Appendix I · Customising and System Options

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Appendix I

Introduction

The Setup Menu pages are used to set up options which define certain hardware connected to the computer, and some software parameters which affect the way in which the computer operates. The Program disc supplied should have the overall System Setup complete but you are able to customise areas of it for your own operational needs.

All the information is entered on a series of pages which are divided into two sections: those available via the Engineer Menu, and those accessed through the Maintenance Menu. This Appendix describes the Engineer Menu options in enough detail to allow operators to adjust the system for their particular methods of working.

To access the Engineer Menu, type:

**SETUP EX**

The screen displays the program revision number and gives a list of the basic system components, see Figure 1.

![Figure 1](image_url)
To examine or modify the Setup pages, enter Y to the Do you want to see more? prompt. Y is short for Yes. The following is displayed; use the keyboard as instructed to select the required page.

<table>
<thead>
<tr>
<th>Key</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>S</td>
<td>This session</td>
</tr>
<tr>
<td>List</td>
<td>List options</td>
</tr>
<tr>
<td>drop-in</td>
<td>Drop-ins</td>
</tr>
<tr>
<td>mix</td>
<td>Mix</td>
</tr>
<tr>
<td>setup</td>
<td>Total Recall</td>
</tr>
<tr>
<td>sync</td>
<td>Sync options</td>
</tr>
<tr>
<td>event</td>
<td>Event options</td>
</tr>
<tr>
<td>E</td>
<td>Event assignments</td>
</tr>
</tbody>
</table>

END To complete setup process

This page can be bypassed when you become familiar with the specific page on which the option you wish to adjust exists. Ignore Yes, and press the appropriate key straightaway.

**Editing Pages**

As each page is displayed, the information can be edited by moving the cursor, using the ↑ ↓ keys and typing in new data followed by a cursor key again or EXECUTE. When the words YES/NO are required, the first letter is sufficient. If your entry is unacceptable, the computer will restore the original version and give a tut-tut, bleep. Times are entered in seconds and frames in the standard timecode format.

To save the new values and exit the Setup pages, press END to flip back through the pages until the final END, when the Program disc will be customised to your requirements.
The Session Page

The session page sets the tape autolocation system options and determines the timecode standard generated and read by the computer. If you have difficulty setting up the timecode standard, refer to Appendix II.

The options are as follows:

- **Timecode frames per second**: set to 24, 25 or 30 which correspond to FILM, EBU or SMPTE timecode. The timecode standard set here must be the same as the timecode read from the master tape machine.

- **Using drop frame?**:YES/NO (Y or N)
- **Display Time (T) or feet (F)**?T or F
- **Display frames?**:YES/NO (Y or N)
- **Runup time (preroll)**:sec.frames
- **Default minus time**:sec.frames
- **Default plus time**:sec.frames
- **Keyboard bleep**:YES/NO (Y or N)
- **Load floppy reel at startup**:YES/NO (Y or N)
- **Motors Disable**:YES/NO (Y or N)

**Timecode frames per second**: can be set to 24, 25 or 30 which correspond to FILM, EBU or SMPTE timecode. The timecode standard set here must be the same as the timecode read from the master tape machine.

**Using drop frame**: if drop-frame timecode is in use, this must be set to YES with 30 frames per second selected above (see Appendix II for explanation of the drop-frame standard).

**Using VITC**: the system will accept stationary timecode, if you set this to YES.

**Display time or feet**: this is set to FEET when using film. Once set to FEET, having pressed END, the Film version will be displayed when re-entering the Session page.

**Display frames**: Normally set to YES, but by entering NO the frame display will be removed from the screen, though the system itself remains frame accurate, of course.

**Runup (preroll) time**: determines the distance before the target position that the autolocation system locates the tape when using GOTO, PLAY, CYCLE commands (in conjunction with tape machine target window), to ensure that full speed is reached at the target point. It also gives you time to think, select 59 secs if necessary.

**Default minus time**: determines the default value of the - key. See use of +/- keys, Section 4.
Default plus time: determines the default value of the + key. See use of +/- keys, Section 4.

Keyboard bleep: set this to NO if you don't like keyboards that bleep at you.

Load floppy reel at startup: set to NO when using the Data Cartridge, otherwise YES will automatically select the floppy Reel disc on computer start up.

Motors Disable (Ultimation Systems only): set this to YES if you wish to turn the fader motors off for an extended period. Audio will pass via the VCA, and touch sense is inactive. Motors will not come on again until this option is set to NO or the computer is re-booted.

The Film Page

If you select the 'Display Feet' option, you should then press END to see the Do you want to see more? prompt, and re-select the Session page. The film page provides the following additional options:

- Film frames per second
  - Set to 24, 25 etc.

- Film frames per foot
  - Set to 16 for 35mm, 40 for 16mm

- Footage counter rollover
  - Set to max. counter value, normally 10,000

The List Options Page

This page provides the following options:

- Time/Date displayed on information page
  - YES/NO

- 24 hour clock
  - YES/NO

- Number of tracks
  - 24 or 48

- Cursor tracking cues
  - YES/NO

- Reversed column cue lists
  - YES/NO

- Broadcast information page
  - YES/NO

- Box around notes pages
  - YES/NO

- PRINT key gives screen-dumps
  - YES/NO

- Print boxes around listings
  - YES/NO

Time/Date displayed on information page: set to NO to inhibit the time and date display on the LIST page.
24 hour clock: set this to YES if you prefer the '18.00' format to '6.00 pm' on the LIST page.

Number of tracks: determines the number of Track List pages. One page for 24, two pages for 48 tracks.

Cursor tracking cues: set to YES if you want an arrowed indicator to track the Cue Lists, marking each Cue point along with current time code, as the tape plays or locates. Normally YES.

Reversed column cue lists: this option can be set to YES if you prefer the Cue List pages to be displayed with timecode on the left and Cue names immediately to the right. Normally set YES with short Cue names.

Broadcast information page: set to YES if you want the LIST page to contain the broadcast options 'Programme' and 'Director', instead of 'Artist' and 'Client'.

Box around notes pages: set to YES if you want a box around Title Notes Pages, otherwise the notes are listed on a plain background.

PRINT key gives screendumps: set to YES if you want instant screen dumps to be printed. If set NO, the print commands are typed in as usual. See Section 4.

Print boxes around listings: set to YES if you want to print boxes around listings. Note: This will take more time for printouts.

Drop-ins

The drop-in options are:

<table>
<thead>
<tr>
<th>Option</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Run-up time for drop-ins</td>
<td>sec.frames</td>
</tr>
<tr>
<td>Run-out time for drop-ins</td>
<td>sec.frames</td>
</tr>
<tr>
<td>Drop-in display bar</td>
<td>YES/NO</td>
</tr>
<tr>
<td>Drop-in record advance</td>
<td>sec.frames</td>
</tr>
<tr>
<td>Drop-out advance</td>
<td>sec frames</td>
</tr>
</tbody>
</table>

Runup time for drop-ins: determines the tape position from which the tape is played when the computer drop-in facility is used. Set to provide a drop-in preroll added to the normal locate preroll. (See Session Page)

Runout time for drop-ins: determines the length of time for which the tape plays after the drop-out time, when a CYCLE DROP-IN command is used.

Drop-in display bar: set this to YES if you want the status box to display a long bar at the time the drop-in occurs. However, this wipes any current display in the box; the message 'Recording' is always displayed in the status box during the drop-in time, whether the bar is displayed or not.
Drop-in record advance: if this is set to 0:00, the computer RECORD signal is sent to the tape machine at the instant the tape reaches the specified drop-in time. The time may be specified to compensate for any particular machine record delay time.

Drop-out advance: if this is set to 0:00, the computer DROP-OUT signal is sent to the tape machine at the instant the tape reaches the specified drop-out time. The specified time is subtracted from the recorded drop-out time to compensate for any drop-out delays inherent in some tape machines.

The Mix Page

The mix page enables certain options affecting the operation of the Mix System to be set up.

- UA standard in mixing: YES/NO
- RC standard in mixing: YES/NO
- AT standard in mixing: YES/NO
- PV standard in mixing: YES/NO
- IP standard in mixing: YES/NO
- Bargraph display in mix: YES/NO
- Faders mute in mix preroll: YES/NO
- Local fader level match: YES/NO
- Selected trim faders JOIN in MIX REVIEW: YES/NO
- Edit cuts in Play Cuts Only: YES/NO
- Save mix warning (minutes): Number (only)
- Insert mixing: YES/NO

Fader Status Controllers: the controls that appear in the Mix Options box during mixing (UA, RC, AT, PV, IP) are described in detail in the Section 5. The entries here determine whether any combination of these controls will be automatically selected at the start of every mix.

Bargraph display in mix: determines, on computer start up, whether the fader level bargraphs are displayed when mixing. After this, the bargraph display can be switched ON/OFF by toggling BA EX.

Faders mute in mix preroll: if this option is set to YES, the faders are muted for the time between the tape machine entering PLAY (MIX ENABLED), and the start of the mix (MIX RUNNING).

Local fader level match: when this is set to YES, the fader status buttons of the required faders, or the FSM key for all faders, are selectively pressed before they enter Level Match. (see Level Match in the Section 5).
Selected trim faders JOIN in MIX REVIEW: when faders are selectively switched from REPLAY back to TRIM in Mix Review, they will REVISE without level change unless this option is set to YES, when they will JOIN with a level change, if required.

Edit Cuts in Play Cuts Only: with this set to NO, additional cuts will only be heard on monitor when faders are selected to Play Cuts Only. When set to YES, cuts will be in TRIM but Autotakeover will not be available.

Save mix warning (minutes): this option causes the computer to bleep and a flashing SAVE MIX message is displayed in the Command box, if there is a mix in the memory of the computer which has not been stored. The entered time determines the delay after which time the warning is given. Set to 0 for no mix warning.

Insert Mixing: when set to YES, the system returns from an active write status to Replay of the last pass data. If set to NO, the system returns to Replay of the mix currently being updated from disk. Applies to Update Mixes only.

The Total Recall Page

Two options are available:

- VCA thumbwheels from current setup
- Total Recall art gallery

<table>
<thead>
<tr>
<th>Option</th>
<th>Options</th>
</tr>
</thead>
<tbody>
<tr>
<td>VCA thumbwheels from current setup</td>
<td>YES/NO</td>
</tr>
<tr>
<td>Total Recall art gallery</td>
<td>YES/NO</td>
</tr>
</tbody>
</table>

VCA thumbwheels from current setup: with this option set to YES, the thumbwheel settings stored in a SETUP are simply copied from the last SETUP mentioned in a command line i.e. the current SETUP. If set to NO, the console thumbwheels are scanned and saved each time the NAME SETUP command is entered, by using a second EX command when prompted.

Total Recall art gallery: when set to YES, a random selection of coloured pictures is displayed while the computer saves SETUPS. The pictures serve absolutely no purpose whatsoever.

Sync Options

The Sync page determines the operational modes of the SSL Synchroniser. The four options are described in the Synchroniser Section and are as follows:

- Synchroniser in use
- Resolve master machine
- Slow lock mode
- Grouped locates

<table>
<thead>
<tr>
<th>Option</th>
<th>Options</th>
</tr>
</thead>
<tbody>
<tr>
<td>Synchroniser in use</td>
<td>YES/NO</td>
</tr>
<tr>
<td>Resolve master machine</td>
<td>YES/NO</td>
</tr>
<tr>
<td>Slow lock mode</td>
<td>YES/NO</td>
</tr>
<tr>
<td>Grouped locates</td>
<td>YES/NO</td>
</tr>
</tbody>
</table>
Synchroniser in use: If set to YES, SYNC ON mode is selected on computer start up.

Resolve master machine: this option is selected if you want to lock the master tape machine to a stable external source (video or pilot tone).

Slow lock mode: slow lock mode prevents audible frequency shifts occurring when synchronising machines with dodgy timecode tracks.

Grouped locates: when grouped locates are selected, the autolocation system positively drives all machines to the calculated target independently, rather than the slaves chasing the master machine.

Event Options

The Event options are described in more detail in the Events section of this manual; they are as follows:

- Event fire number
- Your reaction time
- Add preroll on the fly

<table>
<thead>
<tr>
<th>Event fire number</th>
<th>0, 1 or 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Your reaction time</td>
<td>frames</td>
</tr>
<tr>
<td>Add preroll on the fly</td>
<td>YES/NO</td>
</tr>
</tbody>
</table>

Event fire number: can be set to one of three values:

- 0 only the Event at the cursor fires
- 1 all Events fire
- 2 Events at and below the cursor fire

Your reaction time: allows you to enter a time in frames, this time is then deducted from the time an Event Trigger button is pressed, to compensate for slow hands.

Add preroll on the fly: set to YES to add the preroll specified on the Event Assignment page.
Appendix I

Event Assignments

The Assignment page contains a numbered list for the 32 Event Trigger pushbuttons. For each button there are two columns to be completed: the first should give the name of the device which the button controls, and the second is a preroll time to allow for machines which do not start at the instant the Event is triggered e.g.

1  CART A START  1.12
2  CART A STOP  
3  CART B START  2.1
4  CART B STOP  
.....and so on.