# grass valley

# Kalypso
## VIDEO PRODUCTION CENTER

## Release Notes

**SOFTWARE VERSION 15.0**

071072124
DECEMBER 2007

**THOMSON**
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# CERTIFICATE

Certificate Number: 510040.001

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# ISO 9001:2000

Scope:
The design, manufacture and support of video hardware and software products and related systems.

This Certificate is valid until:     June 14, 2009
This Certificate is valid as of:     August 30, 2006
Certified for the first time:     June 14, 2000

*H. Pierre Sallé*

H. Pierre Sallé
President
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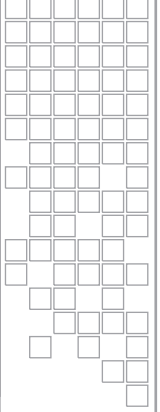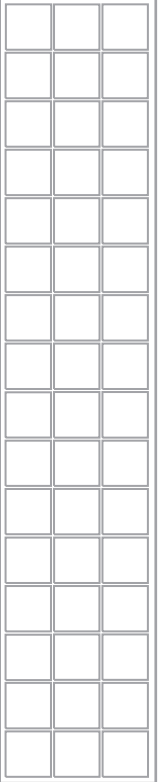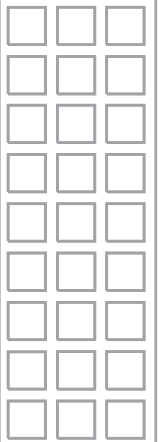CRT 001 073004

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# Kalypso

**VIDEO PRODUCTION CENTER**

Release Notes

SOFTWARE VERSION 15.0

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## Grass Valley Web Site

The www.thomsongrassvalley.com web site offers the following:

**Online User Documentation** — Current versions of product catalogs, brochures, data sheets, ordering guides, planning guides, manuals, and release notes in .pdf format can be downloaded.

**FAQ Database** — Solutions to problems and troubleshooting efforts can be found by searching our Frequently Asked Questions (FAQ) database.

**Software Downloads** — Download software updates, drivers, and patches.

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## END-OF-LIFE PRODUCT RECYCLING NOTICE

Grass Valley's innovation and excellence in product design also extends to the programs we've established to manage the recycling of our products. Grass Valley has developed a comprehensive end-of-life product take back program for recycle or disposal of end-of-life products. Our program meets the requirements of the European Union's WEEE Directive, the United States Environmental Protection Agency, and U.S. state and local agencies.

Grass Valley's end-of-life product take back program assures proper disposal by use of Best Available Technology. This program accepts any Grass Valley branded equipment. Upon request, a Certificate of Recycling or a Certificate of Destruction, depending on the ultimate disposition of the product, can be sent to the requester.

Grass Valley will be responsible for all costs associated with recycling and disposal, including freight. However, you are responsible for the removal of the equipment from your facility and packing the equipment to make it ready for pickup.

For further information on the Grass Valley product take back system please contact Grass Valley at + 800 80 80 20 20 or +33 1 48 25 20 20 from most other countries. In the U.S. and Canada please call 800-547-8949 or 530-478-4148, and ask to be connected to the EH&S Department. Additional information concerning the program can be found at: www.thomsongrassvalley.com/environment

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# *Contents*

*Version* 15.0

*DECEMBER 2007*

# *Kalypso Release Notes*

## Introduction

This document describes installation and other information specific to Kalypso Video Production Center Release 15.0 software. See for Kalypso system update instructions.

The V15.0 release supports *Kalypso HD/Duo* systems only.

### New Features in Release

- Redesigned Still Store (See )
- New Still Store Loader (See )
- Output Recursive (See )
- Detent (See )

### Changes in Release 15.0

#### Flush-mount Bracket with USB Stick

KAL-BRKT and the KAL-BRKT-MEN Flush-mount Menu Panel Kits will now ship with USB sticks loaded with the system software, not CD-ROM drives as previously shipped.

If it becomes necessary to reinstall the system software, perform the following steps:

1. **Insert USB stick** into one of the USB ports on the front of the Menu Display

2. Select **Open Folder** to view files using Windows Explorer, press **Ok**

3. Select USB drive **f:**

4. Double-click **setup.exe** (or highlight **setup.exe** and press **Enter**)

Follow software installation instructions

# Additional Information

## Software Version Information

**CAUTION**  If a system software version earlier than 12.0.2.4 is used, vertical noise across keys may result.

Description—Module number 671-6484-00, Serial number **BH0630xxxx** or later, requires system software **v12.0.2.4**. For example, a module with SN BH0631xxxx requires system software 12.0.2.4 or later, while a module with SN **BH0629xxxx** can run with any software version.

Serial Number Location—The serial number is located on the barcode label on the lower right side of the mix/effects modules.

**Note**  Make sure software and hardware are compatible when moving modules between switchers.

## No HD Support for 24 Button Aux Satellite Panels

The 24 button remote aux panels that were installed with many Kalypso Classic SD-only systems are not compatible with Kalypso HD or DUO systems. When upgrading from a Classic to a Kalypso HD or DUO, all 24 button panels should be replaced with equivalent 32 button panels. Note that the 24 button panels use the RS485 serial interface and the 32 button panels use an Ethernet interface.The equivalent panels are as follows:

• KAL-24AUX1 = KAL-32AUX1

• KAL-24AUX2 = KAL-32AUX1

• KAL-24AUX3 = KAL-32AUX2

The KAL-24AUX1 and AUX2 are single bus panels, the 1 RU frame having smaller buttons. The KAL-24AUX3 is a multi-bus panel, the same as the KAL-32AUX2. The 32 button panels include the Joystick-Override feature so no functionality is lost in replacing the 24 button panels.

## Macros and Multiple M/E Copy Commands

**CAUTION**  Pauses must be inserted when creating macros with multiple M/E copy commands. Not using pauses may halt the panel connection with the frame.

# Redesigned Still Store

## System Overview

The redesigned Still Store is only for *Kalypso HD/DUO* systems.

## New Features

New Still Store features with Kalypso Version 15.0 include:

- The new Image Manager that provides centralized control of images.
- Image Server that allows the operator to load stills and clips from external drives; laptops, removable media (USB, CD-ROM), any physical drive on a network.
- Images can now be sent to an output without being saved to disk, including looped clips.
- Stills and clips can now be kept and edited before they are saved to disk.
- Current Saves and Loads can now be cancelled.
- Images can be loaded directly to cache (not placed in an output first).
- Still Store environments can now be saved and transported on removable media (USB, CD-ROM).

## The Still Store Module

The Kalypso Still Store option module has:

- The Image Manager to manage images and the Still Store environment,
- Physical drives on the network as Image Servers,
- Cache to permit real time playback of stills and clips, and
- A built-in hard disk drive for image storage.

Figure 1 shows the basic system.

*Figure 1.  Kalypso Still Store System*
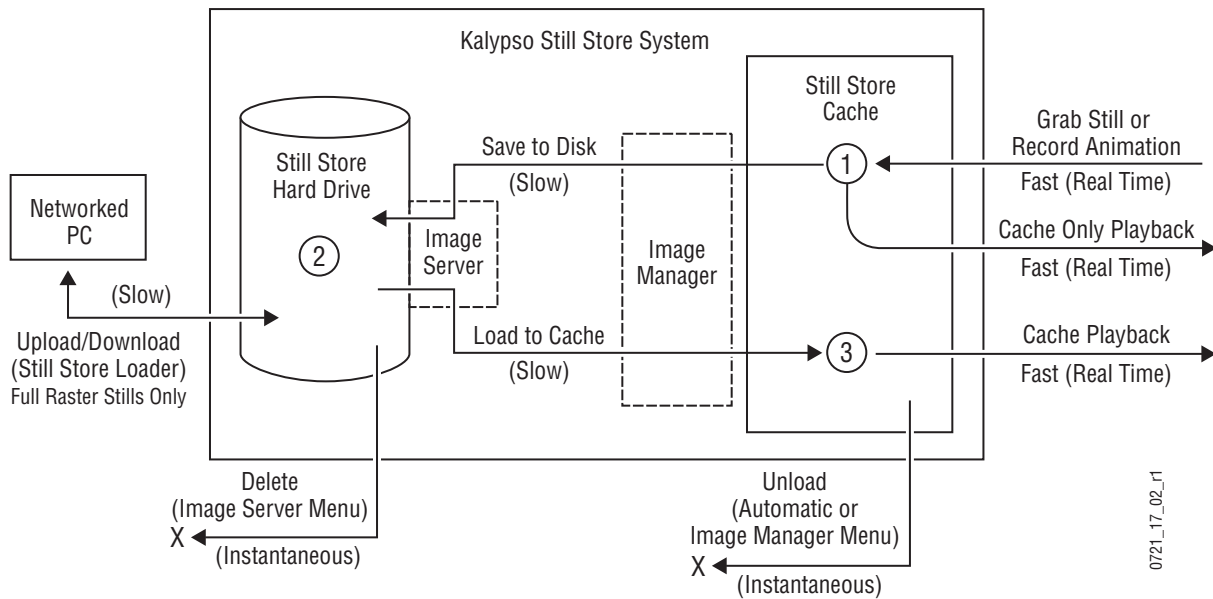


## Still Store Image Manager

New with Kalypso V15.0, Still Store uses the Image Manager to define and control the environment in which the Still Store operates and coordinates image files and images (see *Still Store Image Manager* on page 12 for more information). Cache, Image Servers, and hard drives all serve to create the Image Manager environment.

The Image Manager allows the operator to create folders of images that can be shared by various shows. For example one directory could be created to hold the station's logos and clips and each show could have its own directory to hold common show logos and clips. Finally, the working directory can be used to hold the images for a specific instance of the show (such as a different directory for each day the show is broadcast).

The current state of the Image Manager is saved in the NVRAM (same content as the ENV file) and will be restored after a reboot. This state includes an image whether or not it was in cache. This allows the operator to reload the cache to its prior state before the reboot.

### Working Directory

When a new working directory is selected, the system loads the images in that directory into the **Image Manager** scrolling list (see *Still Store Image Manager* on page 12 for more information).

All images in the working directory must have a unique image ID. This image ID is used by macros and E-MEMs to identify the image to be loaded. This technique is being used instead of storing the full file path in macros and E-MEMs to make the show more portable by making it easier to resolve file path differences between studios.

The simplest user model is for the operator to place all images into the same directory and then to set the working directory to it.

## Output

When an image is loaded to an output, the Image Manager determines if the image is in the cache. If not, it marks the output as pending a load, marks the image as pending a load to cache, and initiates the loading of the image into cache. An image loaded to an output will be loaded into cache first then loaded into the output.

## Saving and Loading Still Store Environments

Environments can be saved and restored in the Save Load menu category. The environment consists of:

- A list of all images that were loaded into the cache at any point: these images can be viewed and selected for reloading in the Image Manager menu category.

- And **Reserved** images: a reserved image (displays the **Reserved** icon) is an image that was loaded from the working directory into cache or loaded from a directory located outside the current working directory.

**Note**    If you load a saved environment the Still Store manages "**Reserved**" images by replacing any images that have the same image ID in the Image Manager scrolling list.

## Still Store Image Server and Disk Storage

Also new with V15.0 is the Image Server. An image server can be the Still Store hard drive (the default) or any external physical disk, loaded with Image Server Service Software (located on the System Software CD-ROM) on an accessible network. For example a Technical Director's laptop with a USB stick or a graphics PC mapped to a networked storage drive can both be Image Servers. Figure 2 illustrates this concept. See *Image Server Menu* on page 40 for more information.

Images can be saved to disk from cache, or, and also new with V15.0, cached images can be edited and then saved to disk from cache (newly recorded images will be saved to the working directory). As with earlier versions, images can be loaded from disk back into cache for playback.

Figure 2. *Kalypso Still Store System with External Storage*
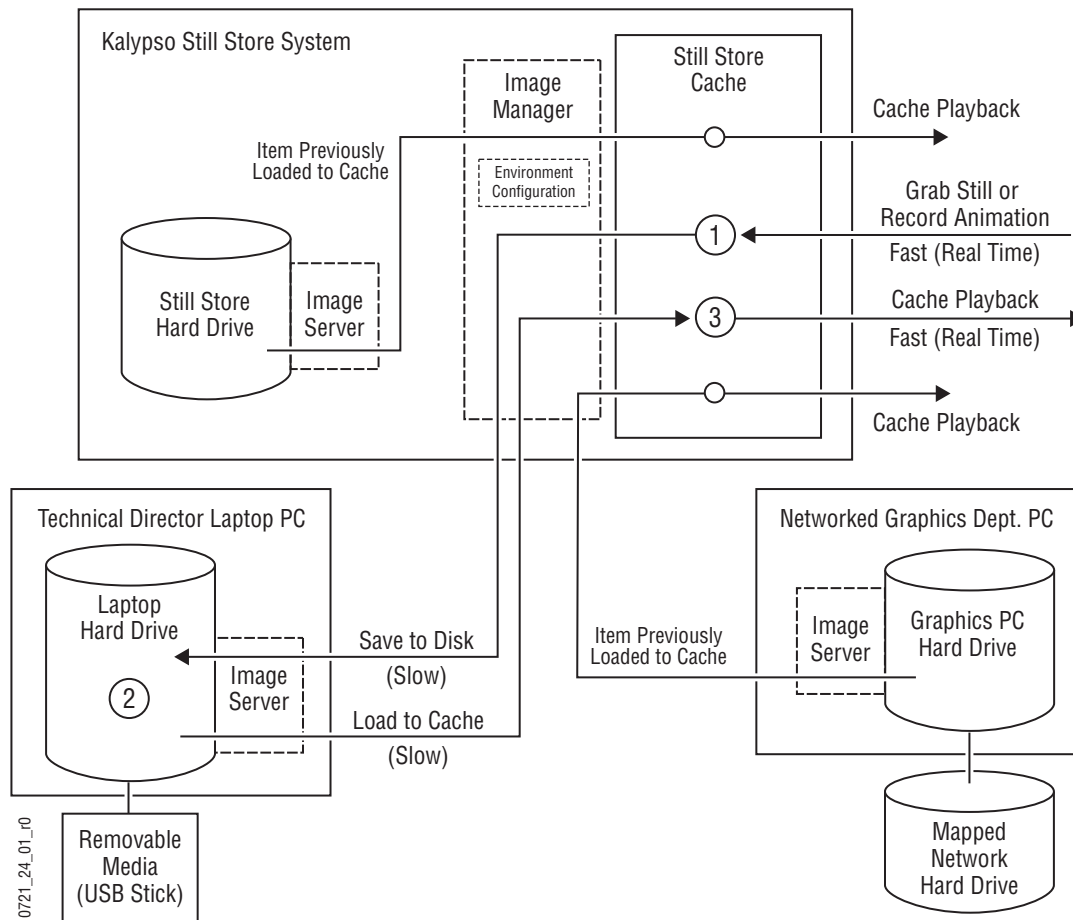


### Image Server Service

The Image Server service runs on an external PC to allow it to communicate with the Still Store and allow you to add external image servers. This application is included on the Kalypso Software CD-ROM. For information on loading and configuring an image server, see *Image Server Service* on page 41.

## Still Store Cache

Images are captured, recorded, or loaded into the cache. New with V15.0, once in cache a captured image can be played back directly from cache or edited and then played back from cache, without being saved as in previous versions.

Cache memory is used to enable real-time loading and recording of stills and clips. Input video is recorded to cache. An image must already have been loaded into the cache in order to support real-time loading of that image to an output. An entire clip must be loaded into cache in order to run that clip.

It is possible to load images directly into the cache, and remove individual images from the cache. If the image is locked, it will need to be unlocked. To unlock or override manual and automatic locks, see *Lock/Unlock Cache on page 32* and *Load/Unload Cache on page 33*. When loading images to cache, the system will automatically free up cache space if necessary. The system cannot remove any locked images from the cache unless the operator manually removes or overrides the locks.

A "temporary image" (the Keep function has not been used for the image), cannot be loaded into another output. The image remains loaded to the output that was monitoring the input while the image was recorded. If another output is selected to monitor the input, a recorded image will now be loaded to that output. The first output will retain its recorded image until it is unloaded.

When recording an image, the operator need not assign an image ID to the image, it will be done automatically. It can be changed at any time before a "Keep" of the image is performed. (Pressing the "Keep" button gives the image an image ID).

An image that is loaded to an output is automatically cached and locked. This would include a temporary image which had been recorded but not named and saved to disk. It is also possible to have an image in the cache which is not loaded to an output or saved to disk. This kind of image is also automatically locked. The operator may unlock this kind of image and remove it manually. The operator may manually lock or unlock any desired image (see *Lock/Unlock Cache on page 32*) in the cache.

Because a significant amount of time can be consumed caching images, the system does not automatically re-cache images in the working directory on system boot up or when loading a saved environment. The operator can have this done through an E-MEM, macro, or by pressing the **Prev In Cache** /**Select All**/**Load Selected** buttons in the Image Manager Menu.

There are several reasons for this:

- Since the operator is not likely to have been in that directory, you would not want the system to start reloading the wrong images,

- The time to reload images can be lengthy. This is something the operator needs to initiate, not the system,

- And the management ability of the cache is limited; it is difficult to unload individual cache entries as well as providing the ability to abort various operations which have been backgrounded.

## Important Information

### Still Store Software Version Mismatch

The internal protocol from the Kalypso Frame processor board to the Still Store board has changed from versions 14.0 and earlier, to 15.0. The Frame processor board will *not* communicate to the Still Store board unless both have V14.0 or earlier installed. For example, V15.0 is installed on the Frame and a Still Store option board is inserted into the Frame and it has V14.0 or earlier installed. The two boards will be unable to communicate.

If the boards are not communicating, the operator will be unable to tell what revision of Kalypso software is installed on the Still Store board.

### Verify/Update the Frame Software

Verify that Kalypso V15.0 is installed on the Frame in the Status and Diags menu.

If Kalyspo V15.0 is not installed on the Frame (in this scenario, Still Store may have V15.0 installed but the Frame does not):

1.  install V15.0 using the Kalypso Installation Software

2.  Reboot the frame

If this does not resolve the problem, continue with these instructions.

### Detecting a Still Store Software Version Mismatch

Note the following:

*   Still Store Option board is installed correctly

*   The Still Store menu indicates that Still Store is not connected (top right of menu)

*   In the Status and Diags menu, there is no version number for Still Store and the menu indicates that Still Store is not ready (red text in the Still Store Software Version line item)

If these conditions exist, there may be a version mismatch.

### Regressing and Updating the Software

With the Frame processor software at V15.0 or later, now it must be reverted back to an earlier version to communicate to the Still Store hardware with V14.0 or earlier installed.

1.  Verify in the Status and Diags menu that the Frame software version is V15.0 or later.

**2.** If the Frame software is V15.0 or later, perform the following:

    **a.** Use the Kalypso Installation Software to install the latest version of V14.0 to the Frame.

    **b.** Reboot the Frame.

**Note**    If the Frame and Still Store are still not communicating, this may not be the problem.

**3.** If the Frame and Still Store are communicating with V14.0, use the Kalypso Installation Software to install V15.0 or later on the Frame and Still Store (simultaneously).

**4.** If there are any Still Store spares, update those to V15.0 using the Kalypso Installation Software.

**5.** Reboot the Frame.

The Frame and Still Store should now communicate properly. If not, then there may be other issues.

## Still Store Menu

The Still Store menu provides controls for the Kalypso system Still Store option. From the **Home** menu, touch the **Still Store** button.

*Figure 3. Home Menu*



There are five basic Still Store Menus now, two are existing with enhancements and three are new:

- Save Load (new)
- Playback (existing)
- Create Edit (existing)
- Image Manager (new)
- Image Server (new)

# Still Store Save Load Menu

The Save Load menu category allows the operator to name, save, and load Still Store environments. A Still Store *environment* includes settings such as the selected working directory and saved, cached, and *reserved* images in the Image Manager scrolling list (see *Reserved Images* on page 28).

Images that have been in cache but are not reserved will be flagged as having been in cache by Still Store and can be viewed by pressing the **Prev In Cache** touch button in the Image Manager menu (see *Show Prev In Cache* on page 34) and reloaded if desired.

**CAUTION**  To speed environment file loading, it is highly recommended that disconnected image servers be removed from the list of configured **Image Servers** (see Figure 22 on page 38).

Touch **Still Store**, **Save Load** to access this menu.

**Note**  This menu is only for environmental files (show) operations. To perform image file operations (copy, save, delete), go to the **Image Server**/**Image Manager** menu categories.

*Figure 4.  Still Store Save/Load Menu*

The Save/Load menu category is comprised of the Save/Load scrolling list on the left and three button group panes on the right (refer to Figure 4). The three button group panes on the right, from top to bottom are:

- The Navigation group, for navigating in directories and opening files,

- The File Management group, which has mode selection buttons for managing folders and files; copying, pasting, deleting, creating folders, renaming files and folders, and a **Multi-select** parameter selection button that allows the operator to select multiple environment files,

**Note**    The Multi-select touch button is only active for the File Management button group, it is not active for the StillStore Environment button group.

- And the Stillstore Environment group that allows the operator to name, save, and load an environment. The Stillstore Environment group has a **File Name** data pad and a **Save**, **Cancel** (a load), and **Load** touch buttons, as shown in Figure 5.

*Figure 5.  Still Store—Save/Load Menu, StillStore Environment Pane*



The **File Name** button displays a keyboard for the operator to enter a name for the environment to be saved.

The **Save** button saves the current environment as a .env file to the folder shown at the top of the Save Load scrolling list.

The **Cancel** button cancels a save or load.

The **Load** button loads selected saved environment files to the system (it however does not load images, see *Load* on page 33 for information on loading previously cached images).

**Note**    The Still Store environment is also part of the **Save Show** functionality in the File Ops Menu, refer to the *Kalypso Reference Manual* for more information.

# Still Store Playback Menu

The Playback menu category remains in Version 15.0 but with significant enhancements. In addition to the existing functionality, the operator can now:

- Edit the image properties using the **Edit Properties** touch button. This feature allows the operator to edit or replace the image name/image ID. See Figure 6.

**CAUTION**  Changing the image/image ID will effect any macros or EMEMs that include that still or clip. Paths will have to be reestablished.

- Refresh the working directory with the **Refresh Work Dir** touch button. This refreshes any changes to the image so the current state is reflected in the image icons and ID.

- Clear reserved images with the **Clear All Reserved** touch button (see *Reserved Images* on page 28 for more information on reserved images).

- Cancel all output operations with the **Cancel Output** touch button

- Selecting an image with the **Auto Load** parameter button on automatically loads the image.

**Note**  Deselect the **Auto Load** button before editing the properties of a still or clip.

For more information on the Playback Menu, see *Version 14.0, Kalypso HD User Manual.*

Touch **Still Store**, **Playback** to access this menu (Figure 6).

*Figure 6.  Still Store Playback Menu*
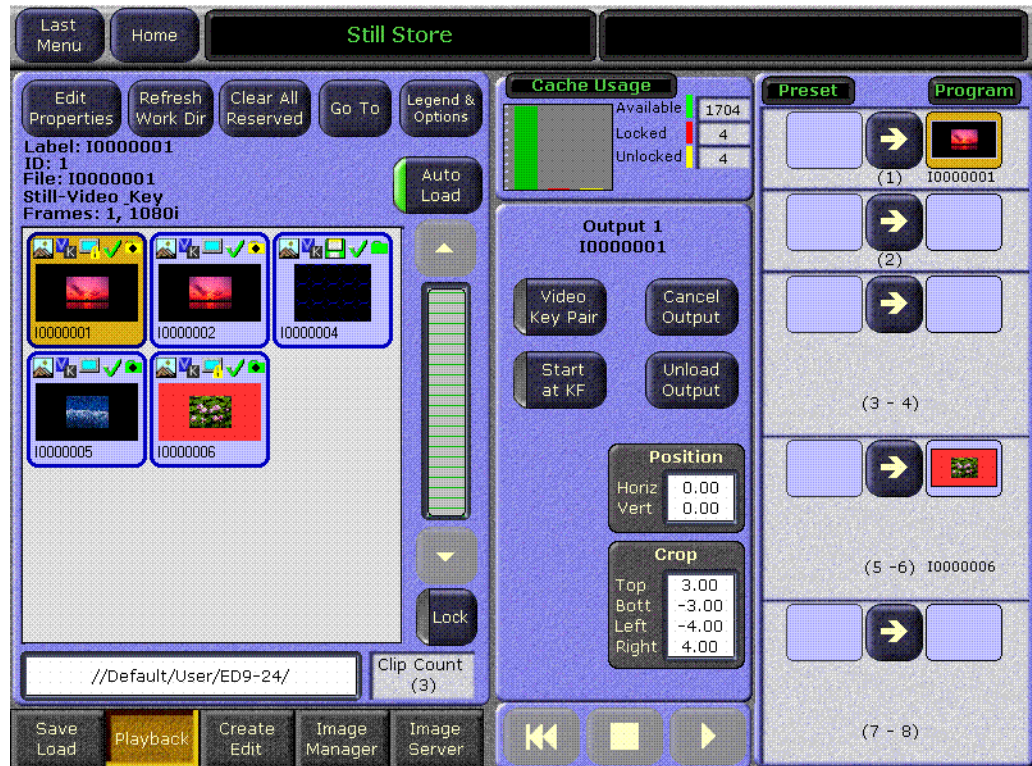


**Note**    Still images or clips created in one video standard will not display correctly if loaded into a Kalypso system operating in another standard. Still Store images that do not match the current operating mode display an invalid icon.

# Still Store Create Edit Menu

In V15.0, the Create Edit menu category remains in Still Store, however there are significant enhancements. As with the Playback category menu, the **Edit Properties**, **Refresh Work Dir**, and **Clear All Reserved** touch buttons have been added (refer to for more information), as well as other features discussed in this section.

For more information on the Create Edit Menu, see *Version 14.0, Kalypso HD User Manual*.

Touch **Still Store**, **Create Edit** to access this menu.

*Figure 7. Still Store Create Edit Menu*



The **Input Source** data pad is unchanged from previous versions.

The **Capture** button group pane has been reconfigured (top-middle). This group now contains the **Clear Image**, **Keep Image**, **Stop Grab**, and **Grab Still** touch buttons and the **Capture Setup** and **Capture** data pads.

Also, an **Available Time** counter has been added at the top right of the **Capture** selection touch button group.

The **Crop** and **Position** data pads remain and function as in past versions.

The **Clear Image** button clears the grabbed image.

The **Keep Image** button instantly moves the selected image to Image Manager where it can be edited.

**CAUTION**  Keeping an image It does not save the image to hard disk. The operator must save the image in the Image Manager.

The **Stop Grab** button allows the operator to stop a continuous or timed recording.

The **Grab Still/Record Clip** button grabs a still or a clip (button legend is changed through the **Capture Setup** menu).

The **Capture Setup** button displays the **Capture Setup** sub-menu that allows the configuration of the Image Type (Still or Clip), Image Identifier (Image ID or Image Name), and the Capture Operation (Video Only or Video+Key), as shown in Figure 8.

*Figure 8.  Still Store—Create Edit, Capture Setup Data Pad*
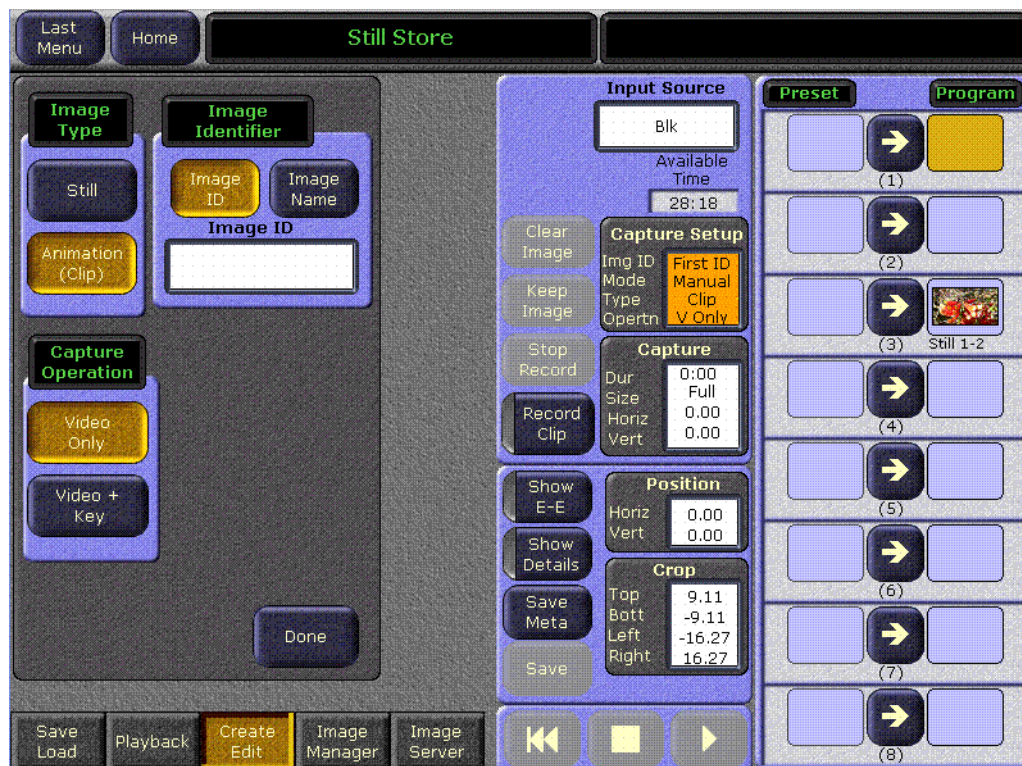


Selecting the **Capture** data pad button displays (right-side group) the **Continuous Record** parameter selection button, new with V15.0 and also displays soft knob labels and data pads for **Fence Size**, **Duration**, **Horizontal Fence**, and **Vertical Fence**, as shown in Figure 9.

*Figure 9.  Still Store—Create Edit, Capture Button.*
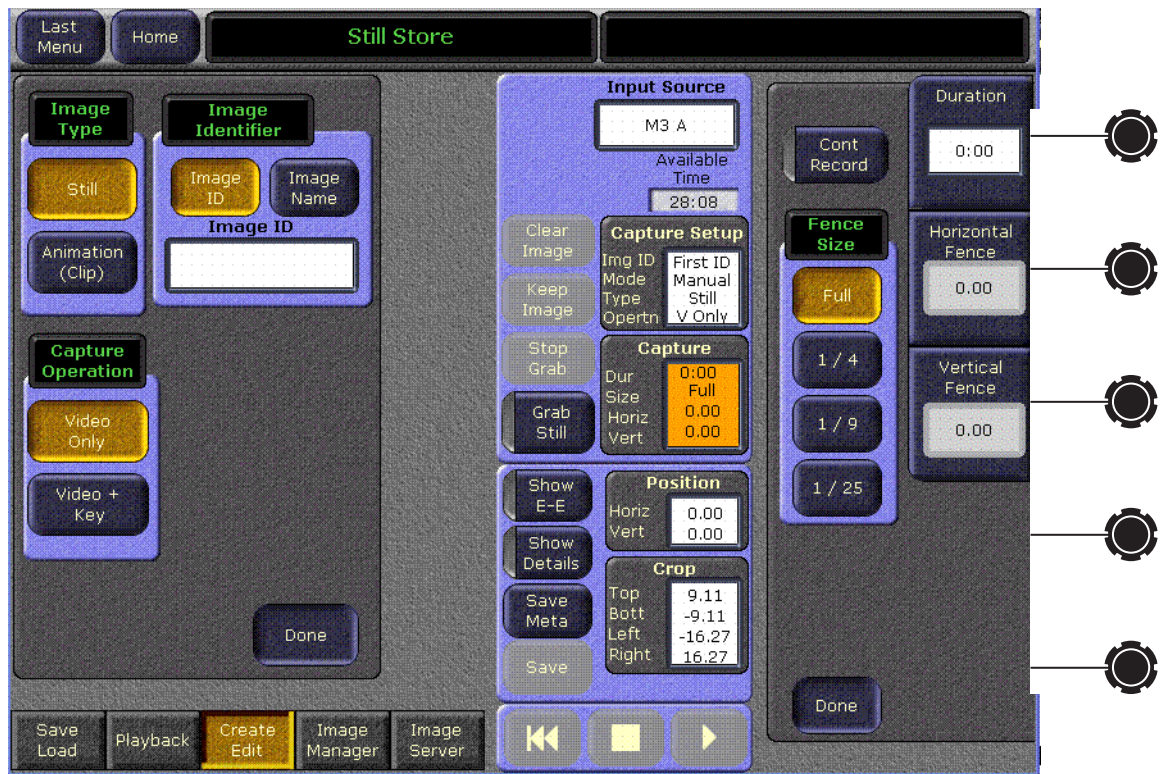


The middle touch button group contains the **Show Buffer**, **Show Details**, and **Save Meta** parameter selection buttons, the **Save** touch button, and the **Position** and **Crop** data pads.

### Show Buffer/E-E

The **Show Buffer** button has two functions, **Show Buffer** and **E-E**.

• **Show Buffer** parameter switches the grabbed image to the output

**Note**  The **Show Buffer** button is displayed when a grabbed image is in the buffer.

• **E-E** parameter connects the input source directly to the output

### Show Details

Clips can now be edited before they are saved to disk.

The **Clip Time** data pad replaces the Begin/End data pad of previous versions. The addition of **Log Time** and **Key Offset** counters are also new for V15.0.

Selecting the **Show Details** parameter selection button:

- Shows the **Clip Details** pane (left) that allows the operator to set parameters and shows information about a selected clip, as shown in Figure 10.

- Shows the **Freeze Mode** touch button group, an existing feature (second pane from right, top). See the *Version 14.0, Kalypso HD User Manual* for more information.

*Figure 10.  Still Store—Create Edit, Show Details Button*



Selecting the **Save Meta** touch button saves meta data changes to an image in output to the (cropping, fence size, etc.) meta data file on the hard disk.

Selecting the **Save** touch button saves images that have not been saved previously to hard disk.

**Note**    Images must be in an output in order to be saved unless they are newly grabbed or recorded.

Selecting the **Position** data pad:

- Shows the **Position** sub-group that contains the **Set Defaults** touch button.

- Shows the soft knob data pads for the **Horizontal** and **Vertical** positioning.

Selecting the **Set Defaults** button resets the horizontal and vertical position values to zero (0.000).

Selecting the **Crop** touch button:

- Displays the **Crop** sub-group (see Figure 11) that contains the **Production Aperture**, **Clean Aperture**, and **Done** touch buttons.

- Displays the soft knob data pads for **Top Crop**, **Bottom Crop**, **Left Crop**, and **Right Crop**.

*Figure 11.  Still Store—Create Edit, Crop Sub-Menu*



### Production Aperture

Selecting the **Production Aperture** touch button allows the maximum possible image area that can be supported by the video standard. However due to filtering and other operations, this method is prone to edge-related artifacts.

### Clean Aperture

Selecting the **Clean Aperture** touch button reduces the image slightly to remove any edge-related artifacts and centers the image so there will be an equal number of pixels within the clean aperture to the left and right of the center point.

# Still Store Image Manager Menu

From the Image Manager menu category, the operator can manage images, folders and directories, add or configure image servers, and filter the view in the Image Manager scrolling list (see Figure 12).

Images are flagged with icons when loaded into the Image Manager scrolling list that represent the characteristics of the image (refer to Figure 14 on page 31 for a description of icons), such as whether or not the image is in the working directory, cached, saved, or imported from another image server.

## Reserved Images

Still Store treats Reserved images with the highest priority. A reserved image can only be removed from the Image Manager using the **Clear Reserved Images** touch button. Reserved images are marked with the "Reserved" icon if they fit one of the following criteria:

- Image is in the working directory and loaded into cache.

- Image is loaded from a directory other than the working directory into the Image Manager.

To view only reserved images or clear a reserved image, see *Show Reserved* and *Clear Reserved* on page 39 for more information.

Touch **Still Store**, **Image Manager** from the Home menu.

*Figure 12.  Still Store Image Manager Menu*
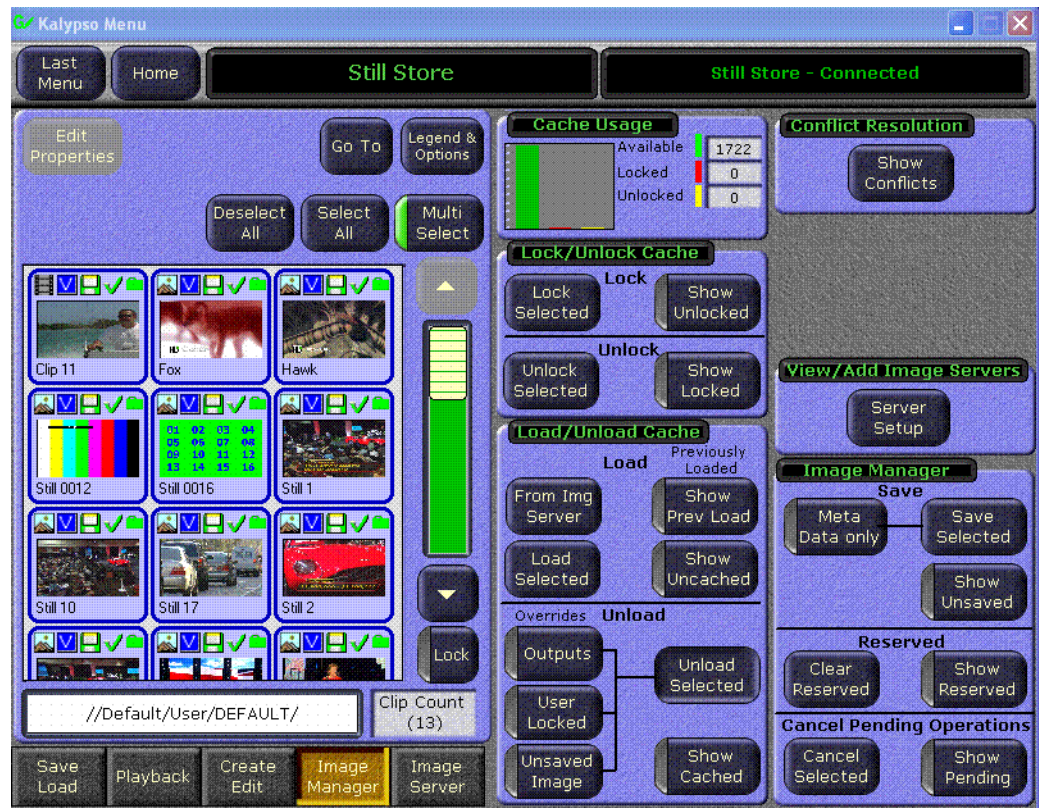


## Image Manager Scrolling List and Selection Buttons

The **Image Manager** scrolling list is located on the left half of the Image Manager menu. The scroll bar is located just to the right and the provided **Lock** button (below the scroll bar) allows you to lock the scrolling list in any position which prevents auto-scrolling (refer to Figure 12).

The image selection buttons are described as follows:

The **Multi Select** button allows the operator to select multiple images in the Image Manager scrolling list, as shown in Figure 13.

*Figure 13. Still Store—Image Manager, Multi Select Button*
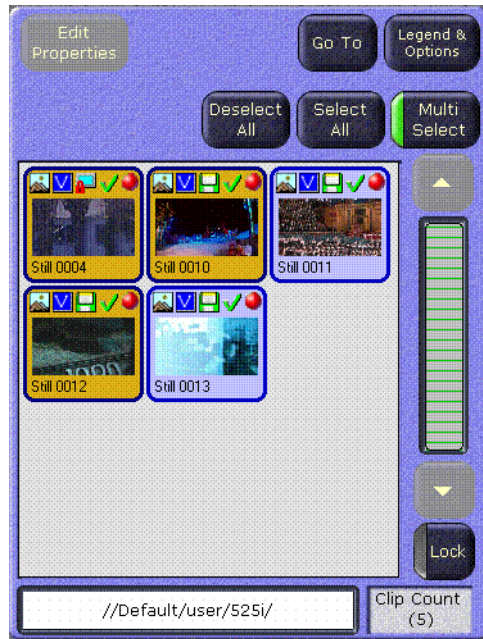


The **Deselect All** and **Select All** buttons deselect or select all images in the Image Manager scrolling list.

**Note**     The **Deselect All** and **Select All** buttons are only available when the **Multi Select** button is activated, refer to Figure 13. When **Multi Select** is *not* selected, the **Deselect All** and **Select All** buttons are gray and unselectable (the **Edit Properties** button is then available).

The following are located above the image selection buttons:

The **Edit Properties** button launches a keypad for editing or replacing the Image Label/Image ID. (The **Edit Properties** button is not available when the **Multi Select** button is activated.)

**CAUTION**   Image IDs and labels are key to how the new Still Store creates and recalls paths to images. Image IDs/labels *must* be unique otherwise there will be a conflict. *Image labels are for the user and will not effect functionality.*

The **Go To** button launches either a keypad or a keyboard (depending the Sort Type selected in the Legend & Options screen) where the operator can enter an Image ID/Image Label and go directly to that image (refer to Figure 14 on page 31).

**Note**     The operator can change the sort criteria to Image ID or image Label by pressing the **Legend & Options** button and selecting the "sort type".

The **Legends & Options** button (see Figure 12) launches a menu that has an icon legend on the left half describing what each icon represents for "images" (top section) and "outputs" (bottom section), as shown in Figure 14.

The right half of the menu contains the **View Style** touch button group and two **Sort** button groups.

- **View Style** touch buttons turn on and off the thumbnail view,

- **Sort Type** menu touch buttons turn on either sort by image ID or sort by image name, and

- The **Sort Filter** touch button, **No Invalid Vid Ref** allows only those images to display that have the same line rate as the current operating system. For example when operating in 720p mode, only 720p images are displayed.

*Figure 14. Still Store—Legends & Options Menu*
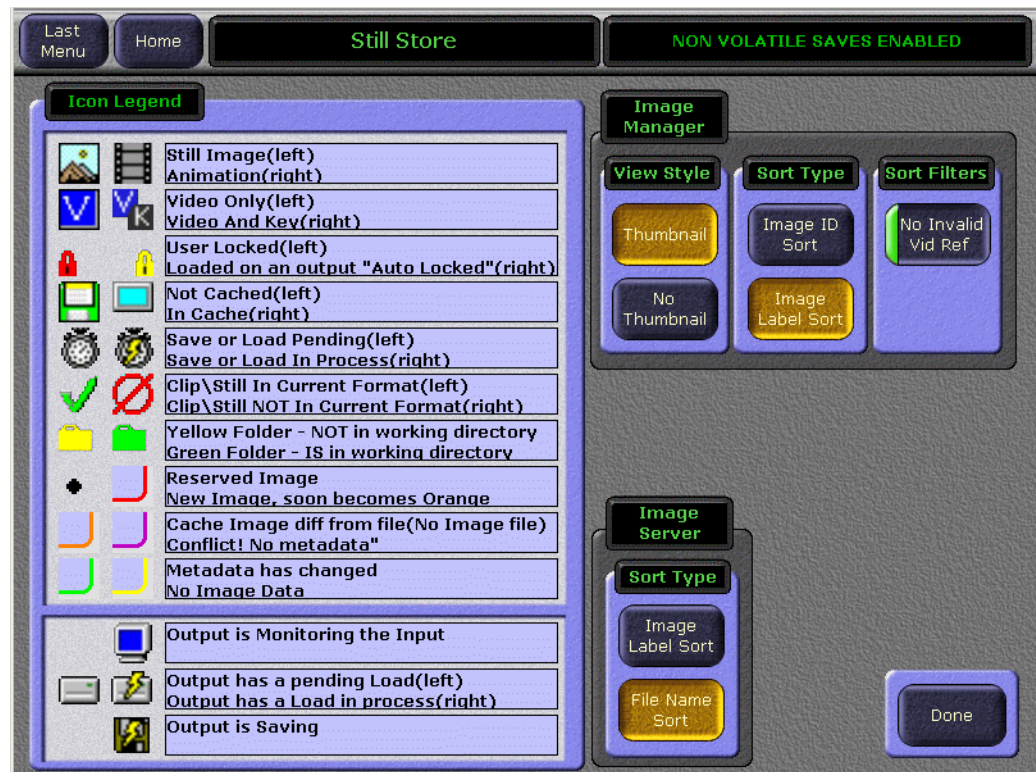


## Cache Usage Pane

The Cache Usage pane, located top-middle of the Image Manager menu, provides storage capacity and locking status information about the cache (see Figure 15).

*Figure 15.  Still Store—Image Manager, Cache Usage Pane*
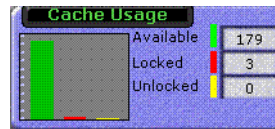


## Lock/Unlock Cache

A locked image cannot be unloaded from cache manually or by the system (when the cache becomes full) until it is unlocked (or overridden which will be explained later in this section).

There are two ways used by Still Store to lock cached images: "auto lock" which automatically locks an image when placed into an output, and "user lock" which is performed by selecting images and pressing the **Lock Selected** button in the Lock/Unlock Cache pane.

The Lock/Unlock Cache pane is divided into **Lock** and **Unlock**, see Figure 16.

*Figure 16.  Still Store—Image Manager, Lock/Unlock Cache Pane*



## Lock

The **Lock** section of the Lock/Unlock Cache pane contains the **Lock Selected** touch button and **Show Unlocked** parameter selection button.

### Lock Selected

Selecting the **Lock Selected** touch button:

• Prevents images from being unloaded from the cache.

**Note**    When an image is "removed" or "unloaded" from the Image Manager scrolling list or cache, it is *not* deleted from where it is stored.

• Places a lock icon (refer to Figure 14) in the image's icon in the Image Manager scrolling list.

**Note**    Images can be locked whether or not they are in cache.

### Show Unlocked

Selecting the **Show Unlocked** parameter selection button filters the Image Manager scrolling list to display only "unlocked" images.

The **unlock** section of the Lock/Unlock Cache pane contains the **Unlock Selected** and **Show Locked** buttons.

## Unlock

### Unlock Selected

Selecting the **Unlock Selected** touch button unlocks any image that has been selected in the Image Manager scrolling list.

### Show Locked

Selecting the **Show Locked** parameter selection button filters the Image Manager scrolling list to show only "manually locked" images.

## Load/Unload Cache

The **Load/Unload Cache** pane is divided into **Load** and **Unload** button groups, as shown in .

## Load

The **Load** section of the Load/Unload Cache pane contains the **From Image Server**, **Load Selected**, **Show Prev Load**, and **Show Uncached** buttons, as seen in .

This button group provides control over what images are loaded into and unloaded out of the cache, from the Image Manager scrolling list.

*Figure 17.  Still Store—Image Manager, Load/Unload Cache Pane*
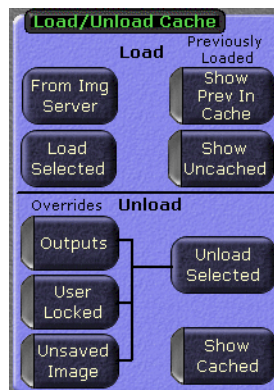
### From Image Server

Selecting the **From Image Server** touch button:

- Goes to the Image Server pane.

- Allows the operator to browse to and load images from any legitimate source to the output, cache (default), or Image Manager scrolling list, as shown in Figure 18.

**Note** Multi-select is not available when loading to an output and the operator must choose the output. This loads metadata then image data to the specified output.

- Returns to the Image Manager menu category with a press of the **Done** touch button, located lower right, as shown in Figure 18.

*Figure 18. Still Store—Image Manager, Load/Unload, Load from Image Server*



### Load Selected

Selecting the **Load Selected** button loads selected images in the Image Manager scrolling list, into cache.

### Show Prev In Cache

Selecting the **Show Prev In Cache** button shows the images that were in cache at the time the currently loaded environment was saved.

The current state of the Image Manager is saved in the NVRAM and will be restored after a reboot. This state includes an image whether or not it was in cache. This allows the operator to reload the cache to its pre-shutdown state.

### Show Uncached Button

Selecting the **Show Uncached** button:

Selecting the **Show Uncached** button filters the Image Manager scrolling list to show only images that are not in cache.

The **Unload** section of the Load/Unload Cache pane contains three override buttons: **Output**, **User Locked**, and **Unsaved Image**, a selection button for the overrides titled **Unload Selected**, and a **Show Cache** button.

## Unload

### Unload Selected Button

Selecting the **Unload Selected** button unloads all selected images from cache.

### Show Cache Button

Selecting the **Show Cache** button filters the Image Manager scrolling list to show only "cached" images.

## Override Filter

### Output Button

Selecting the **Output** button overrides the auto locks on images in output so they can be unloaded from cache.

### User Locked Button

Selecting the **User Locked** button overrides user locks on images in cache so they can be unloaded from cache.

### Unsaved Image Button

Selecting the **Unsaved Image** button overrides locks on unsaved captured images in cache so they can be unloaded from cache.

**CAUTION**  If an unsaved image is removed from the Image Manager, that image is unrecoverable since there will no longer be any image data.

## Conflict Resolution Pane

If a Still Store Environment file is loaded and images that are expected to be in the environment can not be found, then Conflicts are displayed. Conflict Resolution allows for new files to be selected and restore the paths to the environment.

The Conflict Resolution pane contains the **Conflict Resolution** button, see Figure 19.

*Figure 19.  Still Store—Image Manager, Conflict Resolution Pane*



### Show Conflicts Button

Selecting the **Show Conflicts** button in the upper-right hand corner (see Figure 12 on page 29):

Displays the **Show Conflicts** menu (left side of menu) which contains similar windows and controls as the Image Manager scrolling list and on the right a **Paths In Conflict** pane.

- The Paths In Conflict pane displays conflicted images in dialogue boxes with path information and the **Select Images**, **Browse to path for selected images**, **Refresh**, and **Done** buttons,

  - **Path Conflict Dialogue boxes** display the directory name, the IP address, and the port ID and the image path,

  - **Select Images** button selects all the images in the image pane,

  - **Browse to path for selected images** button allows the operator to locate images and restore or establish a new the path, if the images still exist,

  - **Refresh** button refreshes the menu after changes,

  - And the **Done** button returns to the Image Manager menu.

- And, as seen in Figure 20, when conflicts are displayed in the Paths In Conflict pane, the images in conflict are also visible in the scrolling list on the left with red outlines and question marks. The conflicted images ID number is also displayed to assist in repairing the path.

*Figure 20.  Image Manager—Conflict Resolution Pane, Button Result*
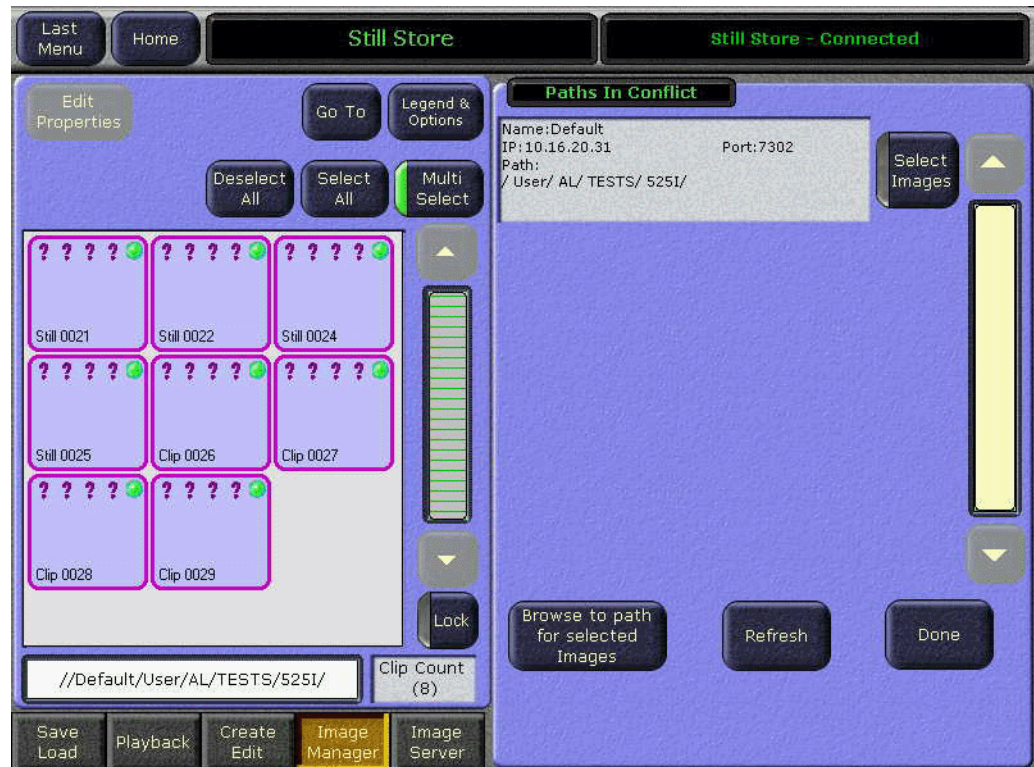


## View/Add Image Servers Pane

To view existing image servers or add additional image servers from any valid source.

The Image Servers pane contains the **Server Setup** button, see Figure 21.

*Figure 21.  Still Store—Image Manager, Image Servers Pane*



### Server Setup Button

Selecting the **Server Setup** button:

- Displays the Image Server menu, as shown in Figure 22.
- Allows the operator to test or "ping" a configured server.
- Allows the operator to view or add servers from any valid location.

*Figure 22. Still Store—Image Manager, Image Servers Pane, View/Add Servers*



## Image Manager Pane

The Image Manager pane is divided into **Save**, **Remove**, and **Cancel Pending Operations**, see Figure 23.

*Figure 23. Still Store—Image Manager, Image Manager Pane*
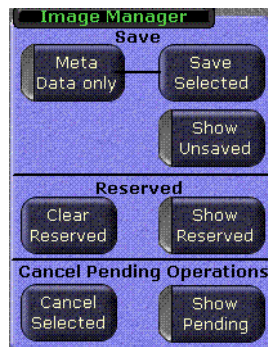


## Save

The **Save** section of the Image Manager pane contains the **Meta Data only**, (connected to) **Save Selected**, and **Show Unsaved** buttons.

### Meta Data only

Selecting the **Meta Data only** button:

Selecting the **Meta Data only** button modifies the **Save Selected** button to save or update only the metadata file (the image and thumbnail files will not be re-saved) from selected images to the working directory (the default). This saves a significant amount of time compared to saving all three files.

### Save Selected

Selecting the **Save Selected** button:

• Saves selected images to the appropriate location for each image.

• Can be modified to save only metadata files using the **Meta Data only** button.

### Show Unsaved

Selecting the **Show Unsaved** button filters the Image Manager scrolling list to show only unsaved images.

**CAUTION** If unsaved images are removed from the Image Manager scrolling list, they are permanently removed.

## Reserved

The **Reserved** section of the Image Manager pane contains the **Clear Reserved** and **Show Reserved** buttons.

### Show Reserved

Selecting the **Show Reserved** button filters the Image Manager scrolling list to display reserved images only.

### Clear Reserved

Selecting the **Clear Reserved** button:

• If the image is in the working directory, and marked reserved, removes the image from cache and removes the "Reserved" icon.

• If the image is not in the working directory, removes the image from cache and removes the image from the Image Manager completely (unsaved images are permanently deleted from Still Store).

## Cancel Pending Operations

The **Cancel Pending Operations** section of the Image Manager pane contains the **Cancel Selected** and **Show Pending** buttons.

### Cancel Selected Button

Selecting the **Cancel Selected** button:

Cancels pending and in-process operations for selected images.

### Show Pending Button

Selecting the **Show Pending** button filters the Image Manager scrolling list to show all images that have pending or in-process operations.

# Image Server Menu

An image server can be the Still Store hard drive (the default) or any external physical disk loaded with Image Server Software on an accessible network.

The Image Server menu category is comprised of the Image Server scrolling list on the left and three button group panes on the right (see Figure 24). The four button group panes on the right, from top to bottom are:

- The Navigation group, for navigating in directories and opening files,

- The File Management group, which has mode selection buttons for managing folders and files; copying, pasting, deleting, creating folders, renaming files and folders, and a **Multi-select** parameter selection button that allows the operator to select multiple environment files,

- A pane for loading images with **Working Directory** button that allows the choice of loading images from the working directory (to load images from another directory, navigate to and choose another directory) and the **Load Images** button for executing the load action, and

- The **Select Working Directory** pane that contains the **Set as working dir** button and diplays which directory is set as the **Current Working Directory**.

CAUTION   Images must be in the .gva/.gvg format. Images can be converted using the Still Store Loader software.

Touch **Still Store**, **Image Server** to access this menu.

*Figure 24. Still Store—Image Server Menu*
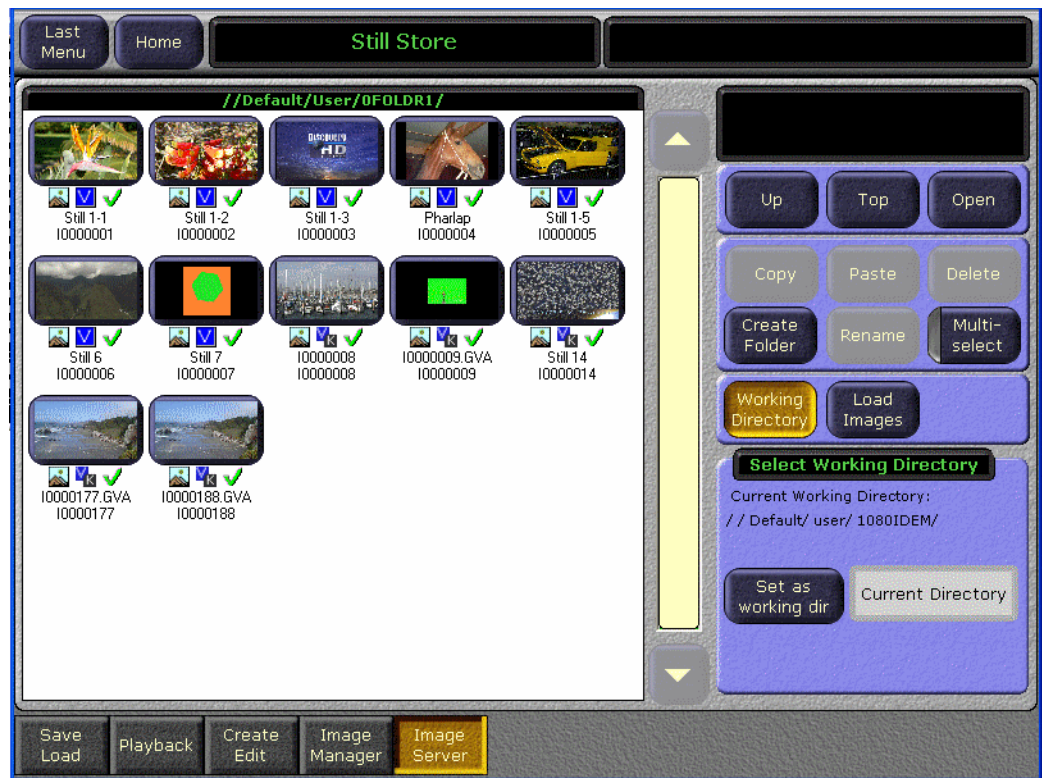


## Image Server Service

In order to connect to an external image server with Still Store, the Image Server software must be installed on the PC serving as the image server. The Image Server service software is available as a radio button choice on the V15.0 or later software CD.

**CAUTION**  To speed image server connection and environment file loading, it is highly recommended that disconnected image servers be removed from the list of configured **Image Servers** (see Figure 22 on page 38).

Once installed, the Image Server software can be configured for mounting points and paths to stored images, as shown in Figure 25.

To navigate to the Image Server Configuration in Windows XP, perform the following steps (Image Service must be installed first):

1.  Select the Start Menu

2.  Select **Settings / Control Panel / Administrative Tools**

3.  Double click on **Services**

4.  Double click on **Image Server,** the Image Server Configuration dialog box will appear, as shown in Figure 25.

*Figure 25.  Still Store—Image Server, Software Configuration*
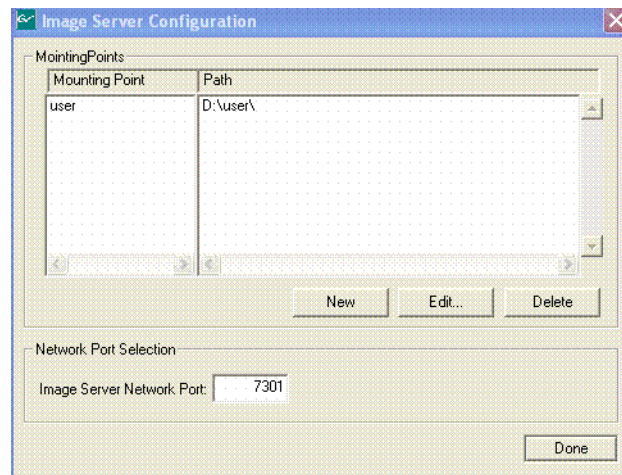


Once the mount points and paths are established, the image server can be added and images can be imported into the Image Manager scrolling list, loaded to cache, or loaded to an output.

If images or the files that contain them are moved or deleted, the paths will be broken. For information on repairing path conflicts, refer to *Conflict Resolution Pane* on page 36.

### Network Permissions for Image Servers

You may have to configure your network to allow Image Servers to be connected. The following assumes a Windows XP operating system.

To configure your network to allow Image Server service software to connect to an image server, perform the following steps:

**1.** Click on the Start menu and select Control Panel/Administrative Tools/Services

**2.** Double-click on the **Image Server** service

**3.** Select the **Log On** tab, as shown in Figure 26

**4.** Select the "**This account**" radio button

**5.** Enter and confirm password

**6.** Select the **Apply** button

**7.** A dialog box will appear verifying the change, click **OK**

**8.** Select the General tab

**9.** Click on **Stop**

**10.** Click on **Start** to restart the service with the changes

*Figure 26. Still Store—Image Server Properties Dialog*
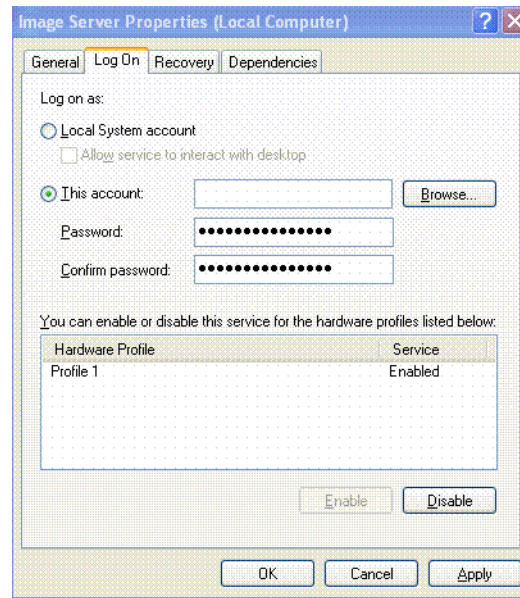
## Operation

In general, the redesigned Still Store feature is operated by:

- Selecting a working directory: this loads all the stills and clips for that directory into the Image Manager,

- Selecting stills and clips from an external Image Server, or

- Selecting a source and grabbing a still or recording a clip (with fencing, cropping, and positioning if desired), and performing a "keep" to place the image in the Image Manager and in cache.

From the Image Manager, an image can be loaded into an output (which first places the image into cache), placed directly into cache, or saved.

The Still Store menus or the Machine Control subpanel on the control panel can be used to select stills and play clips. Still selection, clip playback, and other Still Store attributes can also be controlled by E-MEM.

## Adding an Image Server

Image Servers can be added from the Image Manager menu, by selecting the **Server Setup** button in the View/Add Image Servers pane, see Figure 202, middle right of menu.

1.  Select the **Server Setup** button in the Image Manager menu, see Figure 12 on page 29.

2.  Enter the **Name**, **IP Address**, and **Port** of the image server to be added, see Figure 27.

3.  Select the **Add** button.

*Figure 27.  Still Store—Adding an Image Server*



## Input Source Selection

Still Store input sources can be selected using the Local Aux panel or from the Input Source menu, top center of Playback screen (see the *Kalypso User Manual* for more information).

1.  Select a Still Store output on the Still Store menu.

2.  Turn on monitoring.

3.  Press the **Still Store** bus delegation button on the Local Aux panel.

4. Press the button for the desired source on the Local Aux panel source selection bus.

**Note**     Still Store supports split keys set up on the Local Aux panel.

## Capturing a Still

Still Store uses the "Keep" function (**Keep Image** button) to place images into the Image Manager. Placing an image in the Image Manager does not "save" the image to disk, the **Save** button must be pressed to save an image to disk.

1. From the **Create Edit** menu, select an image in the scrolling list or in the Still Store output, as shown in *Still Store Create Edit Menu* on page 47.

2. Select the **Capture Setup** data pad and configure the image to be captured (refer to *Still Store Create Edit Menu* on page 23 for more information).

3. Preview the selected Still Store output (if the input has a video and a key, the output must be in video/key *paired* mode).

4. Verify that the **E-E** button is available in the Create Edit menu and select it.

**Note**     If the **Show Buffer** button is present instead of **E-E**, either clear the image from the buffer or keep the image (with **Clear Image/Keep Image** buttons) to restore the **E-E** button. (E-E shows the input source directly to the output source).

5. Select the desired source for the still capture.

6. Select **Show Input**. The input source will appear on the monitor if being used for preview.

*Figure 28.  Still Store Create Edit Menu*



7. Positioning, cropping, or a partial raster fencing of an image can be performed before pressing the **Keep** button. Select the corresponding data pad and specify the desired modifications.

**Note**    Verify that images will be grabbed (or grabbed and saved) into the correct folder, in the directory display located below the Image Manager scrolling list, lower-left. The image will be associated with the Working Directory path in the Image Manager.

8. Select the **Grab Still** button to capture the still image.

   Once the still is grabbed, it can be saved using the **Save** button located at the bottom-left of the center-bottom pane (a save can be performed now or at any time).

## Capturing a Clip

1. Follow steps of the Still Capture procedure above.

2. Touch the **Capture Setup** data pad and enter a duration for the recording in frames or select the **Cont Record** button for a continuos recording (refer to for more information).

*Figure 29. Still Store Create Edit Menu, Recording Controls*



**CAUTION** Long duration recordings can uncache a lot of other Still Store material, and saving long recordings can fill the cache with locked items, making other Still Store material inaccessible.

**3.** Controls are also available to specify a partial raster fenced recording and choose the placement (horizontal and vertical) of the area to be captured. Single frame fenced recordings are possible to save storage space.

**Note** The modifications listed above must be performed before recording the clip.

**4.** If your source is not live, cue the source material. If you are using an external device controlled by the Kalypso system (Profile VDR or VTR), you can cue and play the material using the Kalypso Machine Control subpanel.

**5.** To initiate the recording, touch the **Record Clip** button. If the source is not live you also need to play the source material. The recording will proceed for the specified duration, then stop (unless using continuous record, in which case the recording will stop when out of frames).

**6.** Positioning, cropping, or a partial raster fencing of an image must be done before a "Keep" is performed. Select the corresponding data pad and specify the desired modifications.

**Note** Verify that images will be grabbed (or grabbed and saved) into the correct folder, in the directory display located below the Image Manager scrolling list, lower-left. The image will be associated with this path in the Image Manager.

7. Once the image is recorded, it can be saved using the **Save** button, located at the bottom-left of the center-bottom pane.

# New Still Store Loader

The new Still Store Loader application has been updated to allow the operator to export images into the Still Store hardware from a personal computer by converting any supported image types to the native Kalypso format (.gva/.gvi) file formats. And, the operator will now be able to create image sequences of video files and export them to the Still Store hardware.

**Note**     The new Still Store Loader has been tested with Windows XP and Vista operating systems only.

See Figure 30 for an example of the Still Store Loader main menu (stills are displayed in the **Stills** tab view).

*Figure 30. Still Store Loader—Main Menu*
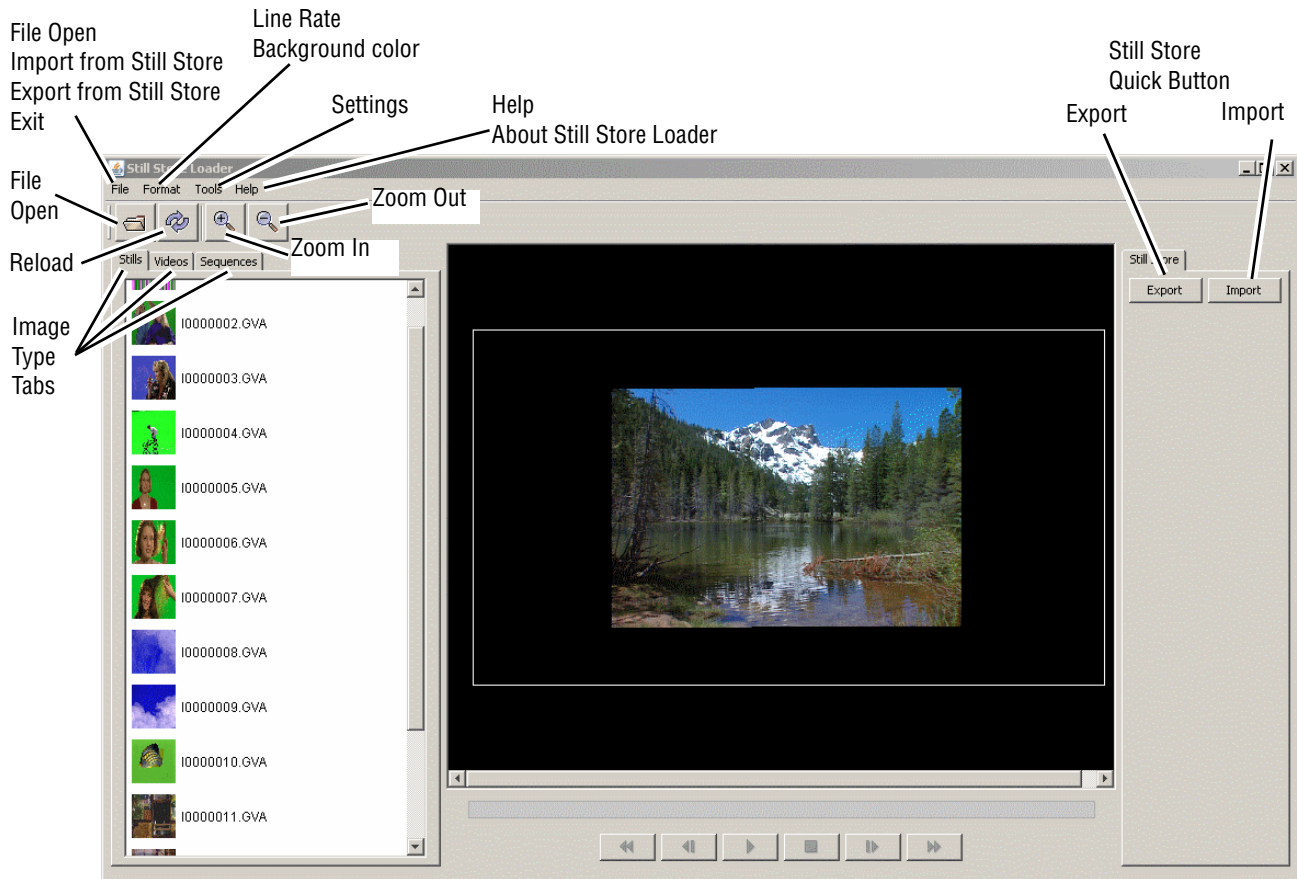
## Opening and Viewing Files

The new Still Store Loader provides the operator with the ability to open and view a variety of images from a networked drive or the Still Store hard drive. The operator will be able to browse through these resources before selecting files to import/export.

### Supported Images

The three types of images supported by Still Store Loader are:

- Stills,

- Clips,

- And Image Sequences.

### Supported File Formats

The new Still Store Loader works with the following file formats:

- GIF (.gif)

- JPG (.jpg/.jpeg)

- JPEG 2000 (.jp2/.j2k)

- TIF (.tif/.tiff)

- Windows Bitmap (.bmp/.wbmp)

- PNG (.png)

- Kalypso Native Image (.gva/.gvi)

- TARGA (.tga)

- PICT (.pict)

### Video Files

The following video formats are supported by Still Store Loader:

- AVI

- QuickTime

**Note**    The Still Store Loader will not perform temporal interpolation on video files. The frequency to which the application is set is the frequency at which the video will play back.

Video files will be loaded, converted, and displayed in the **Video** tab view (refer to Figure 30).

## Image Sequences

An **Image Sequence** is a collection of similarly named image files that when displayed in rapid succession, form a clip. The image files that make up the clip can consist of any of the image formats that are supported by the system.

The files that are part of the sequence must be located in the same directory, and have as their filenames a combination of the same characters for the name and the frame number for all the files in the sequence (for example MyAnimation01, MyAnimation02, MyAnimation03, etc.).

The first image of the sequence will be displayed in the **Sequence** tab view, as shown in Figure 31.

Once an image is selected, it can be viewed in the Image View Pane (center).

*Figure 31. Still Store Loader—Sequence View*
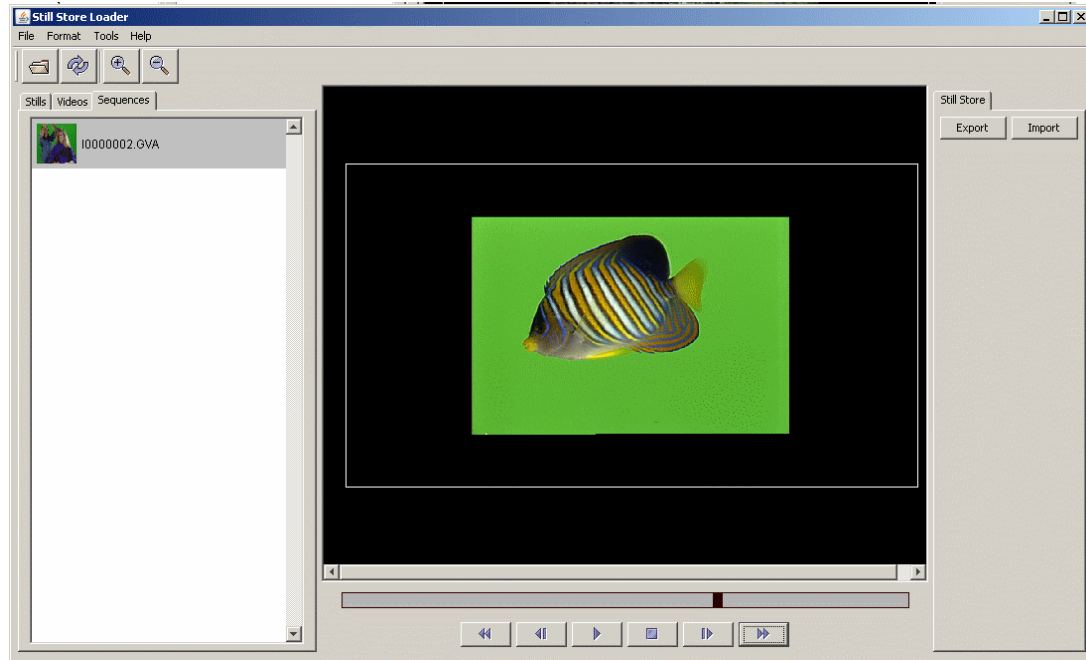


Listed from left to right, there are control buttons (refer to Figure 31) below the image viewer for:

- **Rewind**
- **Jog backward**
- **Play**
- **Stop**
- **Jog forward**
- **Fast Forward**

There is a progress bar just above the control buttons.

# Interfacing with Still Store

With the new Still Store Loader, the operator can interface with Still Store to import and export files using an FTP connection. The base directory from which Still Store Loader interfaces with Still Store is **/User/**; the Still Store Loader will not be allowed above that directory level.

## Exporting Files

Still Store Loader will convert files to the Still Store format when exported from a networked PC to the Still Store hardware using an FTP connection. If a separate key signal is defined it will also be converted and exported with the file. See *Exporting to Still Store* on page 59 for more information.

**CAUTION**  Turning on **Background Color** will *prevent* the key signal from being created or exported (see *Background Color* on page 58). Any transparency or black space outside the image will used to generate the key signal.

### Supported Resolutions

Only supported SD and HD resolutions can be exported to Still Store. The supported resolutions are:

### SD

- 525i with a 4x3 aspect ratio
- 625i with a 4x3 aspect ratio

### HD

- 1080i @ 25Hz, 29.97Hz, and 30Hz with a 16x9 aspect ratio
- 720p @ 59.95Hz and 60Hz with a 16x9 aspect ratio

## Importing Files

Files can be imported from Still Store and saved to a networked PC in the Still Store format using the Still Store Loader (files cannot be converted back to the original format). See *Importing from Still Store* on page 60 for more information.

# Operations

## Installing Still Store Loader on a PC

The Still Store Loader software application can be installed on a networked PC for use with the Kalypso system. Typically Still Store Loader is installed on a computer located in the graphics department, to allow instant downloads of graphics to the Kalypso Still Store system.

**CAUTION**  It is *not* recommended that the new Still Store Loader be installed on Kalypso Menu panels. To transfer stills from the Menu Panel, use the Menu application's file operations (copy, paste, etc.).

### PC Requirements

The new Still Store Loader has been tested with Windows XP and Vista operating systems.

### Installation Procedure

The Still Store Loader application is included on the Kalypso Software CD.

**1.** Close any open applications.

**2.** Insert the Kalypso Software CD into the drive of the system on which it will be installed and accept the license agreement.

**3.** When the initial Kalypso Software Update Tool screen appears, select **Still Store Loader** (Figure 32).

*Figure 32.  Kalypso Software Update, Still Store Loader Selected*
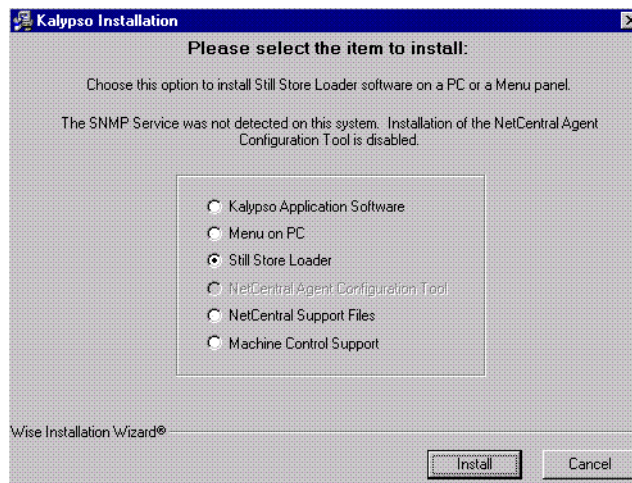
4. Click on the **Install** button and follow the directions displayed on the screen. The installer program may offer you a choice of where to install the program (Figure 33). The default C:\Program Files\SsLoader folder location is recommended.

*Figure 33.  Still Store Loader Installation Destination*
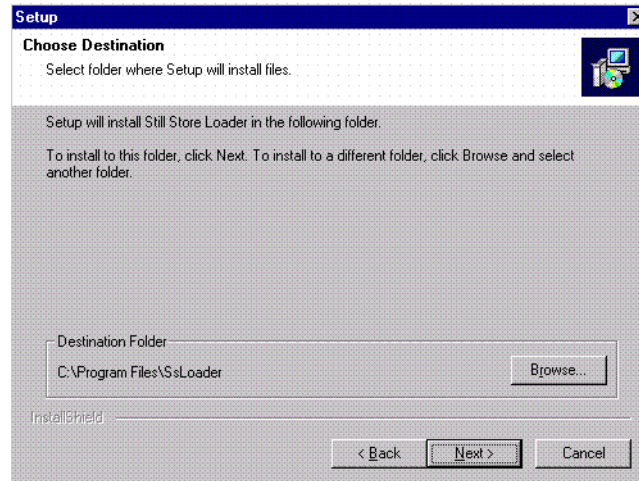


5. When the files have been loaded, the **Select Components** screen appears as shown in (Figure 34.

6. Check both the Java Runtime and Quick Time boxes as shown in Figure 34 and click on **Next**. Complete the instructions for loading Java and QuickTime.

*Figure 34.  Still Store Loader Select Components*
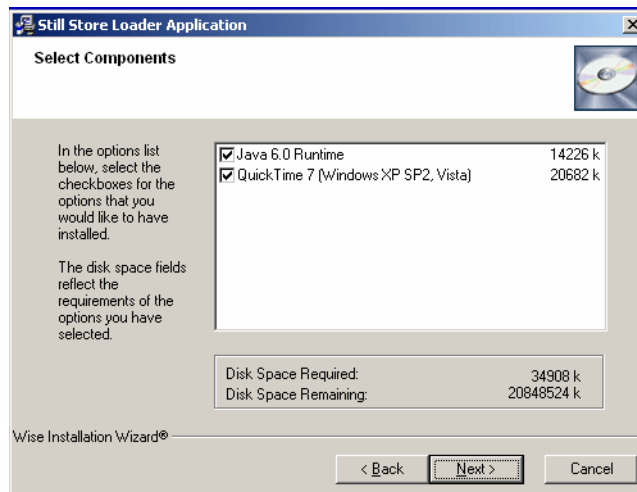


The QuickTime application may display a dialog box such as the following in Figure 35. Click on the **Repair** button and then click on **Next** and then **Finish** to complete the QuickTime installation.

*Figure 35.  Still Store Loader QuickTime Repair Button*
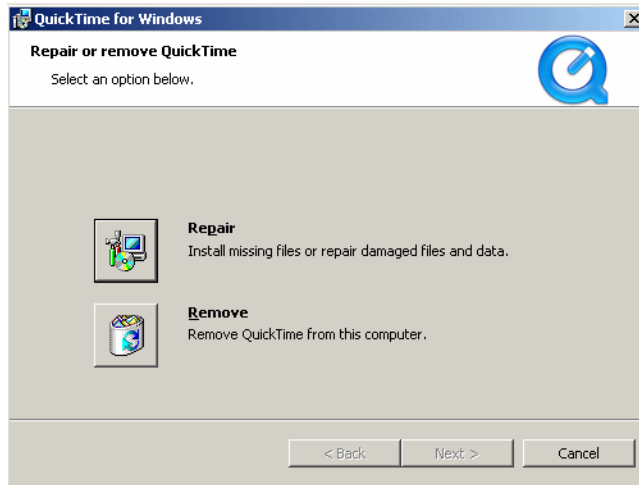


**7.** Click on **Finish** to complete the Still Store Loader installation.

*Figure 36.  Still Store Loader Installation Reset Computer*
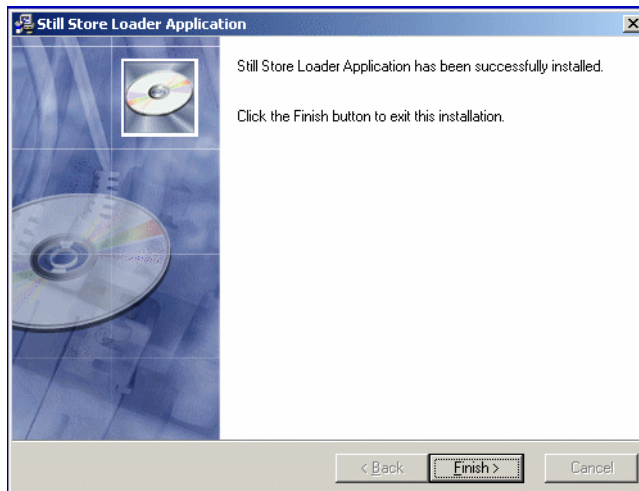


Remove the CD from the drive and store it in a safe place.

## Formatting

**Line Rate** and **Background Color** are menu items located under the **Format** pull-down menu, as shown in Figure 37.

### Line Rate

Allows the operator to set the line rate for the files to be exported into Still Store, as shown in Figure 37. The Image View pane parameters will resize based on the line rate.

*Figure 37.  Still Store Loader—Line Rate Formatting*
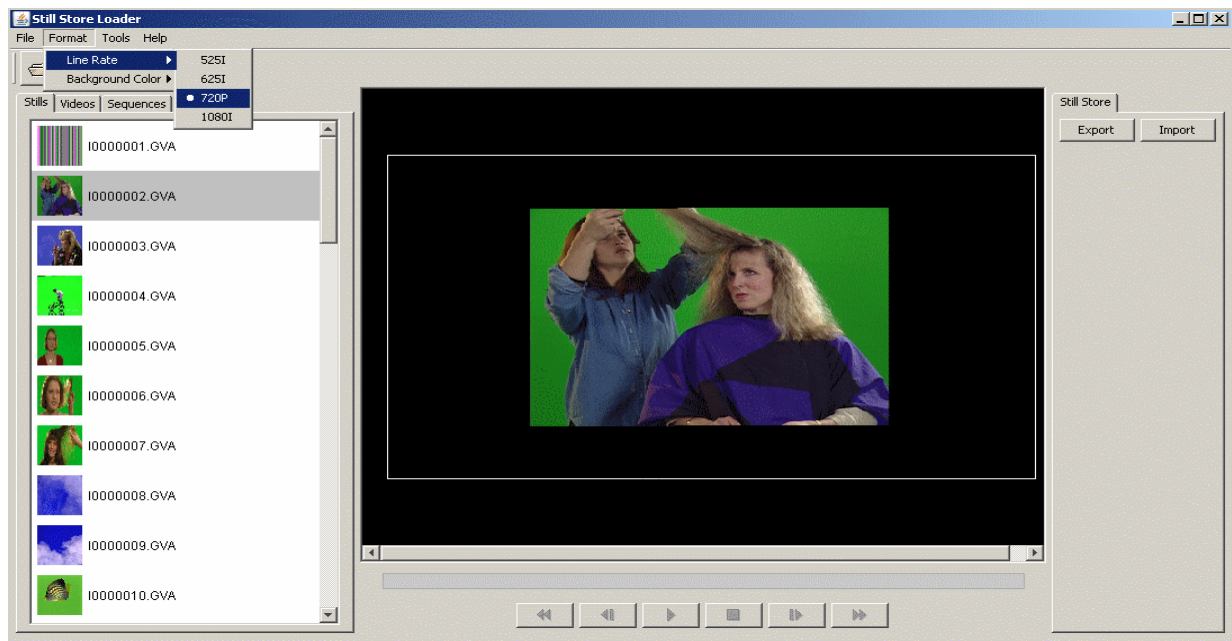
### Background Color

The Background color can be adjusted using the **Background Color** pop-up, as shown in Figure 38.

*Figure 38. Still Store Loader—Background Color Formatting*
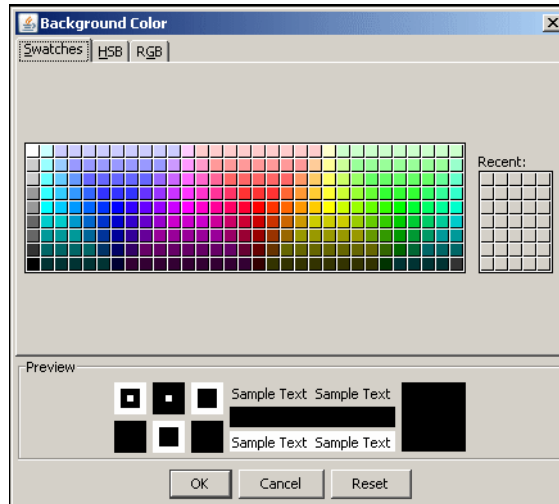


1. From the **Format** menu, select **Enable** (Enable must be selected for color backgrounds to work).

2. Again from the **Format** menu, select **Background Color/Select**.

3. Choose a background color from the color pallet or from the HSB/RGB tabs and click on **OK**.

## Settings

The **Settings** menu item allows the operator to enter an IP address to connect to the Still Store hardware

The **Settings** menu item is located under the **Tools** menu (refer to Figure 30).

1. Open the **Settings** dialog box by selecting **Tools/Settings**.

2. Enter the IP address for the Still Store hardware you wish to export image files to, as shown in Figure 39.

3. (Optional) Test the connection using the **Test Connection** button.

4. Click on **OK**.

**Note** If Still Store Loader detects an invalid IP address, it will continue to attempt connection for several seconds. If the address cannot be validated, a dialog box informing the operator of the failed attempt will appear.

*Figure 39. Still Store Loader—Settings*
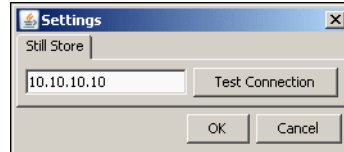


## Exporting to Still Store

1. Select an image file from the Stills, Video, or Sequence tab view.

2. Click on the **Export** quick button or select **Export** from the **File** pull-down menu (refer to Figure 30).

3. Navigate to the folder in Still Store you wish to place image files, as shown in Figure 40.

4. Use the default (**Use first available still number)** radio button or choose the **Select still number:** radio button (bottom of dialog box, see Figure 40).

   a. If you chose the **Select still number:** radio button, Still Store Loader will attempt to extract the image number and place it in the **Select still number**: field (see Figure 40).

5. Click on **Export** (see Figure 40), the image file will be loaded to the Still Store target folder.

**Note**    Export times vary, based on line rate.

*Figure 40.  Still Store Loader—Still Store Export Destination*
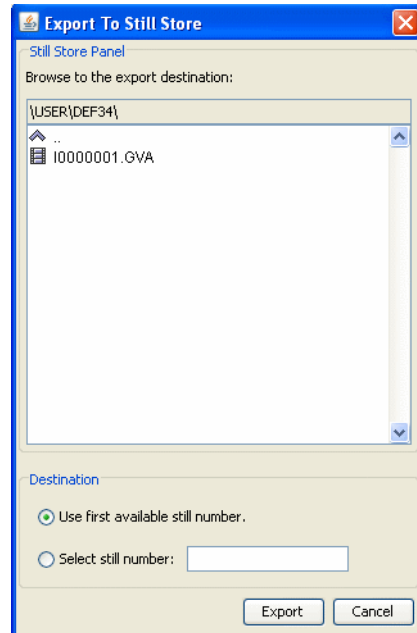


## Importing from Still Store

GVA/GVI files can be imported from Still Store into Still Store Loader or to a PC on a network.

1.  Click on the **Import** quick button or select **Import** from the **File** pull-down menu (refer to Figure 30).

2.  In the Destination field, select the Browse button and select a destination for the image file(s).

3.  From the **Import** dialog box, select the folder to import (this will import any image files with supported formatting in the folder) or open the folder and select a single image file (imports only the selected image), as shown in Figure 40.

**CAUTION** Importing an image file from Still Store to a destination folder containing an image with the same image number, will overwrite that file (a warning will precede the overwrite).

*Figure 41. Still Store Loader—Importing from Still Store*
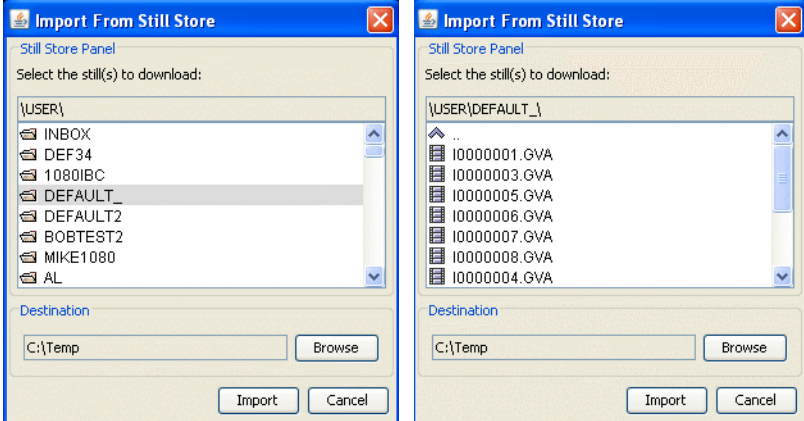
# Output Recursive

The Output Recursive menu category is used to select the keyers you wish to control (delegation), the desired type of output recursive control, and then adjust the parameters associated with the chosen control using the soft knobs or pop-up keypads.

The Output Recursive system has four mode buttons and a set of presets that can be selected, as shown in Figure 42:

- **Off**—No effect.

- **Freeze**—Freezes images or allows you to freeze a still image from moving video and modify it with the Picture Decay or Star Decay parameters.

- **Trails**—Leaves a trail of images or partials of images behind as the image is moved around the screen, or add a "wind" blown effect to the images (decay settings can be adjusted to look like particles).

- **Motion Decay**—Causes motion in the image to leave a blurred remnant in the area from which it was removed.

- **Montage**—Allows you to create a montage of still images from moving video.

**Note** Each Output Recursive mode provides the Path button group (Recursive Path here). Refer to the *Kalypso User Manual* for information on using path controls.

The menu is accessed by touching **Home, Transform**, **Output Recursive**
([Figure 42](#)).

*Figure 42. Transform Engine—Output Recursive*

## Effect Presets

A set of effect presets have been provided to simplify creating effects with Output Recursive.

Select the **Presets** button (refer to Figure 42) to display the Presets pop-up button pane which contains the **Rain**, **Wind**, **Smoke**, **Fire**, **Paint Brush,** and **Erase** effect buttons, as shown in Figure 43.

Further adjustments can be made using the soft knobs and data pads available with the effects menu that is displayed (Trails, Montage, etc.)

*Figure 43.  Transform Engine—Output Recursive, Effect Presets*



### Preset Buttons

**Rain**—Provides a vertical streaking of the image that resembles rain.

**Wind**—Provides trailing particles that resemble wind.

**Smoke**—Provides a dark grey, disintegrating trail that resembles smoke.

**Fire**—Provides a red, disintegrating flame effect.

**Paint Brush**—Allows the operator to apply or "paint" the current image about the screen using the joystick.

**Erase**—Allows the operator to erase the current effect using the joystick.

# Freeze

Freeze is used to freeze a still image with a strobe from a moving video and modify the image using the soft knobs for playback.

*Figure 44.  Transform Engine—Output Recursive, Freeze*
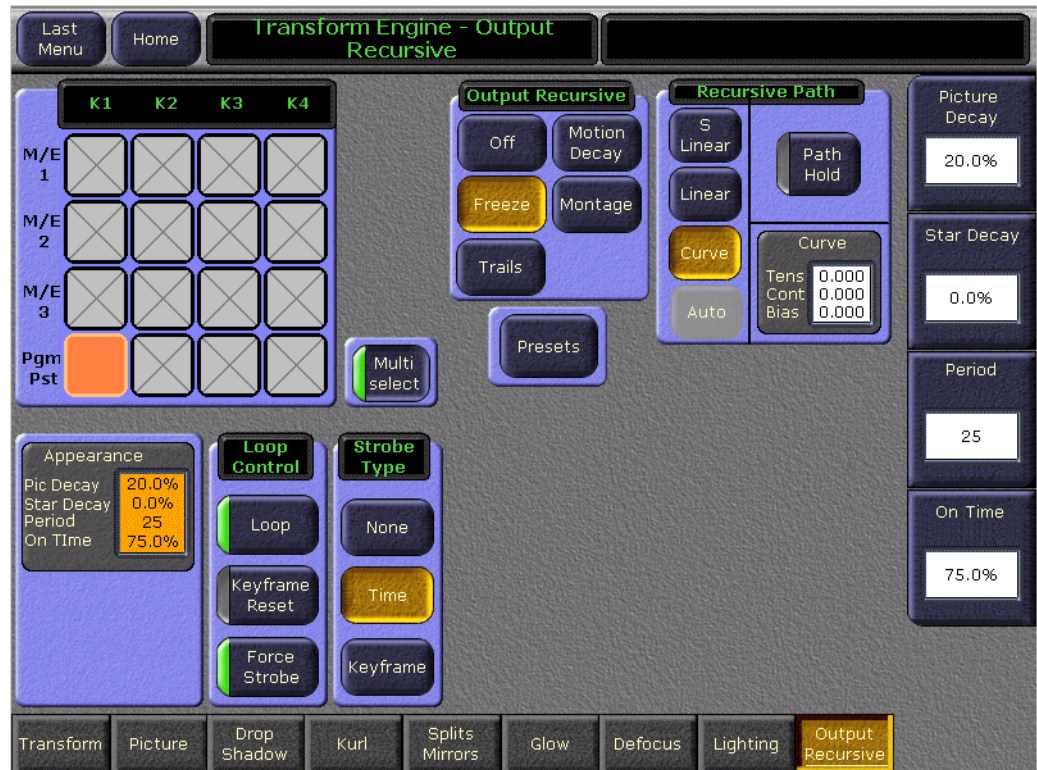


## Strobe Type Mode Button Group

**Strobe Type** sets the type of strobe effect that will cause the automatic freezing of the new image (see Figure 44).

- **None**—Turns Strobe Off

- **Time**—freezes a new image at an adjustable time interval (normal strobe)

- **Keyframe**—freezes a new image at each keyframe

## Loop Control Parameter Button Group

**Loop Control** (see Figure 44)

**Loop**

- **ON**—starts the recursive effect

- **OFF**—stops the recursive effect and returns to live video

**Keyframe Reset**

**Keyframe Reset** is used to control when images are frozen. It is only available when the **Keyframe** mode button is selected as the Strobe Type (see Figure 44).

- **ON**—A keyframe triggers a reset, followed by a new single strobe. It resets that loop by creating a new frozen image at each keyframe that has the **Keyframe Reset** button on.

- **OFF**—does not change the frozen image at each keyframe

**Forced Strobe**

**Forced Strobe**: When an effect passes over or stops on a keyframe, a single strobe event is triggered. While the effect sits on a keyframe with keyframe-strobe on, no additional events are triggered. The "history" of the prior single event is discarded and a single strobe is triggered again.

- **ON**—Accumulates a field/frame of video within the Output Recursive loop.

- **OFF**—No action is taken.

## Soft Knob Button Group

- **Picture Decay**—Causes the frozen image in the Output Recursive to fade away evenly over time (see Figure 44).

**Note**     Additive effect with Star Decay.

- **Star Decay**—Causes random pixels of the frozen image in the Output Recursive to fade away over time.

**Note**     Additive effect with Picture Decay.

**Strobe Timing**

- **Period**—Defines the number of frames in a Strobe Cycle. **Period** is only available when **Time** is selected as the Strobe Type.

- **On Time**—Sets the percentage of the period that the image is unfrozen. The default is 0.0%. **On Time** is only available when **Time** is selected as the Strobe Type.

# Trails

Leaves a trail of old images or partials of images behind as you move the image around the screen, or you can add a "wind" blown effect to the images (decay settings can be adjusted to look like particles).

*Figure 45.  Transform Engines—Output Recursive, Trails*



## Soft Knob Button Group

- **Picture Decay**—Causes the frozen image in the Output Recursive to fade away evenly over time (refer to Figure 45).

**Note**    Additive effect with Star Decay.

- **Star Decay**—Causes random pixels of the frozen image in the Output Recursive to fade away over time.

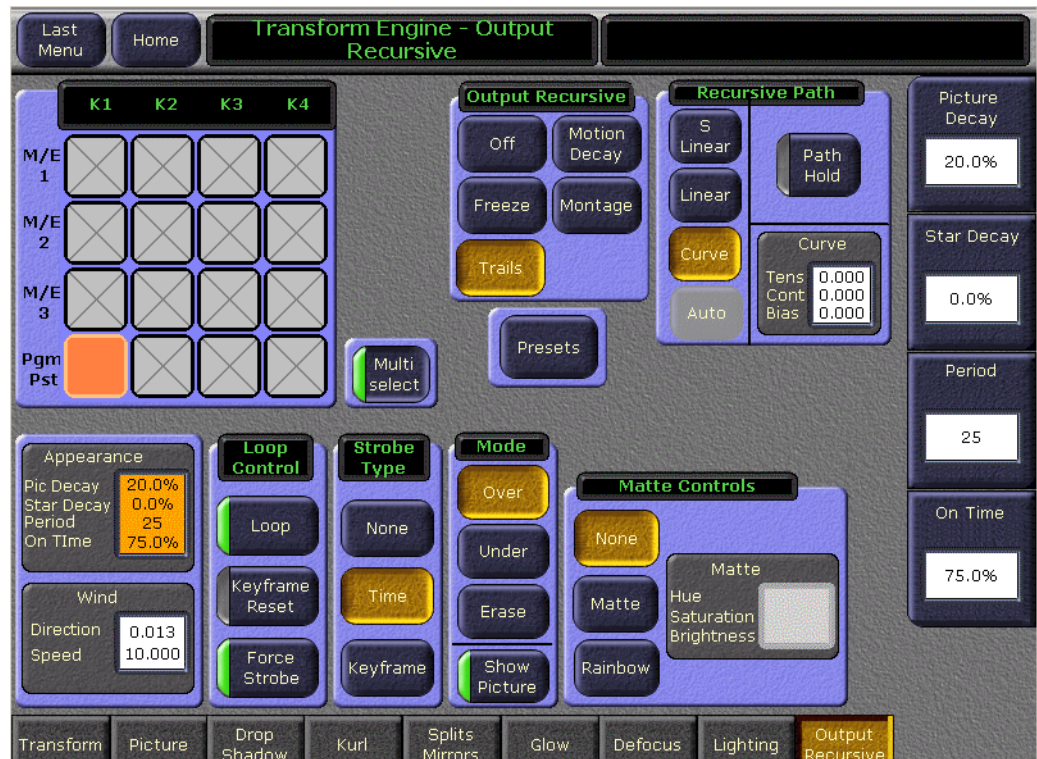**Note**    Additive effect with Picture Decay.

**Strobe Timing:**

- **Period**—Defines the number of frames in a Strobe Cycle. **Period** is only available when **Time** is selected as the Strobe Type.

- **On Time**—Sets the percentage of the period that the image is unfrozen. The default is 0.0%. **On Time** is only available when **Time** is selected as the Strobe Type.

## Appearance and Wind Parameter Group

**Appearance**—Located bottom left of the menu, displays the "Pic" or Picture Decay value from the soft knob data pad.

**Wind**—Displays the Direction and Velocity (speed) values from the soft knob data pads.

## Strobe Type Button Group

**Strobe Type** sets the type of strobe effect that will cause the automatic capture of the new image (refer to Figure 45).

- **None**—Turns Strobe Off

- **Time**—freezes a new image at an adjustable time interval (normal strobe)

- **Keyframe**—freezes a new image at each keyframe

## Loop Control Parameter Button Group

**Loop Control** (refer to Figure 45)

**Loop**

- **ON**—starts the recursive effect

- **OFF**—stops the recursive effect and returns to live video

**Keyframe Reset**

**Keyframe Reset** is used to control when images are frozen. It is only available when the **Keyframe** mode button is selected as the Strobe Type (refer to Figure 45).

- **ON**—A keyframe triggers a reset, followed by a new single strobe. It resets that loop by creating a new frozen image at each keyframe that has the **Keyframe Reset** button on.

- **OFF**—does not change the frozen image at each keyframe

**Forced Strobe**

**Forced Strobe**: When an effect passes over or stops on a keyframe, a single strobe event is triggered. While the effect sits on a keyframe with keyframe-strobe on, no additional events are triggered. The "history" of the prior single event is discarded, and a single strobe is triggered again.

- **ON**—Accumulates a field/frame of video within the Output Recursive loop.

- **OFF**—No action is taken.

## Mode Button Group

Mode (see )

**Over**—Places the image over the remnant or "montage"

**Under**—Places the image under the remnant or "montage"

**Erase**—Erases the image and remnant or "montage"

**Show Picture Parameter**

• **ON**—(default) displays the live video image in addition to the still montage.

• **OFF**—displays only the montage without the live video image.

## Matte Controls Button Group

**Matte Controls** (see )

**None**—No matte

**Matte**—Allows you to create a matte fill for the montage and activates the Hue, Saturation, and Brightness soft knobs for modifying the matte.

**Rainbow**—Allows you to create an alternating RGB rainbow matte fill for the montage and activates the Hue Speed, Saturation, and Brightness soft knobs for modifying the matte.

**Matte** Parameter—Activates the soft knobs for Hue (or Hue Speed for Rainbow Matte), Saturation, and Brightness and displays those values.

# Motion Decay

Causes motion in the image to leave a blurred remnant in the area from which it was removed.

*Figure 46.  Transform Engines—Output Recursive, Motion Decay*
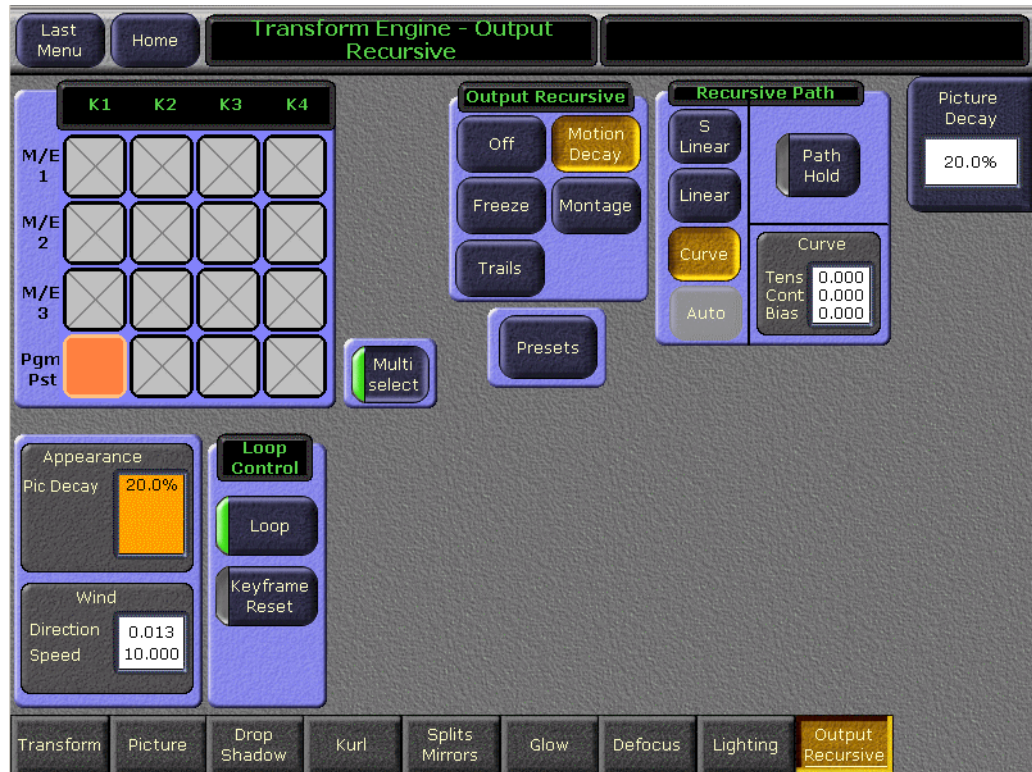


## Appearance and Wind Parameter Group

**Appearance**—Displays the "Pic" or Picture Decay value from the soft knob data pad.

**Wind**—Displays the Direction and Velocity (speed) values from the soft knob data pads.

## Loop Control Parameter Button Group

**Loop Control** (refer to Figure 46)

**Loop**

• **ON**—starts the recursive effect

• **OFF**—stops the recursive effect and returns to live video

**Keyframe Reset**

**Keyframe Reset** is used to control when images are frozen. It is only available when the **Keyframe** mode button is selected as the Strobe Type (refer to Figure 46).

- **ON**—A keyframe triggers a reset, followed by a new single strobe. It resets that loop by creating a new frozen image at each keyframe that has the **Keyframe Reset** button on.

- **OFF**—does not change the frozen image at each keyframe

**Forced Strobe**

**Forced Strobe**: When an effect passes over or stops on a keyframe, a single strobe event is triggered. While the effect sits on a keyframe with keyframe-strobe on, no additional events are triggered. The "history" of the prior single event is discarded, and a single strobe is triggered again.

- **ON**—Accumulates a field/frame of video within the Output Recursive loop.

- **OFF**—No action is taken.

# Montage

Create a montage of still images from moving video.

*Figure 47.  Transform Engines—Output Recursive, Montage*
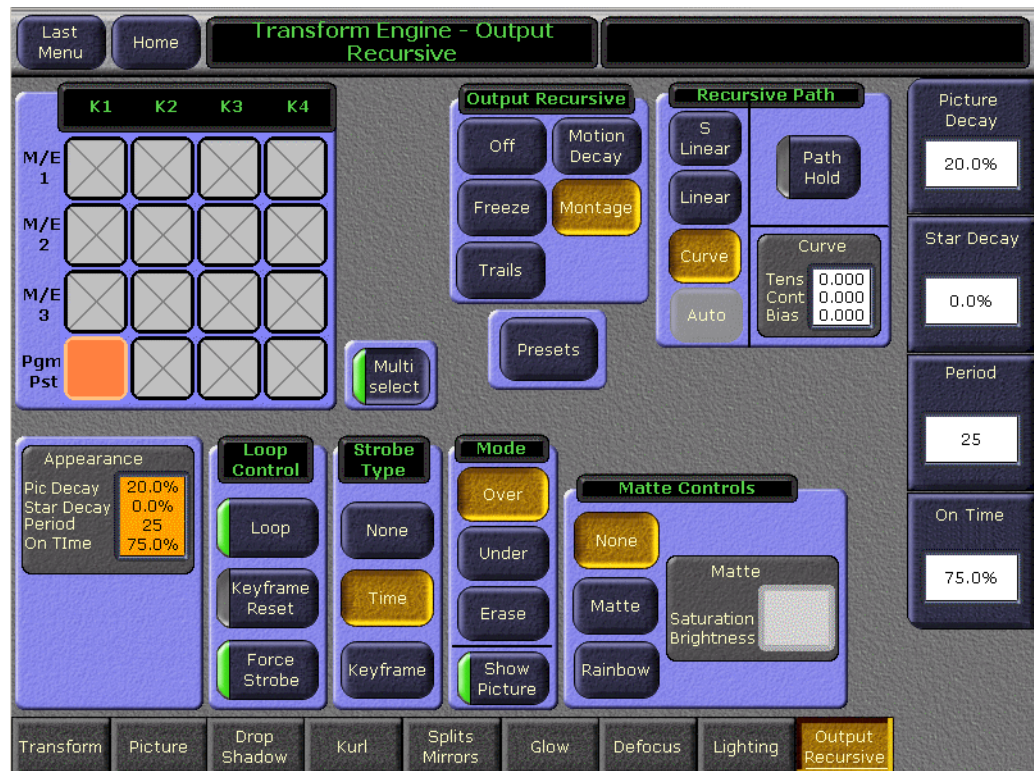
## Soft Knob Button Group

- **Picture Decay**—Causes the frozen image in the Output Recursive to fade away evenly over time (refer to Figure 47).

**Note**  Additive effect with Star Decay.

- **Star Decay**—Causes random pixels of the frozen image in the Output Recursive to fade away over time.

**Note**  Additive effect with Picture Decay.

**Strobe Timing:**

- **Period**—Defines the number of frames in a Strobe Cycle. **Period** is only available when **Time** is selected as the Strobe Type.
- **On Time**—Sets the percentage of the period that the image is unfrozen. The default is 0.0%. **On Time** is only available when **Time** is selected as the Strobe Type.

## Strobe Type Button Group

**Strobe Type** sets the type of strobe effect that will cause the automatic capture of the new image (refer to Figure 47).

- **None**—Turns Strobe Off
- **Time**—freezes a new image at an adjustable time interval (normal strobe)
- **Keyframe**—freezes a new image at each keyframe

## Loop Control Parameter Button Group

**Loop Control** (refer to Figure 47)

**Loop**

- **ON**—starts the recursive effect
- **OFF**—stops the recursive effect and returns to live video

**Keyframe Reset**

**Keyframe Reset** is used to control when images are frozen. It is only available when the **Keyframe** mode button is selected as the Strobe Type (refer to Figure 47).

- **ON**—A keyframe triggers a reset, followed by a new single strobe. It resets that loop by creating a new frozen image at each keyframe that has the **Keyframe Reset** button on.
- **OFF**—does not change the frozen image at each keyframe

**Forced Strobe**

**Forced Strobe**: When an effect passes over or stops on a keyframe, a single strobe event is triggered. While the effect sits on a keyframe with keyframe-strobe on, no additional events are triggered. The "history" of the prior single event is discarded, and a single strobe is triggered again.

- **ON**—Accumulates a field/frame of video within the Output Recursive loop.

- **OFF**—No action is taken.

## Mode Button Group

**Mode** (see )

**Over**—Places the image over the remnant or "montage"

**Under**—Places the image under the remnant or "montage"

**Erase**—Erases the image and remnant or "montage"

**Show Picture Parameter**

- **ON**—(default) displays the live video image in addition to the still montage.

- **OFF**—displays only the montage without the live video image.

## Matte Controls Button Group

**Matte Controls** (see )

**None**—No matte

**Matte**—Allows you to create a matte fill for the montage and activates the Hue, Saturation, and Brightness soft knobs for modifying the matte.

**Rainbow**—Allows you to create an alternating RGB rainbow matte fill for the montage and activates the Hue Speed, Saturation, and Brightness soft knobs for modifying the matte.

**Matte** Parameter—Activates the soft knobs for Hue (or Hue Speed for Rainbow Matte), Saturation, and Brightness and displays those values.

# Detent

The **Detent/Center** button, located on the Transform Control panel (below and left of the joystick), is used to apply a detent value to the delegated parameter. Pressing a **Transform Parameter** button and then the **Detent/Center** button once, will snap the image at the current joystick parameter to its nearest detent value. A double-press of the **Detent/Center** button centers the image.

Detents are system defined increments of selected functions. The following describes the defined detent increments for each axis of the currently configured **Transform Parameter** functions (see Figure 48):

- **Loc 3D**: X =1.0, Y=1.0, Z=25.0

- **Locate Axis**: X=1.0, Y=1.0, X=1.0

- **Size Loc**: .25

- **Rot** (Target Rotation): X=.125, Y=.125, Z=.125

- **Spin**: X=.125, Y=.125, Z=.125

- **Post T-form**: X =1.0, Y=1.0, Z=1.0

*Figure 48. Transform Subpanel—Detent/Center Button*
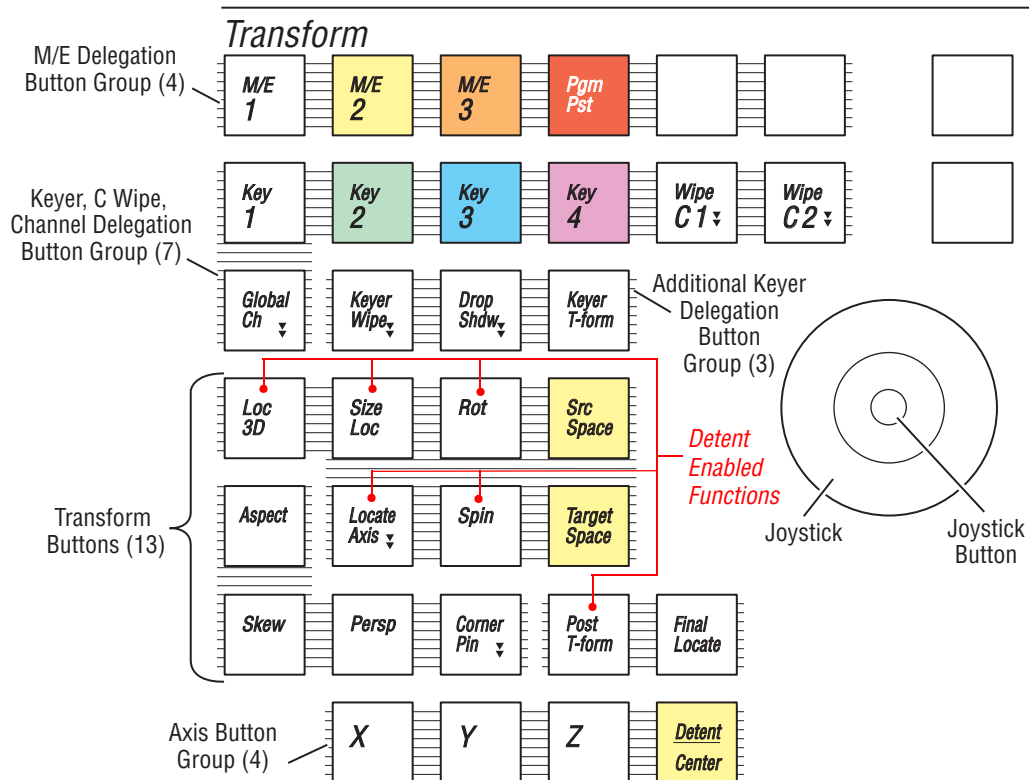
# Kalypso 15.0 Software Update

## Kalypso System Update Checklist

The following checklist is an overview of the steps involved in updating a system running recent Kalypso software to version 15.0. These actions should be performed in the listed order. Updating from some earlier software versions will require additional steps (see Table 1 on page 78).

Detailed instructions for all the procedures are provided later in this document. Cross references for individual steps are included in the checklist for quick reference.

❑ **REQUIRED** – Backup Eng Setups, Suite Prefs, User Prefs, Source Memory, Macros, E-MEM, and R- MEM files (see page 80).

**Note**     You will need these backup files to restore system data after the update, and if you reinstall older software.

❑ Save the character string of your Kalypso system authorization code and keep it with the back up configuration files. On Kalypso HD/Duo systems you will need this if you update your system with new features and then decide to back down to an earlier software version (see page 80).

❑ Perform NEW Kalypso Application Software installation from CD (see page 80).

   • Exit the Kalypso Menu application and any other running applications.

   • Disable virus protection software on the Menu panel (if installed)

**CAUTION**  Virus protection is NOT recommended for use with menu panels.

**Note**     Kalypso HD/Duo systems do not have flash memory, so their modules should not be unseated. No flash update occurs when upgrading a Kalypso Classic system from 9.1 or later software to 15.0, so there is no reason to unseat modules on Kalypso systems running those software versions.

   • Insert the Kalypso Release Software CD into the system's CD-ROM drive.

   • Agree to the license notice, select the **Kalypso Application Software** menu item, and select **Install New Software**.

   • Select the checkboxes for the principle Kalypso system components (Frame, Still Store, Menu Panel, Main Panel, Local Aux Panel).

   • Ping to verify system IP addresses.

   • Start the update.

- Kernel updates (if required) occur here. Follow on-screen instructions carefully.

❏ When prompted, manually reset the Video Processor frame and the control surface components that were updated and then click **OK**. The Menu panel will reboot automatically.

❏ Confirm the software versions just installed are correct (see page 88). If you have multiple control surfaces they will report earlier software versions at this time. They will be updated later.

❏ **REQUIRED**– Clear NV Memory (see page 88):

- Close the Kalypso Menu application and any other running programs.

- Set the Video Processor frame boot dial switch to **1**.

- Reset the frame and wait at least 30 seconds for reboot.

- Run the Kalypso Install program and select Clear NV Memory.

**CAUTION**  Allow the Clear NV Memory function to complete before going to the next step.

- Set the Video Processor frame boot dial switch back to zero (0) and reboot the frame.

❏ Perform a preliminary system check after clearing NV Memory (see page 90).

❏ Load the files from the backup created at the start of this procedure in the following order: Eng Prefs, Suite Prefs, User Prefs, E-MEMs, R-MEMs, Macros, and Source Memory checking at each step (see page 90).

❏ Confirm Kalypso system operation (see page 90).

❏ If you have multiple control surfaces, perform NEW install for each additional control surfaces (see page 95).

❏ Save the current Eng Setups, Suite Prefs, User Prefs, Source Memory, Macros, E-MEM, and R-MEM files to a NEW backup (see page 91).

❏ If your system uses 32-Crosspoint Remote Aux panels and they have not been updated, install the software on all these remote panels using the update tools supplied separately.

❏ If your system has the KAL-IF-PROFILE or KAL-IF-VTR options and they were not updated with a 10.2 release, update the Machine Control Support software (see page 96).

❑ (Kalypso HD/Duo only) If you use NetCentral and want it to report all installed options, reinstall the **NetCentral Agent Configuration Tool** onto the Kalypso HD/Duo Menu panel where the Agent was originally installed. Install only the Agent. You do NOT need to reinstall the Net-Central support files (see page 82).

❑ Calibrate the Main panel Lever Arms and Joystick (see page 91).

❑ Check Kalypso frame date and time values via menu panel browser, and set them if they are not correct (see page 92).

❑ Consult Release Notes for new features and config changes.

# Kalypso Software Versions and the 15.0 Update

It is recommended to have the Kalypso system be running version 9.1 or higher software before updating it to 15.0. Older systems may require hardware changes before their software can be upgraded, or system failure may result. Refer to Table 1 if you wish to upgrade directly from an earlier software version and carefully follow all the cross referenced instructions.

*Table 1.  Software Upgrade Matrix*

| Current Software | Steps Required for Upgrade to Version 15.0 | Notes and Cross References |
|---|---|---|
| **12.X 11.X 10.2.X** | Install 15.0 software on the Kalypso system components (Video Processor frame, Main panel(s), Menu panel(s), and Local Aux panel. | See page 79 |
| | Re-install Still Store Loader, if you were using that utility program with the Kalypso Still Store option. You should replace all occurrences of the older program, including any loaded onto PCs. | See page 82 |
| **10.1.X** | Update the software on any 32-Crosspoint Remote Aux panels used with your Kalypso System. The Remote Aux Panel software and update tools are not included on the Kalypso 15.0 Software CD, but are available for download from the Thomson Grass Valley website. This update is recommended but is not required. | Refer to the Remote Aux Panel Upgrade Instructions provided with the Remote Aux software. |
| | Install 15.0 software. | See page 79 |
| | Re-install Still Store Loader, if you were using that utility program with the Kalypso Still Store option. You should replace all occurrences of the older program, including any loaded onto PCs. | See page 82 |
| | If your system has the KAL-IF-PROFILE or KAL-IF-VTR options, update the Machine Control Support software. | See page 82 |
| **9.1.X** | Update the software on any 32-Crosspoint Remote Aux panels used with your Kalypso System. | See note above. |
| | Install 15.0 software. | See page 79 |
| | Re-install Still Store Loader, if you were using that utility program with the Kalypso Still Store option. You should replace all occurrences of the older program, including any loaded onto PCs. | See page 82 |
| | Enter authorization codes for any software enabled options. | See page 103 |
| | If your system has the KAL-IF-PROFILE or KAL-IF-VTR options, update the Machine Control Support software. | See page 82 |
| **9.0.0 and earlier** | Software and hardware upgrade procedure not described in this document. Hardware and firmware changes may be required before updating the software to prevent system failure. | Contact Grass Valley Customer Service. |

# Kalypso Software on Newly Purchased Kalypso Systems

New Kalypso systems ship with the latest hardware and software installed. If Release 15.0 software is already installed, there is no need to update the system. You can see the current version of Kalypso software by touching the **Status & Diags** Home menu button to access the Versions menu.

# IP Address Considerations

## New Single Control Surface Kalypso Systems

A new Kalypso system will operate on an isolated network with the default IP addresses configured at the factory (except for 32 Crosspoint Remote Aux panels). However, if you wish to integrate the Kalypso system into an existing network, wish to use gateway communications, or wish to add

more Kalypso control surface components, IP addresses may need to be changed. See *Kalypso System IP Addresses* on page 99 for specific information.

## Multiple Control Surfaces and Suites

If you plan to use multiple control surfaces (for example, more than one Main panel or more than one Menu panel) on the same Kalypso Video Processor frame, you must make sure the IP addresses of the additional panels are unique before connecting them to the network. Using default IP addresses of multiple panels will cause network conflicts and unpredictable system operation. See *Kalypso System IP Addresses* on page 99 for specific information.

# Kalypso 15.0 Components

The Kalypso 15.0 Software Release includes the following:

- Kalypso 15.0 Software CD,

- Kalypso 15.0 Documentation CD,

- Kalypso 15.0 Release Notes, and

- Kalypso 15.0 Release Notes Addendum.

The software packages (and documentation) can be downloaded from the Grass Valley website. See *Kalypso Software Downloads* on page 100 for specific instructions.

# Kalypso 15.0 Detailed Software Update Procedure

## Time Required

### Kalypso HD/Duo Systems

Kalypso HD/Duo systems do not have flash memory and so do not require a 30 minute update.

**Note**    Software download time and CD burn estimates are not estimated because the time required for these varies depending on the connection speed and applications used.

## Materials Required

You will need the following materials for this update:

- Kalypso 15.0 Software CD,

- Two Zip disks or other backup media for configuration and effects files, and

- P/S 2 keyboard and mouse (if you need to change IP addresses or are installing the Kalypso menu application on a PC).

## Backup Current Configuration and Effects Files

1. Save your system configuration files (Eng Setup, Suite Prefs, User Prefs, Source Memory), and your E-MEM registers, Macros, and R-MEM registers to removable media. Saving the multiple file sets (E-MEM, Macros, R-MEM) into separate folders can save time when you restore these files.

2. Label the media with the version and date and store it in a safe place. You will use these files to restore your Kalypso system data after its NV Memory is cleared, and will want these files if you decide to back down to that earlier software version.

## Save Authorization Code

Existing Kalypso authorization codes will work with 11.0 and later software. However, on Kalypso HD/Duo systems new authorization codes created for new features will not work with previous software versions. This may result in loss of system functionality should you decide to back down to earlier software. Should this occur, entering the previous authorization code will restore HD/Duo system operation with the options enabled by that earlier authorization code.

3. Go to the **Eng Setup**, **Install Options** menu.

4. Select **Perm** and save the Current Auth Code displayed. Writing the code on the removable media is a convenient way to do this. If you store the code elsewhere, indicate what Kalypso software version the code is used for.

## Install Basic 15.0 Software on a Kalypso System

5. Exit the Kalypso Menu application and any other applications that may be running.

**6.** Disable any virus protection that may have been installed on the Kalypso Menu panel.

- Open the front door of the Kalypso Classic Video Processor frame and unseat all the M/E modules (slots A11 - A14), and Transform Engine modules (slots A15-A16, if present). Do not completely remove the modules, just pull them out approximately one inch to disconnect them from the backplane.

**7.** Insert the Kalypso Release 15.0 Software CD into the Kalypso system CD-ROM drive. The Kalypso Installation program will run and a license agreement screen will appear. Agree to the terms and touch **Next >**.

### Select Type of Installation

**8.** After accepting the license agreement the following menu appears (Figure 49).

*Figure 49.  Installer Selection*
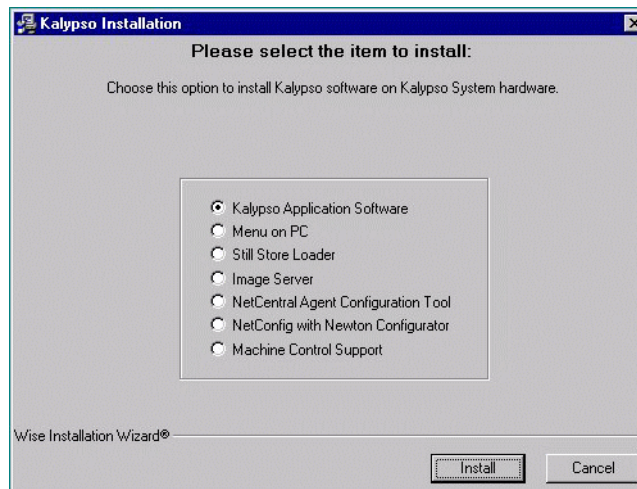


This menu permits you to select from a variety of installations. Each option actually launches a different installer program appropriate to the item selected:

- Kalypso Application Software — Used for installing software on actual Kalypso system hardware. The Install Tool and all new software components are copied to the Menu panel C: drive with this option, even if all the components are not selected for installation. This permits loading current and previous versions of software to the various Kalypso components without the CD.

- Menu on PC — Installs only the Kalypso Menu application on a PC or an additional Menu panel, which when networked with the Kalypso system provides an additional control point.

- Still Store Loader — Installs the Still Store Loader utility program on the system where the CD is currently mounted, either a PC or a Kalypso Menu panel.

- Image Server—Installs the Image Server Service which is required for the new Still Store option, available with V15.0 or later.

- NetCentral Agent Configuration Tool — Used to install the NetCentral Agent, required for the NetCentral option, on a Kalypso system. Available only when SNMP is configured.

- NetConfig with Newton Configurator — Installs NetConfig, a network configuration tool originally created for Grass Valley Modular products. Newton Configurator is a NetConfig software plug-in that allows the user to configure the Newton controls in the Kalypso Menu application.

- Machine Control support — Installs basic Machine Control software used with the KAL-IF-PROFILE and KAL-IF-VTR options.

9. To install the basic Kalypso software on a Kalypso system (not a PC or additional Menu panel), select **Kalypso Application Software** and then touch **Install**.

**Note**    If a Menu panel running Windows NT posts one or more .DLL file messages, you can select either Ignore or Reboot to continue with the installation.

### Select Type of Software Update

**10.** The 15.0 Kalypso Install Tool will be copied to the C: drive and that application will launch, displaying screen similar to the following menu (Figure 50).

*Figure 50. Software Version Selection*
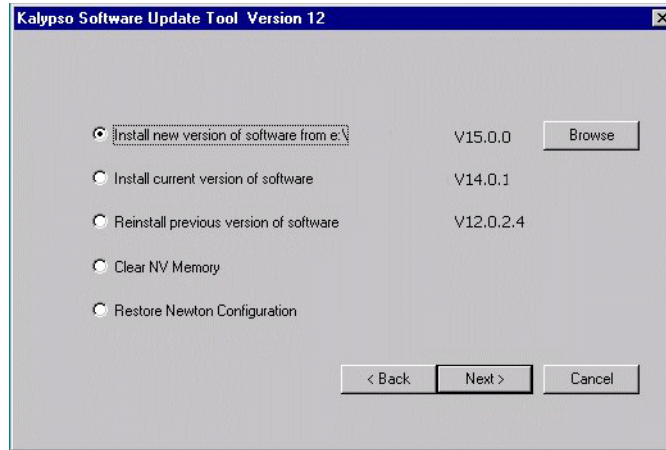


These options are available:

- **Install new version of software** — Select this option if you are updating your system software. It installs new software from the inserted CD. The **Browse** button is intended for software installation over the network, if the CD disk is not available.

- **Install current version of software** — Re-installs the currently loaded version of software. This is generally used to install the current software on new Kalypso hardware attached to the system. The CD disk is not required for this option.

- **Reinstall previous version of software** — Installs the previously loaded software from a Kalypso system backup directory. This option is included for safety, and generally should not be necessary. The CD disk is not required for this option.

- **Clear NV Memory** — Used to drain Kalypso system non-volatile memory.

- **Restore Newton Configuration** — Used to set Newton configuration information back to factory defaults.

**11.** To install the new Kalypso software from the CD, select **Install new version of software** and touch **Next >**.

### Select Components to Update

**12.** A menu appears listing Kalypso system components, IP addresses, and Ping/Test buttons (Figure 51).

*Figure 51. Kalypso System Components Selection Menu*
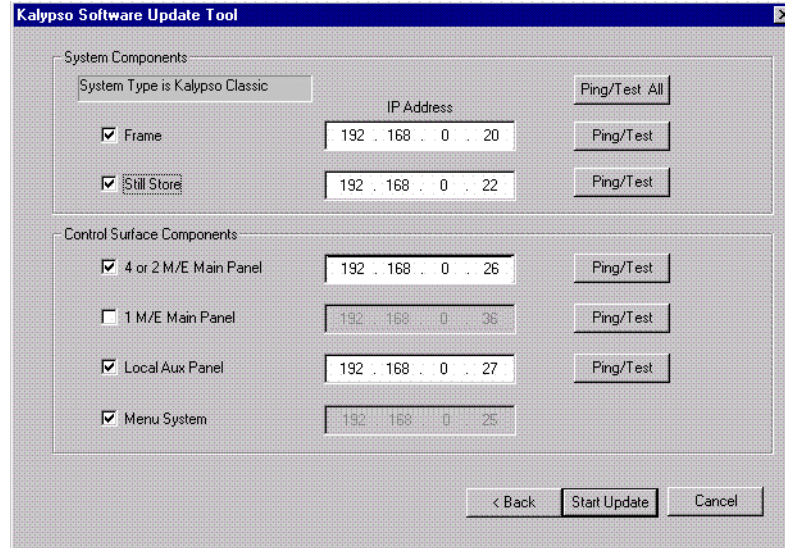


**13.** The installer automatically polls the IP address indicated for the frame and reports the system type (Kalypso Classic or HD/Duo). If that target address responds but is not a frame, UNKNOWN will be reported. A communications failure to that IP address will also be reported.

**14.** Valid IP addresses are required. The default or previously used IP addresses are displayed. After checking the boxes of all the devices you wish to install, touch the **Ping/Test All** button on the upper right.

- If communications succeeds, an **All selected targets Pinged ok** message will appear.

- If a device fails to respond, that device will be identified with a **No reply to Ping** message. The device might be disconnected from the network, be unpowered, or the IP address may be incorrect. If necessary, change the IP addresses on the screen using a standard computer keyboard and mouse connected to the ports on the rear of the Main panel. You can test whether a single device is communicating with its individual **Ping** button.

**Note**    All selected devices must Ping successfully before proceeding. If Ping for any selected device fails, continuing will make the Update Tool exit.

### Download Software Files to the Selected Components

**15.** When the installation option selections and IP addresses are correct, touch the **Start Update** button. Ping is run automatically, then a progress bar is displayed and the components being loaded are identified. Systems running recent software will have updated kernel software and the process skips to .

### Kernel Version Test (Older Software Versions Only)

**16.** If any older kernel software is detected, messages will be posted indicating which devices need to updated and reset (see *Kernel Update Process* on page 102).

**17.** When all the kernels are current, the installer returns to the Kalypso System Components menu (Figure 52).

*Figure 52. Kalypso System Components Selection Menu*
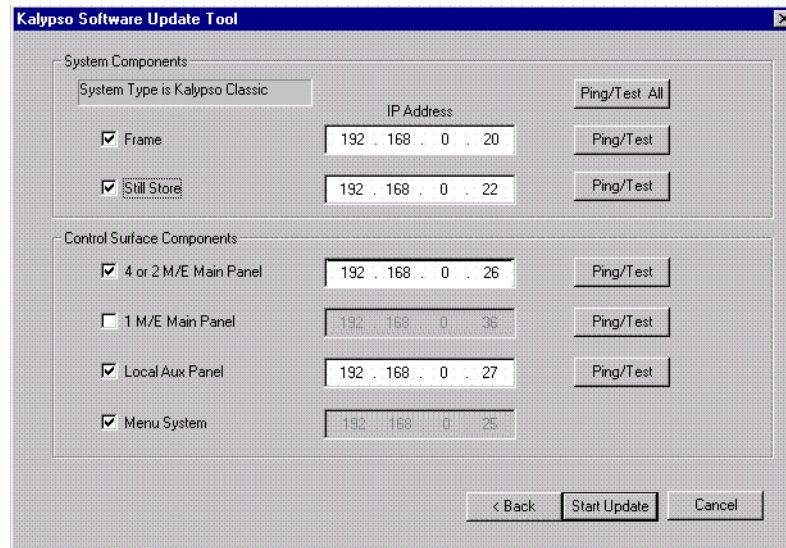


**18.** With all the appropriate components checked, press **Start Update** again to download the Kalypso software to the selected components.

### Reset Kalypso System Components

**19.** When the file transfers complete a menu similar to one shown in Figure 53 appears.

*Figure 53. Kalypso Install Reset Prompt*
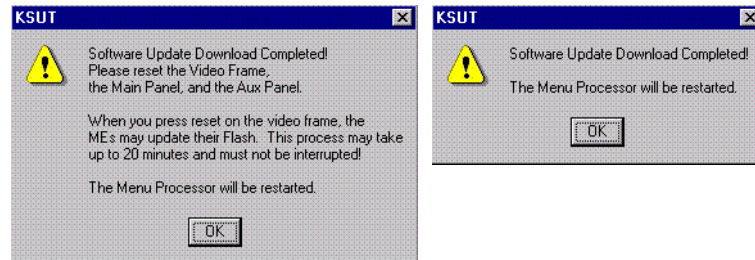


**20.** You must manually reset all the hardware components (Video Processor frame, Local Aux panel, Main panel) that were updated (see the *Kalypso Installation and Service Manual* for reset instructions).

**21.** When all the components other than the Menu panel have been reset, Touch **OK**. The Menu panel resets itself automatically.

**22.** If running Windows 2000, a log on prompt may appear. Enhanced Menu panels are set at the factory to log on using the default user name displayed and no password. Simply touch **OK** to log on without entering any password.

**23.** When Menu panel initialization completes the Kalypso Menu application will run and display its startup screen (Figure 54).

*Figure 54. Kalypso Startup Screen*

### Confirm Software Versions

**24.** Touch **Home**, **Status & Diags** and check that the updated devices report the correct software version (Figure 55).

*Figure 55. Kalypso System Software Versions, One Suite*



**Note** Components with older software display the version and date in red. If you are updating a Multi-Suite Kalypso system some components will report older software at this time, which is normal. See *Software Installation on Multiple Control Surface Kalypso Systems* on page 95 for more information.

## Clear NV Memory

Kalypso system non-volatile memory (NV Memory) contains Engineering, Suite, and User configuration data, and also has data for all the effects registers. This data is stored as files on the Video Processor frame hard disk and is loaded on bootup. The Video Processor frame boot dial must be set to **1** and the frame rebooted before you can clear NV Memory.

**Note** You need backup copies of your configuration and data files so they can be restored after the NV Memory is cleared.

**25.** Set the Video Processor frame boot dial to **1**. On Kalypso HD/Duo systems there is one boot dial on the Control module in slot 1, and another on the Still Store module, if present. Only the Control module boot dial needs to be set to 1. On Kalypso Classic systems there are two boot dials on the Control Module in slot 1. Only the lower dial, labeled **COM**, needs to be set to 1.

**26.** Press the Video Processor frame **Reset** button and allow at least 30 seconds for the system to reboot.

**CAUTION** If you do not wait at least 30 seconds for the frame to reboot the NV memory may not clear. You will need to repeat the procedure and wait the 30 seconds.

**27.** Close the Kalypso Menu Application and any other running programs, then run the Kalypso Install program from the desktop (if it has been installed) or from the Kalypso Software CD.

**28.** Select the **Clear NV Memory** box, then touch **Next**. The following screen will appear (Figure 56).

*Figure 56. Clear NV Memory Categories Menu*
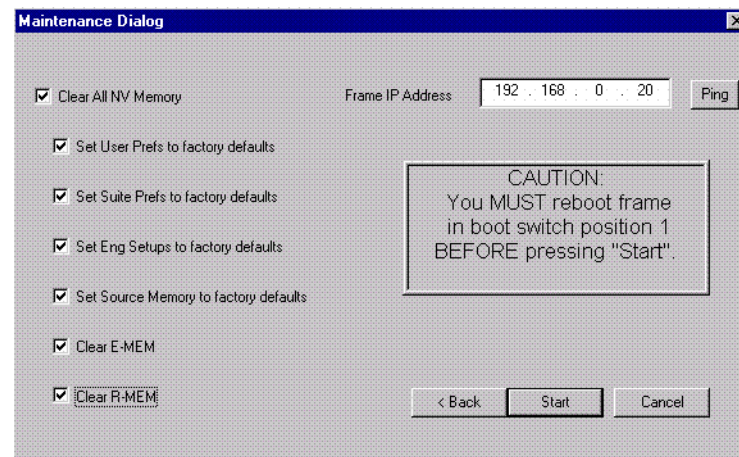


**29.** Ensure the IP address is correct and **Ping** to confirm the connection.

**30.** Check the boxes of the items you wish to clear. The **Clear All NV Memory** box toggles all the check boxes on or off.

**31.** Touch **Start** and confirm the dialog box by touching **OK**.

**32.** A progress bar will be displayed. When done, you will be prompted to reset the frame. Touch **OK**.

**33.** Reset the Video Processor frame using the zero boot dial setting.

   **a.** Turn the Video Processor frame boot dial switch to position **0**.

   **b.** Press the **Reset** button and allow at least 30 seconds for the system to reboot.

**Preliminary System Check**

**34.** Go to the Status Versions menu and check that the Memory Usage meter is at 0%. This confirms the memory has been cleared.

**35.** Check that an M/E can do a mix or wipe between two sources. This confirms basic system functionality. Note that because the memory was cleared factory default source names will be displayed.

**36.** Remove the Kalypso Software CD from the drive and store it in a safe place.

## Restore Kalypso Configuration Files

**37.** Restore your backup files in the following order:

**a.** Reload your backup Eng Setup file and make sure it is correct by, for example, checking that the proper source names appear in the Eng Setups Sources menu. Older settings should be the same as before. Settings for new features will be set to defaults.

**b.** Load a Suite Profile, and check that the Suite Preferences settings are correct.

**c.** Load a User Profile and check that the User Preferences settings (Button Mapping for example) are correct.

**38.** If there are any problems with any of the restored files, they may have become corrupted and need to be deleted and rebuilt. If a problem file locks the system, you may need to drain NV Memory again to restore system operation, but you will know what file is responsible. Contact Grass Valley Customer Service if you need troubleshooting assistance.

## Confirm System Operation

**39.** Check that all the installed M/Es and Transform Engines are operational. Select different crosspoints on the M/Es and fly a key with the Transform Engine. If an M/E or Transform Engine is not operational, its flash memory update might not have succeeded. See *Software Installation Troubleshooting* on page 105.

**40.** Check that any software enabled options operate correctly, Existing authorization codes should work with the new software, but there are potential backward compatibility issues with these codes (see page 103).

**41.** Reload the E-MEM files and check that the effects run properly. Older effects should work with the new software. If there are differences, however, you will need to edit or rebuild the effect with the new software version.

**42.** Reload the Macros and check that they operate correctly.

**43.** Load some Still Store images and confirm they display correctly.

## Backup New Configuration and Effects Files

**44.** When you are satisfied with the new configuration, save the new configuration file and effects to a new Zip disk or memory stick.

**CAUTION** Do not overwrite the files previously saved from the old software. Newer software files do not work with older software.

**45.** Label the media with the version and date and store it in a safe place.

**46.** Reactivate any virus protection on the Menu panel that may have been disabled at the start of this procedure.

## Single Suite Procedure Completed

The Kalypso system update for a single suite, single control surface Kalypso system is now complete. System time checks and hardware calibration should be done next.

If you have a multi-suite Kalypso system, additional steps are required (see *Software Installation on Multiple Control Surface Kalypso Systems* on page 95).

# Calibrate Main Panel Lever Arms and Joystick

The Main panel lever arms and joystick can be calibrated from the Main panel.

**1.** If necessary, press and hold down the **Unshift**, **Shift**, **Near Side**, and **Far Side** buttons on any M/E for five seconds to bring up the Top Menu on the PGM PST source name display. The source buttons labeled **IP Config**, **Disply Ad**j, **Calibrate**, and **EXIT** will illuminate.

**2.** Press **Calibrate** to enter calibration mode. Lighted PGM PST Source buttons are labeled with all the lever arms and the joystick.

**3.** To calibrate a lever arm, press the labeled button of the desired lever. Calibration values display and a button labeled **Calibrate** flashes.

**4.** Press the flashing **Calibrate** button. Directions for the procedure are displayed. Move the lever to its lower limit, press the lighted button labeled **Press**, then move the lever to its upper limit, again pressing the button labeled **Press**. The values of each limit are displayed.

**5.** To calibrate the joystick, press the **Joystick** button. Calibration values are displayed and a button labeled **Calibrate** flashes.

**6.** Press the flashing **Calibrate** button. Directions for the procedure are displayed. Move the joystick up, down, left, right, clockwise, and counterclockwise. After all the direction limits have been reached, press the button labeled **Press**. Release the joystick to allow it to find its neutral position and press the button labeled **Press**.

**7.** Press **Save/Exi**t to save the new calibration values.

**Note** Pressing **Exit Only** will exit the calibration mode without updating to the new values.

**8.** Press **Exit** to exit the Top Menu. After a few seconds the Main panel will automatically reboot and then return to normal operation.

# Verify or Set Date and Time of Kalypso System Components

After software installation is complete and switcher operation has been verified, verify that your Kalypso system components are all set to the correct date and time. Incorrect date and time settings can interfere with the use of Temporary Authorization codes issued for enabling switcher options, and can make interpreting error log files difficult.

**Note** These procedures use a keyboard and mouse connected to the Menu panel.

## Verify or Set Menu Panel Date and Time

**1.** Minimize the Kalypso Menu panel application by selecting the **Home** button, then the **Minimize Menu** button in the Home menu to view the Windows 2000 desktop.

**2.** Under the Windows **Start** button, select **Settings/Control Panel/Date/Time**.

**3.** This will bring up the Date/Time Properties screen (Figure 57). In the Date & Time tab verify or set the correct time and date.

*Figure 57.  Verify or Set Windows 2000 Date and Time*
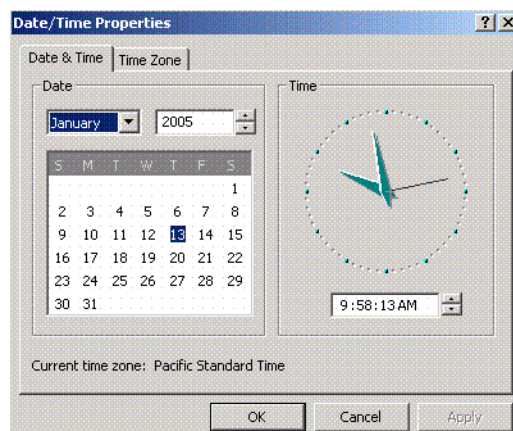
**4.** Under the Time Zone tab, verify or set the correct time zone.

**5.** Select **OK** and close the window.

## Verify or Set Video Processor Date and Time

**1.** With the Kalypso Menu panel application minimized, open Windows Internet Explorer on the Menu panel.

**2.** Type the Video Processor's frame IP address on the web browser. This brings up the main Kalypso Frame Web Access screen (not shown).

**3.** Select the link on the left labeled **Frame Date and Time**.

**4.** In the Frame Date and Time screen (Figure 58), enter the current date and time to match that of the Menu panel

*Figure 58. Video Frame Date and Time Screen*



**5.** When finished, select the **Save New Settings** button.

### Verify or Set Still Store, RT Panel, and Aux Panel Date and Time

To verify or set the date and time on the remaining Kalypso system components, do the following:

**1.** With the Frame Web Access page displayed, select the **Stillstore**, **RT Panel**, or **Aux Panel** link.

**Note** Kalypso System Component Web Access screens for the Still Store, Main Panel, and Local Aux Panel may also be reached by entering the IP address of the device in the address line of the web browser.

2. Access the Date and Time page, change the settings for that component if necessary, and touch the **Save New Settings** button.

3. Repeat for each component.

# Software Installation on Multiple Control Surface Kalypso Systems

The Kalypso Resource Sharing feature permits coordinated operation of multiple control surfaces on the same Video Processor frame, using suites. The same version of software must be installed on all Kalypso system components. How this software is installed depends on the configuration of your facility. You will need to know the IP addresses of each component being updated.

**Note** A Kalypso Menu panel retains the last set of IP addresses used, and the components selected for update, and these settings are used by default the next time that Menu panel is used for a software update. Setting all the Menu panels with appropriate defaults can help ensure the software of all the components of a multi-suite Kalypso system are updated correctly.

## Guidelines

In general, the following software update guidelines apply:

- Each Menu panel (or PC running the Kalypso menu application) is updated locally, using the Kalypso Software CD inserted into that devices local drive.

- The components of each control surface are best updated using a Menu panel or PC operating in that control surface. If there is more than one Menu panel in a control surface, the EIC may wish to set the defaults of one panel for software updates of the control surface components, and set the defaults for the other panel to only update its own software.

- The Video Processor frame and Still Store option can be updated with a Menu panel in any control surface, but it is recommended this update occur once rather than be repeated with every component software update. The EIC may wish to assign one Menu panel (or a PC that has the Kalypso installer program installed) for updating the frame, and set the defaults so the frame is not installed from any other location.

- When a Menu panel is used for a software update, it retains a backup version of the previously loaded software locally, permitting a return to that earlier software without need for the software CD. If multiple Menu panels are used for software update, there may be different backup versions of software resident on different Menu panels. Use care when backing down to earlier software versions, to avoid having different software versions running at the same time

## Update Procedure

1. Disable virus protection software on the additional Menu panel (if installed) and close any other running applications, including the Kalypso Menu application.

2. Verify IP addresses by selecting and Pinging the control panels of one surface only.

**3.** Perform the software update on that control surface's components, without selecting the Frame or Still Store.

**4.** Repeat for any additional control surfaces.

**5.** Confirm all the installed software versions are correct by going to the Status Versions menu (Figure 59).

*Figure 59. Kalypso System Software Versions, Two Suites*



**Note** Components with older software display the version and date in red.

## Machine Control Interface Installation and Configuration

Machine Control Interface software (formerly called OmniBus), used for external Profile VDR and VTR machine control via the Kalypso system Machine Control subpanel, is included on the Kalypso Software CD.

You need to decide whether installing Machine Control Support is appropriate.

• If you do not have the KAL-IF-PROFILE or KAL-IF-VTR options, Machine Control does not need to be installed. Your software installation is complete.

- If you updated your Machine Control (OmniBus) software when you installed Kalypso Release 10.2 or later software, you do not have to update the software. The Machine Control software has not changed from that version.

- If you have installed Machine Control (OmniBus) software prior to Release 10.2, or plan to begin using the KAL-IF-PROFILE and/or KAL-IF-VTR options to control Profiles VDRs or VTRs you need to install Machine Control Support software.

Refer to the separate *Machine Control Interfaces Installation Manual* for specific information.

# File Transfer Tests and Installation Failure Notices

**Note** Notification messages are displayed if problems are detected during Kalypso software installation. Read any popup messages carefully.

The Kalypso system tests the FTP connection used during software installation. If a problem with the FTP connection is encountered, a popup notification is displayed and the installer program exits. The message may offer suggestions on what to do to continue with the installation. In earlier software versions, if an FTP failure occurred the installer automatically proceeded to the next software component without notification.

The installer now performs a confidence check of copied file sizes. If a copied file size does not match, the system will retry the file copy up to two times. Repeated failures post a popup notification and the installer will exit.

See *Software Installation Troubleshooting* on page 105 for more information.

# Electronic Documentation

## Documentation for Release 15.0

A complete set of product documentation in .pdf format is included on the *Kalypso Documentation CD*. This electronic documentation can be viewed on screen, printed out, or installed onto a computer.

Kalypso 15.0 documentation is also available in .pdf format either directly from the Grass Valley downloads web page, or via a link on that page to the Grass Valley documentation web page. The documentation page can be accessed directly via **www.thomsongrassvalley.com/docs**.

**Note** Hardcopy versions of these manuals are available for purchase from Grass Valley Customer Service.

## Acrobat Reader

Adobe Acrobat Reader 5.0 or later is required to view the provided .pdf files. This version of Adobe Acrobat supports the cross document Search feature.

## .PDF File Names

The first part of the .pdf file name identifies the product. The software version is identified with a V and two or three numbers, though some files do not have a software version. The type of manual is identified (for example RN for Release Notes) followed by the last six numbers of that manual's part number.

## To Browse the Documentation on the CD

1. Insert the CD into the computer.

2. Open the Kalypso_Documentation folder and double click on the desired file.

## To Install the Documentation on a Computer

1. Insert the CD into the computer.

2. Copy the entire Kalypso_Documentation folder to your computer's hard disk.

Copying the entire folder includes the .pdf index file used for the Adobe Acrobat Reader cross documentation Search feature.

You can also copy individual files by selecting and copying only the ones you want. You will be able to use the find function to search these files individually but the cross document search feature will not work.

## Uninstalling Older Documentation

If you previously installed Kalypso documentation using a Release 7.6 or earlier CD, it should be uninstalled to avoid confusion that may result from the obsolete information. Earlier documentation installations created a Grass Valley Group location accessible from the Windows Start menu for that documentation.

To uninstall older documentation:

1. From the Windows desktop select **Start**, **Settings**, **Control Panel**.

2. Double click **Add/Remove Programs**.

3. Select **Kalypso Documentation**, click **Add/Remove** and then follow the instructions on the screen.

This will remove the older .pdf documentation files. The Kalypso Documentation location in the Start menu may remain, but it should be empty. The new documentation is accessed from the Kalypso_Documentation directory on the CD or wherever you installed the .pdf files on your computer.

# Additional Kalypso System Update Information

## Kalypso System IP Addresses

The Kalypso Video Production Center is shipped with default IP addresses (Table 2). These default addresses can be used if the Kalypso system is operating on a dedicated network with no other devices present. Note that these addresses can be changed during installation, and so your system may not be using the defaults:

*Table 2. Default IP Addresses*

| Device | IP Address |
|---|---|
| Video Processor frame | 192.168.0.20 (Facility LAN) |
| | 192.168.1.21 (Panel LAN, which exists on Kalypso Classic but is not used, and is not present on Kalypso HD/Duo) |
| | 192.168.0.22 (Still Store) |
| Main panel (4-M/E and 2-M/E) | 192.168.0.26 |
| Main panel (1-M/E) | 192.168.0.36 |
| Menu panel | 192.168.0.25 |
| Additional Touch Screen Display | (undefined) |
| Local Aux panel | 192.168.0.27 |
| 32 Crosspoint Remote Aux panels (when hard reset with the front panel buttons) | V0.0.2a SW: 192.168.0.250, Subnet Mask 255.0.0.0, Frame 192.168.0.251, Gateway 192.168.0.1 |
| | V1.6.5 SW: 192.168.1.2, Subnet Mask 255.255.255.0, Frame 192.168.1.1, Gateway 192.168.1.1 |
| All Subnet Masks (except Remote Aux panel) | 255.255.255.0 |
| All Gateways (except Remote Aux panel) | 192.168.0.1 |

## Changing IP Addresses

**CAUTION** If other devices are present on the network (including a different Kalypso system) make sure every device has a unique IP address before it is connected to the network.

If you change the IP address of a Kalypso device, the IP address settings stored in the other devices must also be changed so they match. See the *Kalypso Installation and Service Manual* for specific procedures for changing IP addresses.

## Machine Control IP Addresses

If you install the machine control (Encore) database file to use the Profile interface (KAL-IF-PROFILE), a default Profile VDR IP address (192.168.0.10) and **Profile 1** name are configured automatically when the machine control software is loaded. The Profile VDR used with the Kalypso system needs to be configured with this default address. Otherwise, the OmniBus system configuration needs to be changed. OmniBus configuration procedures are outside the scope of this document, but information is available in the separate *Machine Control Interfaces Installation* manual included on the Kalypso documentation CD.

The VTR interface option (KAL-IF-VTR) also requires an IP address on its serial engine. Serial engines shipped from Grass Valley may be pre-configured with a default IP address of 192.168.0.15 (255.255.255.0 subnet mask) and named **VTR Control 1**, which will work on a Kalypso system using default IP addresses. Serial engines shipped direct may not be configured with a default address or name, however. These systems will need to be set by the installation engineer to an IP address that is compatible with the Kalypso and Encore system components. Refer to the separate *Machine Control Interfaces Installation* manual included on the Kalypso documentation CD for specific instructions.

# Kalypso Software Downloads

**Note**    Beta software download procedures are different and require registration. Contact the Grass Valley beta program coordinator for specific information.

Kalypso system software is available from the Grass Valley website. You will need a PC with a high speed connection to the internet and a CD burner to download these files for use with a Kalypso system.

1. Using a web browser, go to **www.thomsongrassvalley.com/downloads**, select **Broadcast Products**, **Switchers/Effects**, **Download The Latest Software**. This takes you to the Grass Valley FAQ page.

2. Click the **download** link for Kalypso, select the desired software version, then click **Go**. This takes you to the Grass Valley FTP site for that software version.

3. Click on the **readme.txt** file for important information about that release.

4. Click on the **.EXE** file to download a self-extracting .zip archive of the software. The time required for the download varies depending on the bandwidth of your connection and the size of the archive.

5. Extract the archive, burn the entire downloaded package onto a CD, and label the CD with the software version.

# Backing Down to an Earlier Software Version

**WARNING** **Kalypso 15.0 software requires an SBC1000 Frame Processor upgrade for optimum system performance. The SBC1000 is fully compatible with 7.2.1 and higher software versions. You must install compatible software BEFORE you install the SBC1000. Once installed, if you wish to back down to 7.1 or earlier software you will need to reinstall the earlier Frame processor before you load the older software. If the processor is not replaced beforehand, unrecoverable Kalypso system failure will occur, requiring hard disk or disk-on-chip hardware replacement.**

**Note** A Kalypso HD system running v 10.1 or later software must be set to HD operation before a 9.1 or earlier software version can be installed using the Previous option, because earlier software did not support SD mode.

**Note** On Kalypso HD/Duo systems, authorization codes that enable 11.0 and later features cannot be used with earlier software versions. You will need to enter the authorization code for that earlier version of software to regain full system functionality (see page 104).

Once Kalypso Release 15.0 software has been installed, if you need to back down to earlier software use the Kalypso Install program loaded onto the system by the 15.0 software update. A shortcut to this program resides on the Kalypso Menu panel desktop.

## Using the 15.0 Desktop Kalypso Install Program

**1.** Exit the currently running Kalypso Menu.

**2.** Double touch the **Kalypso Install** shortcut icon on the desktop.

**3.** Select **Reinstall previous version of software** and touch **Next >**.

**CAUTION** Be sure the older version of software selected is compatible with your Kalypso system hardware configuration.

**4.** Choose all the components that exist in your system, run **Ping** to ensure communications, then select **Start Update**.

**5.** Follow the rest of the standard installation procedure. The previously loaded version of software will be installed.

# Kernel Update Process

Software kernel versions are checked first during the Kalypso software installation process. Kernels reside on the following devices:

- Video Processor frame Control Processor hard drive

- Still Store option hard drive

- Local Aux panel DOC (Disk on Chip)

- Main panel DOC or hard drive

Depending on the devices involved and the versions discovered, different kernel update messages will be posted. In general, a message identifying the older kernels detected is displayed asking if you wish to continue. Continuing downloads kernel code to the device(s), and then another message is posted identifying the number of resets required to complete the kernel update for a particular device. When this is done, the reset message for the next device (if any) is displayed.

**Note** You need to carefully read all the menus and respond to each kernel update message in turn to completely update the system.

### To Update Kernel Software:

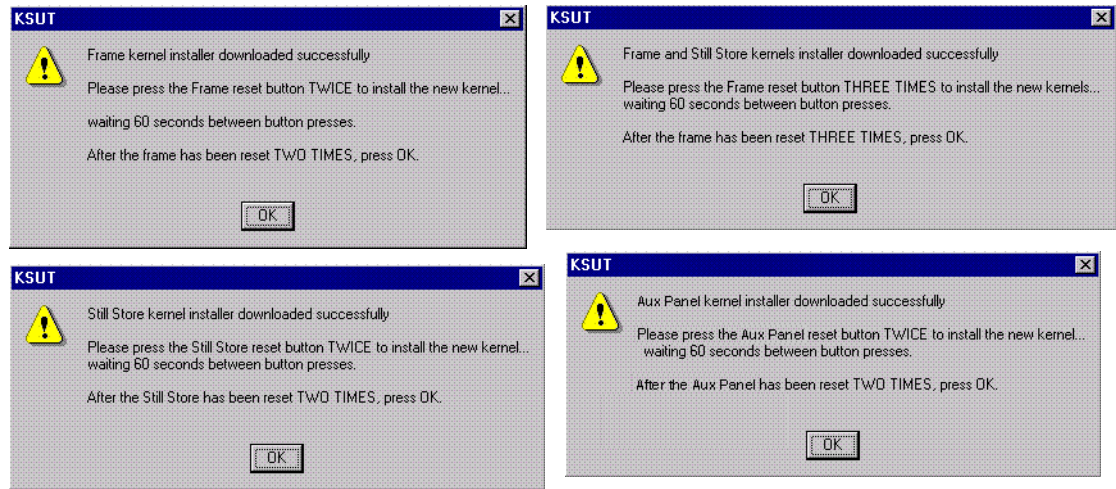**1.** Examples of messages identifying older kernels are shown in (Figure 60).

*Figure 60. Older Kernel Detected Messages*
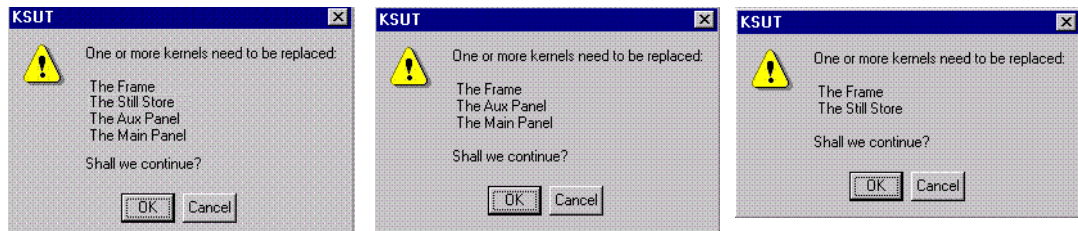


**2.** Touch **OK** to download the kernel(s) to the device(s).

**3.** Examples of messages identifying the number of resets required are shown in Figure 61.

*Figure 61. Kernel Update Reset Messages*



**4.** Reset that device the number of times indicated, being sure to wait the specified time (60 seconds) between resets (see the *Kalypso Installation and Service Manual* for specific reset instructions). When done touch **OK**.

**Note**   Typically each device needs to be reset twice, with a one minute wait between resets. However, if the Still Store option is installed the Frame needs to be reset three times.

**5.** Read each subsequent message and follow the reset procedure stated for every device that was updated with the new kernel.

**6.** After the kernels are updated the installer returns to the Kalypso System Components menu. At this point only kernel software has been installed, so you need to continue the process to install the actual Kalypso software.

## Software Authorization

New Kalypso systems ship with all purchased options already enabled, so authorization by the user is not required on these systems.

Customers who have purchased options should have received an authorization code for those options. This code needs to be entered on the specific Kalypso system for which the code was generated in order to enable the options.

**1.** Authorizations can be checked by touching **Eng Setup**, **Install Options**.

**2.** To enter a new authorization code, touch the New Authorization data field and type in the number using the popup keypad.

**Note** You must login as the EIC before you can enter an authorization code.

3. After you have entered the authorization code, confirm that the options operate. In particular, check that the correct number of Chroma Keys are enabled. Contact Grass Valley Customer Service if you have any problems with your authorization code.

### Authorization Code Compatibility

Authorization codes used with earlier Kalypso software versions should work with later software releases. These authorization codes, after being used on a newer release, should also continue to work if the Kalypso system software is backed down to an earlier version. However, for Kalypso HD/Duo systems, the format of authorization codes has been changed to support Kalypso 11.0 features. If you install an 11.0 software option (for example, Advanced TE Effects) on a Kalypso HD/Duo system, that authorization code will not work if you back that system down to an earlier software version. In some cases this can severely affect Kalypso system operation. For example, a valid authorization code for a Kalypso HD system is required for HD operation, even though it is a standard feature. For this reason, it is important that Kalypso HD/Duo customers save the authorization code for Kalypso versions earlier than 11.0 should you later decide to load an earlier software version onto that system.

## Uninstall Kalypso Menu From PC

You can uninstall a Kalypso Menu application that has been loaded onto a PC with the Windows Add Remove Programs utility. Choosing **Automatic** when prompted will remove the Kalypso Menu application. If multiple versions of the Kalypso menu were installed a Rollback screen will appear. Choose the default **No** setting to remove the Kalypso Menu application.

If you wish to remove all the files associated with the Kalypso Menu application (including any backup files) you can also delete the Kalypso Menu folder located in C:/Program Files.

## Uninstall Kalypso Installer From PC

The Kalypso Installer program is automatically installed on the C: drive of that computer when the **Kalypso Application Software** selection is chosen during installation. This does not occur when the **Menu on PC** selection is chosen. The Kalypso installer program cannot be removed with the Windows Add Remove Programs utility.
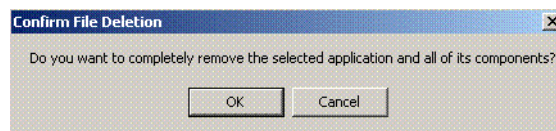
To remove the Kalypso Installer program from the computer:

1. Insert the Kalypso software CD, which will autorun and show the licensing agreement. After agreeing to the terms the Kalypso Installer Selection screen will be displayed.

2. Choose **Cancel** and **Exit Setup** to exit the Kalypso Installer program.

3. With the CD still in the drive, run the Setup.EXE uninstaller program located at:

   [CD Drive]:/MenuPanel/Install Uninstall/Setup.EXE.

   The prompt message shown in Figure 62 will be displayed.

*Figure 62. Kalypso Installation Program Uninstall Prompt*



4. Select **OK**. The Kalypso installer program and its desktop shortcut will be removed.

## Uninstall Kalypso Backup Components From PC

When the **Kalypso Application Software** selection is chosen during installation, an Install folder containing several sets of backup folders is created on that computer's C: drive. These folders hold the current and previous versions of Kalypso software. Uninstalling the Kalypso Menu application and/or the Kalypso Installer programs will not automatically remove these other folders and files, which can occupy 75 MB or more of disk space.

**CAUTION**  Do not delete the Install folder from an actual Kalypso Menu panel used with a Kalypso system, as this will make it impossible to re-install the current or previous versions of software without the Kalypso Software CD.

To completely remove all Kalypso files from a PC, after uninstalling the Kalypso Menu and the Kalypso Installer delete the C:\Install folder.

## Software Installation Troubleshooting

The installation process consists of four major steps. A failure in one of these steps must be corrected before installation can continue.

When installing from CD, the installer first copies the necessary files to a directory on the hard drive where the installation is performed. These copies allow reinstallation or backing down to the previous version

without the installation CD. Failure to copy files could be due to a CD read failure or a file system problem on the menu/PC running the install.

- Try cleaning the CD and attempting install again.

- Try running checkdisk on the CD. If errors are found, re-burn the CD or contact Customer Service for a new copy.

- Try removing c:\Install\...\NEW folders and their contents and attempt the install again.

- Ensure that the C: drive is not full.

- Try running checkdisk on the hard drive.

Next, the installer uses FTP to transfer files to the frame, still store and all panels. The installer transfers files to those IP addresses listed and enabled. FTP failures could be due to excessive network traffic or intermittent network connections, or due to file system problems on the destination. These file transfers replace the executables and FPGA images for the video hardware on the component's hard drive or disk on chip. The new files are used during the next boot up.

- If the transfer fails an executable may be deleted. Rebooting the component could render it non operational. Boot position 0 and 1 run different applications, so even in the event of an FTP failure, one of the executables should be intact.

- If the FTP transfer fails, try running the installation process again BEFORE rebooting the components.

- If it becomes necessary to reboot a component after an FTP failure and the component is nonresponsive after the reboot, try booting in boot position 1. This should allow installation to continue.

**Note**    With Version 15.0 and later, the Frame processor and SST versions must match before the SST can be upgraded.

- In either boot position 0 or 1, FTP can be used to inspect the file system of the component.

- If the file system appears to be full, FTP can be used to remove log files, etc. Contact Customer Service before/while performing this cleanup operation to avoid deleting critical files.

After all files have been FTPed to the components, the components are reset. New executables and FPGA files are used during this boot operation.

A special process is used if an operating system Kernel needs to be replaced. The kernel needs to reside as the first entry in the hard disk/disk on chip directory so the file can't be installed reliably using FTP. Instead, the normal executable is replaced with a Kernel installer. A frame reset executes this kernel installer which manipulates the hard drive/disk on chip in such a way that the new kernel file is in the proper directory location. Depending on the work that needs to be performed, it may be necessary to

reset the component additional times during this process. After the kernel has been replaced, the new application is FTPed to the component.

**CAUTION**  A failure during the kernel replacement process could result in a non opera-tional component requiring hard drive or disk on chip replacement. It is essential that the instructions are followed closely. There is no indication of progress during this procedure. Carefully measure the wait times between resets to insure each step completes before proceeding.

FPGA files are used in two different ways. For most modules, FPGA images are transferred to the modules during system boot. For Classic M/E and TE boards however, FPGA images are stored in flash on the module themselves. A processor on these modules transfers the image from flash to FPGAs when the board is reset. The frame processor tests a version code on each M/E and TE module at boot time and updates the flash if the version doesn't match what's expected. Flash during boot occurs before the system has fully initialized and holds off panel comms. The system also checks M/E and TE frame slots periodically for newly inserted modules and attempts to update them on the fly. Since flash updates are time consuming, some customers prefer to reboot the frame with modules unseated and allow the frame to initialize and establish panel comms, then insert M/E and TE modules so the "on the fly" update can proceed in the background.

Flash failures are rare unless the process is interrupted. If a failure does occur, a message is written to the frame log, but the board version is updated anyway. This prevents the system from getting stuck at boot time should a flash memory part fail permanently.

M/E status LEDs indicate flash update progress, boot progress, and normal operation. A red LED lights to indicate module boot/FPGA load or FPGA flashing. The green LEDs count up or down during these processes. If all goes well, the red LEDs will go out and the bottom most green LED will glow dimly indicating the module's processor is operating normally. The next green LED up displays a frame comms heartbeat. If this LED does not blink the frame is not communicating with the M/E but it is otherwise healthy.

- If the module is functional but does not receive a heartbeat, reseat the board and/or reset the frame processor.

- If an FPGA fails to load on boot or a flash fails to program properly, one of the red LEDs will remain lit and the green LEDs will stop counting. The LED pattern provides an indication of which specific part failed to load/program. What's important to a customer is that the M/E has a hard failure and must be replaced.

The menu application is updated using a standard windows install pro-cess. This process must run on the processor hosting the menu application. No FTP is used in this process. The application is installed directly from the hard drive of that processor.

**Note** From time to time, the installer application itself is updated. While a copy of the installer is placed on the hard drive it may not be compatible with the new software being installed. Always run the installer from the CD when installing new software.

When the frame boots, previous configuration (eng setups, suite prefs, user prefs) and effects are loaded from nonvolatile storage (from the frame's hard drive). If the frame fails to boot after a software update, there is a slight possibility that a corrupted file exists in NV storage. Clearing NV storage can allow the system to boot, then files can be loaded individually from backups one at a time to identify where the corruption exists. If the frame crash was due to corrupt NV files, loading the file manually will probably crash the frame. Reset the frame and rebuild the file from scratch or from a previous version that does load properly.