



# PresStation User Manual

**03251-07**

**© January 2011**

**Software version 6.0**

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Printed in the UK.

# Preface

## Warranty

Miranda Technologies Ltd offer a 24 months free parts and labour warranty on Oxtel Series equipment from the date of the initial invoice, providing there is no evidence of negligence, abuse or failure to reasonably follow instructions given by the Company for its proper use.

During the warranty period, Miranda Technologies Ltd will replace or repair at its cost, Oxtel Series equipment returned to the factory, carriage and duty paid and insured by the sender.

Before returning any item for warranty repair, a valid returns authorisation must be granted by Miranda Technologies Ltd.

All repaired goods will be delivered (as instructed) carriage and duty paid and insured by the sender.

Any warranty, over and above that offered here, is the responsibility of the local Miranda Sales Office or appointed Distributor.

### **Contact Information**

For service, repair and warranty information and for returns authorisation contact:

[oxtelsupport@miranda.com](mailto:oxtelsupport@miranda.com)

# Important Safety Notices

## Injury Precautions

### 1. Use a proper power cable.

To avoid fire hazard, use only an appropriate power cable which complies with the following:



For mains connection use only a 10amp IEC inlet lead meeting EN60320 or equivalent.

Connection to the mains supply should be via a circuit breaker or by a mains plug which meets the relevant local standards in the country of installation.

### 2. Avoid electrical overload.

To avoid electric shock or fire hazard, do not apply a voltage to a terminal that is outside the range specified for that terminal.

### 3. Ground the product.

PresStation is grounded through the grounding conductor of the power cable. To avoid electrical shock, the grounding conductor must be connected to earth ground. Before making connections to the input or output terminals of PresStation, ensure that the product is properly grounded.

### 4. Do not operate without the covers.

To avoid electrical shock or fire hazard, do not operate PresStation with its covers removed.

### 5. Use an appropriate fuse.

PresStation is not mains powered equipment and therefore has no external fuses.

### 6. Do not operate in wet/damp conditions.

To avoid electrical shock, do not operate PresStation in wet or damp conditions.

### 7. Do not operate in an explosive atmosphere.

To avoid injury or fire hazard, do not operate PresStation in an explosive atmosphere.

**WARNING:** the Time Code connector is sensitive to electrostatic discharge at 6000 volts or more. The unit may reboot if such a voltage is reached.

## Product Damage Precautions

### **8. Provide proper ventilation.**

To prevent PresStation overheating, provide proper ventilation.

### **9. Do not operate with suspected failures.**

If you suspect there is damage to PresStation, have it inspected by qualified service personnel.

## Scope of the User Manual

This User Manual includes all the information you will need to get started using PresStation and using all the facilities available from the PresStation control panel.

For technical, set-up and specific product information refer to the publications listed below.

## Associated Publications

Presmaster Integration Guide	Part No. 01234
Presmaster Automation Guide	Part No. 01235
Presmaster Configurator Manual	Part No. 02717
Presmaster User Manual	Part No. 01232
Imagestore User Manual	Part No. 02359

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## Conventions used in this User Manual

The following typestyle conventions are used throughout the User Manual:

- ◆ **boldface** is used for emphasis and button names
- ◆ *italics* are used for screen titles, references to other parts of the guide, new terms and LEDs



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# 1 Introducing PresStation

## What is PresStation?

**P**resStation is a powerful master-control switching and branding system designed for automated, multi-channel environments. It is designed to control the *Imagestore* automated master control and channel branding system used by many of the world's largest broadcasters for more than 800 transmission channels worldwide.

*PresStation* includes a variety of features including:

- ◆ Multi-channel control.
- ◆ Channel branding - including animated logo and clock insertion, DVE and networked image distribution.
- ◆ Video and audio switching.
- ◆ A robust and scalable control system.

## Multi-channel control

With a *PresStation* system you can control up to 200 transmission channels from a single panel or you can simply operate a single transmission channel manually.

## Channel branding

*PresStation* can control up to four keying layers per channel, which you can use to insert stills and animations including logos and in-vision clocks and timers.

## Video and audio switching

The *PresStation* switcher can control up to 10 source inputs fed from an external dedicated router or a large station router shared amongst multiple channels. For example, you can scroll through the inputs of a large router and access 10 feeds at any one time. You can switch by cutting, fading and wiping auto-transitions. *PresStation* also enables you to control full group

digital audio mixing and two stereo voice-overs. You can also store and play out up to 400 minutes of digital stereo audio inserts and voice-overs if you have the Easyplay option fitted to your Imagestore system.

## Control system

*PresStation* includes a robust and highly scalable control system. Each *PresStation* control panel must be connected to one *Presmaster* Control Unit(s) PCS to provide interfacing to:

- ◆ *Imagestore* or *Intuition* channel-branding systems.
- ◆ External router(s).
- ◆ Automation system(s).
- ◆ Sony 9 pin devices.

Each *Presmaster* Control Unit PCS can control up to 4 channels, so by linking 6 *Presmaster* Control Units to a single panel up to 24 transmission channels can be controlled by the user.

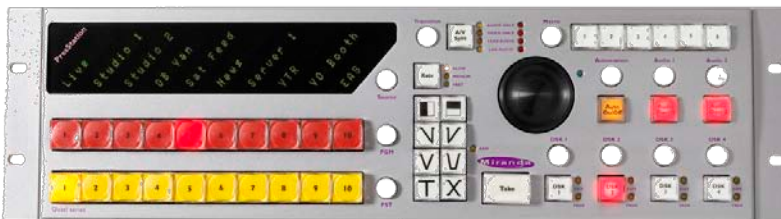
Each *Presmaster* Control Unit can control up to two *Imagestore 300/HD* (in series) or one *Imagestore 750* and one *Intuition XG* per transmission channel providing up to four keyers and 8 keying layers. Each *Imagestore* provides independent keying layers and storage for up to 4000 animations, stills or clocks.

## 2 Getting Started

### What is the *PresStation* Control Panel?

**Y**ou use the *PresStation* Control Panel to control a Presmaster Control Unit (PCS). It has two different types of control:

- ◆ Dedicated buttons and displays for the most frequently used actions and most frequently required pieces of information.
- ◆ An external Touchscreen / VGA monitor and mouse for viewing and changing a variety of settings.





## The *PresStation* buttons and displays

The *PresStation* control panel includes a variety of dedicated buttons and displays, which you can use to operate *PresStation* manually.

### Dialogue buttons

The white round buttons are known as *dialogue* buttons and are used to display *PresStation* menus and/or dialogues on the VGA screen.

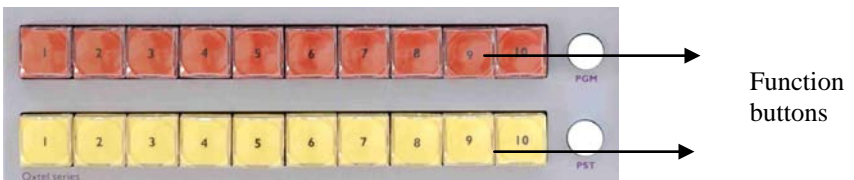


When you press a dialogue button it lights up green to show that it is active and the associated menu or dialogue is displayed on the VGA screen. To switch it off, simply press it again and the green light goes out (see *How to display a PresStation menu/dialogue* below for further details).

### Function buttons

The square buttons are known as *function* buttons and are used to perform an action/function.

Some function buttons also have associated displays for additional, dedicated information.



## Rotary knob

The large black dial in the centre of the PresStation Panel is known as the rotary knob.



You use this to adjust the settings on some of the PresStation menus/screen displays (see *How to adjust a setting on the touch screen* below).

To adjust the sensitivity of the Jog wheel refer to

The rotary knob is only active when the blue LED (positioned at 2 o'clock) is illuminated.

## The *PresStation* VGA screen

PresStation uses an external VGA monitor to view and change settings, which do not need permanent space on the control panel. The main screen, as shown below, gives an overview of the system in terms of: Imagestores connected, bugs loaded, voice-overs levels and audio metering with peak hold indicators.



This dynamic screen constantly changes to reflect the current status of the system. Items in use will be highlighted red and features not connected will be greyed out.

For example, the screen below shows that fade to black (FTB) and fade to silence (FTS) are active.

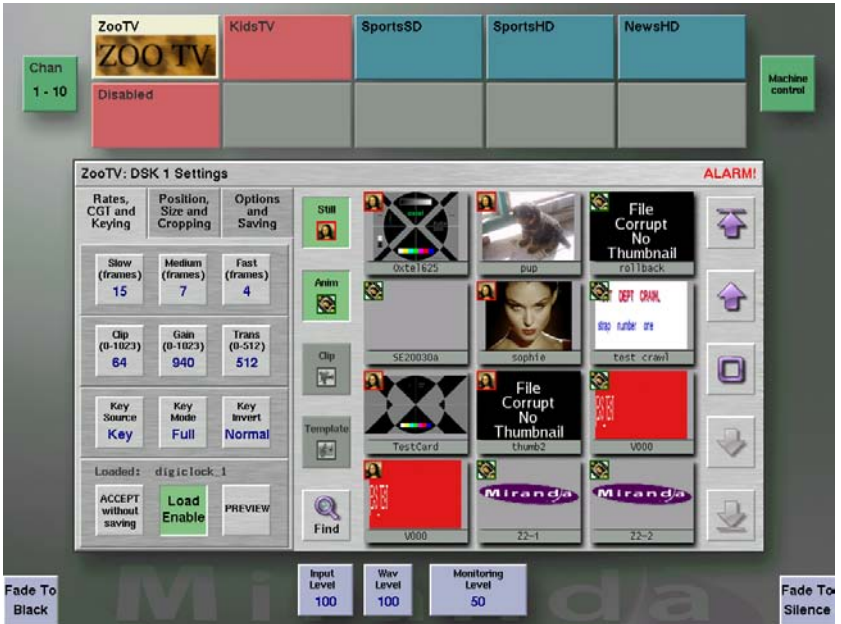


As well as providing an overview, short cuts to other menu screens can be achieved by clicking the mouse on the following boxes:

- ◆ VO 1
- ◆ VO 2
- ◆ Out gain
- ◆ Imagestore DSK 1, DSK 2, DSK3, DSK4
- ◆ Intuition XG (optional)
- ◆ Alarm
- ◆ Meters

When any of these regions are selected the corresponding menu screen is displayed.

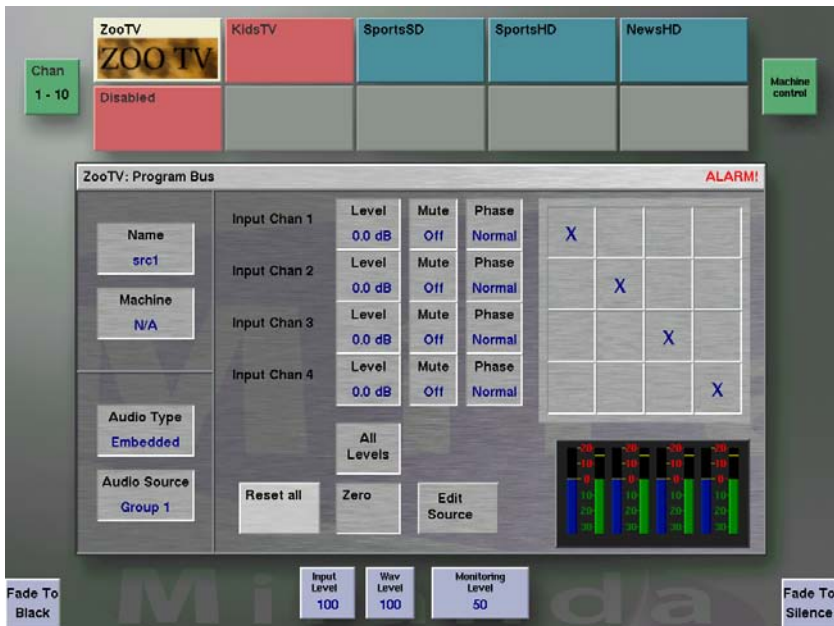
Clicking on the Imagestore DSK 1 box will display the following screen.



### How to display a *PresStation* menu/dialogue

To display any of the *PresStation* menu/dialogue screens, simply press one of the white, round buttons (known as dialogue buttons) on the *PresStation* Panel. When you press a dialogue button, the button lights up in green and the associated menu/dialogue is displayed on the VGA screen.

For example, if you press the **PGM** dialogue button (to the right of the red programme bus buttons) the following screen is displayed.

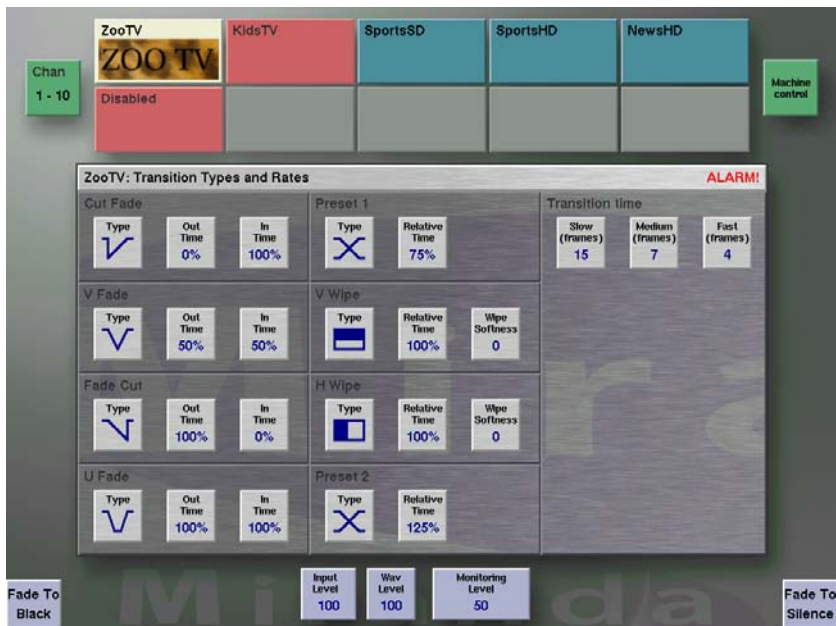


To select an item, simply click with the mouse and the item automatically changes colour to show that it is selected.

To go back to the previous screen (*Main screen*) press the **PGM** dialogue button again or click on the region to the left of **ALARM!** known as the 'Title Bar' (note that the green **PGM** dialogue button light also goes out).

## How to adjust a setting on the VGA screen

On some screen screens you can adjust settings using the rotary knob (found to the right of the Transition buttons). For example, from the *Transition Types and Rates* screen below you can adjust the transition times.



To adjust a transition time, click on the appropriate button (Slow, Medium or Fast) and then turn the rotary knob. As you turn the knob you will see the current settings go up or down depending on which way you turn the knob.

See the relevant sections in this manual for details about how to change specific settings for items you select from the VGA screen.

## Selecting a channel

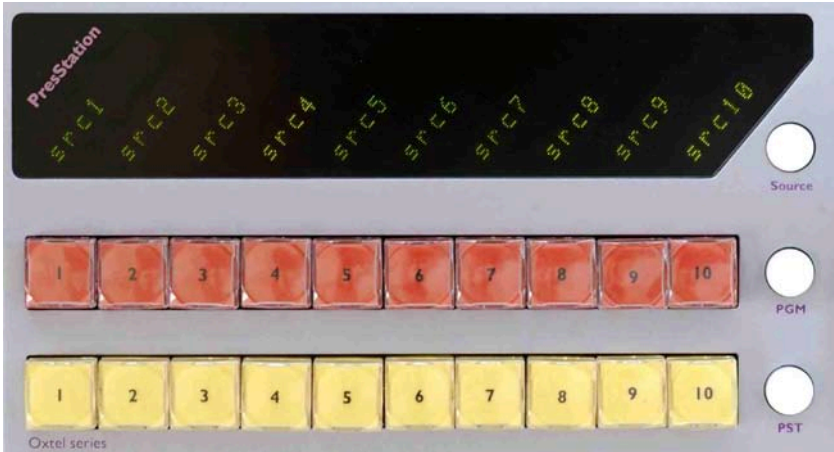


You can use the **Channel Select** buttons to switch between the various channels controlled by one *PresStation* panel. The name of the channel currently being controlled is shown on the screen display next to the **Channel Select** button.

See *Chapter 10 Controlling Multiple Channels* for more information.



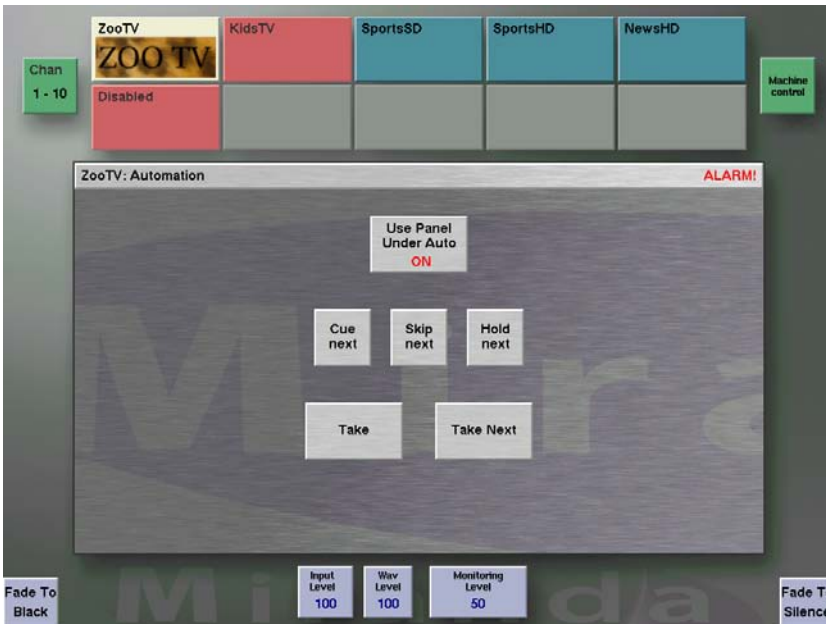
## Selecting a source



*PresStation* allows you to select from up to 10 sources at any one time. These can be chosen from the range of sources the router has available for the current channel. The name of each source is displayed above the two rows of ten buttons. You can also change the source by pressing the **Source** button and then choosing the new source from the *Source Select* screen (displayed on the VGA screen). See *Chapter 7 Choosing and Changing Your Source* for more information.

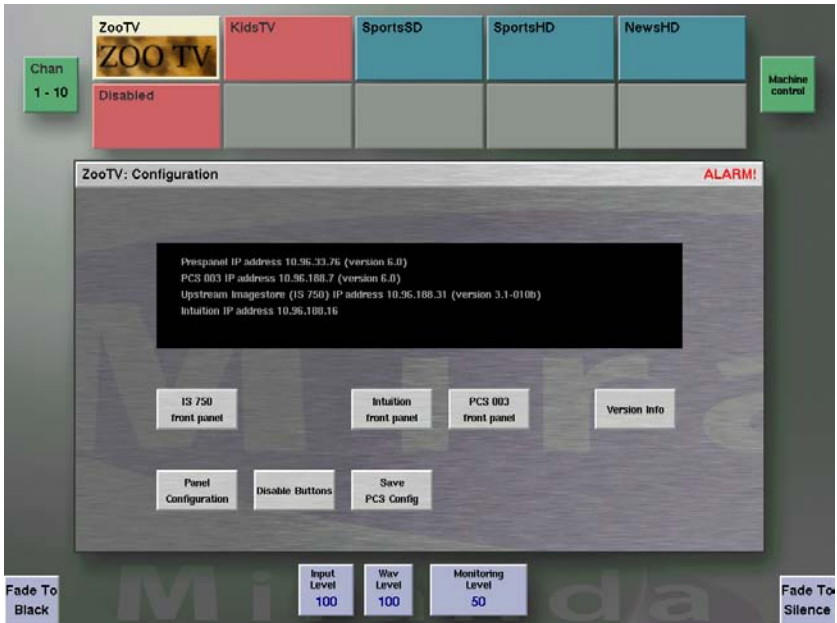
## Automation

If the *PresStation* panel is configured for automation, enabled at start up, the Auto On/Off button automatically lights up when you switch the panel on. To switch to manual control and ignore automation commands, press the Auto On button so the light goes out. Press the **Automation** dialogue button then click on **Use Panel Under Auto** to use the system at the same time as automation. Should your Automation vendor support it the *PresStation* can control the Automation system from this GUI as well. The operation that occurs when “Cue Next”, “Skip Next”, “Hold Next” & “Take Next” are pressed is dependent on your Automation vendors’ implementation. Take is always a direct parallel to the physical Take button.



## Front Panel Control

Connected *Imagestores* can be manually controlled from the *PresStation* panel. Select the appropriate channel. From the Channel Select screen click on the *Configuration* button to display the Configuration screen.



Pressing the front panel buttons will take you to a mirror of the front panel on the indicated device. It should be noted that the Intuition front panel mirror is only available on Intuition Classic models; the Intuition XG has no front panel available.

Having clicked on the *IS 750 Front Panel* button to access the front panels of devices connected to the current acquired channel the following GUI will be shown.



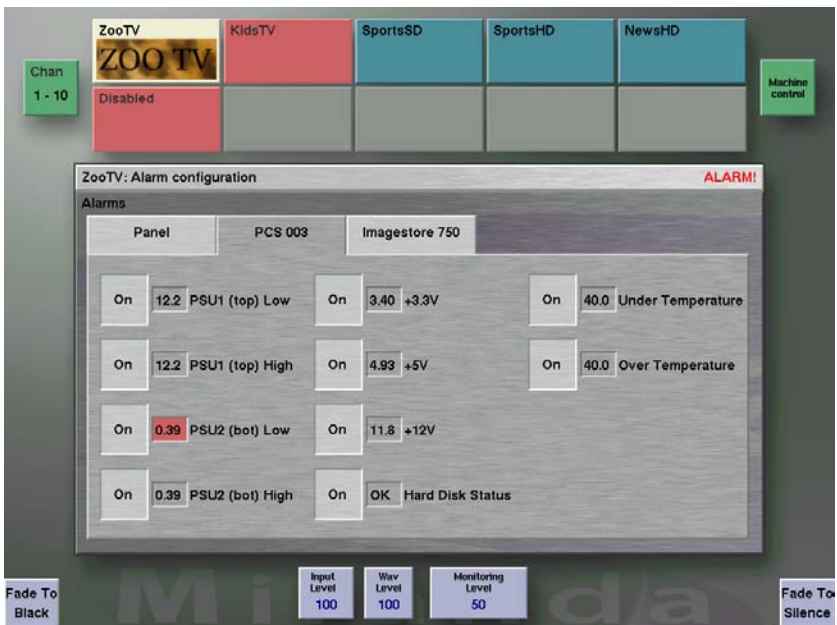
Click on the screen buttons to navigate through the device menus.

For further information please refer to the *Imagestore User Manual*.

## Alarms

PresStation has the ability to measure its internal power supplies voltages and inform the user in the event of a failure, unless the condition is turned off.

To display the alarm screen click on the '**ALARM**' text on the right hand edge of the Title Bar.



Click on the appropriate tab to display the alarm settings for either the Panel or PCS. Values highlighted in red are outside the factory default settings and are therefore considered an alarm condition. If an alarm is registered the **ALARM** text shown in the 'Title Bar' will change from grey to red.

To turn an alarm off click on the button to the left of the value, clicking it again will turn it on.

To return to the main screen click in the Title Bar to the left of the **ALARM** text.

In the event of an alarm condition on the PCS, the message will be displayed immediately on the front panel. Previous alarm messages will only be shown when the screen saver is activated.

## 3 Doing a Simple Presentation

Although multiple transmission channels can be controlled from one PresStation panel and up to 10 different output sources (at one time) per channel, you can also use the *PresStation* panel to simply switch/cut between different sources to change your current programme output; that is, what is currently going to air.

This method is useful if you are only working with a limited number of sources and you are not concerned about checking a source before it goes to air.

*PresStation* has two rows of 10 buttons (buses) for selecting and switching between sources. The yellow *PST* buttons enable you to choose and preview other available sources before going to air. However, you only need to use the red programme (PGM) buttons to control the current programme output.





The button for the PGM source which is currently going to air is lit up (the name of the source is displayed at the top of the three rows of buttons).

**Note:** This BUS is distinguished in red to denote 'On-Air'.

## How to cut to a different programme source

To cut to a different source:

- ◆ Press the appropriate red PGM source button.
- ◆ The new button lights up and the previous source button light goes out.
- ◆ The programme output automatically cuts to the source you have just chosen.

If you simply use the PGM buttons to cut to different output sources you do not get the chance to check the source before you go to air. If you want to be able to preview your next source before going to air you will need to use the set of PST (preset buttons). For more information see Chapter 4 *Doing a Presentation with a Transition* below.



## 4 Doing a Presentation with a Transition

In the previous section you learned how to do a simple presentation using only the PGM source buttons to switch/cut between sources. This is fine if you are only working with a limited number of sources and do not need to check each source before going to air. However, if you are choosing from a wider selection of sources or if you want to add a special video effect it may be necessary to look at a preview of a source before going to air. The yellow PST source buttons on the bottom row enable you to choose and preview the next source before going to air.



Before you can use the *PST* source buttons to choose your next source, you have to tell *PresStation* how you are going to transfer the preview source to the current programme output – this is known as a transition.

### What is a transition?

The process of switching between two video sources is known as a transition. Although *PresStation* enables you to make a variety of transitions (all of which are described in *Using Transitions* later in this manual) in this section you will learn how to do a simple cut. The cut transition button is at the bottom, left-hand corner of the bank of transition buttons.



The cut is the most common form of transition. It is where one video source (or picture) is immediately replaced by another source.

## How to choose your preview (PST) source

To choose a preview source:

- ◆ Press the cut transition button; the transition arm LED lights up to show that it is armed (active).
- ◆ Press the appropriate yellow **PST** source button; the name of the source is displayed above the three rows of buttons.
- ◆ The new button lights up and the previous **PST** source button light goes out.
- ◆ The new source is immediately shown on your preview monitor.



Once you have chosen and checked your preview (PST) source, you are ready to make the transition (cut) from the preview source to the programme output.

## And do a simple cut

Once you have chosen and armed the type of transition you want to make and checked your preview (PST) source, you are ready to make the cut transition from the preview source to the programme output.

To cut from the preset source to the programme output:

- ◆ Press the **Take** output control button to take the chosen preview source to air.



## 5 More About Transitions







In the previous section you learned how to replace the current programme output with a preset source using a simple cut transition.



*PresStation*, however, enables you to make a variety of transitions using one of the transition buttons on the *PresStation* control panel. The different transition buttons can be grouped into the following basic types:

Cut	This is the most common form of transition. It is where one video source is immediately replaced by another source. This type of transition is not affected by the transition rate (see <i>Choosing a Transition rate</i> below).
Fade	There are five types of fade – <i>cut-fade</i> , <i>fade-cut</i> , <i>V-fade</i> , <i>X-fade</i> and <i>U-fade</i> . With a <i>fade</i> there is a gradual transition from an image to a black screen or from a black screen to an image.
Wipe	This is where one video source is gradually replaced (wiped out) by another picture. Depending on which type of wipe transition you choose, the current picture is either wiped from side to side (left to right or right to left) or from top to bottom or bottom to top.

## The transition buttons

Once you have decided on the basic type of transition you want to make, a cut, a fade or a wipe, you are ready to choose one of the following transition buttons from the *PresStation* control panel (note that the following list describes the buttons and actions set up by Miranda – your set-up/configuration may be different):

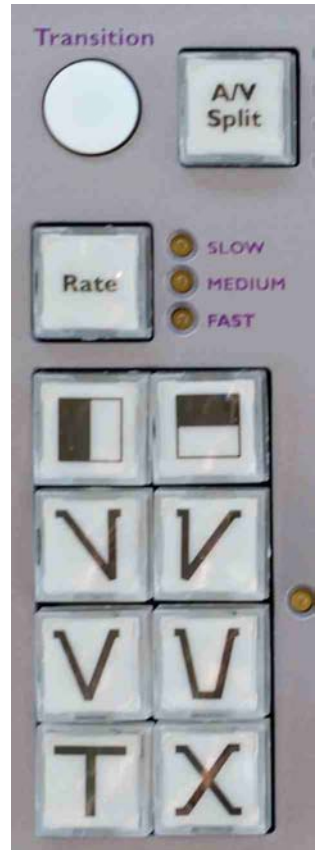
Button	Action
	The <b>Cut</b> transition button immediately replaces the current programme output by your chosen preset source.
	The <b>Cross/Fade</b> transition button produces a standard mix between the programme output and the preset source.
	The <b>Cut/Fade</b> transition button cuts the programme output to black and then fades it up to the preset source.
	The <b>Fade/Cut</b> transition button fades the programme output down to black and then cuts to the preset source.
	The <b>V Fade</b> transition button fades the programme output to black and then fades from black to the preset source (i.e. it is effectively two cross fades – the first from programme to black and the second from black to preset).
	The <b>U Fade</b> transition button has the same effect as a V fade except that you can control the time spent at black by pressing and holding the <b>TAKE</b> button. When you press <b>TAKE</b> , the programme output fades to black and then remains black until you release the <b>TAKE</b> button.

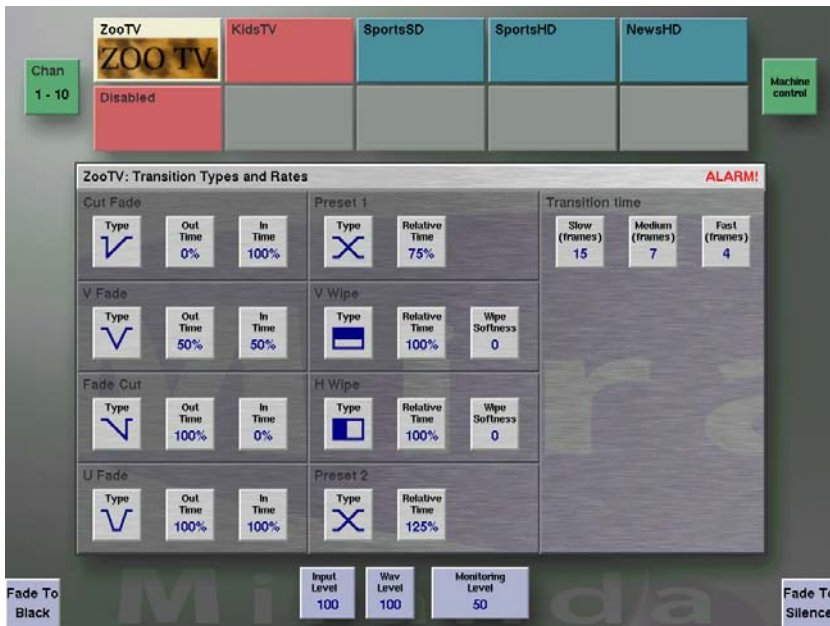
	<p>The <b>V Wipe</b> transition button gradually wipes over the current source with the new source. A V wipe can be from top to bottom or bottom to top depending on how your system is set up (configured).</p>
	<p>The <b>H Wipe</b> transition button has the same effect as a V wipe except that the wipe is from left to right or right to left depending on how your system is set up (configured).</p>

## The *Transition Types and Rates* screen

You use the *Transition Types and Rates* screen to change the settings of the transition buttons. You can also change the rate (speed) at which a transition is made from this screen (see *Chapter 6 Choosing a transition rate* for more information).

To display the *Transition Types and Rates* screen, press the white, round dialogue button to the left of the A/V Split button.





The *Transition Types and Rates* screen displays details about all the transition buttons **except** the cut and cross fade. You can change the settings of all the buttons displayed on this screen.

**Note:** The cut and cross fade buttons are not configurable and are therefore not displayed on this screen.

### How to change a transition type setting

To change any of the transition type settings (for example, the in and out times, the relative times or the wipe softness):

- ◆ Click on the appropriate button.
- ◆ Turn the rotary knob (the setting goes up or down depending on which way you turn the knob).

**Note:** Changing the out time of a cut fade or the in time of a fade cut will change the transition type to a V fade.

## Audio and video only transitions

Usually audio and video signals are used in a transition simultaneously. However, you can use the **Audio Only** and **Video Only** button selection to specify whether you want a subsequent transition to affect only the audio or video part of the output (known as an *audio/video breakaway*).

To select **Audio Only** press the A/V split button until the orange light to the left of AUDIO ONLY is lit and then press the Take button. To select **Video Only** press the A/V split button until the orange light to the left of VIDEO ONLY is lit and then press the take button.



When you select **Audio Only**, the next transition will only affect/change the audio part of the on-air signal. Similarly, when you select **Video Only**, the next transition will only affect/change the video part of the on-air signal. After you have made an audio only or video only transition both the programme and preset sources will be on air. If you then choose a different preset (preview) source, only the output you have chosen (that is, audio or video) will be affected.

Once the separating transition has been started by selecting either **Audio Only** or **Video Only** and then pressing the **Take button** the red light to the right of the effect that you have selected will light, and the orange light for the other breakaway effect will be lit. Pressing the **Take** button again will complete the transition.

If you do not want to follow an *Audio Only* transition with a video transition or a *Video Only* transition with an audio transition, select the **Audio Only** or **Video Only** again **before** you do a subsequent take.

**Note**     **The breakaway occurs in the upstream Imagestore only, not in the router.**

You use the **Lead Audio** option (in combination with the **Take** button) to add the audio from the preset source with the programme output. You select the **LEAD AUDIO** option by pressing the **A/V Split** button until the orange LED to the left of LEAD AUDIO is lit and then pressing the **Take** button. When you subsequently press **Take**, the transition is made and the light in the **Lead Audio** button goes out.

This is similar to an *Audio Only* transition (see above), except that both the programme and preset audio are added and used as the output. When the **Lead Audio** button is lit up, the preset audio source is on air and subsequent cuts on the preset source only affect the audio output.

You use the **Lag Audio** option (in combination with the **Take** button) to add audio from the current program source with the video from the preset source. You select the **LAG AUDIO** option by pressing the **A/V Split** button until the orange LED to the left of LAG AUDIO is lit and then pressing the **Take** button. When you subsequently press **Take**, the transition is made and the light in the **Lead Audio** button goes out.

When the **Lag Audio** button is lit up, the preset video source is on air and subsequent cuts on the preset source only affect the video output

You use the **Fade To Black** button (see bottom left of the screen display) to toggle a *fade to black AND a fade to silence*. Note that when you press the **Fade To Black** button you are not arming it for a subsequent transition – it affects the output straight away. The **Fade To Black** button is lit up when the output is black.

You use the **Fade To Silence** button (see bottom right of the screen display) to toggle a *fade to silence*. Note that when you press the **Fade To Silence**



button you are not arming it for a subsequent transition – it affects the output straight away. The **Fade To Silence** button is lit up when the output audio is silent, the video remains unchanged.

## Disable Fade and Silent buttons

The **Fade** and **Silent** buttons can be disabled to avoid accidental pressing. To disable or enable the feature go to the Button Disabling screen using the following sequence.

Press the Channel Select dialogue button. From the Channel Select screen press the *Configuration* button Then the *Disable Buttons* in the following screen.



Pressing *FTS* will enable or disable the **Fade To Silence** button.

Pressing *FTB* will enable or disable the **Fade To Black** button

Pressing *Auto* will enable or disable the **Auto On** button.

Pressing *Lead/Lag* will enable or disable the Lead and Lag buttons.

## 6 Choosing a Transition Rate

When you make a transition you can also choose the speed at which the transition is made. You do this by choosing one of the three possible rates (slow, medium or fast) next to the **Rate** button:

When you press the **Rate** button, *PresStation* cycles through each of the three preset rates for the type of transition you chose.

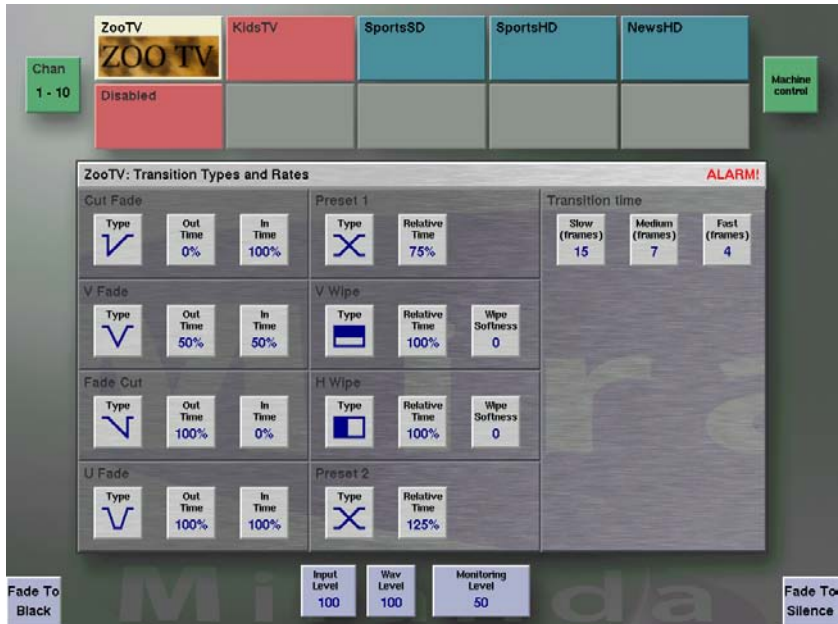
For the X-fade transition, the preset rate is stored as fields. All other transition types have their component part timing expressed as a percentage of the total X-fade time. For example, the V-fade down and up times could be 60% and 82%.

The total time for any transition type does not have to be 100%. For example, a V-fade with a down time of 60% and an up time of 82% would create a transition which lasts 1.42 times as long as an X-fade. These proportions stay the same irrespective of the rate (slow, medium, fast) you choose.



### Adjusting the specified rates

You can adjust the specified slow, medium and fast rates. These are three preconfigured rates in frames to complete a transition and are accessible from the *Transition Types and Rates* screen. To display the screen, press the white, round dialogue button to the right of the cut and cross fade transition buttons:



## How to change a transition rate

- ◆ Click on the **Slow**, **Medium** or **Fast** buttons - the selected button will illuminate green.
- ◆ Turn the rotary knob (the number of frames will go up or down depending on which way you turn the knob).

**Note** You cannot choose a rate which is in the same range as a slower or faster rate (in other words they cannot overlap).

# 7 Choosing and Changing Your Source

**P**resStation enables you to manually select from 10 sources at any one time. The name of each source is displayed above the two rows of ten buttons.



**PGM**

These buttons control the programme output (that is, what is currently going to air). Although it is unlikely that you will need to press any buttons in this row, the buttons relating to the source(s) which are currently contributing to the programme output are lit up. If you do press a button in this row, the programme output will **always** be affected (unless it is hidden by a DSK or fade-to-black).

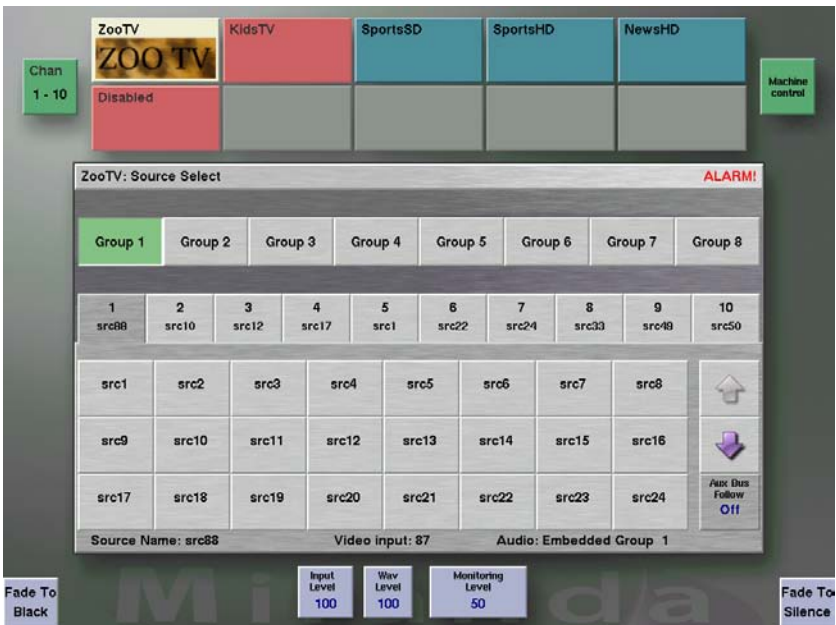
**PST**

These buttons enable you to choose the next source to go to air. When you press one of the *preset* buttons, the button lights up and the source is immediately shown on the preview monitor,

providing either a transition is enabled or the PresStation is set-up to 'Always Preview Preset. You take the chosen source to air by selecting a transition and then pressing the **TAKE** button, (or any one of the transition output control buttons). Should you use the bus whilst a transition is in progress the new source will be dimly lit and the requested source change completed after the transition has finished. See *Using Transitions* for further details.

## The Source Select screen

You use the *Source Select* screen to choose and change the groups and sources associated with the PGM and PST buttons. To display the *Source Select* screen, press the **Source** dialogue button and the *Source Select* screen is displayed on the VGA screen. For example:



The group of sources that is currently available from the PresStation control panel is highlighted in green. The currently selected programme (PGM) output is highlighted in dark grey and the source associated with that PGM output button is highlighted in green. The name of the currently selected source is displayed at the bottom of the screen after the *Source Name:* prompt. When you choose a different source the information is automatically updated.

### How to change to a different group

To change to a different group, simply click on the appropriate group button on the *Source Select* screen. The group you chose is then highlighted in green. You can now check and/or change the associated sources for that group.

### Group Routing

It is possible to have the ten sources in the currently selected group routed to ten destinations associated with a particular PresStation. This group routing allows the current selectable sources to be represented on, say, a monitor wall. Each PresStation must have the destinations associated with it configured in its panel.conf file, as shown below:

```
group_monitoring
{
    enable_group_monitoring="true"
    group_mon_dest0="10"
    group_mon_dest1="11"
    group_mon_dest2="12"
    group_mon_dest3="13"
    group_mon_dest4="14"
    group_mon_dest5="15"
    group_mon_dest6="16"
    group_mon_dest7="17"
    group_mon_dest8="18"
    group_mon_dest8="19"
    group_mon_dest8="20"
}
```

The above example would cause whatever sources were currently in the selectable group to be routed to destinations 10-20 when that PresStation had control of the channel.

### How to change a source

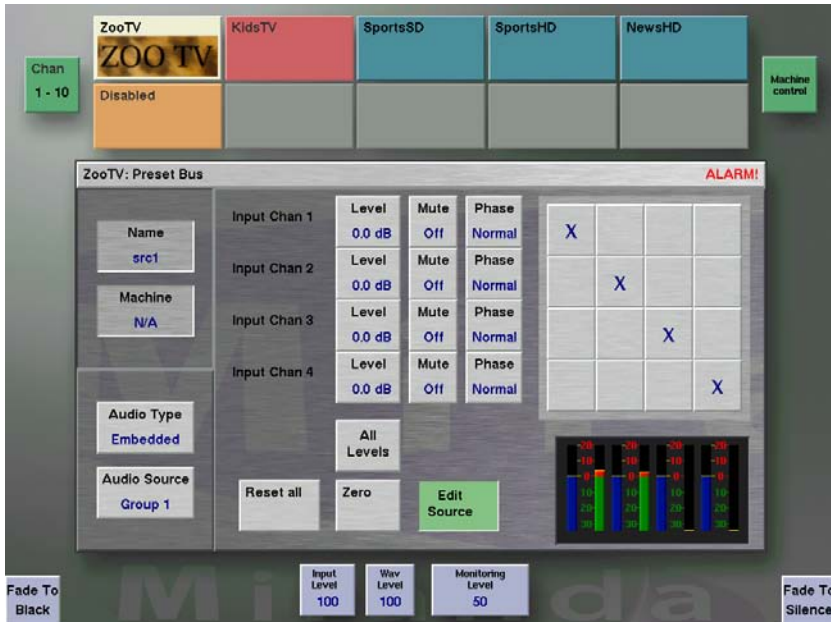
Once you have chosen your group, you can change the source for each of the ten source buttons within that group.

To change a source:

- ◆ Click on the appropriate source button, it changes to dark grey to show that it is selected.
- ◆ Then click the source you want to associate with that button, it changes to green to show that it is selected. The available sources are displayed beneath the numbered source buttons – if there are more sources available than can be displayed on the VGA screen, click on the ▲ and ▼ buttons to move up and down the screen

### How to edit a source

To edit (change) a source, press either the **PGM** or **PST** dialogue buttons, and the *Edit Source* screen for that option is displayed:



#### Name

Displays the source name associated with the illuminated bus button.

#### Machine

Displays the name of the connected VCR, if set in the Prescontrols configuration file.

**Note:** PresStation has no manual control over VCR machines



## Audio Type

To change the audio type, simply click on the **Audio Type** button and the audio type toggles (switches) between **Embedded** and **AES** (if configured).

## Audio Source

To change the audio source, click on the **Audio Source** button and then use the rotary knob to:

- ◆ Switch between the available groups (1-4) if the audio type is embedded.
- ◆ Select the AES router source to be associated with the video channel.

## Adjusting the level of the input channels

There are four input channels used either as two channels of stereo pairs or as four mono channels. You can change the level of each input channel individually or you can change the level of all the channels at once.

To change the level of an individual channel, click on the appropriate input channel level box (1, 2, 3 or 4) to activate it (it goes green to show that it is activated) and then use the rotary knob to adjust the level; when you have finished making the adjustment click on the box again to de-activate it.

To change all levels at once, click on the **All Levels** button and then use the rotary knob to adjust the levels of all channels.

To return the level to zero for all channels, simply click on the **Zero** button and all levels are automatically returned to zero.

## Muting a channel

The **Mute** buttons enable you to mute individual channels. To toggle (switch) between mute *on* and mute *off*, simply click on the appropriate **Mute** button.

## Inverting the input phase

The **Phase** buttons enable you to invert the phase of individual channels. To toggle between *Normal* and *Invert*, simply click on the appropriate **Phase** button.

### Changing the output source

You can specify which output source you use for each input channel.

	<b>Output CH1</b>	<b>Output CH2</b>	<b>Output CH3</b>	<b>Output CH4</b>
<b>Input CH1</b>	X			
<b>Input CH2</b>		X		
<b>Input CH3</b>			X	
<b>Input CH4</b>				X

In the above example, each input channel goes to the corresponding output channel (for example, input channel 1 goes to output 1 and so on). To change the output source for an input channel, simply click on the appropriate output box to display a cross.

These configurations can be set on a source-by-source basis. The information is stored on the PCS and is transferred to the connected Imagestore when the source is selected.

## Always Show Source

In manual operation you can only select sources of the current displayed group but under automation or router RCP control it is possible to select a source outside of the displayed group. In this situation the illuminated source buttons will be turned off as they no longer represent active sources.

To monitor out of range sources use the *Always Show Source* mode. This can be selected from the panel configuration screen. In this mode, when a source is selected that is outside of the displayed group either button 1 or 10 (default) is temporarily reallocated to that source.

### Example:

With group 1 sources displayed and *Always Show Source* enabled, when the preset bus changes to source 16 (group 2) PresStation will assign source 16 to button 10 (default) which now represents the out-of-range preset. The button will light up and the text displayed for that source will change to that of source 16. The entire 10th column has become source 16 temporarily. If you press the 10th button on the PGM bus you are actually cutting to source 16 not source 10. The same is true for the AUX bus.

The 10th button will stay as source 16 for as long as the preset remains on it and *Always Show Source* remains enabled. If the preset source moves back to within the displayed group, for example source 4, button 4 will light up and the 10th bus will go back to being source 10. If the preset changes to source 17, *Always Show Source* will still be active and the 10th light will stay lit but the text source will change to display source 17.

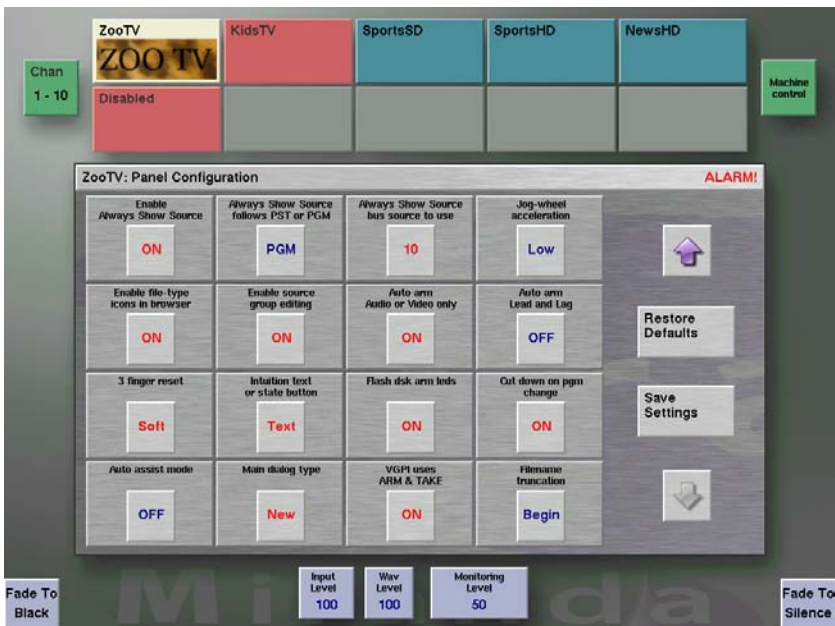
Whilst the 10th button is in this mode, the non-followed source (normally programme) can be switched forward and backward from the temporary source. The 10th bus will not change until the preset changes. The mode will remain active until either the source is switched back to within the displayed group or the feature is turned off from the configuration screen.

## Enabling Always Show Source.

Always Show Source is enabled from the *Panel Configuration* screen.

To open the *Panel Configuration* window click on:

**Chan Configuration Panel Configuration.**



## Enable Always Show Source

The default option is off.

Click on the button to toggle between off and on.

## Always Show Source follows PST or PGM

Use this option to follow either the Preset or Programme bus selection.

The default option is PST where the mode is activated when the preset bus goes out of the displayed group.

Click on the button to select PGM where the mode is activated when the programme bus goes out of the displayed group.

## Always Show Source bus source to use

Use this option to determine which bus button source is to be reallocated.

The default option is button 10. Click on the button to toggle between button 1 and button 10.

## 8 Inserting a Picture or Logo

The *PresStation* control panel also enables you to use up to four *Imagestore* keying layers for inserting channel branding stills, animations, in-vision clocks and timers.



Each DSK cluster is identical and they are ordered from left to right. This means that as the signal travels from left to right the right-hand DSK is the last in the chain and is therefore the topmost layer (note that your system may be configured differently).

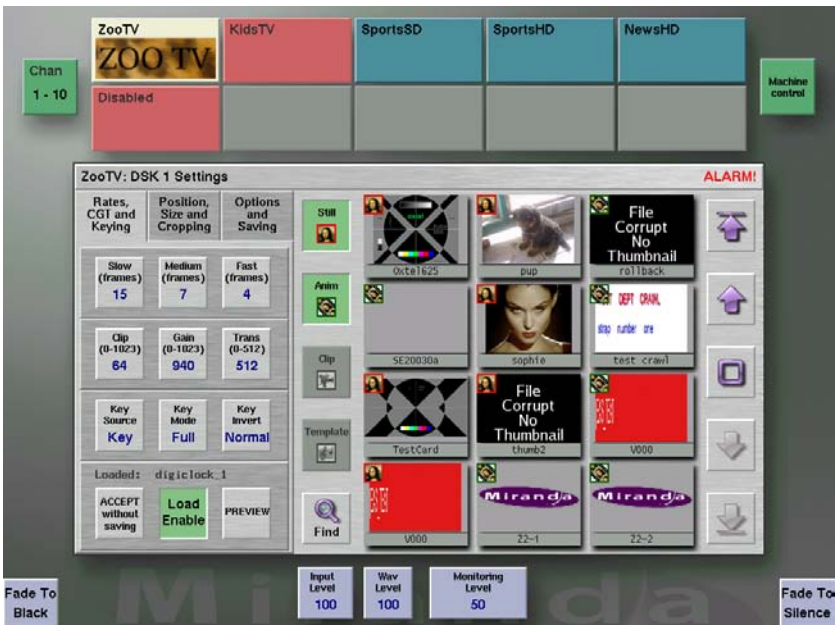
The two yellow bulbs (LEDs) next to the DSK buttons indicate which, if any, DSK operation is armed for that DSK. To choose an operation press the appropriate DSK button to cycle through the available options: cut or fade.

When a DSK is contributing to the output, the relevant DSK button is lit up and illuminated in red.

## The *DSK Settings* screen

When you press a dialogue button above a DSK cluster the *DSK Settings* screen is displayed on the touch screen. You can then:

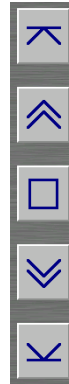
- ◆ Choose an image, animation or clock from the *Imagestore* associated with that DSK.
- ◆ Load a live image.
- ◆ Set the DSK parameters.



## How to load an image

To load an image from the *DSK Settings* screen:

- ◆ Click on **Load Enable** - it lights up in green to show that it is selected.
- ◆ Use the page up and down or top and bottom arrows to locate the image. The square 'home' button will re-focus the browser on the currently loaded media.
- ◆ Click on the image you want to use. While PresStation loads the picture, **Loading** is displayed after the *Loaded* prompt in the lower, left-hand corner of the screen – when the imaged has been successfully loaded the name of the image is then displayed after the *Loaded* prompt.



**Note:** If the DSK is armed, you will see the image displayed on your preview monitor.

## How to take an image to air

Once you have loaded an image, you are ready to take it to air.

- ◆ Press the appropriate **DSK** button and the selected image is displayed on the *PST* preview monitor – note that you can change the image on the *PST* preview monitor simply by choosing another image on the *DSK Settings* screen - the DSK LED is lit up to show that it is armed.
- ◆ Choose the rate you want the image to be faded – simply press the **Rate** button to choose Slow, Med or Fast.
- ◆ Press the **DSK** button again to arm a *Fade* - the Fade LED lights up.
- ◆ Press **TAKE** and the image goes to air on the programme output.

**Note:** Once an image is on air, the *Load Image* box on the *DSK Settings* screen turns red to warn you that any subsequent changes to the selected image on this screen will also affect the programme output. The DSK button is also illuminated red.



## How to remove an image

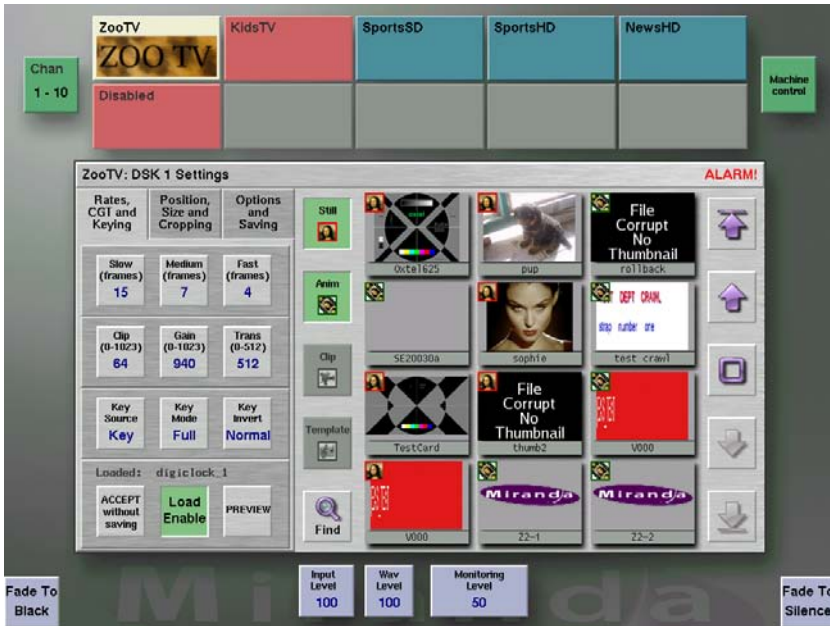
To remove an image:

- ◆ Press the appropriate **DSK** button once to arm a cut or twice to arm a fade. The image is removed from the *PST* preview monitor and the *Cut* or *Fade* LED lights up.
- ◆ Press **TAKE** and the image is removed from the *PGM* programme output and the **DSK** lights goes out.

## How to load a live image

- ◆ Press the appropriate **DSK** dialogue button to display the *DSK settings* screen.
- ◆ Select the very first image button (Load Live) at the top of the screen by touching the thumbnail.
- ◆ The Fill input of the selected Imagestore will go straight to air and be displayed on the programme monitor.

## Rates, CGT and Keying



Click on the left hand tab on the *DSK Settings* screen to adjust:

- ◆ Fade rates.
- ◆ Clip, Gain and Transparency.
- ◆ Keying modes - key source, key mode and key invert.

### Fade Rates

*Fade Rates* enables you to set the number of frames it will take to complete a fade transition. You can adjust the number of frames for each of the slow, medium and fast rates.

## How to adjust a fade time

To adjust the fade rate:

- ◆ Click on the *Fade Rate* parameter you want to adjust (Slow, Medium or Fast) and the button will turn green.
- ◆ Turn the rotary knob on the *PresStation* control.
- ◆ Click on the button again to accept the change. The button will now go grey.

**Note:** You cannot choose a fade time, which is in the same range as a slower or faster time (i.e. they cannot overlap).

## CGT

*CGT* enables you to adjust the clip, gain and transparency parameters. Note that the *CGT* parameters are typically only used with *Load Live*.

Clip	Clip is the level under which the key signal will be forced to black. In a keying process this causes a total absence of fill video in areas where the incoming key signal is less than the clip level.
Gain	The gain level amplifies the key signal forcing grey levels towards (and up to) white level. In a keying process this causes the fill signal to be less transparent than it usually would be in areas with a grey signal.
Transparency	The transparency level controls the amount of background video that can <i>seep</i> through the keyed image (for the whole picture).

## How to adjust the clip, gain or transparency

To adjust the clip, gain or transparency:

- ◆ Click on the parameter you want to adjust (Clip, Gain or Trans) and the button will turn green.

- ◆ Turn the rotary knob on the *PresStation* control panel (the level goes up or down depending on the way you turn the knob).
- ◆ Click on the button again to accept the change. The button will now go grey.

## Keying

This mode enables you to adjust the key source, key mode and key invert parameters. Note that these parameters are typically only used with *Load Live*.

Key Source	<p>When the <i>Key Source</i> parameter is set to <i>Key</i>, the key data is derived from the luminance content of the separate <i>key</i> image.</p> <p>When the <i>Key Source</i> parameter is set to <i>Self</i>, the key data is derived from the luminance content of the <i>fill</i> image.</p> <p>When the <i>Key Source</i> parameter is set to <i>None</i>, the key for an image is white (i.e. there is no image transparency).</p>
Key Mode	<p>When the <i>Key Mode</i> parameter is set to <i>Full</i>, the foreground image is passed only when the key signal is present.</p> <p>When the <i>Key Mode</i> parameter is set to <i>Linear</i>, the background and foreground are summed and the foreground is unaffected by the key.</p>
Key Invert	<p>When the <i>Key Invert</i> parameter is set to <i>Normal</i>, a black-level key signal creates a fully transparent <i>fill</i> image which is not visible over a background whereas a white-level key signal creates an opaque <i>fill</i> image where the background is not visible though the image.</p> <p>When the <i>Key Invert</i> parameter is set to <i>Invert</i>, a white-level key signal creates a fully transparent <i>fill</i> image and a black-level key signal creates an opaque <i>fill</i> image (the opposite/inverse of <i>Normal</i>).</p>

### How to choose a Key Source

To choose a key source, click on the **Key Source** button (as many times as necessary) to cycle through *None*, *Self* and *Key* (see *The DSK Parameters* above for more information).

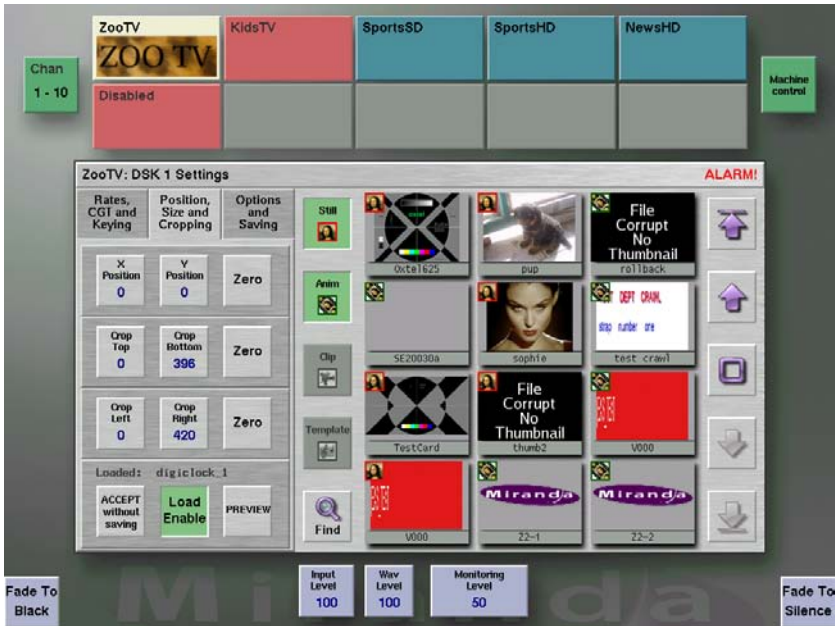
### How to choose a Key Mode

To choose a key mode, click on the **Key Mode** button to switch between *Linear* and *Full* (see *The DSK Parameters* above for more information).

### How to choose Key Invert

To choose key invert, click on the **Key Invert** button to switch between *Normal* and *Invert* (see *The DSK Parameters* above for more information).

## Position Size and Cropping

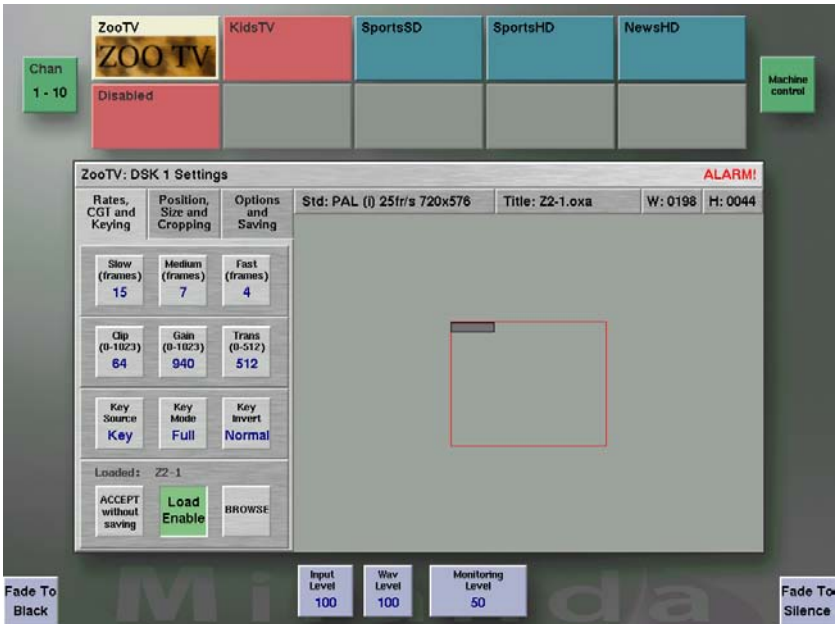


Click on the middle tab on the *DSK Settings* screen to adjust:

- ◆ X, Y position.
- ◆ Crop top and bottom.
- ◆ Crop left and right.

Load an image to modify or press the *Preview* button to edit an already loaded image.





The *Preview screen* will now show the on screen position of the image and its crop boundaries.

## Position

*Position* enables you to adjust the on screen position of the image.

How to adjust the position

- ◆ Click on the *X or Y Position* button until it turns green.
- ◆ Turn the rotary knob on the *PresStation* control panel until the desired image position is obtained (the value will go up or down depending on way you turn the knob). The image position is shown by the grey filled rectangle.
- ◆ Click on the button again to accept the change. The button will now go grey.

To zero the image to the top left hand corner of the screen, click on the Zero button.

## Cropping

*Cropping* enables you to adjust the margins thus confining an image to less than full screen. Images may be cropped from the left, right, top or bottom.

### How to adjust the cropping

- ◆ Click on the appropriate crop button until it turns green.
- ◆ Turn the rotary knob on the *PresStation* control panel until the desired position is obtained. The crop boundary is shown by the black rectangle.
- ◆ Click on the button again to accept the change. The button will now go grey.

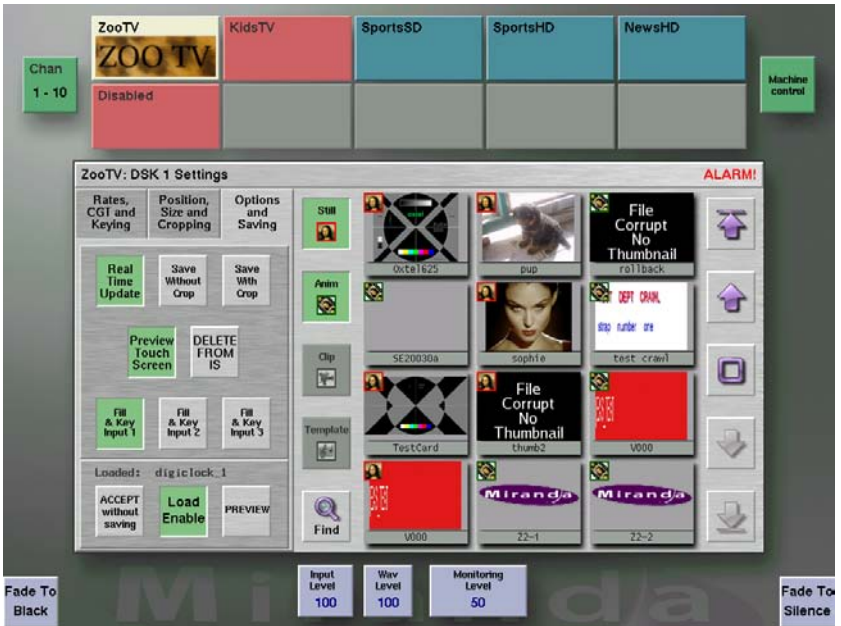
To remove the cropping click on the *Zero* button.

To redisplay the image library press the *Browse* button.





## Options and Saving



Click on the right hand tab on the *DSK Settings* screen to adjust the following parameters:

### Real Time Update

Any changes made to the selected image with this option affect the Imagestore immediately.

### Save without Crop

Pressing this button will save the image back to the Imagestore without any cropping details

## Save with Crop

Pressing this button will save the image back to the Imagestore with cropping details. The area outside of the crop will be permanently lost.

## Preview Touch Screen

Setting this option will allow adjustment of the X, Y position from the touch screen as well as the rotary knob.

## Delete from IS

Pressing this button will delete the selected image from the Imagestore library.

## Fill & Key Input 1, 2 & 3

These buttons set which input load live will be loaded into on the ImageStore. These buttons must be selected prior to the Load Live being loaded. Pressing these buttons once load live is already loaded will not change the input until load live is loaded again.

## Accept with saving

Changes made to the image can be enabled i.e. sent to air by selecting this option, however, these changes will not be saved back to the Imagestore library.

## File Type Icons

To help identify the file types stored on the Imagestore i.e. animations, clocks, and stills, icons can be displayed next to the thumbnails within the DSK browser window.

To display the file icons, activate the mode from the *Panel Configuration* window. To open the *Panel Configuration* window click on:

### **Chan -Configuration - Panel Configuration.**

The option is on the last button so you will need to use the down arrow scroll button. Click on the *Enable file-type icons* in browser to select the option then save the configuration.



This icon denotes a still (.oxt)



This icon denotes an animation, clock or Easytext crawl (.oxa)

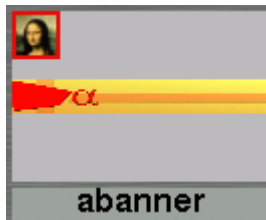


This icon denotes an mpeg clip file (.clp)



This icon denotes an audio file (.oxw)

Sample image showing icon position:

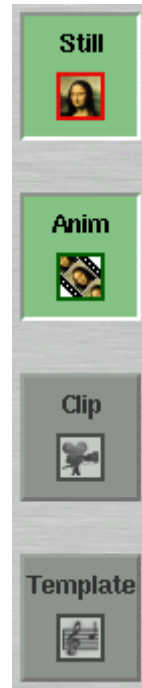


## File Type Filters

To the immediate left of the media browsers are the file type filter buttons. These buttons allow the user to filter the displayed media by its type. By default the ImageStore browsers only have the Still and Animation filters available, the Intuition browsers only have access to the Clip and Template filters. Buttons that are dark grey with no icon are disabled by the configuration of the channel, light grey buttons are filters that are currently not enabled. Pressing a light grey button will light it green and enable that file type to be displayed. In the screen grab to the right the Still and Anim filters are enabled, allowing the browser to display both Still and Animation file types.

The file filters are based upon the file extension of the files browseable on the Imagestore or Intuition. The extensions that each filter button represents are configurable on a per keyer basis. This allows any file on a controlled device to be represented if desired and allows keyers to be restricted to the media that can be loaded into them, for example keyer one might be configured such that only the Still filter is available and keyers two to four would only have the Animation filter available.

The configuration for these filters is done on a per channel basis, and as such is done in the `system.conf` in the PCS.



## Searching For Media

Pressing the “Find” button under the file filter buttons will display a GUI allowing you to search for media by name.



Shown above is the find GUI. There is a find GUI available for each Imagestore keyer and Intuition layer in the system. Each keyer/layer stores the filters and last used search independently, allowing each find GUI to stay as it was last used without affecting any other keyer or layer.

Typing using the GUI keyboard will immediately start to filter the files you can see, it will find-as-you-type. Touching any piece of media in the list above the keyboard will load it into the appropriate keyer.

Should you need special characters the SYM “key” should be pressed. This will swap the character keyboard for a symbol keyboard, as shown below. Pressing the SYM key again will swap the keyboard back to character mode once again.



You can adjust how the list is filtered by pressing the button next to the search box. By default it will search for matches at the beginning of the filename (Begins:), pressing the button will cycle through, Begins, Contains, Ends. This allows searches to be done from the beginning, the end or anywhere inside of the file name.

The file extension filter buttons act in the same way as they do in the main DSK browser GUI and they take effect before the typed search.

To return to the browser GUI you were in, press the return arrow button.

## 9 Intuition XG

An *Intuition XG* may be placed in the system instead of the second Imagestore downstream keyer. If the *Intuition* is in the system then the main window will display as shown below.



The *Intuition* may be fed into any Imagestore DSK. To select which input of the Imagestore the *Intuition* is fed into, press the appropriate DSK box and from the DSK Settings dialogue select the *Intuition* option. Exiting the DSK Settings dialogue will then display the *Intuition* logo in the appropriate DSK dialogue.

The *Intuition* has eight keying layers each of which is capable of outputting its own graphics. If the layer is outputting graphics then it is lit red, if off then it is displayed grey. If you press on Intuition box then the *Intuition*

Template View dialogue is displayed. This dialogue displays a visual representation of what is placed on each keying layer, and allows each layer to be cut up or down. By selecting an appropriate thumbnail for the layer a further dialogue, the *Load Template* dialogue will be displayed.



In this dialog each keyer can be armed to cut or fade by pressing the DSK ARM button, this will toggle the Arm CUT, Arm FADE and Arm Off option. Alternatively the operator can change the panel configuration file so that the 'Intuition text or state button' option is set to Text then the above dialog changes to that shown directly below.

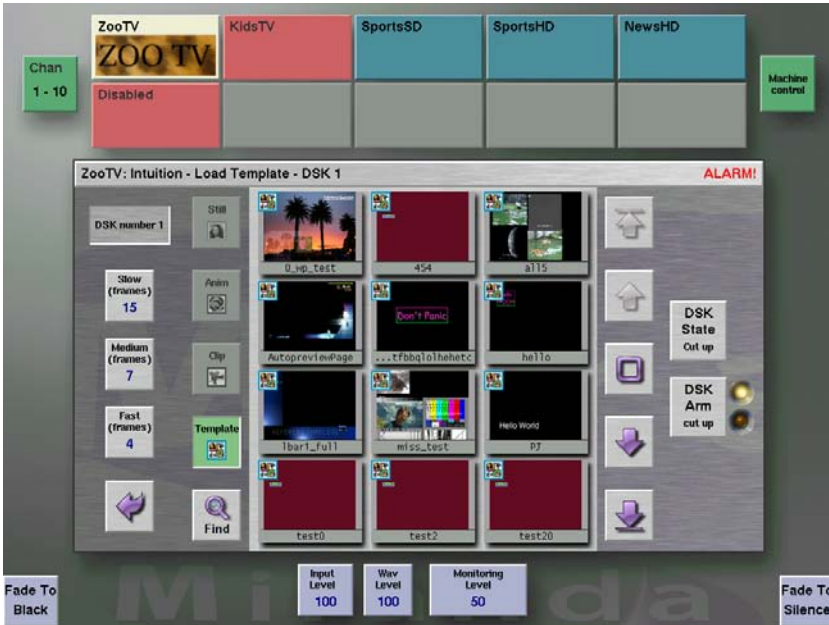




If this dialog option is chosen then in addition to being able to Arm a DSK the DSK can be cut up or down directly by pressing the ‘DSK State Cut Up’ button.

On selecting on one of the keying level graphics the Load Template dialog will be displayed.

In this layer the required graphic is loaded, by selecting the appropriate thumbnail in this dialogue, and then closing the dialogue.



## 10 GPI Macros (Virtual GPIs)

The *Macro* option enables you to invoke a GPI Input command, video or audio, stored on the upstream Imagestore. The Macro can contain any operation as defined under the Imagestores GPI Input Assign menu structure. GPIs must be programmed from the Imagestores front panel or by using the PresStation Mirror command (see Section 2 *Getting Started*, page 32)

For a full list of GPI operations refer to the Imagestore User manual.

Each Macro button (1-6) can be assigned to one of the 9 video or 9 audio GPIs via a matrix screen.



Press the **Macro** dialogue button to display the mappings screen.



Select the *Physical Assignment* button then the VGPI you wish to trigger.

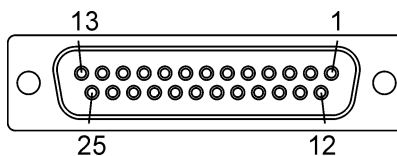
Pressing the Macro button on the panel will cause it to flash indicating it is armed. Pressing the **Take** button will activate the GPI and turn the lamp off. To disarm a macro prior to a take command, press the relevant flashing button(s).

## GPI

There are 32 GPIO channels with 16 channels available on each connector. However, note that GPIO connectors C and D share signals with GPIO connectors A and B (that is, GPIO 0 signal on connector GPIO C is a duplicate of GPIO 0 signal on connector GPIO A).

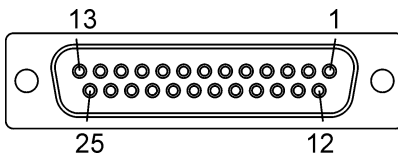
There are also 8 analogue fader inputs in two groups of 4 on connectors A and B. As before, these are duplicated on connectors C and D. Assignment and set-up can be specified in the software configuration file.

Port ID	Label	Desc	Type
<b>GPIO A</b>	GPIO A	General GPIO port.	GPIO
<b>GPIO B</b>	GPIO B	General GPIO port.	GPIO



## GPIO A

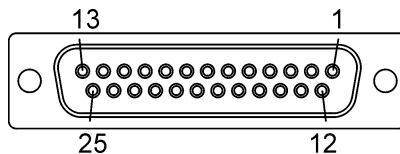
Pin No	Signal Name
1	Ground
2	GPIO 1
3	GPIO 3
4	GPIO 5
5	GPIO 7
6	GPIO 9
7	GPIO 11
8	GPIO 13
9	GPIO 15
10	Not Connected
11	AN_IN0 (Analogue Fader Input 0)
12	AN_IN2 (Analogue Fader Input 2)
13	Ground
14	GPIO 0
15	GPIO 2
16	GPIO 4
17	GPIO 6
18	GPIO 8
19	GPIO 10
20	GPIO 12
21	GPIO 14
22	+ 5V OUT
23	+ 12 V OUT
24	AN_IN1 (Analogue Fader Input 1)
25	AN_IN3 (Analogue Fader Input 3)



Connector type: 25 pin female D type

## GPIO B

Pin No	Signal Name
1	Ground
2	GPIO 17
3	GPIO 19
4	GPIO 21
5	GPIO 23
6	GPIO 25
7	GPIO 27
8	GPIO 29
9	GPIO 31
10	Not Connected
11	AN_IN4 (Analogue Fader Input 4)
12	AN_IN6 (Analogue Fader Input 6)
13	Ground
14	GPIO 16
15	GPIO 18
16	GPIO 20
17	GPIO 22
18	GPIO 24
19	GPIO 26
20	GPIO 28
21	GPIO 30
22	+ 5V OUT
23	+ 12 V OUT
24	AN_IN5 (Analogue Fader Input 5)
25	AN_IN7 (Analogue Fader Input 7)



Connector type: 25 pin female D type

All GPIOs are active low, and momentary unless specified as latching.

The PresStation ships with default actions configured on its GPIOs as shown below.

## PresStation GPIOs

### Outputs (0-23)

GPIO 0	Latching PGM bus inputs (mapped to buttons 1-8)
GPIO 1	In a mix both should close
GPIO 2	In black all should release
GPIO 3	
GPIO 4	
GPIO 5	
GPIO 6	
GPIO 7	
GPIO 8	Latching PST bus inputs (mapped to buttons 1-8)
GPIO 9	In a mix both should close
GPIO 10	In black all should release
GPIO 11	
GPIO 12	
GPIO 13	
GPIO 14	
GPIO 15	
GPIO 16	Take momentary
GPIO 17	DSK1 Live (latching)
GPIO 18	DSK2 Live (latching)
GPIO 19	DSK3 Live (latching)
GPIO 20	DSK4 Live (latching)
GPIO 21	VO1 Live (latching)
GPIO 22	VO2 Live (latching)
GPIO 23	Alarm (OR of all possible alarms)

### Inputs (24-31)

GPIO 24	Take button parallel
---------	----------------------



GPIO 25	Fade button parallel
GPIO 26	Silence button parallel
GPIO 27	VO1 button parallel
GPIO 28	VO2 button parallel
GPIO 29	Audio lead button parallel
GPIO 30	Audio lag button parallel

## Prescontrol

### Outputs (0-23)

GPIO 0	channel changed
GPIO 1	chan 1 selected (latching)
GPIO 2	chan 2 selected (latching)
GPIO 3	chan 3 selected (latching)
GPIO 4	chan 4 selected (latching)
GPIO 5	chan 1 automation on/off (latching)
GPIO 6	chan 2 automation on/off (latching)
GPIO 7	chan 3 automation on/off (latching)
GPIO 8	chan 4 automation on/off (latching)
GPIO 23	Alarm (logical OR of all possible alarms)

### Inputs (24-31)

GPIO 24	chan 1 automation on/off
GPIO 25	chan 2 automation on/off
GPIO 26	chan 3 automation on/off
GPIO 27	chan 4 automation on/off

These actions can all be adjusted via the configuration file on the PresStation or PCS. Please see the PresConfigurator online manual for further information.

# 11 Controlling Multiple Channels

With *PresStation* you can control up to 200 transmission channels from a single control panel.

You use the channel buttons (labelled Chan 1 to Chan 10) displayed at the top of the VGA screen to switch between the first 10 channels. The name of the channel currently being controlled is shown in the left hand edge of the Title Bar. To choose any other channel, (once assigned) simply click on a Chan button, then select from the *Channel Select* screen. The **Channel Select** dialogue has two areas of buttons. The first allows a group of channels to be selected, and the second allows any of the ten channels within the group to be selected.



## Channel Button Colours

Each of the channels that are configured for a PresStation to access will be displayed in one of five colours. The colour reflects the status of the channel.

**Red** – Red indicates that a channel is currently not functioning. Either the channel is disabled or there is a serious fault.

**Orange** – Orange indicates that the PresStation is attempting to make the network connection to the PCS. If a channel stays Orange permanently it could be an indication of network or configuration problems.

**Blue** – Blue indicates that the PresStation currently has a network connection to the channel indicated. It is not in control of that channel currently however.

**Yellow** – Yellow indicates the currently controlled channel.

**Green** – Green indicates that the PresStation is currently sharing control of this channel with one or more other PresStations.

## Channel Ownership

When a channel is acquired by a PresStation that PresStation then owns that channel. Should another PresStation try to acquire the channel a GUI will be displayed informing the user that the channel is currently in use at another location, and will offer three options to resolve the conflict.

The first option is merely to abandon acquiring the channel. If the “Cancel” button is pressed the PresStation attempting to make the acquisition will simply return to its usual “no channel” state.

The second option is to take control of the channel away from the competing PresStation. If the “Kick” button is pressed the channel will acquire as normal, the PresStation that has now had its channel taken from it will display a GUI explaining that it has been kicked from the channel and will indicate the IP address of the PresStation that now has control.

Depending on configuration a third option may be presented to the user, the option to allow the channel to be shared between two or more PresStations. If the “Share” button is pressed an attempt will be made to share the channel with the current owner. If sharing is successful the channel will be acquired

and the Titlebar and channel button will display green. At this point multiple users are operating the channel simultaneously.

## Channel Sharing

If it is desired channels can be shared between multiple PresStations. There are numerous ways to limit which channels and which PresStations can share operation allowing a reasonably granular level of control over sharing.

Channel sharing is available only if all the sharing partners are PresStations.

## PresStation Channel Access Options

Each PresStation can be configured to allow or prevent any other PresStation from kicking it from control of a channel if so desired. This option is used in conjunction with the access already set for the channel that is being operated. For example, if the channel prevents kicking, then the PresStation will inherit that property temporarily, whilst that channel is acquired. Using various combinations of channel and PresStation access configurations this allows, say, a master panel to be un-kickable, whilst junior panels can be kicked by a master panel.

Additionally the PresStation could be configured to allow more than one operator to control the same channel simultaneously. This channel sharing is again configured on both a PresStation and Channel basis, allowing fine grained control over this feature.

The example configuration below shows that the first channel, GardenTV, can be both shared and kicked. The second channel, ZooTV, cannot be kicked but can be shared, whereas the third channel, DinoChan, can be kicked, but cannot be shared.

Similar settings are applicable on a per channel basis on the PCS, in its `system.conf`. Channel settings will override panel settings.

It should be noted that sharing is only available with PCS-003 & PresStation units.

**Example panel.conf entries:**

```
panel
{
    shot0="172.16.1.1/0"
    shot1="172.16.1.1/1"
    shot2="172.16.1.1/2"
    shotname0="GardenTV"
    shotname1="ZooTV"
    shotname2="DinoChan"
    shot_kickable0="1"
    shot_kickable1="0"
    shot_kickable2="1"
    shot_sharable0="1"
    shot_sharable1="1"
    shot_sharable2="0"
}
```

**Example system.conf entries, excerpt from the chan\_a section:**

```
.....
chan_a
{
    control_sharing
    {
        sharable="1"
        kickable="1"
    }
}
.....
```

## Channel Logos

To add channel logos to a panel, first the logo graphics must be made. The size is fixed as an automatic resize would lower the image quality. Each channel logo must be a 148x50 pixels 24 bit colour .bmp The .bmp must be the standard windows type, uncompressed (not RLE compressed).

The logo files must be given a filename that matches the name used in the panel.conf file and placed in the following directory: /mnt/i565cache/logos/ (If the logos part of the directory does not exist, it must be created)

Here is an example of a 3 channel system with a logo for each channel. First three files are created:

GardenTV.bmp

ZooTV.bmp

DinoChan.bmp

Then the panel.conf (on the panel or PresStation) is edited as follows:

The groups of channels can also be given names, in the example dialog displayed above, groups 1-10 is called Sports, 11-29 News, 21-30 Childrens and 31-40 is called Evening.

**Example panel configuration:**

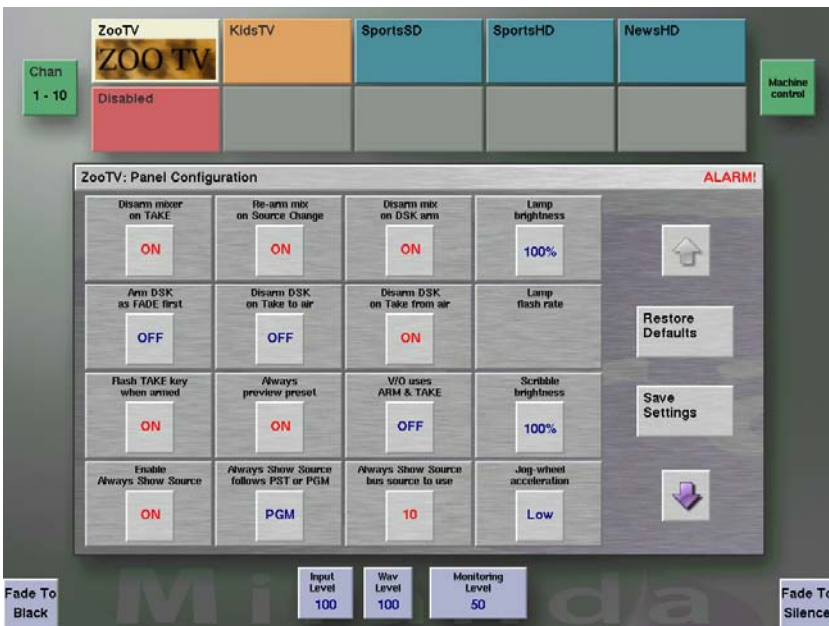
```
panel
{
  shot0="172.16.1.1/0"
  shot1="172.16.1.1/1"
  shot2="172.16.1.1/2"
  shotname0="GardenTV"
  shotname1="ZooTV"
  shotname2="DinoChan"
}
group_names
{
  groupname1="Sports"
  groupname2="News"
  groupname3="Childrens"
  groupname4="Evening"
}
```

The channel name matches the filename. Please note that all text is case sensitive.

# 12 How to Configure the PresStation Panel

To set the *PresStation* panel options:

- ◆ Click on the **Channel Select** button and the *Channel Select* screen is displayed.
- ◆ Click on the **Configuration** button on the *Channel Select* screen and the *Configuration* screen is displayed.
- ◆ Click on the **Panel Configuration** button on the *Configuration* screen and the *Panel Configuration* screen is displayed.





Each of the options (on the left-hand side of the screen) can be ON or OFF. You simply click on an option to turn it on or off. When you select an option it flashes in green and then goes to red (for ON) and blue (for OFF).

The following list describes each option:

Option	Description
Disarm mixer on TAKE	If this option is ON, the light on the previously selected transition button automatically goes out after a TAKE to air.
Re-arm mix on source change	If this option is ON, the mix transition is automatically selected when a different PST source is selected.
Disarm mix on DSK arm	If this option is ON, a previously selected mix is disarmed when a DSK is armed.
Arm DSK on FADE first	If this option is ON, the DSK automatically goes to FADE first instead of CUT.
Disarm DSK on TAKE to air	If this option is ON, the DSK is automatically disarmed after a TAKE to air.
Disarm DSK on TAKE from air	If this option is ON, the DSK is automatically disarmed after a TAKE from air.
Flash TAKE key when mix armed	If this option is ON, the TAKE key flashes when a transition/mix is ready to go.
Always view preset	If this option is ON, you can <b>always</b> view the PST source without selecting a transition.

V/O uses Arm and TAKE	If this option is ON, Voice Over 1 and 2 will arm first and will then need a TAKE to send to air.
Enable Always Show Source	Toggles this option on or off. For more information on this feature see section 7, Always show source.
Always Show Source follows PST or PGM	Toggles PST and PGM. For more information on this feature see section 7, Always show source.
Always Show Source bus source to use	Toggles 1 and 10. . For more information on this feature see section 7, Always show source.
Jog Wheel Acceleration	For information on this button see description at end of this panel.
Enable file type icons in browser	Turning this feature on, displays a small file type icon in the Imagestore browser window.
Enable source group editing	Toggling this option toggles the ability to edit sources in the Source Select window.
Auto arm Audio or Video only	Toggling this option toggles on and off the auto arming of the mixer on selection of audio or video breakaway.
Auto arm Lead and Lag	Toggling this option toggles on and off the auto arming of the mixer on selection of audio lead or lag.
3 finger reset	This option toggles whether the 3 finger reset of the unit resets just the software or the whole CPU.

Intuition text or state button	If set to text the Intuition template view will have the DSK State Cut up option displayed or not displayed.
Flash DSK arm LEDs	If set will cause the yellow arm LEDs to flash when lit.
Cut down on PGM change	If this option is turned on making a hot cut on the PGM bus will cause all keyers and voiceovers to be cut down.
Auto Assist Mode	Enables or disables auto-assist mode. In this mode the Take key sends a Take Next command to automation, rather than causing a Take to occur directly.
Main Dialog Type	This option switches the main GUI to show either the Intuition keyer status or the Squeezy DVE status.
VGPI uses arm & take	This option allows the VGPI macros to be either armed or hot-cut when they are pressed.
Filename Truncation	If this option is set to “Begin” long file names are displayed truncated at the beginning. If set to “End” the truncation occurs at the of the file name.

You use the options on the right-hand side of the *Panel Configuration* screen to:

- ◆ Adjust the brightness of the lamps on the PresStation Panel (**Lamp Brightness** button).
- ◆ Adjust the brightness of text displays for example, source names, channel names (**Scribble Brightness** button).
- ◆ Adjust the flash rate of the buttons (**Lamp Flash Rate** button).

To select one of the above options simply click on it and it goes green. You can now adjust the brightness and/or flash rate using the rotary knob.

You can also adjust the sensitivity of the Jog Wheel (**Jog Wheel Acceleration** button) by changing the acceleration rate between:

**None** *Linear acceleration*

Rate of change constant to rotational speed of jog wheel.

**Low** *Linear + logarithmic (default)*

Rate of change mainly constant but will increase slightly as rotational speed of jog wheel increases.

**High** *logarithmic acceleration.*

Rate of change increases sharply as rotational speed of jog wheel increases.

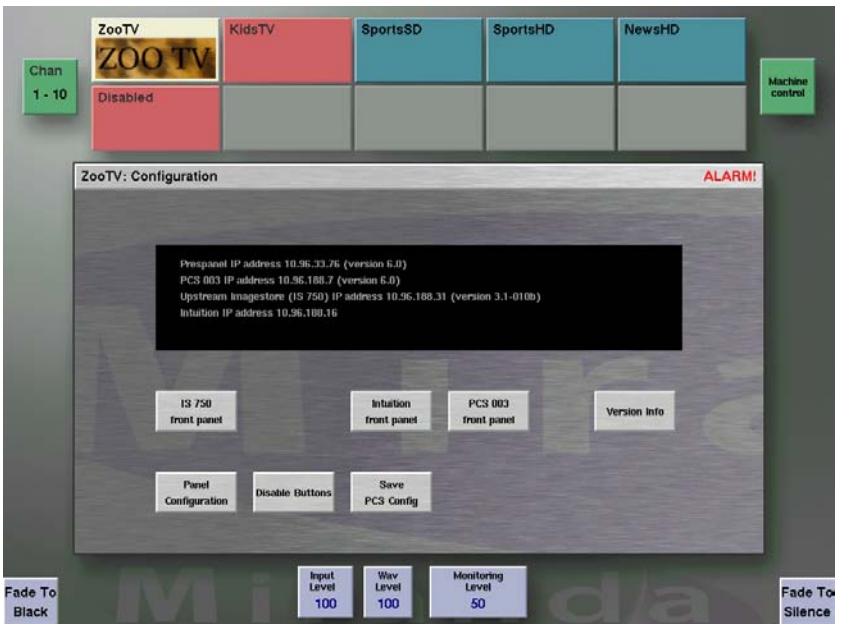
### How to save your new setup

When you have finished setting up your *PresStation* panel, press **Save Setup** to save all your changes.

If you decide you do not want to save your new settings but wish to return to the default settings, simply click on **Restore Defaults**. All your defaults are restored and any changes you made are ignored.

## How to save a PCS configuration

To save a configuration, click on the **Configuration** button on the *Channel Select* screen and the *Configuration* screen is displayed.



Now press **Save PCS Configuration** to save your configuration.

### How to display version details

To display version information i.e. software, serial numbers, IP addresses and the build date click on the **Version Info** button on the *Configuration* screen.



The above screen simply displays version details about Prespanel and Prescontrol. You cannot change any details on this screen – it is for information only.

# 13 Using Audio

You use the *PresStation* audio functions to control the output gain on the preset and programme meters and to add voice or audio overs to background video soundtracks.

## Adjusting the output gain

You can adjust the output gain on the preset and programme meters from the *Audio Control* screen. To display this screen, click on **Output Gain** region of the main screen.



The following screen is then displayed.



The **Output Gain** button is automatically selected and highlighted in green. To adjust the output gain, turn the rotary knob. You will see the output gain level (in decibels) go up or down depending on which way you turn the knob. The value range is  $-99\text{dB}$  to  $+28\text{dB}$ .

To re-set the output gain to zero, simply press the **Zero** button.

## Preview / Monitor

The **Preview/Monitor** buttons along the bottom of the screen allow you to monitor the audio levels of various sources:

- ◆ **Preview** preview source audio levels
- ◆ **PGM Input** programme input source audio levels (Imagestore A input)
- ◆ **VO Input** audio levels of the AES inputs on Imagestore



- ◆ **VO Mix** combination of PGM Input and VO Input
- ◆ **PST Input** audio levels of the selected PST source
- ◆ **Mixaudio** mix result prior to any VO insertion
- ◆ **PGM Copy** exact copy of the programme audio

## Adding voice overs

To add a voice over press the **Audio Over 1** or **Audio Over 2** buttons. Audio Over 1 is associated with Easyplay (if you have an *Imagestore* with Easyplay) and Audio Over 2 is associated with an AES input.

The PresStation only supports hot-cut operation of the audio overs.

## Specifying the voice over settings

You can specify the duck level, preset level and voice over rate for Audio Over 1 and Audio Over 2 from the *Voice-over Settings* screens. To display these screens press the dialog button above either **Audio Over 1** or **Audio Over 2** buttons.

If you press the **Audio 1** dialogue button the *Voice-over 1 Settings* screen is displayed.





## Duck Level

The duck level enables you to adjust the level of the background audio when the voice over is on.

## Preset Level

The preset level enables you to adjust the level of the voice over audio when the voice over is on.

## V/O Rate

The V/O rate enables you to adjust the rate in fields at which the voice over is applied.

To adjust any of these settings, click on the parameter you want to adjust and then turn the rotary knob on the *PresStation* control panel.

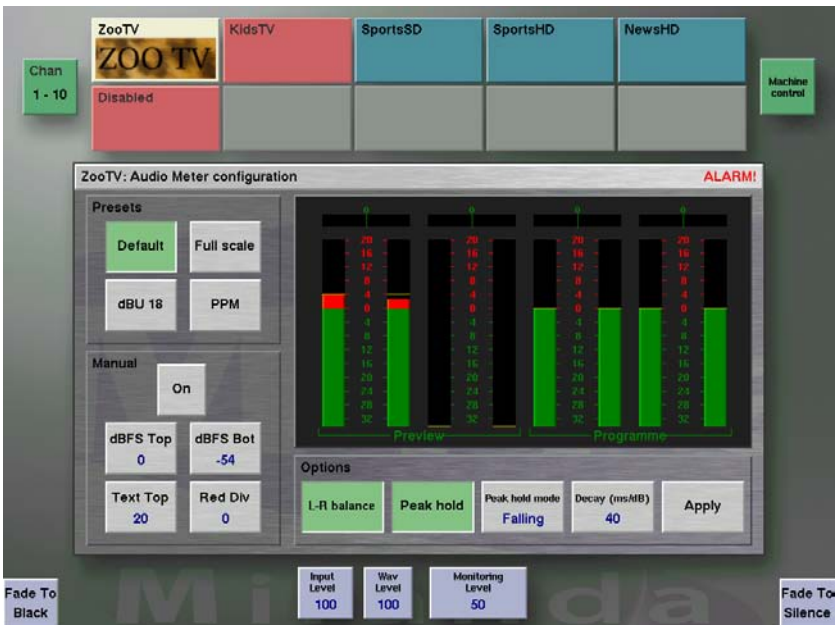
## Programme output select

The programme output select buttons allows you to determine whether pair 1, pair 2 or no voice over is applicable for the selected channel. The 4 x 2 matrix is a visual confirmation of the settings and cannot be adjusted from this screen.

To adjust the settings for Audio Over 2, simply press the Audio Over 2 dialogue button to display the *Voice-over 2 Settings* screen.

## Configuring the Audio meters

To configure the audio meters click on the meter display section of the main screen, this will open the audio meter configuration GUI:



The PresStation audio meters work in the range from 0 (full volume) to -138 (infinitely quiet) decibels i.e. Full Scale Deflection and adjustment can be made within these limits to set the following:

- ◆ Upper decibel limit (**dBFS Top**)
- ◆ Lower decibel limit (**dBFS Bot**)
- ◆ Upper text limit (**Text Top**)
- ◆ Red threshold (**Red Div**)

Setting **dbfs top**=0 and **dbfs bot** = -25 will give a range of 25 dbfs, if we set **Text Top** = 10, then the labelling on the meters will start at 10, go through 0 to -15 (25 dbfs range). **Red Div** is where the meters change from green to red, not in dBFS, but as text for ease of use (normally set at zero). If it was in dBFS you would have to set the value TextTop – dBFS Top, in order to get the red position at zero label.

## Presets

4 preset meters are pre-programmed into the system, which cannot be adjusted.

### Default

These are the original PresStation meter settings:

<b>dBFS Top</b>	<b>dBFS Bot</b>	<b>Text Top</b>	<b>Red Div</b>
0	-54	20	0

### Full Scale

Sets a 36dbfs range with the meters labelled from 0 to -36, changing red at -12dbfs.

<b>dBFS Top</b>	<b>dBFS Bot</b>	<b>Text Top</b>	<b>Red Div</b>
0	-36	0	-12

## dBu 18

Sets a 36dbfs range with the meters labelled from 18 to -18, changing red at 0dbfs.

<b>dBFS Top</b>	<b>dBFS Bot</b>	<b>Text Top</b>	<b>Red Div</b>
0	-36	18	0

## PPM

Sets the meters to show Peak Programme Meters in accordance with BBC (British Broadcasting Corporation) guidelines.

This display is different from the other presets in that it cannot be configured from the manual buttons. The overall range is -6 to -34dbfs (28dbfs) with the meters showing 7 to 0 (not in dbfs) changing red at 6, which represents -10dbfs. In this option each increment is 4db.

## Manual

The following buttons allow you to set-up the meters manually overriding a preset.

### On

Activates the manual settings. When pressed, the button will turn green and deselect the preset option.

### dBFS Top

Sets the upper decibel limit in the range (0 – dbfs Bot -1)

### dBFS Bot

Sets the lower decibel limit in the range (-138 – dbfs Top +1)

### Text Top

Set the meter text labelling in the range 138 – -138.

## Red Div

Set the red threshold in the range 138 – -138.

To modify the settings press the required button, which will turn green, then use the rotary knob to adjust the value. Once the required value is displayed press the **Apply** button.

## Options

These functions allow you to change the characteristics of the displayed meters.

### L – R balance

Displays Left - Right balance meters above the Programme and Preview meters.

Press the **L – R balance** button, which will turn green, then press the **Apply** button to display them. Repeat the process to turn them off.

### Peak hold

Displays yellow peak hold bars above the Programme and Preview meters.

Press the **Peak hold** button, which will turn green, then press the **Apply** button to display them. Repeat the process to turn them off.

### Peak hold mode

The yellow peak hold bars can be set to either **Fading** (disappears) or **Falling** (drops back to the meter) through this option. Press the **Peak hold mode** button until the required style is displayed then press the **Apply** button.

### Decay (ms/db)

Determines how long the meters remain static with no signal until they drop by 1 decibel. Press the **Decay (ms/db)** button until the required value is displayed (range = 10 – 400ms) then press the **Apply** button.

## Configuring the meter labels

It is possible to select what is displayed on the audio meters. There are 8 audio meters available to display configured as four pairs. By default the 2 left hand meter pairs show the preview output stereo pairs and the right hand 2 meter pairs show the programme stereo pairs. It is possible to change the labelling on each of these meter pairs and have these labels change for each audio button selection.

Each meter label is called a meter profile, and each pair can be labelled differently. For example the pairs from left to right could be labelled:

1. English
2. French
3. Spanish
4. Italian

You could also setup the labelling so that one label spans more than one pair of meters, you could in the example above get French to straddle meter pairs 2 and 3.

The meter configuration is defined in the `system.conf` configuration file on the PresControl. The meter names are defined in a `pairnames` section inside the channel config section (the section with field rate and frame rate).

An example would be:

```
pairnames
{
    name1 = "English 5.1"
    name2 = "Portuguese"
    name3 = "German"
    name4 = "Spanish"
    name5 = "French"
    name6 = "Mono L"
}
```

Having defined the names that can be used in `pairnames` sections of the configuration file the use of these names needs to be defined in a

meter\_profile section within the channel config section (the section with field rate and frame rate). There is one meter profile for each of the audio buttons. This is what selects which meter labels are displayed when you select each audio button.

An example of the setting of the meter\_profile sections is:

```
meter_profile1
{
    pairname1 = "1"
    pairname2 = "1"
    pairname3 = "1"
    pairname4 = "4"
}

meter_profile2
{
    pairname1 = "2"
    pairname2 = "3"
    pairname3 = "4"
    pairname4 = "5"
}

meter_profile3
{
    pairname1 = "6"
    pairname2 = "2"
    pairname3 = "6"
    pairname4 = "2"
}
```

To access the audio buttons on the PresStation, press the “Out Gain” box on the display. The eight buttons at the bottom of the screen are the audio buttons referred to below.

For this example pressing the audio 1 button will display:

- English 5.1 on the first 3 meter pairs.
- Spanish on the fourth meter pair.

Pressing audio 2 button will display:

- Portuguese on the first meter pair



- German on the second meter pair
- Spanish on the third meter pair
- French on the last meter pair.

Pressing audio 3 button will display

- Mono L on the first meter pair
- Portuguese on the second meter pair
- Mono L on the third meter pair
- Portuguese on the last meter pair

Note that in meter\_profile1 example, the first three labels are the same. This means you will see one label spanning three pairs for readability. This occurs when two, three or four identical labels are next to each other.

It is only necessary to define the meter profiles which are required to change. If these are not defined the conventional Preview and Programme labelling will be used.

### Changing the preview/monitor button names in the audio control dialog

It is possible to modify the labels on the preview buttons in the audio control dialog. To do this enter the profile\_name entry into the meter\_profile section of the system.conf file. If there is a meter\_profile section with no profile\_name definition the button name will default to 'profile x' where x is the button number. With no meter\_profile section the previous button default names will be used, i.e. Preview, PGM input, VO input and so on.

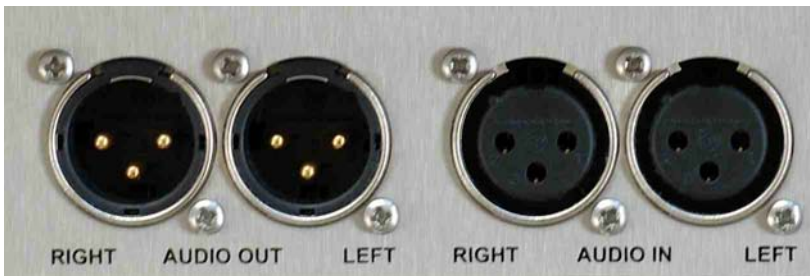
An example of naming the buttons:

```
meter_profile1
{
  profile_name="This is the first button"
  pairname1 = "1"
  pairname2 = "1"
  pairname3 = "1"
  pairname4 = "4"
```

```
}  
meter_profile2  
{  
  profile_name="This is the second button"  
  pairname1 = "2"  
  pairname2 = "3"  
  pairname3 = "4"  
  pairname4 = "5"  
}  
meter_profile3  
{  
  profile_name="This is the third button"  
  pairname1 = "6"  
  pairname2 = "2"  
  pairname3 = "6"  
  pairname4 = "2"  
}  
}
```

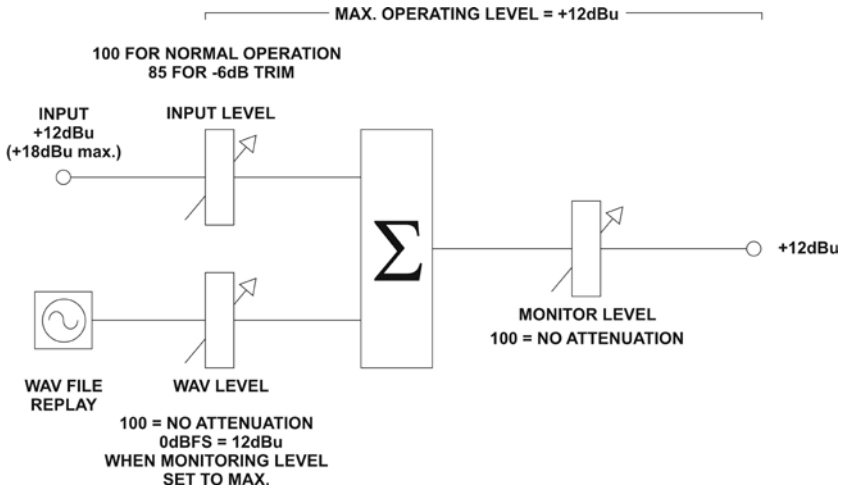
## Control Room Audio

The rear panel of PresStation contains 4 audio XLR connectors for processing control room audio prior to amplification.



The audio board within PresStation will perform level control and mix stored wav files for audio previewing.

## Audio Monitoring Architecture



## Audio adjustment

The main screen contains 3 buttons placed along the bottom edge for adjusting the audio levels.

### Input level

Click on this button then use the rotary knob to adjust the input level.

100 for normal operation. 85 for -6dB trim.



### Wav file level

Click on this button then use the rotary knob to adjust the WAV file level.



100 = no attenuation. 0dBFS = 12dBu when monitoring level is set to max.

### Monitoring level

Click on this button then use the rotary knob to adjust the Monitoring level.

100 = no attenuation.


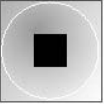







# 14 Controlling an External Tape Machine

**Y**ou use the standard machine controls on the *PresStation* to control an external tape machine (Sony 9 pin compliant).



## The VT controls

	standard fast rewind control
	standard stop control
	standard play (forward) control
	jogs (moves) through a tape
	standard fast forward control
	marks (sets) a specific point on the tape for a subsequent roll (when you press <b>Mark</b> the current position on the tape is automatically stored – when the tape is re-started, it automatically starts at this marked point). When the tape is cued back, the transition will activate at the marked point.
	moves a tape back by the predetermined Preroll time, in milliseconds, set in the configuration file. For example, if the preroll is set to 5000, the tape cues back 5 seconds.

## Starting an external tape machine

To start a VT rolling:

- ◆ Set up the transition.
- ◆ Press the Take button.
- ◆ The Roll button lights up and the transition is activated at the marked point selected.



## 15 Using a Kaleido or MVP

It is possible to control either a Miranda Kaleido or Evertz multi-video display processor (MVP). This option allows the PresStation to optionally switch layouts on the Kaleido each time that a channel is changed. Additionally when using the PresStation in conjunction with a Kaleido it is possible to configure one Kaleido to be a master so that changing a layout on the Kaleido will change a channel on the panel.

Please note that the option to control an MVP is a software option and will not be available unless the appropriate licence is installed on the panel.





## Setting up control of a Miranda Kaleido

One panel can control up to 16 Kaleidos over Ethernet. One Kaleido can be used as a master to change channels on the panel when a layout is changed on the Kaleido.

The setup of the Kaleido is carried out from the panel configuration file. An example of the changes required to the panel configuration file is shown below.

There will be one port entry for each Kaleido that will be controlled. Start the port numbering from port256 and increment up by one for each Kaleido.

Within the port section the device type and protocol must be as is shown. The ip="10.96.99.64" should be set to the ip address of the Kaleido and the net\_port should always be set as is shown.

If the Kaleido is to be a master, i.e. changing layout on the Kaleido will change the channel displayed on the panel, then add the entry master=true. It is important that only one Kaleido is set as a master. If you do not want the Kaleido to be a master then leave this entry out.

```
panel
{
    // panel section defining shot names
}
port256
{
    device_type="mvp"
    device_protocol="kaleido"
    ip="10.96.99.64"
    net_port="13000"
    master=true
}
```

By default, the PresStation will assume a layout called layout1.kg2 for the first channel, layout2.kg2 for the second etc, on up to layout200.kg2. However there is provision made, should you wish to use different layout names, in the mvp\_mappings section. A typical example is:

```
mvp_mapping
{
  shot_chan0
  {
    device258
    {
      layout="Untitled1.xml"
    }
    device259
    {
      layout="layout1.kg2"
    }
  }
  shot_chan1
  {
    device258
    {
      layout="Untitled2.xml"
    }
    device259
    {
      layout="layout2.kg2"
    }
  }
}
```

There is also support for a "no channel" layout on the Kaleido. Even if you do not need an mvp\_mapping section it would be worthwhile adding the "no channel" section, without this the PresStation will never be able to have no

channel selected when controlled by a master Kaleido. The config section would look like this:

```
mvp_mapping
{
  no_chan
  {
    device258
    {
      layout="no_chan_layout.kg2"
    }
    device259
    {
      layout="another_no_chan_layout.kg2"
    }
  }
}
```

## Additional configuration for a Kaleido KX

The same configuration as for the Kaleido K2 is used for the Kaleido KX with the addition of two new entries in the configuration file. The first is the name of the room that will be controlled and the second is the type of Kaleido being controlled. The additions are shown in the portion of the configuration file below:

```
port256
{
  device_type="mvp"
  device_protocol="kaleido"
  ip="10.96.99.64"
  net_port="13000"
  master=true
  room="Master Control"
  type="Kx"
}
```

## Setting up control of an Evertz MVP

The configuration of the Evertz MVP is carried out from the panel configuration file. An example of the changes required to the panel configuration file is shown below. An RS422 serial port connection is taken from the *PresStation* Control panel to the Evertz PTX.

The panel configuration file defines firstly the port on the *PresStation* Control panel that is connected to the Evertz PTX, in the case of the sample configuration this is port 0.

Device type must be set to “mvp” and device protocol to “evertz”. The debug and timeout values are optional, and will default to the values shown below if not entered into the configuration file.

For each shotbox channel that is setup for the *PresStation* Control panel an entry should be put into the configuration file containing the Evertz NCP and PTX IP addresses and the port number for the PTX. An additional entry nochan can be added to define which layout is displayed when no channel is acquired on the panel.

## 16 Control from an External Fader Panel

**Y**ou can configure the PresStation to take control from an external J.L.Cooper ES4/100 Fader Controller with an RS422 interface.



If configured correctly the fader desk is assigned to the two Audio Overs available in a PresStation system. The first pair of faders are assigned to the first audio over, the second pair of faders are assigned to the second audio over. The first fader of each pair controls the duck level, the second fader of each pair controls the programme level.

### Configuring a Fader Panel

To configure your PresStation to use a fader panel you must edit the panels configuration file. A new entry must be added to the panel.conf file to inform the PresStation of which RS422 serial port the fader panel is connected to and what protocol it uses. This is done in a similar manner to adding an MVP device to a system.

The panel configuration file defines firstly the port on the *PresStation* panel that is connected to the fader panel, in the case of the sample configuration this is port 0. Device type must be set to “desk” and device protocol to “jlc”.

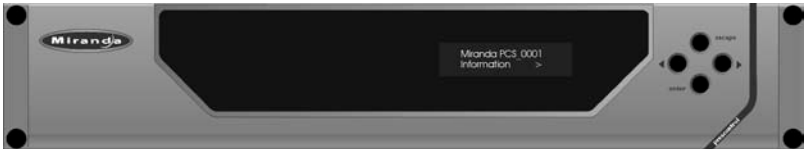
Example configuration:

```
panel
{
    // panel section defining shot names
}
port0
{
    device_type="desk"
    device_protocol="jlc"
}
```

## 17 Prescontrol Front Panel Menu Commands

The following is a list of commands accessed from the front panel of a *Presmaster* Control Unit PCS-001. Set or query the parameters by using the front panel control buttons (< and >, *escape* and *enter*) in conjunction with prompts on the display.

From the displayed menu option use the *enter* key to index to the next level or to accept the setting. Where the symbols < and > are displayed use the arrow keys < and > to scroll through the options. To return to the main menu continue pressing the *escape* key until it is displayed.



The front panel control menus can also be accessed from the *Presmaster* panel.

Display the configuration screen then click on the **PCS Front Panel** button.

## PCS Front Panel control screen



Click on the screen buttons to navigate through the Prescontrols menus.



## Information

To index to the next menu level press the *enter* key.

Level 1	Level 2	Level 3	Level 4
Information	Health Status	3.3V Supply	{ value }
		5V Supply	{ value }
		12V Supply	{ value }
		PSU 1 O/P	{ value }
		PSU 2 O/P	{ value }
		-5V Supply	{ value }
		Unreg Supply	{ value }
		Temperature	{ value }
	I/P Addresses	IP Alias	{ value }
			Press <i>enter</i> to adjust
	Running Time	{ value }	
	Serial info	Serial Port 0	Type, OK=n Fail=n
		Serial Port 1	Type, OK=n Fail=n
		Serial Port 2	Type, OK=n Fail=n
		Serial Port 3	Type, OK=n Fail=n
		Serial Port 4	Type, OK=n Fail=n
		Serial Port 5	Type, OK=n Fail=n
		Serial Port 6	Type, OK=n Fail=n
		Serial Port 7	Type, OK=n Fail=n
		Serial Port 8	Type, OK=n Fail=n
		Serial Port 9	Type, OK=n Fail=n

		Serial Port 10	Type, OK= $n$ Fail= $n$
		Serial Port 11	Type, OK= $n$ Fail= $n$
		Serial Port 12	Type, OK= $n$ Fail= $n$
		Serial Port 13	Type, OK= $n$ Fail= $n$
		Serial Port 14	Type, OK= $n$ Fail= $n$
		Serial Port 15	Type, OK= $n$ Fail= $n$
		Serial Port 16	Type, OK= $n$ Fail= $n$
		Serial Port 17	Type, OK= $n$ Fail= $n$
		Serial Port 18	Type, OK= $n$ Fail= $n$
		Serial Port 19	Type, OK= $n$ Fail= $n$
		Serial Port 20	Type, OK= $n$ Fail= $n$
		Serial Port 21	Type, OK= $n$ Fail= $n$
		Serial Port 22	Type, OK= $n$ Fail= $n$
		Serial Port 23	Type, OK= $n$ Fail= $n$
	Version Details	Serial Number	
		S/W version	
		Build Date	
		Build Time	
		Built By	
		PCB Rev.	
		FPGA Rev.	

## Serial Port data

**Type** is a description of the port as defined by the configuration file.

**OK= $n$**  is the number of packets successfully transferred.

**Fail= $n$**  is the number of packets that failed to transfer.

## Version Details

Version details will repeatedly scroll through all the entries. If no key presses are detected within 2 minutes the screen saver will be activated.

## System

To index to the next menu level press the *enter* key.

Level 1	Level 2	Level 3	Level 4
System	Restart	Restart No	
		Restart Yes	Restarting System
	Reboot	Reboot No	
		Reboot Yes	Rebooting Please Wait
	Change Name	Press <i>enter</i> to adjust	

## Front panel inputs

The following parameter can be adjusted using the front panel buttons.

### I/P Addresses

The I/P addresses of the PCS can be viewed from the Front Panel but only the *Alias* can be changed. From the main menu select *Information*, *I/P Addresses* then *Alias*. Display the address then press the *enter* key to change it.



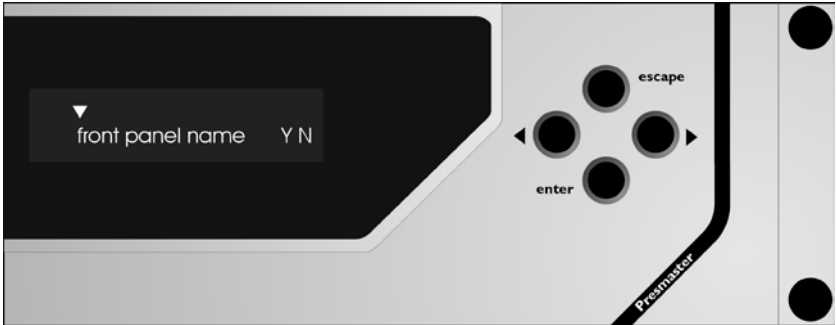
Using the left and right hand arrow keys (◀ and ▶) adjusts the position of the triangular pointer, shown on the top row, by moving it above the number (or space) to be modified. To increase the value press the *escape* key and to decrease the value press the *enter* key.

To accept the change move the pointer over the **Y**, or to cancel above the **N**, then press the *enter* key once more.

The new value will now be displayed on the front panel.

## Change Name

To change the name of the unit select *System, Change Name* then press the *enter* key.



Using the left and right hand arrow keys (◀ and ▶) adjusts the position of the triangular pointer, shown on the top row, by moving it above the letter or space to be modified. To increase the value press the *escape* key and to decrease the value press the *enter* key. The name can be a maximum of 16 alpha/numeric characters.

To accept the change move the pointer over the **Y**, or to cancel above the **N**, then press the *enter* key once more.

The new name will now be displayed on the front panel.

# 18 Installation

This section of the User Manual provides a description of the rear panel connectors used to integrate PresStation into a broadcast system.

## Ventilation

PresStation is ventilated through its base plate on all sides and it is essential that these holes remain clear of any obstruction.

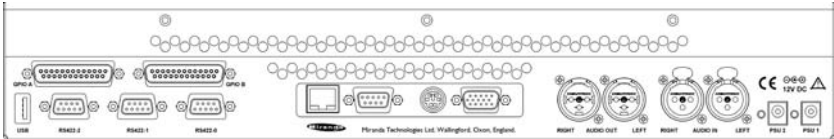
## Power Requirements

The unit uses two external 12V DC power supplies 60W or greater. The connection into the unit is via 2.5mm jack sockets with the inner contact positive and the outer contact negative.

## Environment

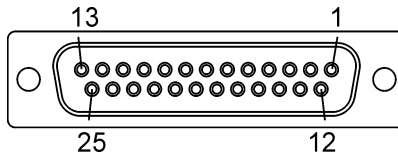
The PresStation will tolerate operating temperatures in the range 5°C to 40°C with humidity of between 20 and 80%, non-condensing. The unit is more tolerant in storage and may be stored at temperatures ranging from -10°C to +70°C.

## Rear Panel connectors



### GPIOA and GPIOB

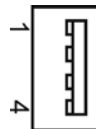
For pin out information refer to page 77-78



### USB

PresStation has an external USB 1.1 connectors.

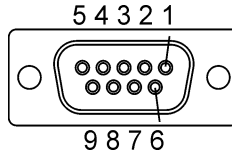
Pin No.	Signal Name USB
1	D0VDD
2	D0-
3	D0+
4	GND



Connector type: 4 pin universal serial bus.

## RS422

Pin No.	Signal Name RS422
1	Ground
2	RX -
3	TX +
4	Ground
5	Ground
6	Ground
7	RX +
8	TX -
9	Ground



Connector type: 9 pin female D type.

PresStation has 3 RS422 comm ports labelled RS422-0 to 2.

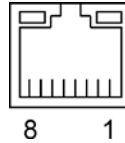
On some units they may be labelled RS422-1 to 3. The mapping is as follows:

RS422-0	RS422-3
RS422-1	RS422-2
RS422-2	RS422-1



### LAN

Pin No.	Signal Name RJ45
1	TX+
2	TX-
3	RX+
4	NC
5	NC
6	RX-
7	NC
8	NC

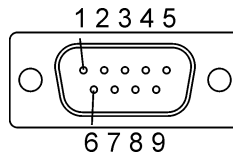


Connector type: RJ45.

The LAN connector has 2 integral LED indicators. The green LED indicated 100Mbps speed and the yellow LED detects ‘LINK’ and ‘ACTIVE’ signals.

### COM1 (RS232)

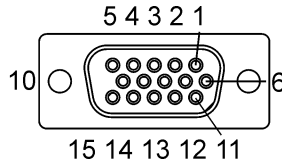
Pin No.	Signal Name RS232
1	DCD
2	RX
3	TX
4	DTR
5	Ground
6	DSR
7	RTS
8	CTS
9	RI



Connector type: 9 pin male D type.

VGA

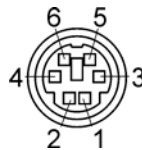
Pin No.	Signal Name
1	Red
2	Green
3	Blue
4	NC
5	Ground
6	Ground
7	Ground
8	Ground
9	NC
10	Ground
11	NC
12	NC
13	H sync
14	V sync
15	NC



Connector type: 15 pin female high density D type

PS2 (Keyboard / mouse)

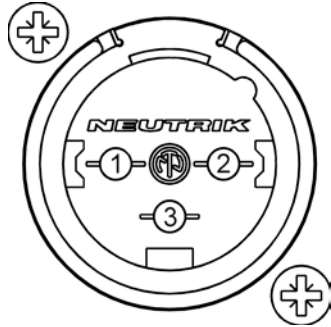
Pin No.	Keyboard	PS/2 Mouse
1	KBDATA	MSDATA
2	MSDATA	MSDATA
3	GND	GND
4	IOVSB	IOVSB
5	KBCLK	MSCLK
6	MSCLK	MSCLK



Connector type: 6 pin PS2.

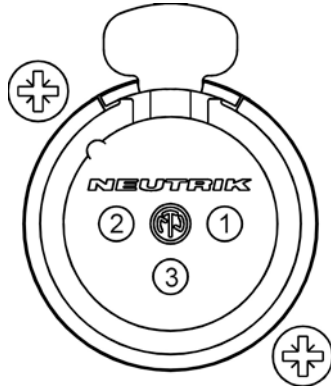
Audio OUT

Pin No.	Signal Name XLR M
1	GND
2	OUT+
3	OUT-



Audio IN

Pin No.	Signal Name XLR F
1	GND
2	OUT+
3	OUT-



Power in

2.5mm DC jack socket

Centre pin positive. Outer contact negative.



## Mechanical

The unit is contained within a 3RU chassis with the following mechanical specification.

Height: 132.5mm (5.22")

Width: 482.6mm (19") with mounting ears.

Depth: 66.5

Weight: 3.0kg excluding external power supplies.

Cooling Forced air via internal fans

## Panel Cut-out

430mm x 129mm

# 19 Support

## Product Support

Miranda Technologies Ltd's. support desk exists to provide timely help and advice to users and telephone support is available for the entire life of the product. The support desk may be contacted using any of the following methods.

Telephone: + (44) 1491 820222  
(Monday to Friday, 0900-1730 (U.K. times))

Fax: + (44) 1491 820002 (at all times)

E-mail: [oxtelsupport@miranda.com](mailto:oxtelsupport@miranda.com) (at all times)

Where the query relates to a specific PresStation Control, make a note of the unit's serial number (on the rear panel) and the software version (displayed on the front panel at boot-up).

## Warranty and Non-Warranty Repairs

Miranda Technologies Ltd provides all products that are sold new with a two-year, return-to-base warranty. Products that are purchased as "ex-demo" may have a limited warranty and reference should be made the original acknowledgement of order or the Product Certificate for warranty details.

A repair service for warranty and non-warranty products provides a typical turnaround time of ten working days. The procedure for returning a unit to Miranda Technologies Ltd is given later in this section.

## Obsolescence

Obsolete products will be supported for a minimum of 3 years from the date of obsolescence. Miranda Technologies Ltd will continue to provide support beyond this period, but will not replenish service stock and is therefore unable to guarantee the availability of every component used.

## Upgrades

Software upgrades are regularly available as part of a continuing commitment to product improvement. Most software upgrades can be performed remotely and customers are kept informed of software and hardware upgrades via Release Notes that are e-mailed to the nominated contact.

Hardware upgrading is normally carried out at Miranda Technologies Ltd's factory and involves full re-testing and QA checks. Refurbishment can also be performed where required but these are not covered by the standard warranty.

## Service Visits

On-site assistance from a Miranda Technologies Ltd Field Service Engineer will be provided assuming adequate notice is given. Service visits are normally chargeable and are not covered by the standard warranty.

## Equipment Loans

A variety of loan agreements are possible and can be arranged with the Engineering Support department through the helpdesk although it is not always possible to fulfil loan requests at short notice.

## Training

Customer training can be provided to match individual requirements. Training can be carried out either at customer premises (preferred option) or at Miranda Technologies Ltd's facility in Oxfordshire where a dedicated demonstration room is available.

Courses can be tailored for either technical or operational staff and these courses can be ordered at the same time as the equipment or at any subsequent time.

## Web Page

Miranda Technologies Ltd's web page can be found at **[www.miranda.com](http://www.miranda.com)**.

## Returns Procedure

Should there be a need to return any Miranda Technologies Ltd product for upgrade or repair, telephone the Helpdesk and request a "return number".

The helpdesk will ask for details of the return including the unit's serial number, reason for return and any fault information. Make sure that these details are to hand when contacting the helpdesk.

Mark the "return number" clearly on any packaging as well as on the return paperwork. Any subsequent correspondence should reference this "return number".

## Transit Packaging

When returning equipment ensure that it is adequately packaged using good quality materials. Particularly ensure that the unit is tightly packed within a strong carton (preferably the original) and avoid common polythene or polystyrene chips, since the product may contain static sensitive devices.

Some components, such as hard drives, may be susceptible to damage by physical shock and caution is required when removing the equipment from racks.

Units received at Miranda Technologies Ltd with obvious damage, not described on the accompanying documentation, or not notified to Miranda Technologies Ltd by the customer, are assumed damaged in transit and this is chargeable. Customers are strongly advised to insure the equipment against damage in transit when returning it to Miranda Technologies Ltd. Should a unit be received from Miranda Technologies Ltd in a damaged state (either new or repaired), this should be reported to both the courier and Miranda Technologies Ltd immediately

# 20 Appendix 1

## Software updates

PresStation software must only be upgraded via a web browser. To upgrade software use the following procedure.

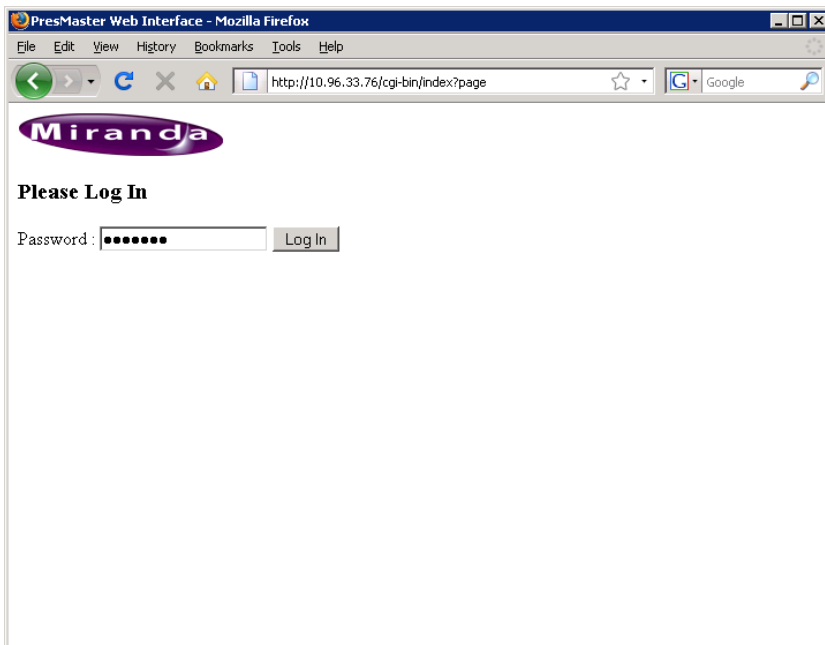
## Installing software

### Login

Open a web browser, Microsoft Explorer or similar and in the address banner below the icon tool bar type in the Media Alias IP address of the unit to be upgraded. The address can be found from the configuration screen, see page 83. Use the password: miranda to log in. You need to select the “Software Upgrade” option from the “Upgrade” menu. You should be able to then select the patch required by browsing your computer or network.


Applying the patch will disable the unit whilst the upgrade is occurring. It should be re-enabled after a successful installation.

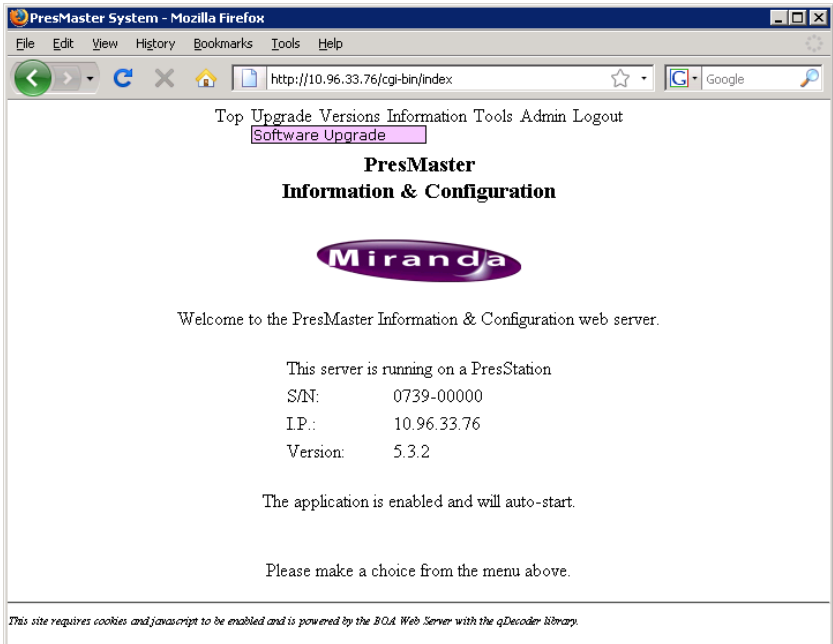




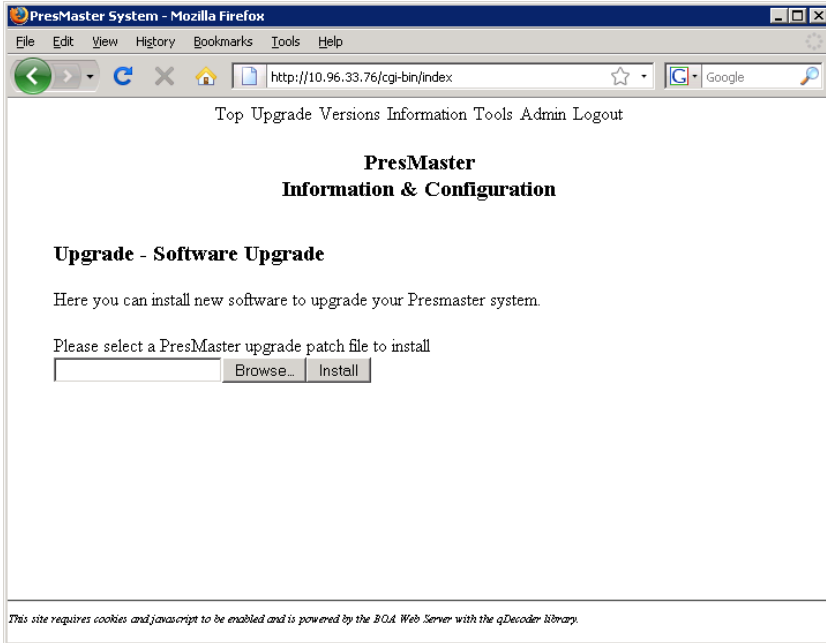
Click on **Log In**, this will take you to the main PresStation web interface page.

The screenshot shows a Mozilla Firefox browser window with the following content:

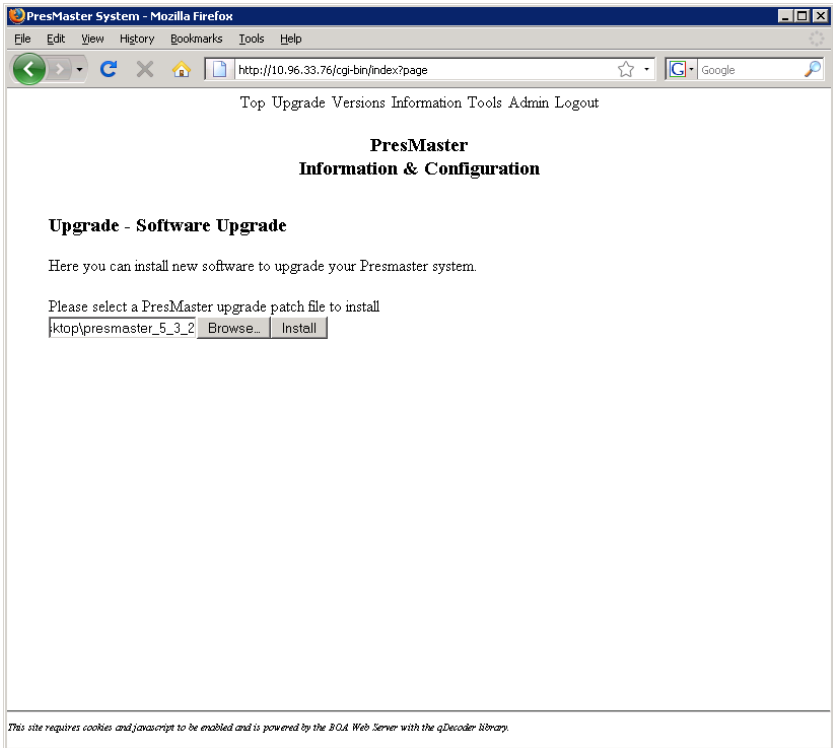
- Browser title: PresMaster System - Mozilla Firefox
- Address bar: http://10.96.33.76/cgi-bin/index
- Navigation menu: Top Upgrade Versions Information Tools Admin Logout
- Section header: **PresMaster Information & Configuration**
- Logo: 
- Text: Welcome to the PresMaster Information & Configuration web server.
- Text: This server is running on a PresStation
- Text: S/N: 0739-00000
- Text: I.P.: 10.96.33.76
- Text: Version: 5.3.2
- Text: The application is enabled and will auto-start.
- Text: Please make a choice from the menu above.
- Footer: *This site requires cookies and javascript to be enabled and is powered by the B.O.A Web Server with the qDecoder library.*



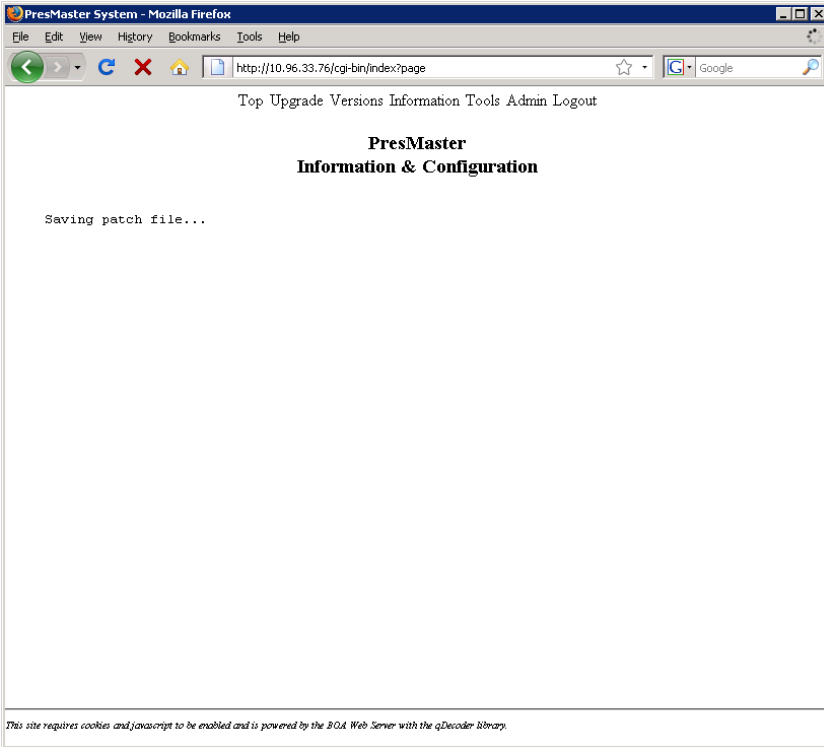
Select "Software Upgrade" from the menu.



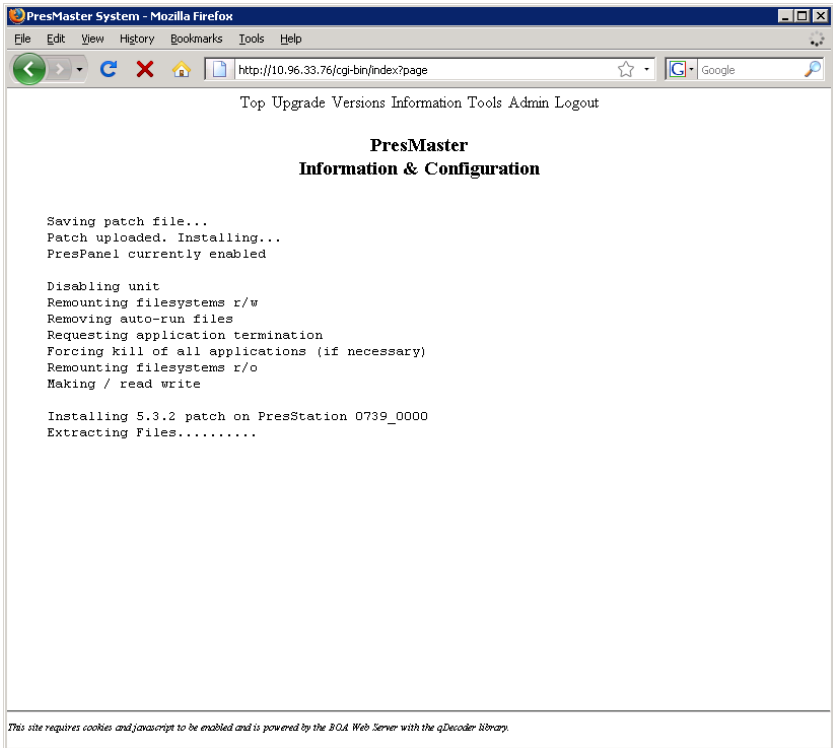
Press “Browse” to find your copy of the upgrade patch.



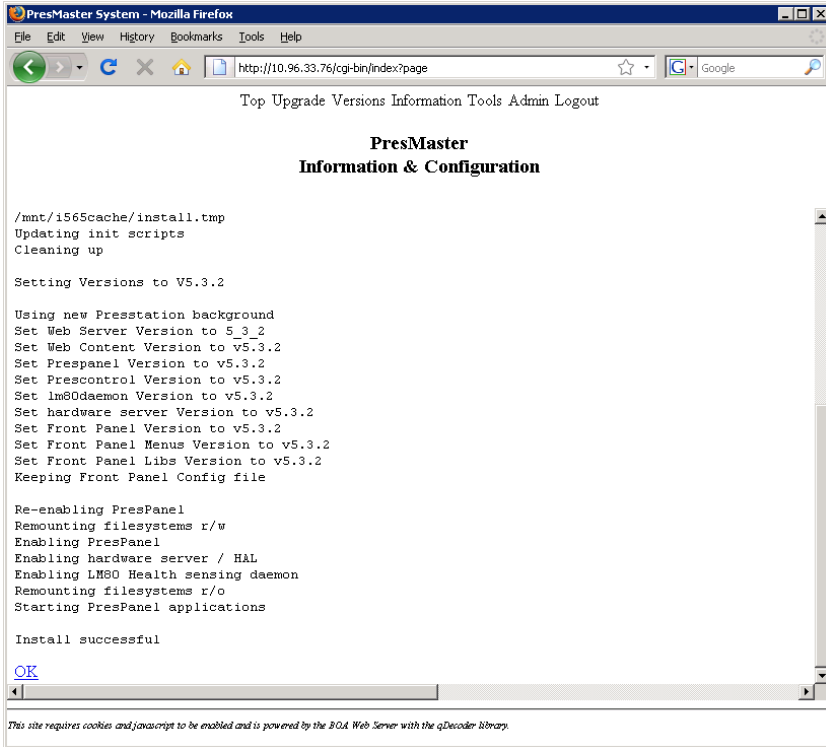
Press “Install” to upload and install the upgrade patch you specified.



The patch file will be uploaded onto the PresStation.



The patch file is then automatically run.



The upgrade has completed successfully.



## 21 Index

- Acceleration**, 89, 91
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