a Router Snapshot was unable to be saved to Macro file.)

(9) There were cases that the software for DCU was unable to be installed if DCU had no IF-848 boards (MKS-8702).

(10) There were cases that a source name display of DME at the AUX bus panel disappeared.

(11) Default KF Duration for second DME unit (CH5~CH8) was unable to be set. (Menu7326.2)

(12) In the system used in a frame rate except for 59.94, Default KF Duration of DME did not work by a value adjusted on the menu.

(13) When executing the Rewind Action in VDCP, unnecessary Stop Command was issued.

(14) After setting Dual M/E Assign, if you changed the assigning of M/E bank that was not used for Dual, system did not work properly.

(15) Destination setting of the Router Snapshot Enable function was not updated correctly.
* Please note that Router Snapshot data made in the old version cannot be used for this new V3.10.

(16) When changing an assign of the Undo button on the Simple Transition module (MKS-8021/8022) to the Macro button, LED of the Macro button sometimes blinked.

(17) When using a serial tally of Panel (SCU or CCP-9000) or DCU, there were cases that the serial tally was unable to be output unless sources were assigned for all bits on the menu of Source Assign (Menu 7367.1).

(18) When loading a frame memory file with the same name as the one in the switcher register or when loading plural number of the frame memory files with the same name at a time, there were cases that a relation between the Main and the Sub file was not correct.
This V3.10 prevents the problem by prohibiting loading in such cases. (Error message is displayed.)

(19) When using 3 channels of DME, there were cases that source name displays of DME1V, DME1K, DME2V, DME2K, DME3V, and DME3K in AUX bus disappeared.