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A **BELDEN** BRAND

# KAYENNE/KARRERA

VIDEO PRODUCTION CENTER

Release Notes

Software Version 9.3

# CERTIFICATE

Certificate Number: 510040.001

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## Grass Valley, A Belden Brand and its Grass Valley Affiliates

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# *KAYENNE and KARRERA K-Frame Release Notes*

## **Introduction**

This document describes new features, installation, and other information specific to Kayenne/Karrera K-Frame Video Production Center Release 9.3 software. See [page 22](#) for system update instructions.

### **New in Release 9.3**

- Run the Menu Auditor for Third Party Updates from the Third Party folder (see *Running the Menu Auditor is Required for Version 9.3* [on page 8](#))
- Image Store enhanced with Build Edit functionality (see *About Image Store Build Edit* [on page 8](#))
- Configure individual outputs to pass or blank ancillary data (see *About Passing/Blanking Ancillary Data for Individual Outputs* [on page 15](#))
- Upgrade S25 and S50 Aux Panels to GV Switcher Remote Aux Panels (see *About the S25/S50 Remote Aux Panel Upgrade* [on page 16](#))
- Menu support added for Windows 10 (see *Windows 10 Menu on PC Support* [on page 20](#))

## Running the Menu Auditor is Required for Version 9.3

Third party updates are required for GV switcher software version 9.3. The Menu Auditor is located on the USB Stick that came with your system in the Third Party Updates directory and also at [www.grassvalley.com](http://www.grassvalley.com).

1. Double-click to open the Menu Auditor.

If the Menu Auditor will not execute when you open the file, open the .Net 4.0 executable in the Third Party folder to load that utility. See *Install .NET for First Time Menu on PC Installation* on page 31:

- For Windows XP: dotNetFx40\_Full\_x86\_x64.exe, or
- For Windows 7: dotNetFx45\_Full\_x86\_x64.exe file.

2. Select Scan.

Result: Out of date files are listed.

3. Select Install and respond to all prompts.

## About Image Store Build Edit

Image Store Build Edit allows you to mix and match Video (or Fill), Audio, and Key (or Cut) signals that are elements of up to three different movies. Each movie is loaded into a separate Image Store channel. When built, the elements from each channel are composited into a new Image Store movie. Each element can be edited, including independent offsets for the Audio and Key/Cut.

Playback controls are provided so you can preview the composited image prior to building a new movie.

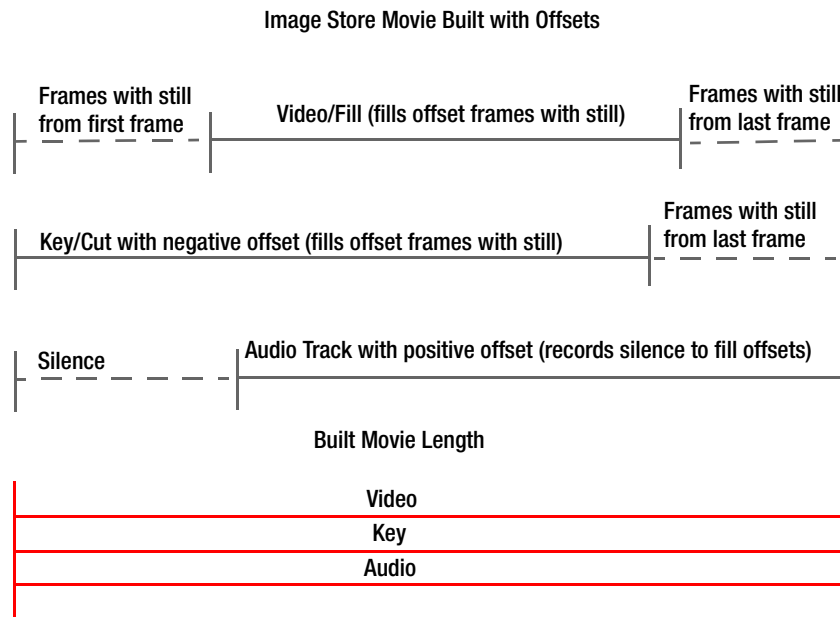
Audio and Key/Cut Image Store movie elements can be offset in relation to the Video/Fill element. A *negative* offset means the audio or key signal begins before the video and a *positive* offset means the audio or key signal starts after the video. Both audio and key can be offset independently in the Image Store Build Edit menu.

## Built Movie Length

When built, the movie length is the total of the composited elements, including offsets. The Video/Fill and Key/Cut elements add frames with a duplicate still to extend the recorded length to match the longest element. The Audio element adds recorded silence to extend the recorded track to match the longest element.



Figure 1. Image Store Movie Length



## Build Edit Default Settings

The Image Store Build Edit menu default has the Video/Fill element with any embedded audio or associated key/cut signal selected. Meaning if you selected the Build Movie button in the menu, a duplicate of the Video/Fill movie would be created. In this default state, the **Audio from Video** button in the Audio element area and **Key from Video** button in the Key/Cut element area are enabled (highlighted).

## Build Edit Menu Button Descriptions

The left-hand Build Edit Type menu pane is divided into three elemental areas: Video/Fill, Audio, and Key/Cut. In addition to common channel and timecode editing buttons, the Audio and Key/Cut element areas provide independent function for movie building and playback control.

Figure 2. Movie Edit, Build Edit Menu



Table 1. Build Edit Menu Buttons

Element Area	Button	State	Description
All (Video/Fill, Audio, Key/Cut)	Thumbnail Viewer	Image Store Channel selected/Movie loaded	Thumbnail of the currently loaded clip
	Change Movie		Change Image Store channel movie
	GoTo In		Go to mark-in point in the movie
	GoTo Out		Go to mark-out point in the movie
	Mark In		Set mark-in point in the movie
	Mark Out		Set mark-out point in the movie
	Mark In/Mark Out Timecode Data Pads		Enter mark-in/mark-out timecode for the element
	Mark Thumbnail		Select thumbnail image from the Video/Fill element's current position
	Build Movie		Builds a movie from the composite elements
Video/Fill	Mark Thumbnail Timecode Data Pad		Enter mark point for thumbnail image in timecode
Audio	Audio from Video	On	Audio track comes from movie in Video/Fill Image Store element
		Off	<ul style="list-style-type: none"> <li>Audio track from Audio element</li> <li>If no audio track is loaded into channel, audio track is removed when Build Movie operation is performed</li> </ul>
	Lock Audio	On	<ul style="list-style-type: none"> <li>Audio element track locked with Video/Fill</li> <li>Playback motion control enabled</li> </ul>
		Off	Playback motion control of Audio channel only

Table 1. Build Edit Menu Buttons

Element Area	Button	State	Description
Key/Cut	Key from Video	On	Key comes from movie in Video/Fill
		Off	<ul style="list-style-type: none"> <li>Key comes from movie in Key/Cut</li> <li>If no key is loaded in channel, key is removed and full raster white is used when Build Movie is performed</li> </ul>
	Video Key	On	Key comes from movie in Video/Fill channel (default when Key from Video button is off)
		Off	<ul style="list-style-type: none"> <li>Cut comes from movie in Key/Cut channel</li> <li>If no cut is loaded in channel, cut is removed and full raster white is used when Build Movie is performed</li> </ul>
	Lock Key	On	<ul style="list-style-type: none"> <li>Key/Cut signal locked with Video/Fill channel timeline</li> <li>Playback motion control enabled</li> </ul>
		Off	Playback motion control of Key/Cut channel only

## Copy a Movie with Build Edit

With the Build Edit menu, you can create a duplicate of an existing Image Store movie including audio and key. This allows you to retain the original movie and edit the copy.

1. In the Image Store, Images, Movie Edit menu, select **Build** as the Edit Type.
2. Select an Image Store channel for the Video/Fill element (right).
3. If desired, select the **Change Movie** button to select a different movie.
4. With the **Audio from Video** and **Key from Video** buttons enabled, select the **Build Movie** button and create a name for the Image Store movie using the pop-up keyboard.

## Build a Movie Using a Key and Video from Different Movies

The key of the Key/Cut channel can be paired with the video in the Video/Fill channel to create a new movie using the Build Edit feature.

1. In the Image Store, Images, Movie Edit menu, select **Build** as the Edit Type.
2. Select an Image Store channel for the Video/Fill element (right).
3. If desired, select the **Change Movie** button to select a different movie.
4. Repeat for the Key/Cut movie.
5. Turn off the **Key from Video** button in the Key/Cut element area.

6. Turn off the **Video Key** button (when highlighted) in the Key/Cut element area.

Result: The key from the Key/Cut channel is paired with the video from the Video/Fill channel.

7. Position the movie for each element at the first synchronized frame.
8. Optionally, with the **Lock** button enabled, the composite elements can be previewed using the Image Store movie controls before building the new movie.
9. Select the **Build Movie** button and create a name for the Image Store movie using the pop-up keyboard.

## Build a Movie With Video from One Channel as the Key for Another

The video of the Key/Cut channel can be paired with the video in the Video/Fill channel as its key to create a new movie using the Build Edit feature.

1. In the Image Store, Images, Movie Edit menu, select **Build** as the Edit Type.
2. Select an Image Store channel for the Video/Fill element (right).
3. If desired, select the **Change Movie** button to select a different movie.
4. Repeat for the Key/Cut movie.
5. Turn off the **Key from Video** button in the Key/Cut element area.

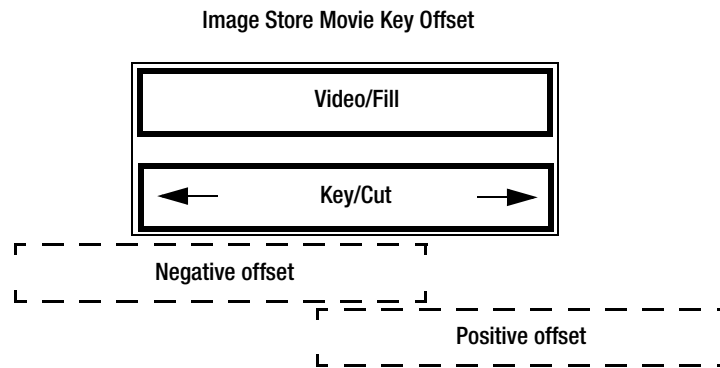
Result: The **Video Key** button is highlighted (and must remain on) meaning the video from the Key/Cut channel is the key for the video in the Video/Fill channel.

6. Position the movie for each element at the first synchronized frame.
7. Optionally, with the **Lock** button enabled, the composite elements can be previewed using the Image Store movie controls before building the new movie.
8. Select the **Build Movie** button and create a name for the Image Store movie using the pop-up keyboard.

## Offset an Image Store Key/Cut Signal with Build Edit

A *negative* offset sets the Key/Cut signal to start before the Video/Fill; if the key is shorter than the video, the last frame will record as a still to the end of the movie. A *Positive* offset sets the key signal to start after the Video/Fill and records a still of the first frame of the key until the key starts.

Figure 3. Image Store Key/Cut Offset



Prerequisite: Image Store audio output groups are configured and enabled (see the K-Frame User Manual for your switcher model for more information).

1. Select **Image Store, Images, Movie Edit** tab in the menu.
2. Select the Key/Cut element movie and assign an Image Store channel by selecting it (right).
3. Enter the offset value in the **Key Offset** data pad (a negative (-) value means the audio is set to begin before the video):
  - a. Turn the Menu Panel soft knob to select a value or,
  - b. Select the **Key Offset** data pad, enter a value in the pop-up keypad, and select **Enter**.

## Build a Movie Using Audio and Video/Key from Different Movies

Audio from an Image Store channel can be paired with the video/key in the Video/Fill channel (or Video/Fill and Key/Cut elements) to create a new movie using the Build Edit feature.

1. In the Image Store, Images, Movie Edit menu, select **Build** as the Edit Type.
2. Select the Audio element movie and assign an Image Store channel by selecting it (right).
3. If desired, select the **Change Movie** button to select a different movie.
4. Repeat as necessary for the Video/Fill and Key/Cut movies.
5. Turn off the **Audio from Video** button in the Audio element area.

Result: The audio from the Audio element channel is paired with the video from the Video/Fill channel.

6. Position the movie for each element at the first synchronized frame.

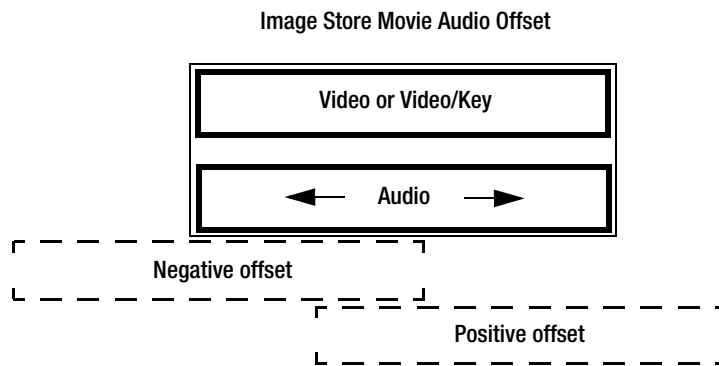
7. Optionally, with the **Lock** button enabled, the composite elements can be previewed using the Image Store movie controls before building the new movie.
8. Select the **Build Movie** button and create a name for the Image Store movie using the pop-up keyboard.

## Offset Image Store Audio with Build Edit

A *negative* offset sets the Audio to start before the Video/Fill; if the audio track is shorter than the video, silence is recorded to the end of the video. A *Positive* offset sets the Audio to start after the Video/Fill and records silence until the start of the audio track.

Frames are added to the video with a still of the first frame if a negative audio offset is used, or a still of the last frame if a positive audio offset is used so when built, the audio and video are the same length.

Figure 4. Image Store Audio Offset



Prerequisite: Image Store audio output groups are configured and enabled (see the K-Frame User Manual for your switcher model for more information).

1. Select **Image Store, Images, Movie Edit** tab in the menu.
2. Select the Audio element movie and assign an Image Store channel by selecting it (right).
3. Select an Image Store movie recorded with audio using the **Change Movie** button; the **Audio Offset** data pad will be displayed on the far right of the menu.
4. Enter the offset value in the Offset data pad (a negative (-) value means the audio is set to begin before the video):
  - a. Turn the Menu Panel soft knob to select a value or,

- b. Select the **Audio Offset** data pad, enter a value in the pop-up keypad, and select **Enter**.

## About Passing/Blanking Ancillary Data for Individual Outputs

ME Blanking allows you to either pass all ancillary data or regenerate blanking for MEs; no audio, subtitles, closed captioning, etc. (in the Eng Setup, Video Settings menu). However, you may want to configure blanking for individual outputs for external devices or other specific uses. Output Blanking is provided in the Eng Setup, Outputs menu to allow this specialized control.

You can also choose to pass ancillary data or regenerate blanking for all Aux outputs or all Fixed outputs in the Outputs menu. For example, if you selected All Aux Outputs to Pass Ancillary Data in the Outputs menu, you could then set individual aux outputs to Regenerate Blanking. This allows fast configuration of a large number of outputs.

### Configure Aux Output Blanking

Configure Aux Output Blanking for all or individual Aux outputs to pass or blank ancillary data in the Eng Setup, Outputs menu.

1. In the Eng Setup, Outputs menu, select either **Output** or **Modular I/O**.
2. Select an Aux output from the Physical Outputs scrolling list or select **Aux** in the Output Type pane to display the Aux Outputs menu.  
Result: The Logical Aux Bus selection pane is displayed (center) along with other Aux output parameter functions.
3. In the All Aux Outputs pane (right), select either the **Pass Ancillary Data** or **Regen Blanking** button to configure all Aux outputs.

With all outputs set to pass or blank ancillary data, you can change individual outputs to the opposite state (see [About Passing/Blanking Ancillary Data for Individual Outputs](#)).

4. Select any output in the Logical Aux Buses scrolling list (center).
5. Select either the **Pass Ancillary Data** or **Regen Blanking** buttons under the Output Blanking label to set Output Blanking for an individual output.

Outputs set to blanking have the word Regen in the upper right of the data pad (all other states are blank), in the Physical Outputs scrolling list.

## Configure Fixed Output Blanking

Configure Fixed Output Blanking for all or individual Fixed outputs to pass or blank ancillary data in the Eng Setup, Outputs menu.

1. In the Eng Setup, Outputs menu, select either **Output** or **Modular I/O**.
2. Select a Fixed output from the Physical Outputs scrolling list or select **Fixed** in the Output Type pane to display the Fixed Outputs menu.

Result: The Logical Sources/ Fixed Sources scrolling list is displayed (right) along with other Fixed output parameter functions.

3. In the All Aux Outputs pane (right), select either the **Pass Ancillary Data** or **Regen Blanking** button to configure all Aux outputs.

With all outputs set to pass or blank ancillary data, you can change individual outputs to the opposite state (see [About Passing/Blanking Ancillary Data for Individual Outputs](#)).

4. Select any output in the Logical Aux Buses scrolling list (center).
5. Select either the **Pass Ancillary Data** or **Regen Blanking** buttons under the Output Blanking label to set Output Blanking for an individual output.

Outputs set to blanking have the word Regen in the upper right of the data pad (all other states are blank), in the Physical Outputs scrolling list.

## About the S25/S50 Remote Aux Panel Upgrade

S25 and S50 model Aux panels can be upgraded to become Switcher Remote Aux Panels. The upgrade primarily consists of updating the Aux panel and switcher software, switcher configuration through the menu, and Remote Aux panel configuration through the Web page.

### Switcher Remote Aux Button Functionality

Figure 5. Switcher Remote Aux Button Descriptions

Table 2.

Aux Panel	Button	Description
S25	1-25 Source Select	25 logical Source Select buttons
S50	Top 1-25 Source Select Bottom 1-25 Source Select	50 logical Source Select buttons

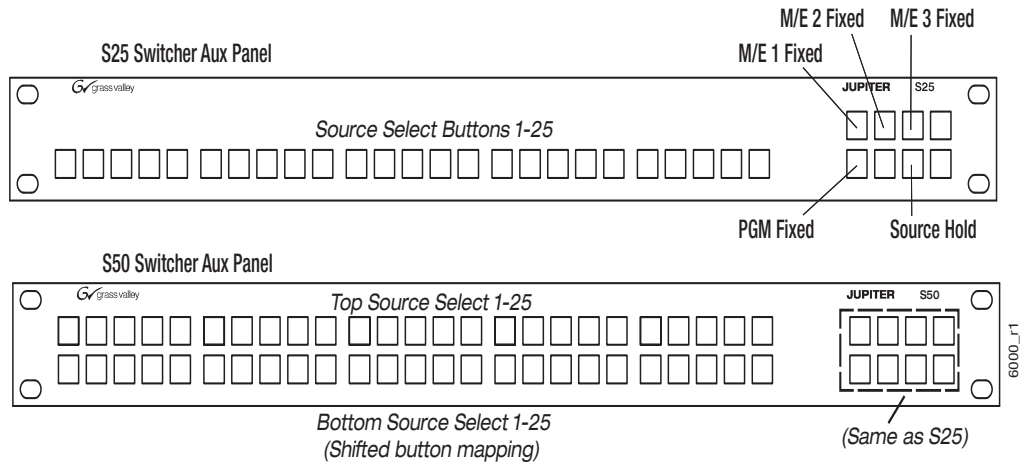
Eight-Button Group Located on Right of S25/S50 Aux Panels



Table 2.

Aux Panel	Button	Description
S25/S50	Top 1	M/E 1 Fixed Source
	Top 2	M/E 2 Fixed Source
	Top 3	M/E 3 Fixed Source
	Top 4	Reserved
	Bottom 1	PGM Fixed Source
	Bottom 2	Reserved
	Bottom 3	Source Hold (source bus hold): When on (high tally), the mapped source for the selected source button will not be affected by E-MEM recall.
	Bottom 4	Reserved

Figure 6. S25/S50 Switcher Remote Aux Panel Buttons



## Install New S25/S50 Remote Aux Panel Software

The NetConfig utility is used to install the Aux Panel software.

1. Launch the Grass Valley software installer **K-FrameSetup.exe**, located on the GV USB stick or download it at [grassvalley.com](http://grassvalley.com) (see [Deploy Switcher Update Package Files and Installer](#)).
2. Select NetConfig from the menu buttons, left.
3. Select the Load SW button (top-left).
4. In the “Select devices to load:” pane, select **Routers, Jupiter**.
5. Select the S25 and/or S50 Aux Panels and NetConfig will search for the panel IP Addresses.  
Result: Located Aux Panels if that type will display in the list, right.
6. Select the check box next to the panels to be updated.

7. Select the **Load** button below the list.
8. Reboot the Aux Panel to complete the installation.

## Configure the Remote Aux Panel System

Configure the Remote Aux Panel System through the Product Web Access page.

1. Enter the Aux Panel IP address into your browser.  
Result: the Product Web Access page for the Aux Panel is displayed.
2. Select **Panel System** on the left.
3. Set the parameters by entering values into the fields for Panel Device Name, Asset Tag, etc.
4. Optionally, Disable S50 auto-shift for the bottom 25 buttons:
  - *Enabled*: Bottom 25 buttons are auto-shifted.
  - *Disabled*: 32 buttons starting with the top 25 and the first seven on the bottom, from left to right, can be mapped. Enabling the shift button provides another 32 shifted sources, using the same buttons, for a total of 64 mappable buttons.
5. Select the **Do reset**.
6. Select **Save New Settings**.

## Configure the Remote Aux Panel Network

Configure the Remote Aux Panel Network through the Product Web Access page.

1. Enter the Aux Panel IP address into your browser.  
Result: the Product Web Access page for the Aux Panel is displayed.
2. Select **Panel Network** on the left.
3. Enter the Ethernet IP Settings.
4. Scroll down and select **CPL** as the Connection Type.
5. In the LAN Primary Host IP field, enter the switcher IP.
6. Select the **Do reset**.
7. Select **Save New Settings**.

## Connect the Remote Aux Panel to the Switcher IP Network

The Remote Aux panel connects to the switcher via Ethernet over an IP Network. To connect, add the Remote Aux panel as a switcher node.

1. Select Eng Setup, Node Settings, Remote Aux IP Network in the menu.
2. In an unused row, select and enter values for the Aux Panel Name, Remote Aux IP Address, and Suite number (Suite 1 or Suite 2) using the pop-up keypads displayed when you select each data pad.
3. Under Aux Panel Type, select the Single data pad as the delegation.

Result: Status indicator LED turns green when connected.

## Delegate Control of a Switcher Aux Bus to the Remote Aux Panel

Map the switcher Logical Aux Bus for Remote Aux panel control.

1. Select Eng Setup, Node Settings, Remote Aux Logical Map in the menu.
2. Select the remote aux panel under the Remote Aux Panel Name scrolling list on the left.
3. Select a Logical Aux Bus.

Result: The switcher Aux Bus sources can be mapped to and controlled by the Remote Aux panel.

## Map Switcher Sources to Remote Aux Bus Buttons

Map switcher sources to the physical source select buttons on the Remote Aux panel. The first 25 Buttons will be mapped for the S25. For the S50, the first 25 Unshifted and first 25 Shifted button mappings will be used for a total of 50. However, if the auto-shift feature has been disabled, 32 unshifted and 32 shifted sources can be mapped (top 25, first seven on the bottom from left to right).

1. Select Eng Setup, Node Settings, Remote Aux Button Map in the menu.
2. Select the remote aux panel under the Remote Aux Panel Name scrolling list on the left.
3. Select a source from the Logical Sources or Fixed Sources columns (right) for your Remote Aux source select buttons 1-25 in the Unshift column.

4. For the S50 model, select sources for buttons 1-25 in the Shift column.
  - a. If the auto-shift for the bottom 25 source selection is disabled, select up to 32 shifted sources.

Result: The mapped switcher Aux Bus sources can be controlled by the Remote Aux panel.

## Windows 10 Menu on PC Support

The Grass Valley Menu Installer allows you to install the Menu on PC software on a PC with the Windows 10 Operating System installed.

## About the Kayenne/Karrera K-Frame Software Update

Kayenne/Karrera K-Frame systems are shipped with the current software version installed. Updates to K-Frame system software are available for download from the Grass Valley website. Software installation tools are provided with each update package.

The K-Frame Deployment Tool extracts and copies Grass Valley switcher system files to a Menu Panel or PC. These files include the K-Frame Installer Program.

The K-Frame Installer Program is used to install the extracted software to Grass Valley Video Processor Frame(s) and Control Panel(s) over the network. The K-Frame Installer Program also launches other installation tools (wizards). One wizard installs the Menu application directly on the Menu Panel or PC running the installer program. If multiple Menu Panels (or PCs running the Menu application) exist, each must be updated individually. Installation wizards can also be launched for the KSP and NetConfig features.

### Third-party Updates

Certain Third-party libraries are needed on the PC that runs the Menu software and Switcher Installer software. These “Third-party Updates” are available in a directory on the Grass Valley Switcher Software Download Site. They are also included on the Switcher Software USB Memory Stick shipped with each Grass Valley switcher system. The Third Party Updates include a Menu Auditor program. The Menu Auditor Program is run to verify that the required Third Party Updates are installed on a PC or Menu PC. The Menu Auditor will indicate which updates need to be installed to create an up-to-date system. Not having the updates installed could cause the menu to be unstable or not run at all.

To check for the third party updates on a PC or the menu system, run the Menu Auditor Program and press Scan. The Auditor will check each relevant install and indicate the state of the computer environment. The Diagnose button runs the scan and puts windows machine data into a file for diagnostic purposes.

The user can bring the environment up to date by installing identified Third Party Updates using the Menu Auditor by selecting the Install button displayed if updates are required.

### Sample Files

Sample show files or other elements and instructions for use are available with an installer from the Grass Valley website starting with version 8.0. When upgrading, install the samples after the initial software upgrade;

visit [www.grassvalley.com](http://www.grassvalley.com). The installer can be used to place the K-Frame samples in the C:\K\_Frame\user\Samples directory on the GV Switcher system. New K-Frame systems are shipped with the sample directory installed.

**Note** For Compact S-series Frames, samples that are built using more than four keyers will need some customization before incorporating those elements into a production.

## Materials Required

You will need the following materials for this update:

- Version 9.3 Software; **K-FrameSetup.exe**, which can be downloaded from the Grass Valley Customer Support website along with the latest Clip-Store/Summit software, Release Notes, and Release Notes Addendum, and copied to a USB stick,
- Backup media for configuration and effects files,
- USB mouse and keyboard, and
- a Menu Panel, or user PC, properly configured on the switcher system network.

# Update the Kayenne/Karrera K-Frame Software

## Backup Current Configuration and Effects Files

This software update procedure assumes your Grass Valley switcher system is fully operational with all network communications properly configured. Refer to the *Karrera K-Frame* or *Kayenne K-Frame Installation and Service Manual* for configuration instructions.

1. Save your system configuration files (Eng Setup, User Setups), and your operational registers (EMEM, Macros, etc.) and other settings. You can create a Show file that contains all this information. See the *Karrera* or *Kayenne K-Frame User Manual* for file operations instructions.

**Note** A convenient location to save these backup files is on the USB stick of the software version that created the files (the older software being updated). Create a new folder on that older software USB stick for the file and name the Show file with the current date.

2. Store the backup media in a safe place. You may want to use these files if you decide to back down to that earlier software version.

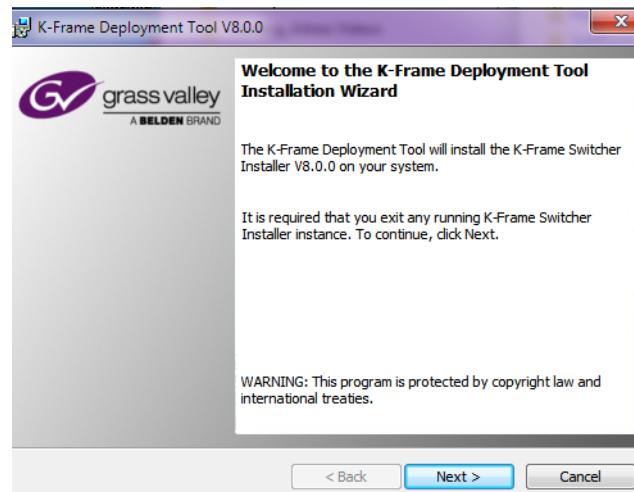
## Deploy Switcher Update Package Files and Installer

1. Exit the Menu application and any other applications that may be running on the Menu Panel or PC.
2. Disable any virus protection, Windows firewall, and any other firewall protections that may have been installed on the Menu Panel or PC. Firewalls must be inactive to allow switcher system software installation over the network.
3. Run the K-Frame Setup application. Either:
  - Insert the K-Frame Software USB stick into an available port on the Menu Panel or PC. Locate the removable disk in My Computer and double-click on the **K-FrameSetup.exe** and click **OK**.
  - or -
  - Download the **K-FrameSetup.exe** file from the Grass Valley download site, double-click on the file, then click **OK**.

**Note** If the same K-Frame Deployment Tool version files are detected, a Repair/Remove screen is displayed, allowing re-installation or removal of the Deployment files.

4. The K-Frame Deployment Tool will then launch, click **Next**.

Figure 7. K-Frame Deployment Tool Welcome Screen



5. Accept the license agreement and click **Next**.
6. Click **Next** to accept the default deploy location. Alternatively, you can Browse to a different location to deploy the files. The Ready to Install the Application Screen appears next.
7. Click **Next** to deploy the files.

8. When the deployment completes the K-Frame Installer Program will launch automatically.

Figure 8. Installer Icon

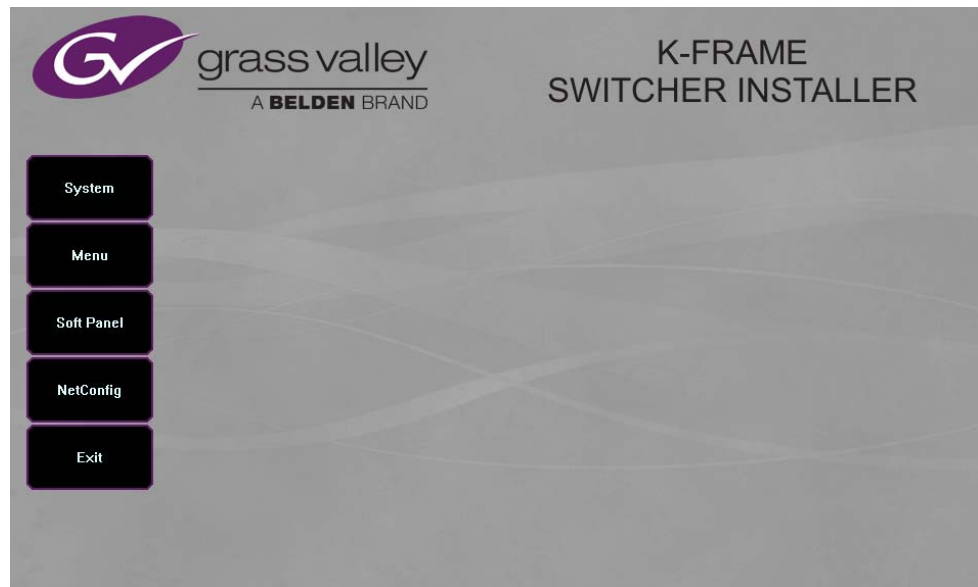


After the switcher files have been deployed, the K-Frame Installer Program can be launched at any time by clicking on its desktop icon.

## K-Frame Installer Program Description

The K-Frame Installer Program initial screen has buttons on the left used to select various installers.

Figure 9. K-Frame Installer Program Initial Screen



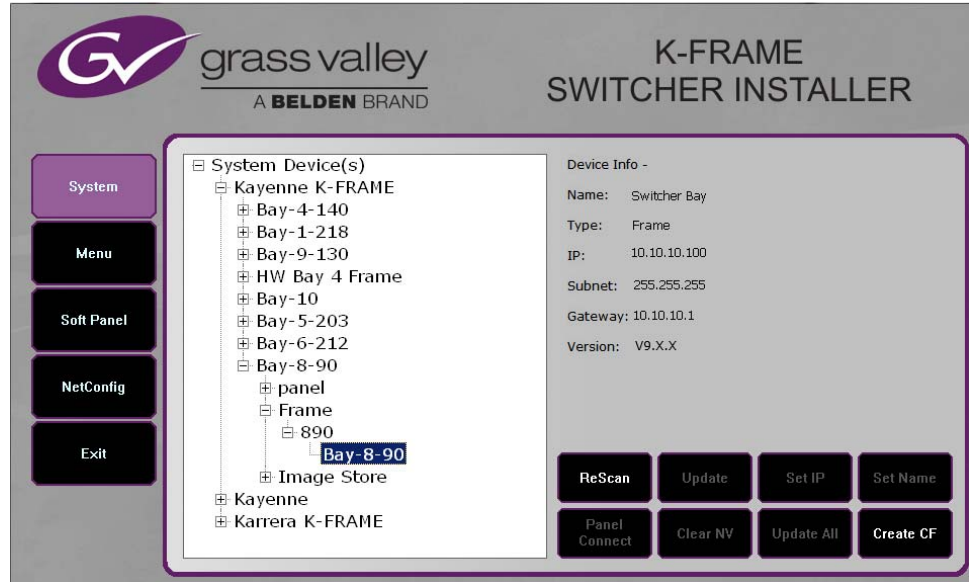
The **Exit** button at the bottom left closes the K-Frame Installer Program.

When **System** is selected, a screen appears with an expandable central hierarchy window, information on the upper right, and function buttons on the lower right.



Navigate to the Kayenne or Karrera device in the hierarchy to display information for that device or install software. The same methods of installation work for both products.

Figure 10. K-Frame Installer Program Expanded Hierarchy Window



**System Devices** is at the top of the hierarchy window. Clicking on that item displays the types of switchers (**Kayenne** and/or **Karrera**) residing on the network. Clicking on a switcher type displays the system names present on the network of that switcher type. Each system name is taken from the Video Processor Frame name. Clicking on a system name reveals **Frame**, **Panel**, and optional **Image Store** items for that system, which when opened allows selection of the individual devices making up that system. When a specific device is selected, information for it is displayed on the right. This hierarchy allows easy identification of each switcher system's components when multiple switchers reside on the same network.

The K-Frame Installer program has the following other features, accessed by clicking on its labeled button:

**Rescan** - Re-scans the network for devices. This refreshes the screen to show the currently connected components and any modified system names.

**Update** - Updates the software on the selected device using the software deployed with this K-Frame Installer version.

**Set Name** - Opens a window allowing you to change the name of the selected device.

**Set IP** - (Control Panel selected in hierarchy window) - Opens a window allowing you to enter the IP address the Control Panel will use to communicate with the Video Processor Frame.

**Clear NV** - (Frame or Control Panel selected) Clears NV Memory.

**Update All** - (System selected) Updates software to all devices for the selected system, excluding Menus.

**Create CF** - Allows the creation of a Control Panel Compact Flash Card onto another CF Card.

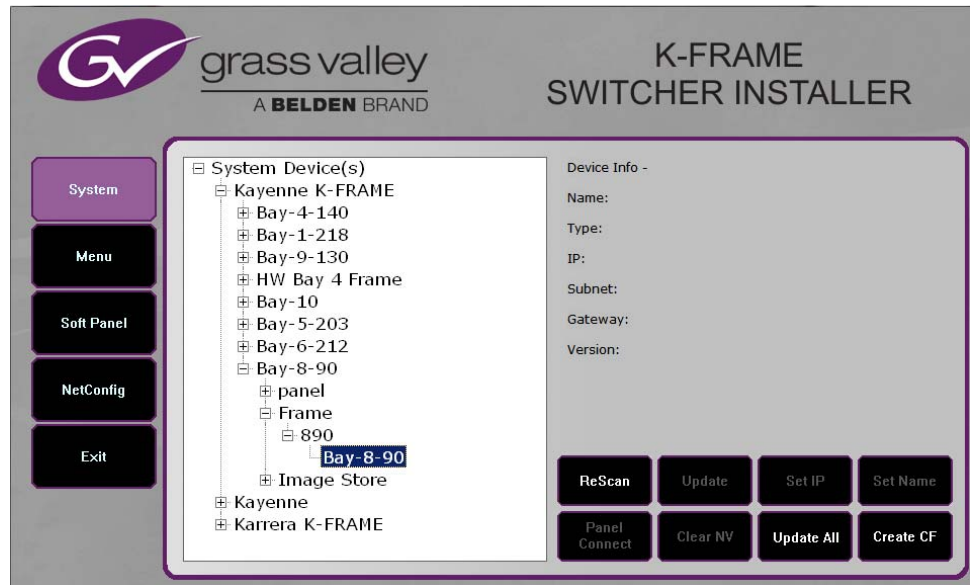
**CAUTION** This formats the CF card.

## Update the System

A system's Video Processor Frame, Control Panels, and optional Image Stores can be updated with one operation.

1. With the K-Frame Switcher Installer Program launched, click on the **System** button.

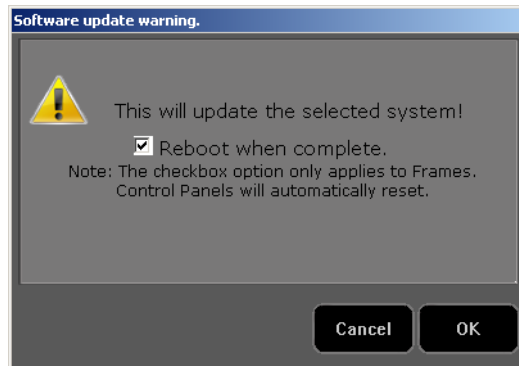
Figure 11. K-Frame Installer, System Button Selected



2. Each K-Frame Switcher system consists of a Video Processor Frame, associated PCU(s) (Control Panels), and optional Image Store. Use the mouse to navigate to the desired system (not an individual system device). When a system has been selected the **Update All** button becomes active.

3. Click **Update All**. The following reboot message appears.

Figure 12. K-Frame Installer, Reboot Screen



4. If the **Reboot when complete** box is checked, the Video Processor Frame, optional Image Store, and all associated Control Panels will automatically reboot after the software update. If the box is not checked, you will need to manually reboot the Video Processor Frame and optional Image Store after the software files have finished being transferred to them. Control Panels are always rebooted after a software update.
5. Click **OK**.
6. Click **Finish** when complete.

## About Updating Spare Kayenne Control Panel Modules

The Kayenne K-Frame Control Panel FPGAs will automatically be updated with software installation. However spare Kayenne Control Panel Modules must be connected to the Control Panel after initial software installation and the Control Panel software re-installed so all modules are loaded with the current FPGAs and ready for use when needed.

**CAUTION** Do not interrupt power to GV switcher systems during software installation; the FPGAs will revert to an older version. If power is lost during software installation, install the software once the power has been restored.

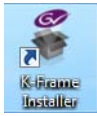
## Update/Install the Menu Panel Application

The first-time installation of the Menu application onto a user PC may require installing Windows .NET Framework software. See *Install .NET for First Time Menu on PC Installation* on [page 31](#) for more information.

The K-Frame Deployment Tool must be run on each Menu Panel or PC onto which you will be installing the Menu Panel application. See *Deploy Switcher Update Package Files and Installer* on [page 23](#).

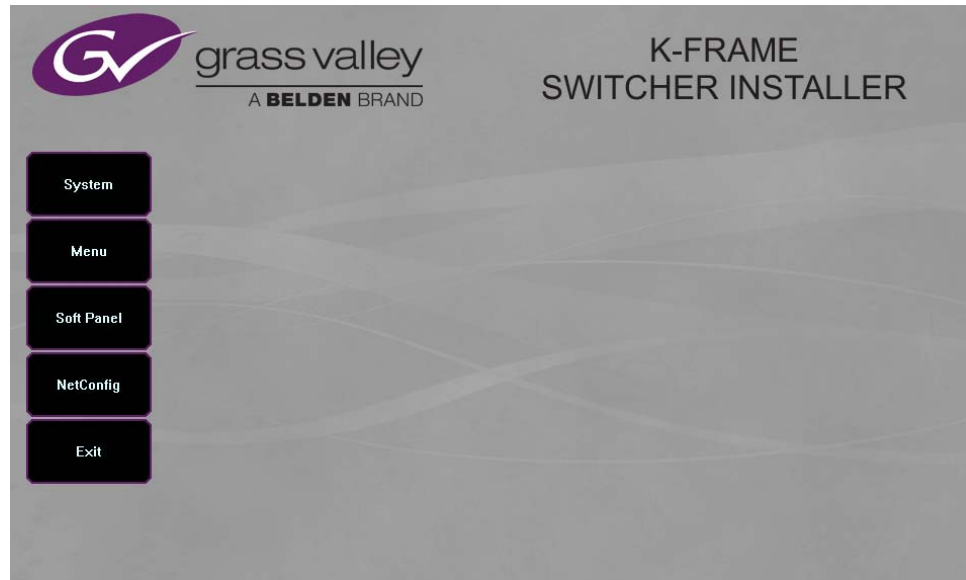
**CAUTION** For Menu on PC, you must be logged on as administrator or the installation will fail.

Figure 13. Installer Icon



1. Click on the K-Frame Switcher Installer desktop icon, if necessary, to launch the K-Frame Switcher Installer Program.

Figure 14. K-Frame Installer Program Initial Screen



2. Click the **Menu** button. The K-Frame Menu Installation tool will launch.

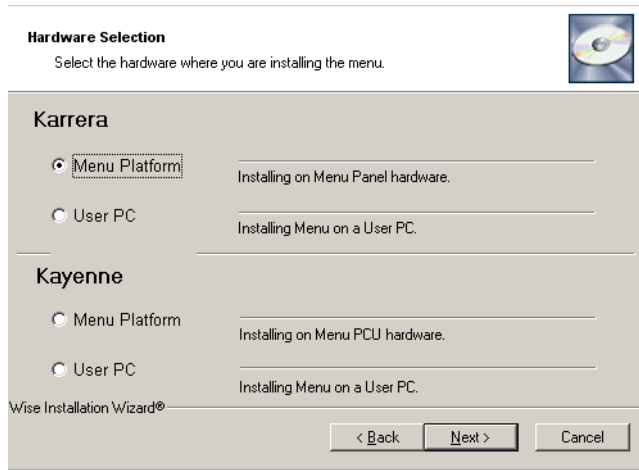
Figure 15. K-Frame Menu Installer



3. Click **Next**.

4. In either the Karrera or Kayenne Control Panel area, choose either **Menu Platform** (the Touch Screen Menu Panel) or **User PC**, and click **Next**.

Figure 16. K-Frame Menu Installer, Hardware Selection



5. Enter a name and organization in the User Information screen, leave the **Anyone who uses this computer** setting selected, and click **Next**.

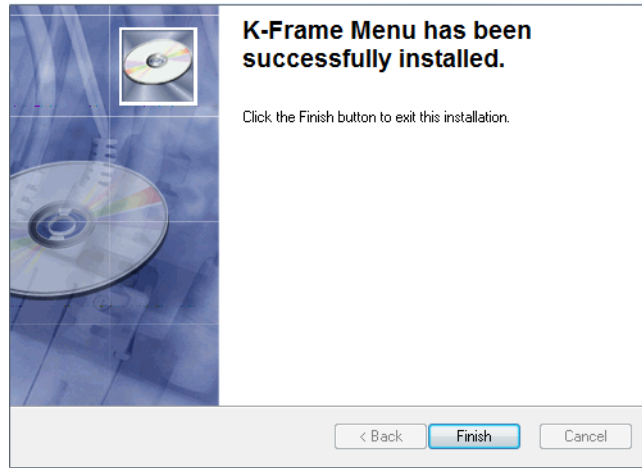
**Note** Selecting **Only for me** limits some settings to the currently logged in user. This may be appropriate if the Menu application is installed onto a PC shared by several users. However, this is not a fool-proof security method and should not be relied on for mission-critical applications.

6. Click **Next** to accept the default installation location. Alternatively, you can Browse to a different location to install the application.
7. In the Ready to Install the Application menu, click **Next**.

8. When done, the Menu Successfully Installed screen appears, Click **Finish**.

If you installed onto Menu hardware you will be prompted to reboot the computer.

Figure 17. K-Frame Menu Installer Success



9. Click **Exit** and answer **Yes** to the prompt to exit the K-Frame Installer.

Figure 18. Switcher Menu Icon



Clicking on the K-Frame Menu icon now launches the new version of the Menu Panel application.

## About Updating the Host Address Decoder (HAD) FPGA

Each CPU or Image Store board installed in a Grass Valley K-Frame Video Processing Frame has a PCI Express endpoint for communication with the host processor. These PCI endpoints are governed by the HAD FPGA. Software updates can include firmware updates for these endpoint HADs.

For HAD FPGA update instructions, see the maintenance information in the Installation & Service Manual for your switcher model.

**CAUTION** It is recommended that HAD (Host Address Decoder) FPGA (Field Programmable Gate Array) updates are performed by qualified personnel only, i.e. an EIC (Engineer In Charge).

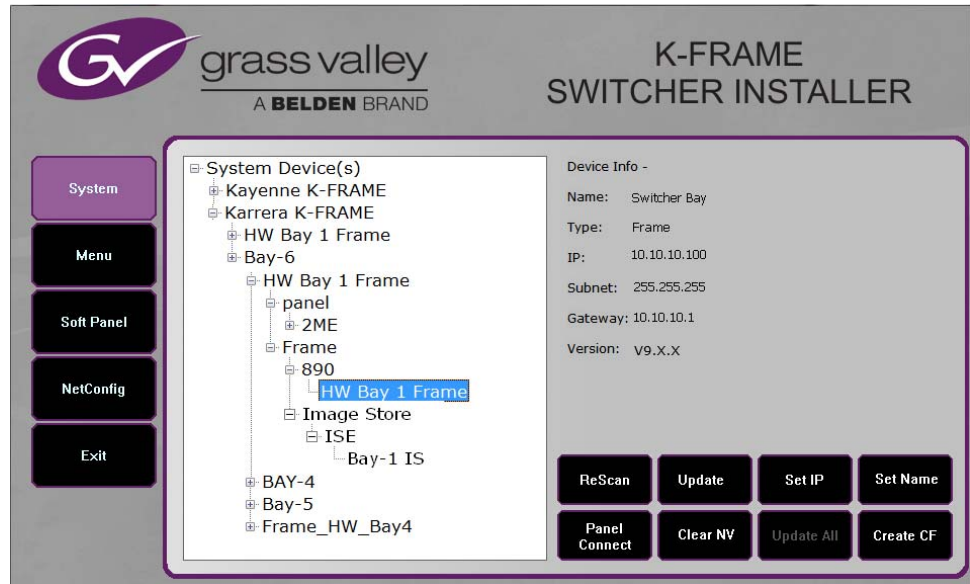
## Clear NV RAM for Control Panel and Frame

Use the following procedure on the Menu Panel or Menu on PC running the Menu Panel application that operates with the updated Video Processor Frame.

**Note** A new Menu Panel or PC that has not been used with the switcher system will need to be configured as a Control Surface Node before it can operate with a switcher system. See the *Karrera* or *Kayenne Installation and Service Manual* for specific instructions.

From the K-Frame Installer menu, touch the **System** button and touch the device to be cleared. Touch the **Clear NV** button. Repeat for Control Panel and Frame.

Figure 19. K-Frame Installer Program Clear NV



## Install .NET for First Time Menu on PC Installation

The Windows .NET Framework software is required for Menu on PC application operation, you can go to the PC's Add or Remove Programs to see what, if any .NET versions have already been installed. The Menu application requires at least .NET version 4.0 for XP or 4.5 for Windows 7 to operate and other third party software listed in the Third-party updates folder on the download site.

The .NET framework software is included on the K-Frame Software USB stick, and is also available on the Grass Valley website.

1. Insert the K-Frame Software USB stick into the PC's USB port.
2. Open the Third-party Updates folder, and in the **DotNet** folder run:
  - For Windows XP: dotNetFx40\_Full\_x86\_x64.exe, or
  - For Windows 7: dotNetFx45\_Full\_x86\_x64.exe file.

Files will be extracted to your PC and then the .NET Framework Setup application will run. Accept the license agreement and click **Install**.

3. When done, the message **Download complete. You can now disconnect from the Internet** will be displayed. Exit the .NET installer application and relaunch the K-Frame Installer Program.
4. You will now be able to install the Menu application onto the PC (see *Update/Install the Menu Panel Application* [on page 27](#)).
5. Add the PC's Name and IP Address with the Menu on PC software to the node list in the Eng Setup, Control Surfaces menu. For more information, see the *Kayenne or Karrera Installation & Service Manual*.

## Soft Panel Installation

Clicking on the **Soft Panel** button launches an individual installer for the KSP option. This installer is similar to the Menu Panel installer, and is intended for customer provided PC (not a Menu Panel). Follow the directions displayed to install KSP onto that PC. See the *KSP Switcher Soft Panel Graphical User Interface Instruction Manual* for more information.

Soft Panel requirements:

- The installed menu software matches the K-Frame system
- 1920 x1080 display resolution
- Microsoft .NET Framework 4.0 for XP/4.5 Windows 7 (see [Install .NET for First Time Menu on PC Installation](#)).
- Microsoft Visual Studio 2010. The file is named vcredist\_x86.exe and is included in the Third-party Updates\VisualStudio2010 folder.

Add the PC's Name and IP Address with the KSP software to the node list in the Eng Setup, Control Surfaces menu.

The KSP option is activated with a purchased license key.

## Install NetConfig and Newton Configurator (Optional)

Clicking on the **NetConfig** button launches an individual installer similar to the Menu Panel installer. Both NetConfig and the Newton Configurator plug-in will be installed. Follow the directions displayed to install these applications onto that Menu Panel or PC.

**Note** The K-Frame Installer Application and the separate NetConfig application cannot run simultaneously on the same Menu Panel or PC.



## Check Software Versions

Launch the Menu application. The Status Menu will list the switcher system devices. Ensure all the components are running the same software version. Mismatched versions will be reported with red text.

Figure 20. Mismatched Software Versions—K-Frame

The screenshot displays the 'KAYENNE K-FRAME VIDEO PRODUCTION CENTER' interface. A central table lists system components and their software versions. The 'KRRR 2ME Menu' component is highlighted in red, indicating a mismatched version (V7.0.1) compared to other components (V9.0.0).

Node Name	Control Surface	Node Type	IP Address	Version	Date
Kayenne Frame		Video Proc Frame	192.168.0.170	V9.0.0	Jul 30 2015
ImageStore		Image Store	192.168.0.171	V9.0.0	Jul 30 2015
Kayenne	1A	Kayenne Panel	192.168.0.173	V9.0.0	Jul 30 2015
KYN 4ME Menu	1A	Menu Panel	192.168.0.175	V9.0.0	Jul 30 2015
Karrera	2A	Karrera Panel	192.168.0.177	V9.0.0	Jul 30 2015
KRRR 2ME Menu	2A	Menu Panel	192.168.0.176	V7.0.1	Apr 13 2014
Clip Store		Clip Store	192.168.0.180	V9.0.0	Jul 30 2015

Additional interface elements include a 'Menu Version' box showing 'Ver V7.0.0', 'Memory Usage' at 15.5%, and various control buttons like 'Eng Login', 'SetDef MatchDef', 'Source Definition', 'Outputs', 'Ports & Devices', 'Switcher Tally', 'Router', 'ClipStore Config', 'Video Settings', 'Node Settings', 'Install Options', 'Test Patterns', 'Status', 'Save Load', 'Acquire Resources', 'User Setups', 'File Ops', 'E-MEM & Timeline', 'Macros', 'Source Ops', 'ME', 'Keyer', 'IDPM', 'Wipes', 'Copy Swap', 'Devices', 'Image Store', 'Router', and 'Eng Setup'.

## Confirm System Operation

1. Check that all the installed MEs are operational. Select different crosspoints on the Control Panel and fly a key with an iDPM.
2. Check that any software enabled options operate correctly. Existing authorization codes should work with the new software.
3. Check that EMEMs 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.
4. Reload the Macros and check that they operate correctly.
5. Load some Image Store images and confirm they display correctly.

## Backup New Configuration and Effects Files

1. When you are satisfied with system operation, save the new configuration files and effects as a Show file to a folder you've created on that version's K-Frame Software USB stick.
2. Label the media with the version and date and store it in a safe place.
3. Reactivate any virus protection on the Menu panel that may have been disabled at the start of this procedure.

This completes the standard switcher system software update procedure.

## Update Other Grass Valley Switcher Systems Software

More than one switcher system (multiple Video Processor Frames) may reside on your network. Each system can operate simultaneously with different software versions, as long as all the components in each system run the same software version.

Additional switcher systems are updated using the same procedure described before.

1. Select the other switcher system on the K-Frame Installer Program System hierarchy screen, and choose **Update All**.
2. Insert the K-Frame Software USB stick into each Menu Panel or PC associated with that switcher system and choose the **Menu** software update button.

## Individual Switcher System Component Update

Individual components can be selected for update (just the Video Processor Frame, optional Image Store, or just one Control Panel). However, all components of a switcher system must run the same software version. If updating components individually, make sure they all are at the same version before resuming K-Frame system operation.

**CAUTION** Allow the Video Processor Frame and optional Image Store to completely finish rebooting before attempting to install Control Panel software. The Control Panel update process requires the Frame to be operational.

## K-Frame Software Removal With Windows OS

K-Frame Deployment Tool versions and Menu Panel programs can be removed using standard Windows techniques (Setup/Add or Remove Programs/Uninstall or Change Programs, etc.).

## Deployment Archive Files

When new software versions are installed with the K-Frame Deployment tool, older version deployment files are not automatically removed. Each K-Frame deployment creates its own software version folder. If the default installation location, or the same alternative destination, is always chosen, all the version folders will be listed together.

Default destinations:

- C:\Program Files (x86)\ Grass Valley \ GV Switcher \ K\_Frame\_Switcher\_VX.X for 64-bit
- C:\Program Files\ Grass Valley \ GV Switcher \ K\_Frame\_Switcher\_VX.X for 32-bit systems.

Running the K\_FrameInstaller.exe file in any version's folder will permit installation of that version's files.

**CAUTION** Before installing an older version of the Menu Panel application, you must first un-install the newer, currently installed Menu Panel version, either using that newer version's K-Frame Deploy Tool or Windows Add/Remove Programs.

**Note** All the components of a switcher system must run the same software version. If you want to return to an earlier version of software, you should back-down the software on the Video Processor Frame, all Control Panels, and all Menu Panel applications used with that switcher system.

## Calibrate the Kayenne Lever Arm and Joystick

It is recommended that the Kayenne Control Panel Lever Arm (for each Transition Module) and Joystick be calibrated after a software update.

1. Press and hold down the two left (**Exchange ME/Ptn Limit**) and two right (**EMEM Run/Trans Rate**) buttons located just above the Lever Arm.
2. Follow the instructions on the Transition Module status display to calibrate the Lever Arm.
3. From the Home menu in the Multi-Function Module, press **Panl, Cali** and follow the instructions on the status display to calibrate the joystick.

## Calibrate the Karrera Lever Arm and Joystick

It is recommended that the Karrera Control Panel Lever Arm (for each Transition area) and Joystick be calibrated after a software update.

1. On any Karrera panel EMEM area, press **Menu, Page**.
2. Select **Calib**, choose the ME Lever Arm or Joystick to calibrate, and follow the instructions displayed.

Lever 1 is the topmost Lever Arm on the panel.

## K-Frame System Default IP Addresses

K-Frame systems are shipped with default IP addresses. These default addresses can be used if the K-Frame 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 these defaults.

Table 3. Kayenne/Karrera K-Frame System Default IP Addresses

Device	IP Address
Video Processor Frame CPU	192.168.0.170
Image Store CPU	192.168.0.171
Control Panel Surface 1A	192.168.0.173
Touch Screen Menu Panel 1	192.168.0.175
Touch Screen Menu Panel 2	192.168.0.176
Control Panel Surface 1B	192.168.0.177
Control Panel Surface 2A	192.168.0.178
Control Panel Surface 2B	192.168.0.179
ClipStore Server	192.168.0.180
32-Crosspoint Remote Aux Panels V1.6.5 and higher software: (hard reset with the front panel buttons)	IP Address: 192.168.1.2 Frame IP: 192.168.1.1 Gateway IP: 192.168.1.1 Subnet Mask 255.255.255.0  <b>Note</b> 32-Crosspoint Remote Aux Panel default settings must be changed to operate with a Karrera system whose other components are configured with their default IP addresses.
All Subnet Masks)	255.255.255.0
All Gateways (except V1.6.5 software Remote Aux panel)	192.168.0.1
<b>Reserved For Future Use</b>	<b>CAUTION</b> Do not connect any devices configured with the following IP addresses to a Karrera network.
Video Processor Frame Gigabit Ethernet	<b>192.168.0.172</b>
PCU Panel Reserved LAN Port	<b>192.168.0.174</b>

**Note** Customer orders with multiple Control Panels will be pre-configured to the listed IP addresses. However, if one of these additional Control Panels is reset to factory defaults, it will be given the standard 1A default 192.168.0.173 address.

## IP Addresses and Single Control Surface Systems

A new Grass Valley 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 system into an existing network, wish to use gateway communications, or wish to add more control surface components, then the IP addresses may need to be changed.

## IP Addresses and Multiple Control Surfaces and Suites

If you plan to use multiple control surfaces (for example, more than one Control Panel or more than one Menu Panel) with the same Video Processor frame, you must make sure the IP addresses of the additional items are unique before connecting them to the network. Using default IP addresses will cause network conflicts and unpredictable system operation.

See the *Installation and Service Manual* for your switcher model for specific information about network configuration.

