



## Loading a “Classic” Kayenne/Karrera Show to a Kayenne/Karrera K-Frame

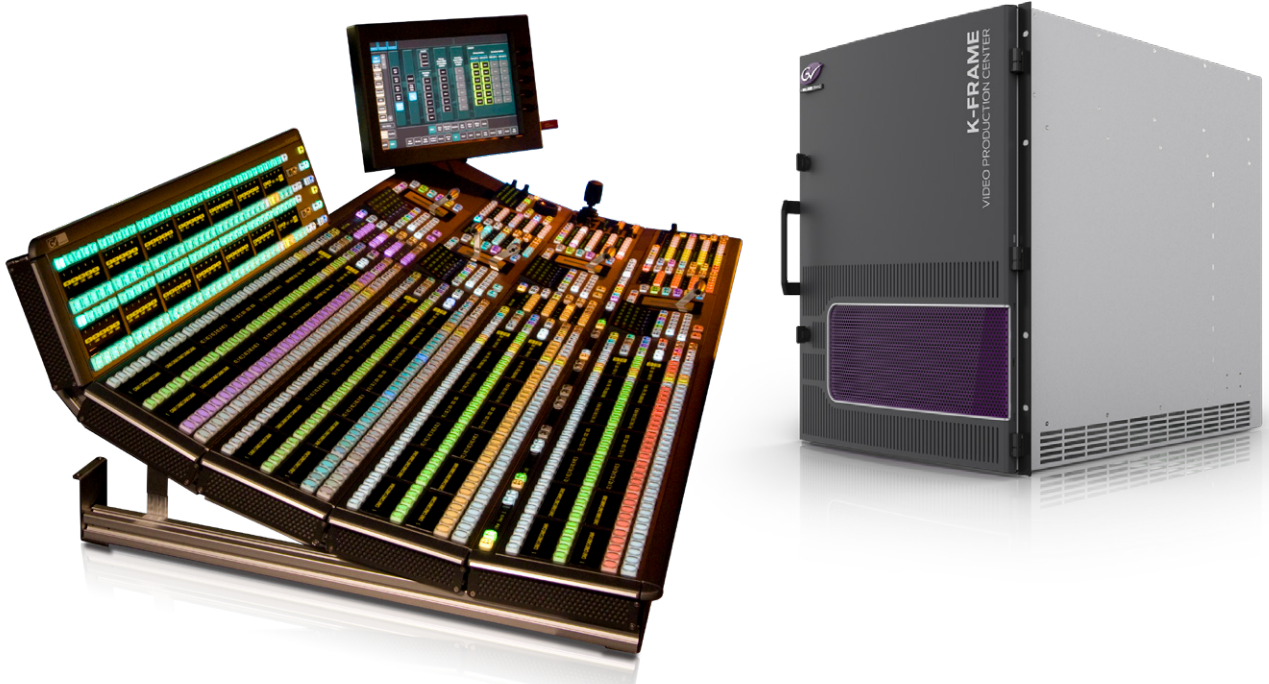
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# APPLICATION NOTE



**W**ith tight schedules and increased production requirements, getting shows set-up and moved from location to location in a fast and efficient manner is critical. This document is a guide to help accomplish such a migration when a show was originated with a classic Kayenne/Karrera frame and needs to be implemented on a newer K-Frame.

In today's world of high impact programs, technical directors often travel to manage shows — sometimes even on back-to-back days. They must step into different truck environments that are outfitted with various switcher types or software release levels. Therefore it is increasingly important to be able to load shows as quickly and completely as possible. With that in mind, it is important to understand to move from a Grass Valley Kayenne or Karrera Video Production Center switcher running on a “classic” video frame to a K-Frame video frame. When using Grass Valley's robust K-Frame video frame, it is possible to load a previously built show into the new frame without a total re-build.

There are some notable new functionality and design areas that require updating a built show. While loading a show from a “classic” Kayenne running v4.x.x to a Kayenne K-Frame v5.x.x or 6.x.x, users will see that all the files will transfer over, and the configuration files will set up the switcher panel and suite preferences. E-MEMs and Macros will run the same, although some minimum adjustments may be required to compensate for the new K-Frame hardware. The K-Frame hardware is quite different from the “classic” video frame so the Engineering Setup will load what software configurations it can and then operators will need to adjust the configuration of Acquired Resources and Modular I/O configuration.

By following the suggested steps, the transition from “classic” to K-Frame should be simple:

### Engineering Setup

- NEW – Acquired Resources will not load from “classic” Kayenne/Karrera; update them first. This includes Acquisition of GPIs if they are being used
- NEW – Frame Output Mode needs to be set in the Video Settings menu
- Fixed Outputs need to be updated in the Outputs
- ClipStore Config needs to be re-entered
- SetDef & MatchDef need to be reconfigured
- Ethernet-based tallies are now used in place of serial tallies. Relay tallies are still used
- eDPM requires the acquisition of a physical M/E. “Classic” Kayenne had a dedicated board for eDPM. K-Frame provides the flexibility of acquiring any full M/E as the eDPM. The desired number of iDPM channels then need to be assigned to the eDPM. If iDPM channels are not assigned to the eDPM channels then the eDPM channels will act as full-function keyers with 2D DPMs.

### Panel Preferences

- New Colors – Delegations for IS and eDPM delegations can now have separate colors
- Source Colors on the preview sources need to be selected again
- New DPOP Prefs – U1 and U2 could be set up to DPOP. Note: In translation all Kayenne/Karrera backgrounds U1 & U2 functions are translated to C and D backgrounds in K-Frame. The U1 & U2 buses are not really being used anymore

## Suite Preferences

- New Aux Delegates – Look at the Aux Delegation for mapping IS input and eDPM (6) inputs
- E-MEM Preferences – Look at the Configuration for Image Store. The additional channels changed them and they need to be set to the M/Es they are actually being used on
- Source Memory tab has been eliminated. Source Memory is now learned on a source-by-source basis so there is no need for a global enable/disable

## E-MEM Macro – Source Patching

- E-MEMs and macros themselves will work, but some Source Patching will be needed to make them work with the K-Frame fixed sources

One of the quickest ways to adjust for E-MEM and Macro functions is to Source Patch the Fixed sources into source IDs where they were on “classic” Kayenne/Karrera. For example, source patch source 201 on K-Frame to M1 A to match the Kayenne mapping of 201. This allows macros that select source 201 on Kayenne to work with K-Frame.

## E-MEM

- Definable levels need to be re-enabled in some effects

If definable levels are being used then check to see that the levels are enabled and re-enable them in the effects that use them. The timeline of the definable level is not changed only the enable has to be modified.

## eDPM

- The eDPM only has two outputs in K-Frame
- eDPM has 2D DPMs on each channel even if iDPMs are not assigned to the eDPM. If no iDPMs are assigned to channels which were used in “classic” Kayenne/Karrera effects, then the effect will need to be rebuilt with 2D DPMs

Example: a 3-box was built on “classic” Kayenne/Karrera eDPM using channels 1-3. The current K-Frame eDPM doesn’t have iDPMs assigned to channels 1 & 2. The 3-box effect will only come back as a 1-box (channel 3) requiring channels 1 & 2 to be rebuilt with the 2D DPMs.

There can be an eDPM in each Suite when licensed.



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