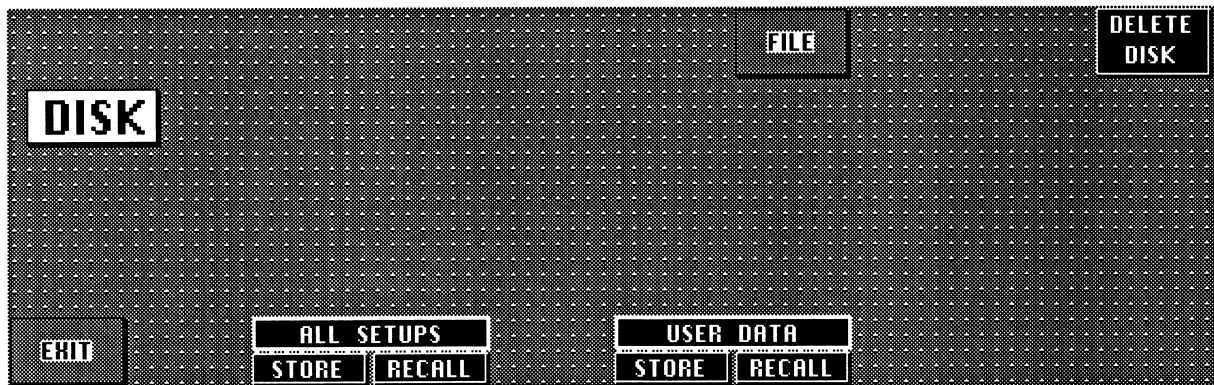


3.6 DISK AND FILE MENUS

The DISK menu is used to store and recall switcher files. The FILE submenu serves for the file management and file processing within the switcher system.

3.6.1 STORING AND RECALLING DATA WITH FLOPPY DISK

The DISK menu can be selected from the STATUS menu.



Press the associated function key to return from the DISK menu to the higher order STATUS menu.



Press the associated function key to change into the FILE submenu. For further information please refer to the sections below.

A rectangular button with a black background and white text that reads "DELETE DISK".

Press the associated function key to erase the disk in the disk drive. Before the instruction is executed, a safety confirmation inquiry is made. Use **CANCEL** to cancel the procedure and **DELETE** to erase the disk.

A rectangular button with a black background and white text that reads "ALL SETUPS".A rectangular button with a black background and white text that reads "STORE".A rectangular button with a black background and white text that reads "RECALL".

Press the associated function key to **STORE** or **RECALL** all files of the switcher and the associated E-box. In this process two directories are generated on the floppy disk in which the following data are stored:

ALL-EB	contains all files of the E-box
ALL-PA	contains all files of the control panel.

This function can be used to create the standard backup disk.

A rectangular button with a black background and white text that reads "USER DATA".A rectangular button with a black background and white text that reads "STORE".A rectangular button with a black background and white text that reads "RECALL".

Press the associated function key to **STORE** or **RECALL** user specific data from the control panel and the associated E-box. During storing, the following internal files of the logged-in user are written on the disk:

From the E-box:

TEXTURES

From the control panel:

STATE-PA
STATE-EB
EXTRA
PATT-USR

For further information please refer to **Standard files in FILE menu**.

Note:

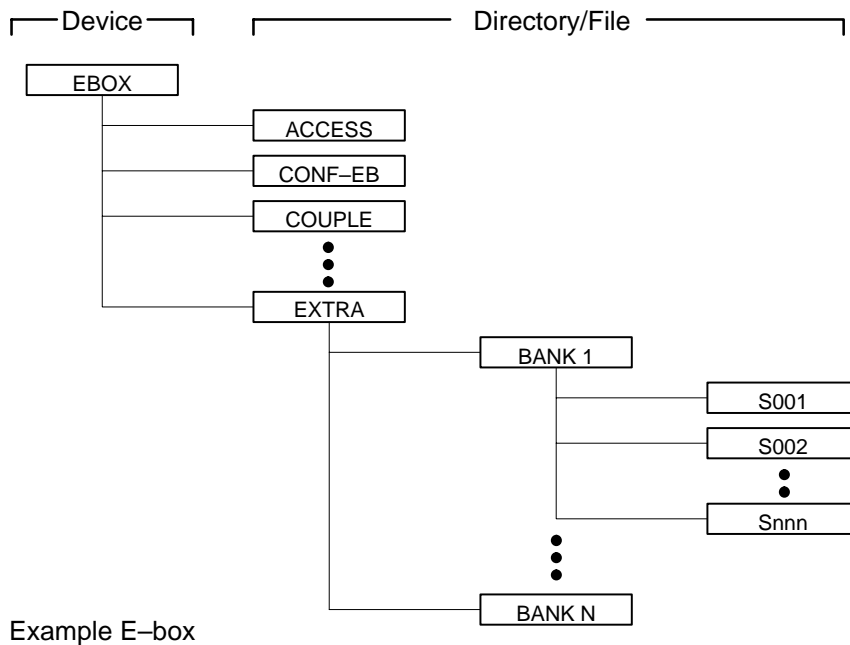
When the user files are recalled, the same system configuration (user, access etc.) must be given as at the time of storing.

3.6.2 GENERAL INFORMATION ON FILE MENU

The operation and the terms in the FILE menu are mostly identical with those used for the file management on personal computers. A switcher system may be seen as a PC network in which the various E-boxes and panels represent a PC. A 3.5" HD floppy disk with a capacity of 1.44 MB is used as storage medium. The FILE menu serves to create, copy and delete directories or to delete, copy, rename etc. individual files. Files can also be transferred between the individual units (devices) in the network.

The FILE menu consists of a left and right overview window. Depending on the system hierarchy, these windows permit the selection of the devices, the directory structure or the individual files. During a copying procedure, the system will show the source file in one window and the destination in the other. The left window may contain the directory structure and the right window the files of the current directory. One window can also be used to show the contents of a disk in another control panel.

3.6.3 DIRECTORY STRUCTURE OF THE SWITCHER



The highest level in the directory structure is the DEVICE level. Here all devices connected to the network (PANELS, E-BOX) are indicated. You can return to this highest level from any place within the directory hierarchy simply by pressing the **DEVICE** softkey (F19).

On the lower levels the files of the individual devices are stored (FILE level). The directory structure is fixed. The only directory that can be changed is DISK in the control panel (DISK level).

Within the directory there are three different types of files. They are identified in the USER columns of the directory window.

1. USER-TYPE = [#] SHARED

This type of file is available only once and is used by all users.

2. USER-TYPE = [USER-name]

These files exist separately for each user (maximum 8). If files of this type are in the directory, a new **USER** softkey will appear below F20 which serves to scroll through the individual files arranged by users (toggle mode).

3. USER-TYPE = [USER-name]

Files of this type are assigned to a given user on a fixed basis. These are "personal" files (e.g. EXTRA, DISK) and cannot be toggled with the **USER** key.

3.6.4 STANDARD FILES IN FILE MENU

The following standard files are indicated in the FILE menu. Depending on the access rights of the logged-in user (see table) there are different possibilities.

Files in the electronics box

File (Type)	Contents
ACCESS (shared)	User table with name, access right and password. Logged-in user with assigned functional units of all control panels.
CONF-EB (shared)	All basic video settings of the E-BOX (16/9 - 3/4, Round 8bit, Genlock Phase, Col Limiter). Selected port protocols. Preselections by the users (Aux Couple, Auto PVW, GPI, TVS, pre-matrix DVE).
COUPLE (user)	Key/Fill-Signalpaare
EXTRA (shared)	Contains all snapshots and timelines of all users. As EXTRA is a directory file, the individual snapshots and timelines are directly accessible. Each snapshot and each timeline belong to a user.
IDENT (user)	Table of the symbolic names for the video and key inputs.
MARCO-EB (shared)	Table of the symbolic names for the video and key inputs.
MATR-TVS (shared)	Conversion table for the input and output numbers of a TVS matrix which is used for monitor switch-overs of the switcher input signals according to the switcher file ASSIGN.
PATT-USR (user)	Data of the user wipe patterns including the modifications.
STATE-EB (user)	Data on the current switcher status (matrices, transition, wipe generator, key processor, mask generator (without PaintMask), matte generator, PVW selection, GPI assignment and activation, EXTRA Define Memo).
TEXTURES (shared)	Patterns for color background.

Access rights

File	User Permit		
	SYSTEM	CONFIG	OPERATOR
ACCESS	•		
CONF-EB	•	•	
COUPLE	•	•	
EXTRA	•	•	•
IDENT	•	•	
MACRO-EB	•	•	•
MATR-TVS	•	•	•
PATT-US	•	•	•
STATE-EB	•	•	•
TEXTURES	•	•	•

Files in the control panel

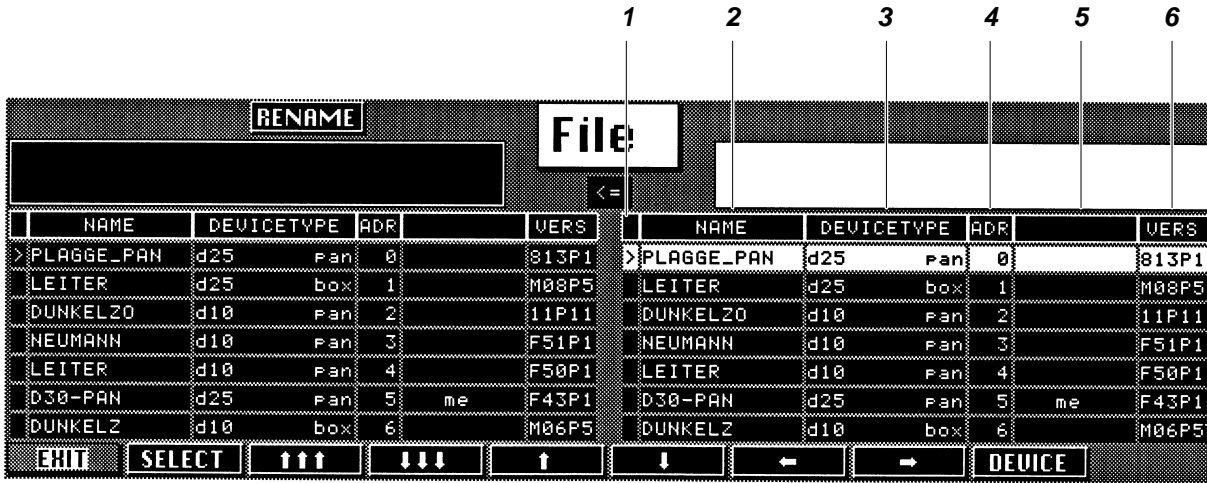
File (Type)	Contents
ASSIGN (user)	Assignment table of matrix keys on the control panel to the inputs of the electronics box.
DISK (shared oder User)	Contents of the memory disk in directories. Access to individual files possible.
CONF-PA (shared)	Data of all available functions in the CONFIG PANEL menu and the functions LCD, LOWLI, MOUSE and T.BALL in the INSTALL menu.
MARCO-PA (shared)	Contains the macros defined in DICMAC.
STATE-PA (user)	Data of the current control panel status (menu, bus delegation, trackball and/or mouse lock, fader assignment based on selection in ACCESS menu).

Access rights

File	User Permit		
	SYSTEM	CONFIG	OPERATOR
ASSIGN	•	•	
DISK	•	•	•
CONF-PA	•	•	
MACRO-PA	•	•	•
STATE-PA	•	•	•

3.6.5 CONTENTS OF DIRECTORY WINDOWS

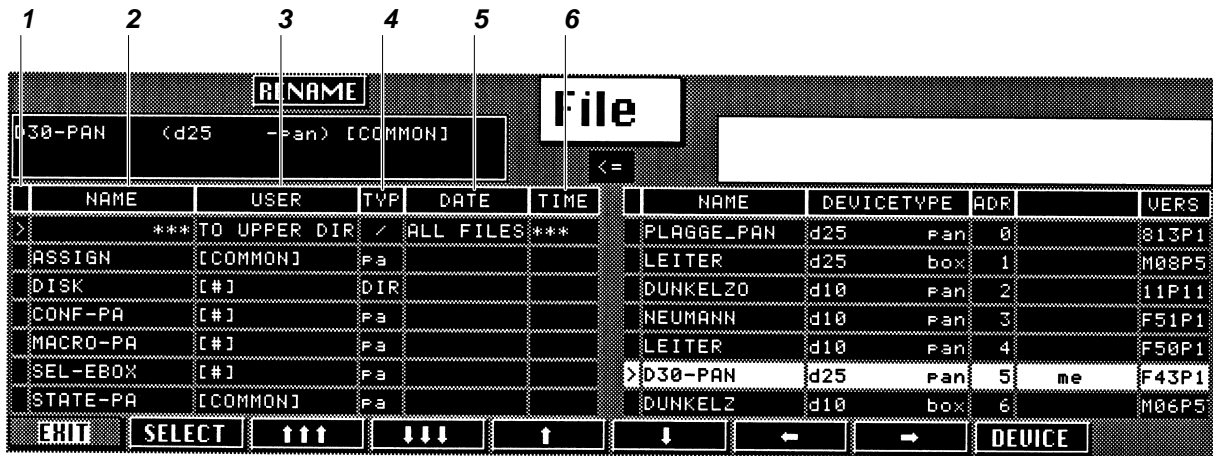
Device level



The directory window contains the following information:

- 1 **Marking symbol ">":** indicates the last device selection.
- 2 **Device name:** can be freely selected by the customer.
- 3 **Device type:** indicates the respective type of BTS device (e.g. diamond pan = Diamond control panel, diamond box = Diamond electronics box).
- 4 **Address:** Cheapernet address, is automatically determined when the system is started.
- 5 **Current devices:** the currently operated control panel is identified in this column as "me". The currently selected electronics box is identified as "my box".
- 6 **VERS:** indicates the software version of the respective device.

File / directory level



The directory window contains the following information:

- 1 **Marking symbol ">":** indicates the last file or directory selection
- 2 **Device name:** name of file or directory
- 3 **User:** User column
 [#] = shared; only one file of this type is available and is used by all users.
 [user-name] = file available for each user (max. 8) or "personal" file
- 4 **Typ:** identification of directories and origin of data files:
 DIR = directories that can be selected
 ALD = Auto Load Directory
- 5 **Date:** for internal files, the date when the menu was selected; for DISK and EXTRA files, the last date of storing.
- 6 **Time:** time when the menu was selected.
- 7 ***** TO UPPER DIR / ALL FILES ***:** returning to the higher order directory and selection when you copy or erase directories.

3.6.6 SOFTKEYS FOR MENU CONTROL

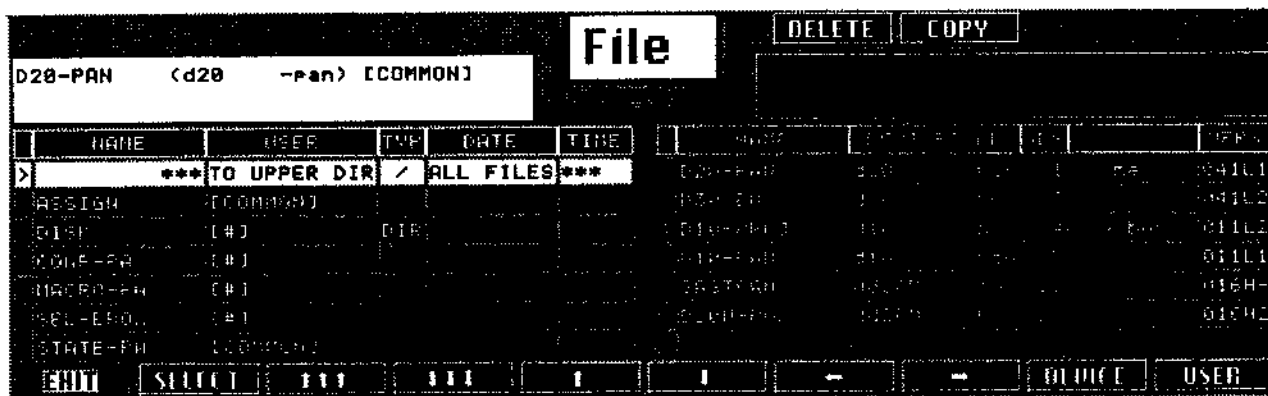
The FILE menu contains different softkeys depending on the selected directory level (device, file, and disk level). The current directory window is highlighted with a bar. On the disk and file level, further windows above the directory windows contain the following information:

- First line:
- device name (can be selected by the user)
 - device type (type of BTS device)
 - logged-in user

Second line: - complete directory path

On the disk level also the available capacity of the disk (e.g. 100%) is indicated in the left or right upper corner.

An arrow below the menu title indicates the current direction of copying between the directory windows.



EXIT

Press the associated function key to return from the FILE menu to the higher order DISK menu. The status of the FILE menus, however, is preserved and will be restored after renewed selection.

SELECT

Press the associated function key to select a subdirectory in the current directory window or - if the cursor is in line ***** TO UPPER DIR/ALL FILES ***** - to return to the next higher directory.



Press the associated function key to page up or down in the current directory window.



Press the associated function key to move the cursor one line up or down in the current directory window.



Pfeiltasten Press the associated function key to jump between the active directory windows.

The marker bar in the windows moves to the now active window. In addition, the window above the directory window is highlighted.



Press the associated function key to return from the current directory window directly to the highest level (device level).



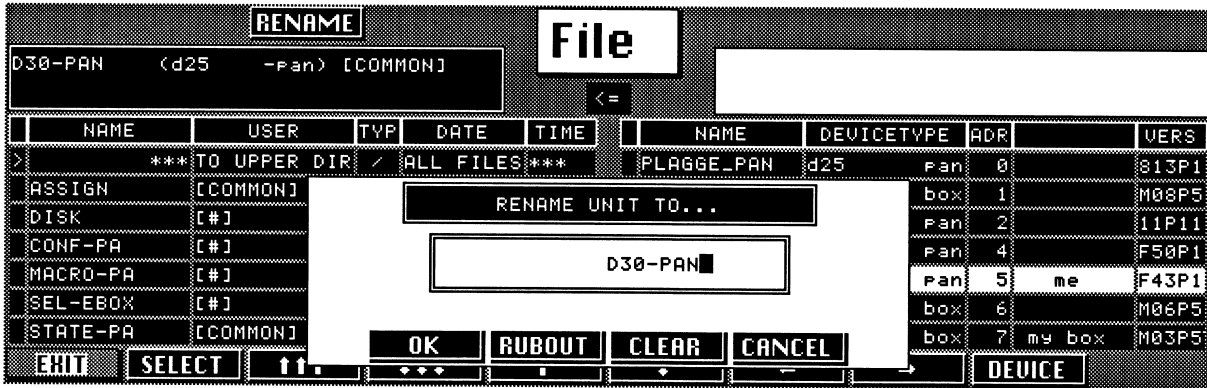
This softkey is only available on the file level. Each time you press the associated function key, you switch over between the files that are available several times for the different users within the directory (toggle mode).



This softkey appears only when the directory window displays the disk contents (refer to section 3.6.14).

3.6.7 RENAMING FILES AND DEVICES

The Rename function permits changing the names of files, directories or devices. Device names can only be changed by users with **SYSTEM** access.



RENAME

If you press the associated function key, a new window with a new key assignment appears in the menu, where the new name can be entered.

Names can have the following lengths:

- Device name: 8 characters
- File names: 12 characters
- Directory names: 8 characters

All letters of the alphabet as well as the special and the numeric characters can be used for the name. The keypad in the Wipe panel and the numeric keypad are highlighted with a running light to prompt the entry.



Press the associated function key to change the selected name to the new name.



Press the associated function key to delete the character left of the current cursor position in the editing line.



Press the associated function key to clear the entire editing line.



Press the associated function key to cancel the renaming procedure.

3.6.8 MAKING DIRECTORIES (MKDIR)

The Make Directory function (MKDIR) can be used to create new directories and subdirectories on the disk.



MKDIR

If you press the associated function key, a window with a new key assignment appears in the menu, where the new name of the directory can be entered.

The name of the directory may have up to 8 characters.

All letters of the alphabet as well as the special and the numeric characters can be used.

The keypad in the Wipe panel and the numeric keypad are highlighted with a running light to prompt the entry.

OK

Press the associated function key to create the new directory.

RUBOUT

Press the associated function key to delete the character left of the current cursor position in the editing line.

CLEAR

Press the associated function key to clear the entire editing line.

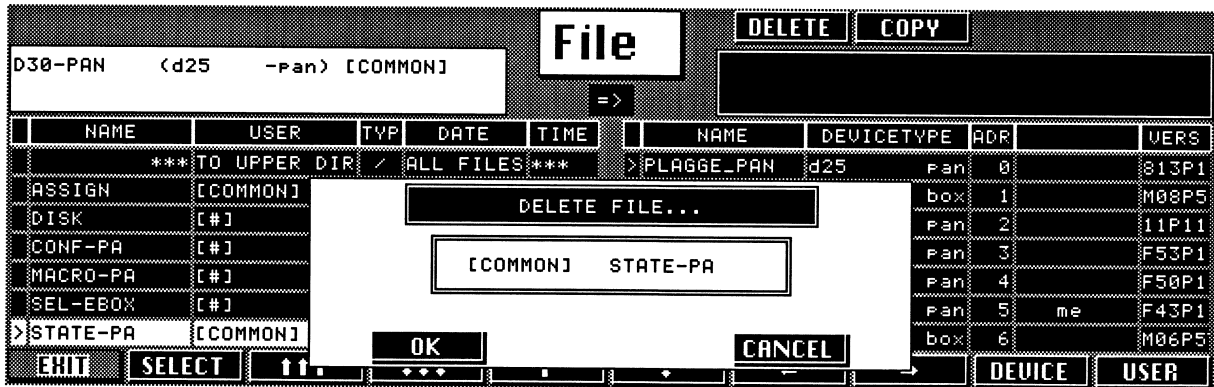
CANCEL

Press the associated function key to cancel the MKDIR procedure.

3.6.9 DELETING AND RESETTING FILES

With the Delete function you can delete "own", i.e. user created files on the disk level. Any files on the file level are not erased with the Delete function but are reset to their default system status. The DELETE Disk instruction can be used to erase all files available on the disk and to make a selected user the new owner.

The respective file must be selected with the marker bar.



If you press the associated function key, a window with a new key assignment appears in the menu. This window serves as a safety confirmation inquiry.



Press the associated function key to delete the selected file or to reset the selected system file to default status.



Press the associated function key to cancel the deletion procedure.



This softkey is only available on the disk level. Repeated pressing of the associated function key permits successive selection of all logged-in users in the switcher system. The user names are indicated in the window. After completion of the deletion process (OK), the disk is reformatted and automatically assigned to the user whose name was last selected with the **USER** key.

3.6.10 DELETING AND RESETTING DIRECTORIES

If you want to delete or reset entire directories, the marker bar must be on *****TO UPPER DIR/ALL FILES***** in the current directory window.



DELETE

If you press the associated function key, a window with a new key assignment appears in the window. The menu window also contains the name of the user whose files are deleted or reset.

OK

Press the associated function key to delete or reset to default all files of the logged-in user within this directory.

OK+DEL

Press the associated function key to delete or reset to default all files of the selected user within this directory and in all subdirectories.

CANCEL

Press the associated function key to cancel the deletion procedure.

3.6.11 COPYING FILES

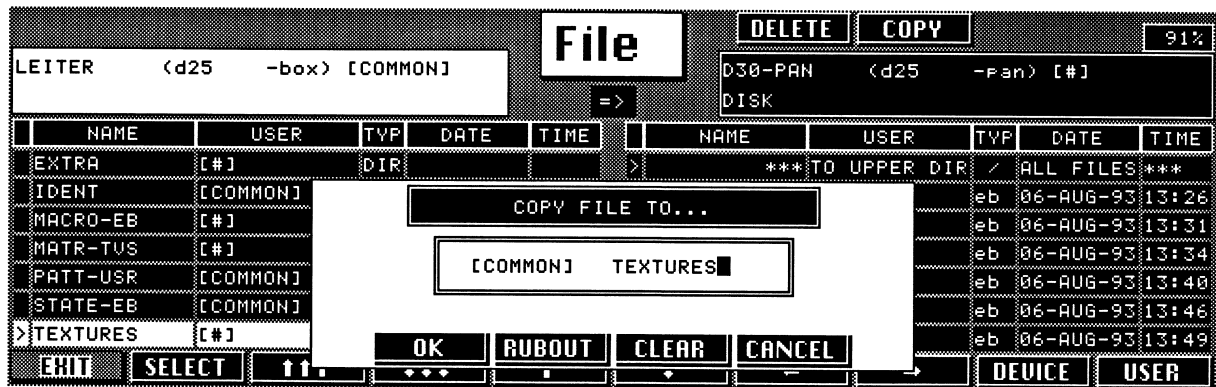
The Copy function permits to copy system files or user specific files within the switcher or the entire switcher network.

With this function you can

- create backup copies
- transfer system tables
- exchange switcher settings among various users etc.

Copying is always made between two directory windows (source and destination window). The directory need not belong to your "own" E-box or your "own" control panel. In copying you can access all directories of all devices connected to the network with the only limitation given by the user access rights defined in the ACCESS menu.

If you copy from file to disk level, you will be asked to change the file name. The copied file will automatically take the user name of the logged-in user.



COPY

If you press the associated function key, a window with a new key assignment appears in the menu, where the new file name can be entered if you wish to copy from the file level to the disk level.

The name of the file may have up to 12 characters (XXXXXXXXX.EXT).

OK

Press the associated function key to copy the file selected in the source directory under its new name into the destination directory.

RUBOUT

Press the associated function key to delete the character left of the current cursor position in the editing line (only when copying from file level to disk level).

CLEAR

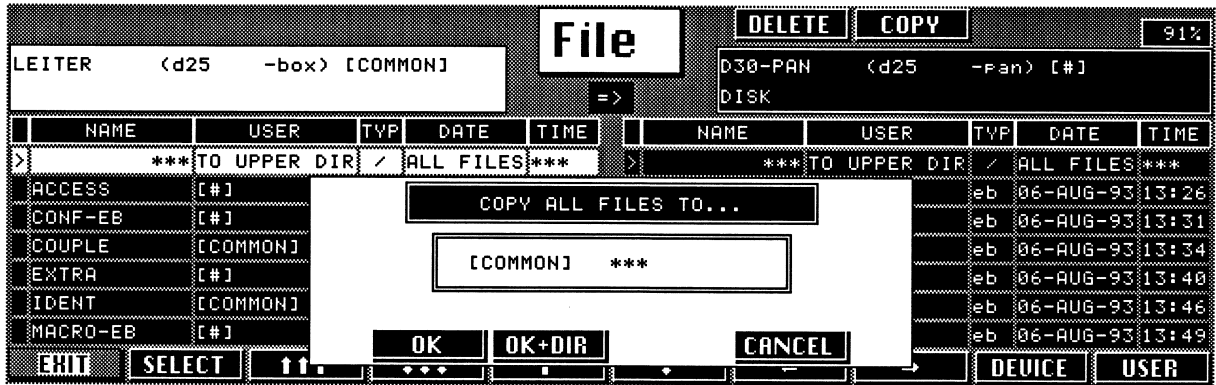
Press the associated function key to delete the entire entry in the editing line (only when copying from file level to disk level).

CANCEL

Press the associated function key to cancel the copying procedure.

3.6.12 COPYING DIRECTORIES

If you want to copy entire directories, the marker bar must be on *****TO UPPER DIR/ ALL FILES***** in the currently selected directory window.



COPY

If you press the associated function key, a window with a new key assignment appears in the menu. The menu window also indicates the user to whom the files are assigned.

OK

Press the associated function key to copy all files in the current directory into the destination directory.

OK+DIR

Press the associated function key to copy all files in the current directory as well as the subdirectories into the destination directory.

CANCEL

Press the associated function key to cancel the copying procedure.

3.6.13 COPYING USER-SPECIFIC FILES

Different users may copy user-specific files within the switcher as follows:

Prerequisites

For copying a file to another user, the user to receive the file (destination user) must be logged in. In addition, the user must have access to the file to be copied (for further information please refer to the file description in the operating instructions).

Procedure

- Select FILE menu.
- Move cursor into the directory into which the file is to be copied (target directory).
- Change to the second directory window and position cursor on the file to be copied (source file)
If you wish to copy the source file of a user different from the indicated user, the **USER** softkey permits selecting the file of another user.
- Press the **COPY** softkey. A window with the name of the target file and the logged-in user will appear.
- Press the **OK** softkey to start the copying procedure.

If the copying cannot be executed, a corresponding message appears in the activity window.

3.6.14 LOADING BACKUP FILES (AUTO LOAD)

Supplement to the operation instructions, section File Menu.

When creating backup files, directory entries are made on the disk, having the type designation **ALD**. When loading the backup data into the mixer, this type information is evaluated.

Directories with the type information **ALD** are reloaded from the floppy disk into the corresponding device (EBox, panel).

Directories with the type information **DIR** are skipped when reloading.

Should be prevented that data are reloaded into the devices connected to the network, you can skip the corresponding directory by converting the type information **ALD** into **DIR**.

Conversion of the type information is possible by means of softkey **ALD** in the File menu. Insert the disk into the disk drive, move the cursor bar onto the corresponding directory and press softkey **ALD**. Every time the key is pressed, the type information changes from **DIR** into **ALD**.

See in the figure (page 1) the files **D5-PAN** with the type **DIR** and **D30-PAN** with the type **ALD**.

Softkey **ALD** appears only when the directory window displays the disk contents.

3.6.15 ERROR MESSAGES

The following error messages may appear in the DISK menu. These messages must be seen in the direct context of the previously selected operating status. This status is also indicated in the error messages window.

"on system"
"user doesn't exist"
"checksum error"
"different file type"
"not enough space for file"
"no digital diamond file"
"mask hardware not ready"
"file contents lost"
"illegal file name"
"EXTRA currently locked"
"no answer from device"
"disk missing"
"disk read/write error"
"no more space on disk"
"no user access right"
"disk contents lost"
"directory not empty"
"file already exists"
"file not found"
"no open special"
"file system occupied"
"no file access right"
"function not possible"
"no such destination file"
"directory limit reached"
"no more allocation in bank"
"it's a local function only"
"system permission missing"
"invalid path combination"
"system limit reached"
"no box selected"
"illegal device" "invalid directory"
"disk user must be"
"no 1.44 MB disk format"
"disk is write protected"

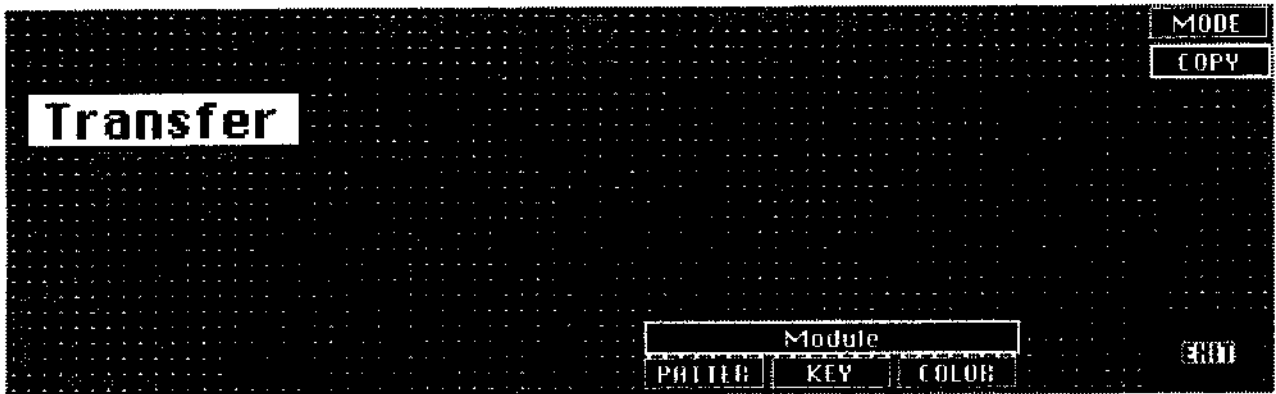
Example of an error message



Press the associated function key to acknowledge the error message and to cancel the selected function.

3.7 TRANSFER MENU

The TRANSFER menu serves for the transfer of switcher settings between the various mixing levels of the switcher. During this procedure either all settings of a mixing level or individual parameters (wipe, key, mattes) may be transferred.



In connection with the new *key processor II* (RY 1943 with ChromaKey), it is possible to select colors with the cursor from video pictures and to assign them to each of the internal Matte and ColorBackground generators.

The operation is different for the individual mixer types.

Note: Naturally, the keyer may not be used at the same time for another application because changes in the picture are possible!

Selection and copying of colors can be carried out with the following procedure:

- Select in the keyers panel the desired keyer from which the color should be transferred.
- Select in the matte panel the desired matte in which the color should be transferred.
- Press key **Input Corr.**
- Press key **Cursor**. The cursor mark appears in the picture.
- Position cursor to the desired color in the picture.
- Press key **cursor** again. The previously selected matte generator takes over the selected color.



Press the associated function key to recall the previous status after a transfer procedure.

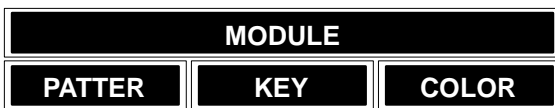


Each time you press the associated function key, you select a different mode for the transfer:



EXCHNG In this transfer mode, the settings of the two defined levels are exchanged.

COPY In this transfer mode, the settings of one level are copied to the other level, thus overwriting the previous setting.



Press the associated function key to determine which settings are to be transferred.

PATTERN wipe pattern setting including wipe modifications

KEY key setting of one key level

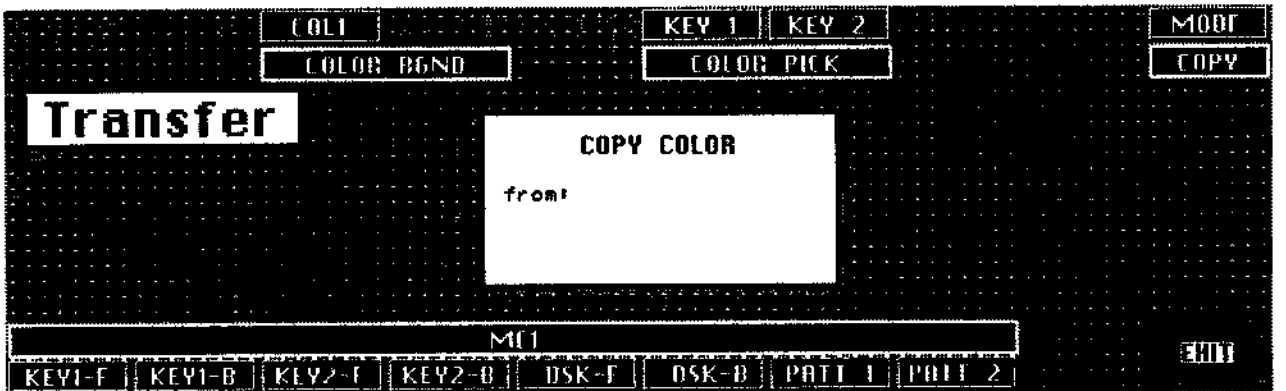
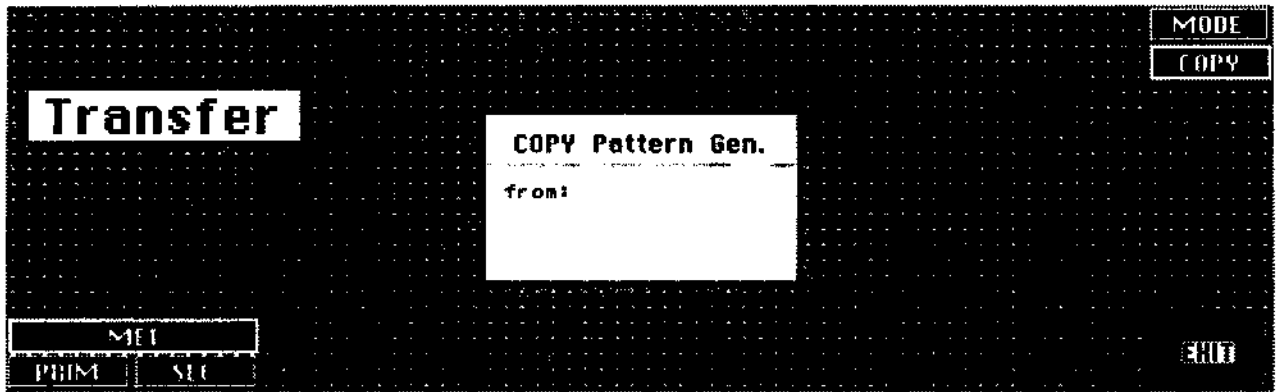
COLOR color setting of the matte generators

After the selection a new menu appears with new softkeys that offer different entry options depending on the selection. Please refer to the illustrations on the next pages.

Subsequently enter the source of the setting transfer in the "from" line and the destination of the setting transfer in the "to" line. The possible entries are available as softkeys in the menu. The transfer will automatically be executed after the entry has been completed.

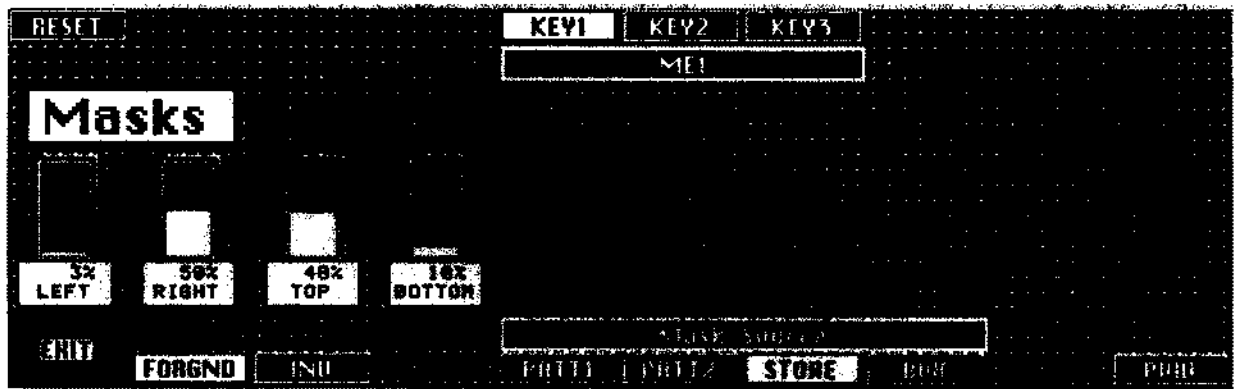


Press the associated function key to return to the higher order STATUS menu.



3.8 MASKS MENU

The MASKS menu is not selected from the STATUS menu but is selected directly by automatic delegation system when one of the keys in the Masks panel is pressed. This menu serves for the delegation and the setting of mask parameters.



The *Diamond digital* production switchers provide extensive masking capabilities which enable the operator to correct even difficult pictures. For the keyers, rectangular masks are available. As an alternative, also the wipe patterns of the wipe generator may be used for masking. The volatile masks store offers new ways of masking. A key signal or a pattern signal may be stored. The **PaintModeMasking** feature permits the creation of own masks which are perfectly adapted to the individual requirements.

3.8.1 MASK DELEGATION

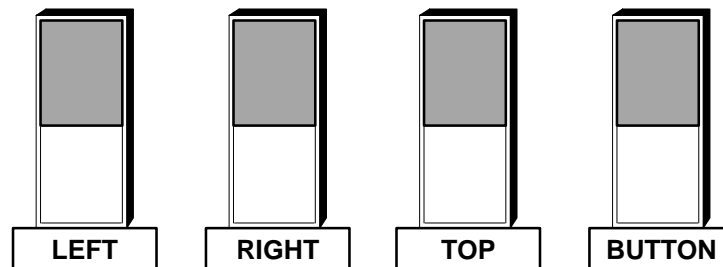


Press the associated function key to delegate the Masks panel to a keyer if you want to change the mask generator proposed by the automatic delegation system.

3.8.2 CREATING A BOX MASK



The **BOX** key serves to select a rectangular mask for masking. The size of the mask can be adjusted with the four controls **LEFT**, **RIGHT**, **TOP**, and **BOTTOM**.

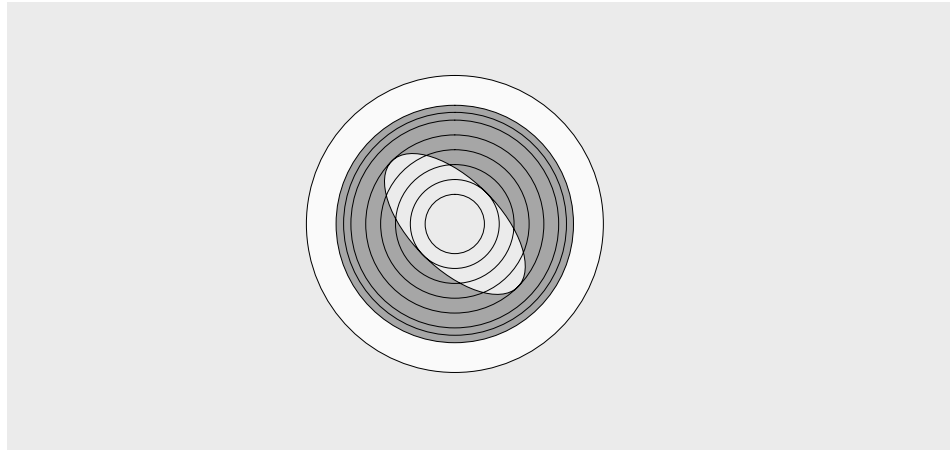


Bar graphs to indicate the mask size.

3.8.3 ADJUSTING THE MASK POSITION

You can freely position the mask in the picture with the trackball in the Positioner panel.

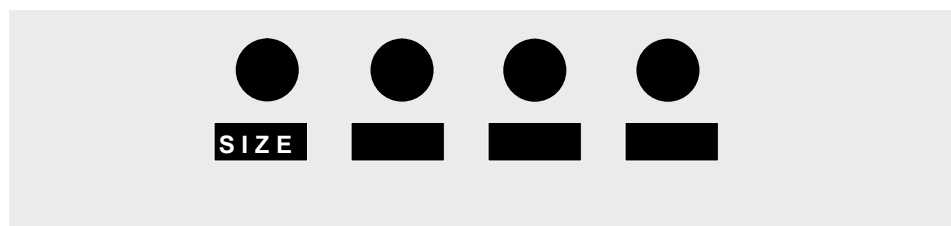
For further information please refer to section **Positioner Panel**.



3.8.4 CREATING A WIPE MASK



With **PATT1** or **PATT2** one of the wipe generators can be selected for masking. The wipe pattern can be directly selected with the wipe pattern selection keypad in the Wipe panel. The size of the wipe pattern can be adjusted with the **SIZE** control in the Wipe panel.



You can freely position the wipe mask in the picture with the trackball in the Positioner panel after you have enabled **Pos** or **Extend Pos** in the Wipe panel.

For further information on the wipe pattern control please refer to the section **Wipe Panel**.

Note: Please note that the wipe generators can be used simultaneously for several applications which may interact with one another.

3.8.5 CREATING A MASK FROM MASK STORE



The **STORE** key serves to select the mask store as mask source. The automatic delegation system automatically switches over the Stores panel to Mask store control.

For further information on store control and **PaintModeMasking** please refer to the section **Stores Panel**.

3.8.6 OTHER SETTING OPTIONS



Press the associated function key to select whether the mask should suppress (mask) or force the foreground picture (Forced Foreground). If enabled, Forced Foreground is active.



Press the associated function key to invert the mask signal. This means that, for instance, with a rectangular mask, not the inside but the outside of the rectangle is used for masking.

A rectangular button with a black background and white text that reads "PVW".

Press the associated function key to highlight the mask signal on the preview monitor.

This function serves to adjust the mask.

Note:

*In Mask PVW mode, the mask is only represented as a 1-bit signal. If you want to exactly position a mask with softness, simply switch on the mask with the **Mask on** key in the Keyers panel.*

A rectangular button with a black background and white text that reads "RESET".

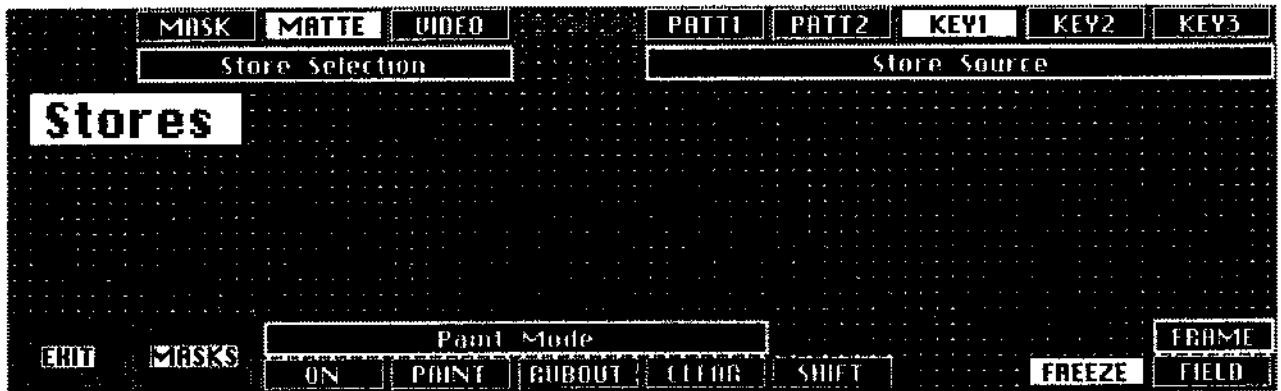
Press the associated function key to position the box mask in the center of the picture at a preset size.

A rectangular button with a grey background and black text that reads "EXIT".

Press the associated function key to return to the previously selected menu.

3.9 STORES MENU

The STORES menu is not selected from the STATUS menu but is selected directly by automatic delegation system when one of the keys in the Masks panel is pressed. The menu serves for the operation of the in-built (video) stores of the switcher.



The *Diamond digital* production switchers include four volatile stores for video signals and key, or trick signals which permit the creation of new effects without using external units.

The **video store** permits storing a 4:2:2 video signal which can then be faded in as freeze picture.

The **matte store** serves to store a key or wipe signal which can then be used for modulating the background matte. The matte store is also used for storing **Fractal-Textures**.

The **mask store** permits storing a key or wipe signal or creating own masks with **PaintModeMasking**. There is one mask store in each mixing level.

3.9.1 STORE DELEGATION



The delegation keys **MASK**, **MATTE**, and **VIDEO** serve to switch the menu control to one of the stores.

3.9.2 FIELD AND FRAME MODE



If you press the associated function key, you can select separately for each store whether both fields or a particular field is to be recalled from the store.

This key is enabled in all store modes.

Each time you press this key, one of three operational statuses will appear in cyclical order.

- **FRAME**
- **1st FIELD**
- **2nd FIELD**

For the mask store also the read-in operation can be switched over to Field or Frame mode. This avoids field flickering during storing.

3.9.3 FREEZE



Press the associated function key to store a picture signal.

Note: Please note that a signal is delayed by one frame when it passes through the store.

3.9.4 STORING A VIDEO PICTURE (VIDEO STORE)

Video Store

To store a video picture, proceed as follows:

- Enable the **Video Store** key in the Aux Buses panel and select a picture source. In addition to the input sources you can of course also select the matte signals or the Previews or Program outputs.
- The stored picture signal can be recalled as input signal with the keys **2nd** and **Video Store** in the Source Selection panel.

3.9.5 MATTE STORE



Matte Store

To store a background, proceed as follows:

- Select the signal to be stored in the Matte store with **PATT1/PATT2** or **KEY1/KEY2/KEY3**.
- To store a wipe signal, press **PATT1** or **PATT2**. The desired wipe pattern and the modification can then be selected in the Wipe panel.
- For storing a texture, please refer to section WIPE PANEL.
- To assign a key signal as a source to the store, press **KEY1** or **KEY2**. The required adjustments can subsequently be made in the Keyers panel.

3.9.6 MASK STORE



Mask Store

The signals used in the mask store are to be taken from the same ME.

To store a mask, proceed as follows:

- Select the signal to be stored in the mask store with **PATT1/PATT2** or **KEY1/KEY2/KEY3** in the menu.
- In order to assign a key signal as a source to the store, press **KEY1** or **KEY2**. The required adjustments can subsequently be made in the Keyers panel.
- To store a wipe signal, press **PATT1** or **PATT2**. The desired wipe pattern and the modification can then be selected in the Wipe panel.

3.9.7 PAINT MODE MASKING



If you wish to create an individual mask, it is recommended to use a wipe signal as brush. For this purpose, select the corresponding trick generator with **WIPE1** or **WIPE2**.



- For a free design of a mask, enable **PaintModeMasking** with the **ON** softkey. The preview monitor now shows the wipe pattern as cursor if STORE is selected as mask source in a mask generator. Type of wipe and any modifications can be selected in the Wipe panel. The size can be adjusted with the **SIZE** control.



- Start the painting process with **PAINT** and paint using the cursor as brush.



- Press **RUB** to use the cursor as rubber.



- Press **CLEAR** to delete the contents of the mask store.



- Press **SHIFT** to shift the output picture of the store with the trackball.

If a key signal is selected as brush, either the key signal may be stored as freeze or, in the case of a moving picture such as camera pan or zoom, a mask may be created.



Press the associated function key to return to the previously selected menu.



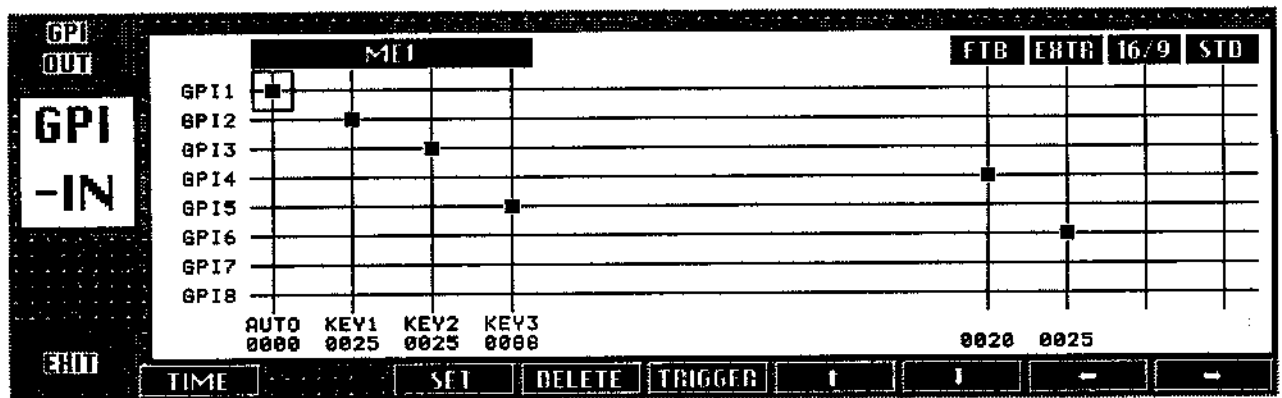
Press the associated function key to change directly for the MASKS menu.

3.10 GPI-AC MENU

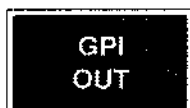
The GPI-AC menu serves to enable GPI inputs and GPI outputs. After selection in the STATUS menu, the entry menu for the GPI inputs is displayed. A matrix is provided to define which functions the individual input channels control in the mixing levels ME1, FTB, EXTRA, 16/9 and STD (TV-standard 625/525). A black mark in the matrix shows which input acts on which function.

Note: *The full functionality is only provided when the DD10 panel controls a DD20 or DD30 mixer. With the DD10 mixer, the configuration is fixed and can not be modified.*

3.10.1 GPI INPUT



Press the associated function key to return to the higher order STATUS menu.



Press the associated function key to change to the GPI output menu.



Press the associated function key to enter the auto transition duration in the column in which the cursor appears.



Press the associated function key to set a mark at the position selected with the cursor keys, which assigns the respective GPI input a function in the individual mixing levels.

DELETE

Press the associated function key to delete a mark at the position selected with the cursor keys.

TRIGGER

Press the associated function key to simulate the currently selected GPI channel (the column in which the cursor is positioned) for testing and installation purposes.

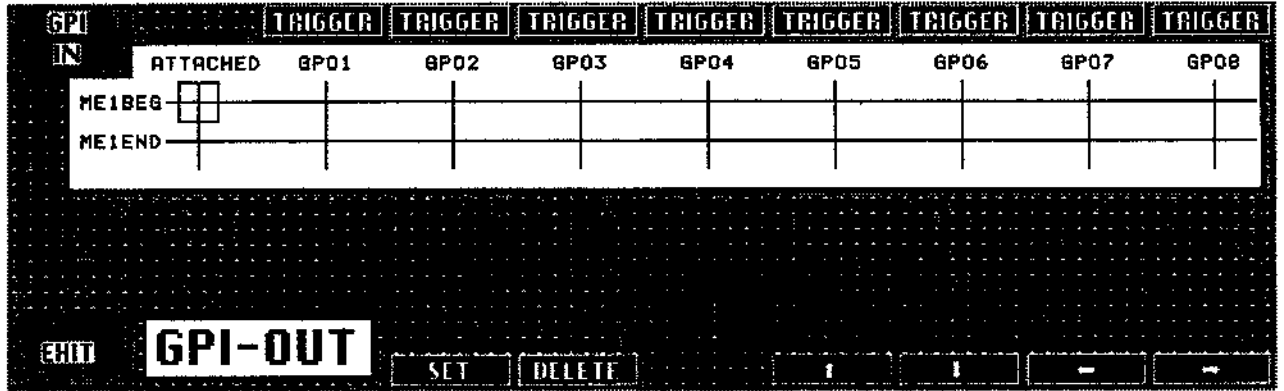


Press the associated function key to move the cursor in the entry matrix. The selected position is identified with a frame.

3.10.2 GPI OUTPUT

The GPI OUT menu serves to enable the GPI outputs. A matrix is provided to define which GPI outputs are to be switched during a transition (start and end) in the individual mixing levels.

A black mark in the matrix shows which transition function acts on which GPI output channel.



Press the associated function key to return to the higher order STATUS menu.



Press the associated function key to change to the GPI input menu.



Press the associated function key to set a mark at the position selected with the cursor keys, which assigns a function to the respective GPI output in the individual mixing levels.



Press the associated function key to delete a mark at the position selected with the cursor keys.



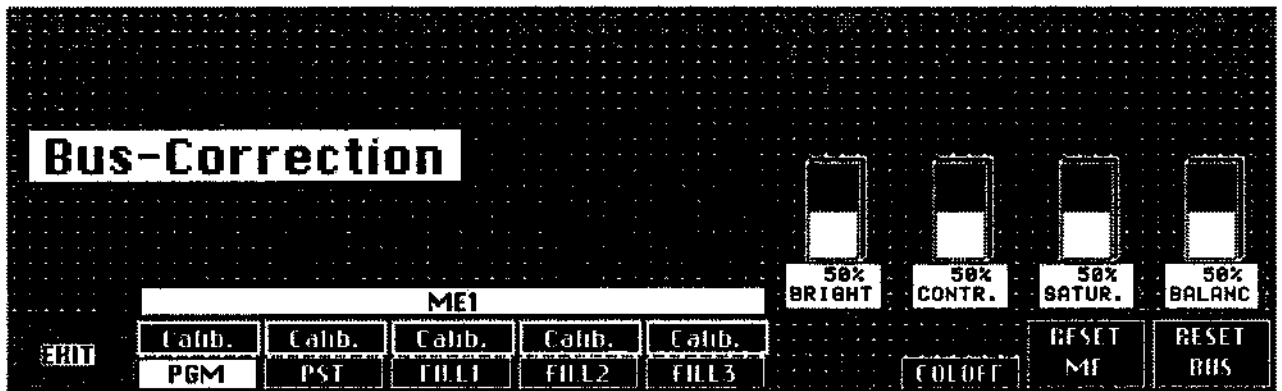
Press the associated function key to enable the associated GPI output.



Press the associated function key to move the cursor in the entry matrix. The selected position is identified with a frame.

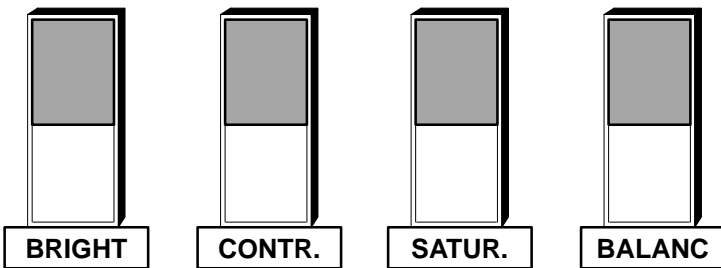
3.11 BUS CORRECTION MENU

The BUS CORRECTION menu serves to adjust brightness, contrast, saturation and color balance related to the bus.

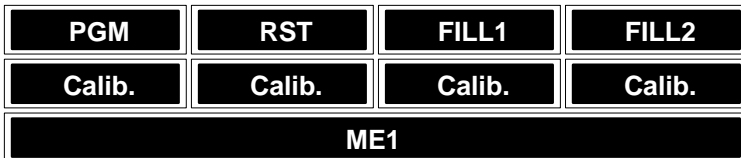




Press the associated function key to return to the previously selected menu.



Bar graphs for the indication of the color parameters. These parameters are adjusted with four digipots.



Press the associated function key to select one of the output buses for the respective mixing level ME1. ME2, PP. The color parameters of the output signal may then be adjusted with the four digipots.

The status of the buses is indicated with

- Calib.** = calibrated
- Modif.** = modified
- Col off** = black and white



Press the associated function key to switch the color on/off completely.



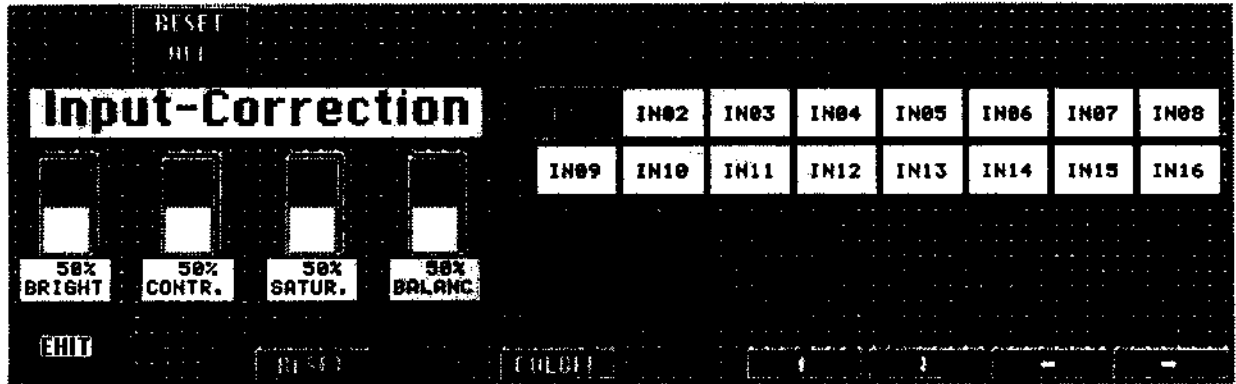
Press the associated function key to reset the values for all busses of the selected ME to their default values.



Press the associated function key to reset the values for a single bus of the selected ME to their default value.

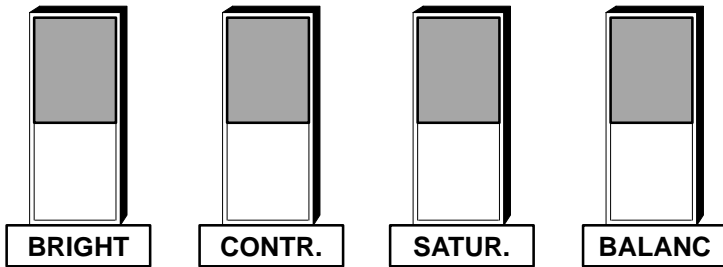
3.12 INPUT CORRECTION MENU

The INPUT CORRECTION menu serves to adjust brightness, contrast, saturation and color balance related to the inputs. The fields of the sources where color parameters were modified are displayed in grey in the menu.





Press the associated function key to return to the previously selected menu.



Bar graphs for the indication of the color parameters. The mask position is adjusted with four dipots.



Press the associated function key to reset the values for the selected input to their default value.



Press the associated function key to switch the color on/off completely.



Press the associated function key to move the cursor from field to field in the entry matrix.



Press the associated function key to reset the values for all inputs to their default values.

3.13 KEYERS MENU

For informations to KEYERS menu please see section 2.8.

