

Release Notes Addendum



Krystal 4300 Digital Picture Manipulator Software Release 3.1.2

061-4144-04

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Version **3.1.2**
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Purpose of this Document

This document describes known software defects of 3.1.2 software.

Known Problems

Identified in Version 3.1.2

- The Krystal Freeze Strobe feature rounds entered fractional strobe frame values to the closest integer, and this behavior is consistent for periods greater than two frames. Freeze Strobe behavior is not consistent for strobe periods less than 2 frames.

Identified in Version 3.1.1

- When using a VPE-151 editor with Beta-Sony Protocol, reverse preroll parks at the wrong time. However, this does not affect the frame accuracy of the reverse run mode. For example, a 5 second preroll consistently parks at 3.22 seconds, but still performs a frame accurate edit in reverse mode.

Identified Previously

- When Splits/Mirrors is turned on, the Drop Shadow feature has some limitations. If the drop shadow is moved above or to the left of the transformed channel it will be cropped at the edge of the transformed shadow. If Splits is used with the Drop Shadow, the splits in the shadow will not be where it is expected.
- Sometimes when using Splits and the pattern crops without the box crops, an extraneous line may appear on the left edge of the original source image. This can be corrected by performing a NAM of the box crop with the pattern crop and adjusting the left edge of the box crop.
- Under certain conditions, the Resource Acquisition menu may fail to show the names of the suites that have acquired channels. This can occur when two or more Control Panels are active, an Effect Manager has been acquired, and that Effect Manager has not acquired any channels. When this problem occurs, channels that are available have the suite name properly listed as "---", but the suite names of the channels acquired by another Effect Manager are blank. As soon as an available channel (suite name "---") is acquired, however, the suite names for the rest of the acquired channels appear in the menu.
- In Kurl, Page Turn Under mode, both Front and Back sides cannot be shown. As a work around, use Page Roll mode instead.
- After doing a software update and system config load, the device list in the Source Selector Device menu may be empty and you may not be able to install any devices. Powering the Control Panel off and on should correct the problem.
- There is a problem using the offset knob with selections. Changing the direction of the offset removes the selections.
- When Keyer Mode is set to Self Key, the Mosaic Menu is misleading. When using a Self Key, Mosaic can only be applied to the video, yet the Mosaic Source menu button has items Video, Key, and Video & Key.
- Currently it is not possible to update one of three rotation values throughout the effect using Mod All (Mod Mod). However, you can modify one of the three parameters for Locate/Size/Spin/Skew/Post/Perspective using Mod All for all the keyframes in an effect.
- Faint radial lines appear at some frequencies in SPLASH with lighting. If they appear they can usually be removed with small changes in the frequency.
- The lighting bar and plane rotation angles cannot be adjusted individually with the panel knobs unless the other two rotation angles are zero. They can be set to required values from the numeric keypad.

- Wash Border Combine operations do not work intuitively when Border Mode = Pattern, or when Border Mode = Box and Matte Mode = Flat and Combine Borders = Off. Under these conditions an effect may not behave intuitively, but the effect itself may be useful. To make Border Wash Combine behave intuitively, set the following values: Border Mode = Box and Matte Mode = Flat and Combine Borders = On , and set Matte Mode = Wash and Combine Borders = On. The Multiply , NAM+, NAM- parameters will now correspond correctly to the wash matte behavior.
- When the Output Recursive Mode is set to Montage and the Montage Appearance Mode is set to Under, if the Run Prefs starting field and Montage Timing start write values are not set to the same Odd or Even field, the picture may pop in front of the framestore image when you run an effect. To correct this problem, press the System Setup top menu button, select Run Prefs, and select either the Odd or Even starting field (do *not* use Any Field). Then return to the main Status menu, press the Picture top menu button, select Output Recursive/Montage/Timing/Start Write and select the same Odd or Even field.
- The Graphics Option only displays the correct axis for a channel when it's post transform Z is zero (default value).
- After a power up or reset of a Video Processor, the Video Processor should be on-line before the Effect Manager is acquired. If not, the Video Processor may not be configured properly.
- If you are in the Resource Acquisition menu when an Effect Manager is turned off, it may still show up as active on the menu. To correct this, exit the Resource Acquisition menu and then reenter it to update the active Effect Manager list.
- On Small System Controller equipped systems the Combiner Output Tallies are not functional.

