



UR-422usb Keys



UR-422usb/T

- Universal RS422/USB Remote
- Direct connection to Audio/Video Workstations via USB
- Sony P2, VDCP, and Odetics protocols with Clip select
- Optional T-Bar Control – Slow motion or Clip position
- Two RS-422 ports – Port A may be configured as input or output
- Precision weighted Jog Wheel with Shuttle, Jog or Step function
- Bi/Tri Level Video Sync Input – Frame accurate control
- LTC Timecode Output – Controlled Machine or Virtual Machine
- Plug & Play, Automatic Machines Recognition and Configure
- 32 cue points and 16 loops
- 8 GP Inputs or Outputs – Telecine, video switcher control
- Large Display 2 line by 40 character display
- 22 User Definable keys with LED's All keys are user definable via PC/Mac Program
- Key functions include Track Arm, Monitor, Edit, Locates, Loop's, Macro's
- Special CB Macro functions Instant Replay, Instant Forward, Again
- Field software update Software may be updated by user using PC or Mac with serial port

The UR422-USB remote is designed as a small footprint low profile versatile remote control and incorporates the custom upgrades that were made to the original UR-422. The keyboard is user definable and may be configured to suit specific applications. The USB port provides the power and direct connection to a DAW or Video Workstation to provide track arming and a Jog/shuttle machine control interface.

all

Setup Menu's

Root Menu

Select Setup
1=Unit 2=TC 3=PortA 4=PortB 5=USB

Unit Config

Command Machine

Command Mcn
1=Vmcn 2=PortA 3=PortB 4=USB 5=All

Record Machine

Record Mcn
1=Cmd 2=PortA 3=portB 4=USB 5=All 6=off

Input Ports

Input Ports
1=None 2=PortA 3=USB 4=PortA & USB

Check Lock Status

Check Lock Status?
1=Yes 2=No

Virtual Record Tally

Virtual Record Tally
1=Off 2=On

Check for Record

Check for Record
1=Off 2=On

Bank Type

Bank Type
1=Record 2=Goto 3=Loop 4=Clip

At End of Loop

At End of Loop
1=Stop 2=Restart 3=Goto In

Wind Speed

Wind Speed
1=Wind 2=4* 3=6* 4=8* 5=10*

TBar Mode

TBar Mode
1=0-1 2=1-0-1 3=in-out

PreRoll

PreRoll
1=None 2=3 3=4 4=5 5=6 6=7 7=8 8=9 Secs

Jog Response

Jog Response
1= 2= 3= 4= 5= 6= 7= 8=

Jog Wheel

Jog Wheel
1=On Cmd 2=Always

Test Display

Test Display
1=Norm 2=Key 3=Macro 4=Jog 5=Vid 6=TBar

On Menu Exit

On Exit
1= 2=Store User 3=Recall User 4=Factory

Interface Config

There re 3 interface configuration menu's one for each interface port. Note it is not possible to change port once the setup menu is enabled.

Record Tracks

Record Tracks
1=Off 2=A 3=8 4=16 5=24 6=32 7=48 8=64

Analog and Video Rec Rdy

Analog and Video Rec Rdy
1=Disable 2=A1, A2 3=A1, A2, V 4=Asmb

Record Advance

Record Advance
1= 2= 3= 4= 5= 6= 7= 8=

Record On/Off Command

Record On/Off Command
1=Edit On/Off 2= Record/Play

Chase Type

Chase Type

1=TC 2=P 3=LP 4=- 5=+ 6=-+ 7=ISync

Initial Play Command

Initial Play Command

1=Play 2=VariP 3=PNoAud 4=ISync

Slew Command

Slew Command

1=Vari 2=Shut 3=Jog 4=pp 5=v>PP 6=Offset

Reverse Slew Command

Reverse Slew Command

1=Vari-P 2=Shut 3=Jog

Start Advance

Start Advance

1= 2= 3= 4= 5= 6= 7= 8= Frames

Wait for Code to Stabilise

Wait for Code to Stabilise

1= 2= 3= 4= 5= 6= 7= 8= *3 Frames

Minimum Slew Speed

Minimum Slew Speed

1= 2= 3= 4=

Maximum Slew Speed

Maximum Slew Speed

1= 2= 3= 4= 5= 6= 7= 8=

Valid Chase Tally

Valid Chase Tally
1=No 2=Yes

Wait for Lock Tally

Wait for Lock Tally
1=Yes 2=No

Report lock On

Report lock On
1=ServoL 2= PlayTal 3= PlayTal if Mast

Position

Position
1=LTC 2=VITC 3=L+V 4=Tim-1 5=L+V+T 6=XMC

Stop Command

Stop Command
1=Stop 2=Jog@Zero

Dynamic Offset

Dynamic Offset Frms
1=0 2=1 3=2 4=3 5=4 6=5 7=6 8=7

Edit Offset

Edit Offset Frms
1=0 2=1 3=2 4=3 5=4 6=5 7=6 8=7

Protocol

Protocol
1=Sony P2 2=0detics 3=VDCP 4=DD35

Special Key Functions

The UR-422usb includes a number of dual function keys, the second function is accessed by depressing and holding depressed for one second. Other Macro keys include a modify function requiring two separate key depressions.

Key	Method	Function	Description
T-Bar	Push & Release	Enable/Disable T-Bar	
	Push & Hold	Change T-Bar function	<ol style="list-style-type: none"> 0 >> Play Speed -Play < 0 > Play In.....Out
Bank	Push & Release	Change Bank	<ol style="list-style-type: none"> A1,A2,V,Assmble 1-8 9-16 17-24
	Push & Hold	Change function pf Track arm keys	<ol style="list-style-type: none"> Track Arming Locate Loop Select Clip Select
Locate	Push and release	Recall Cue Point	Cue Point <input type="checkbox"/> Keyboard Display Flash all store key LED's Top row of keys = numeric keys
	Push and Hold	Capture	Current position <input type="checkbox"/> Cue point
Set-In	Push and release	Recall In Point	In Point <input type="checkbox"/> Keyboard Display Flash all store key LED's Top row of keys = numeric keys
	Push and Hold	Capture	Current Position <input type="checkbox"/> In Point
Set Out	Push and release	Recall In Point	Out Point <input type="checkbox"/> Keyboard Display Flash all store key LED's Top row of keys = numeric keys
	Push and Hold	Capture	Current Position <input type="checkbox"/> Out Point

How To's

How to Enter/Exit the UR-422usb Setup menu

The Setup may be configured either from the Mac/Windows GUI or directly from the front panel. On the front panel depress and hold the to right key (Normally Jog/0) to enter/exit. Once in the menu the 8 track arm keys are used to select the options and the two keys on the top right are used as Previous and Next keys to navigate. There are no save or undo keys! On exit from setup any changes required will be implemented.

How to Set Rec In/Rec Out/Locate Point

1. Depress and release [Rec In], [Rec Out] or [Locate] key, the Keyboard the

keyboard display will show record in / record out /Locate Point. The [Rec-in], [Rec-out] and [Locate] led's will flash.

2. Use the top row of keys labelled [1]..[0] whilst LED's are flashing to enter new value
3. Depress [Rec In], [Rec Out] or [Locate] to save new value

How to Capture Rec In/Rec Out/Locate Point

1. Depress and hold [Rec In], [Rec Out] or [Locate] key for about 1 second, whilst the key is depressed the Keyboard the keyboard display will show the current Record In/Record Out/Locate Point and the [Rec-in], [Rec-out] and [Locate] led's will flash.
2. When the upper right display shows "Position Captured" and the Leds go out the position is captured.

How to Trim Rec In/Rec Out/Locate Point

1. Depress and release [Rec In], [Rec Out] or [Locate] key, the Keyboard the keyboard display will show the current Record In/Record Out/Locate Point. The [Rec-in], [Rec-out] and [Locate] led's will flash.
2. Use the [+]/[-] key's whilst LED's are flashing to increment/decrement displayed value
3. Depress [Rec In], [Rec Out] or [Locate] to save new value

How to Locate Rec In/Rec Out/Locate Point

1. Depress and release the [Rec In], [Rec Out] or [Locate] key, the Keyboard display will show the current Record In/Record Out/Locate Point. The [Rec-In], [Rec-Out] and [Locate] led's will flash.
2. Depress and release the [Locate] key. The [Rec-In] and [Rec-out] Led's will turn off, the [Locate] LED will remain illuminated until the locate is finished.

How to Move Record Out to Record In

1. Depress and release [Rec Out] key, the keyboard display will show Record Out. The [Rec-in], [Rec-out] and [Locate] led's will flash.
2. Depress and release [Rec In] to save the value to Record in.

How to Use the Track Arm keys as Locate keys

1. Ensure that the middle of the Upper line of the LCD display shows 'Goto', depress & hold the [Bank] key to change or use Setup Menu
2. Select the required bank using the [Bank] key

When used as Locate keys the 8 Track arm keys have two functions

1. Depress & Hold to save current position as cue point
2. Depress and release to Locate cue point

The Bank key allows the 8 Track arm keys to access 32 cue point memories. When selecting different cue points the last selected cue point LED will be illuminated as a memory aid.

How to Use the Track Arm keys as Loop keys

1. Ensure that the middle of the Upper line of the LCD display shows 'Loop', depress & hold the [Bank] key to change or use Setup Menu
2. Select the required bank using the [Bank] key

When used as Loop keys the 8 Track arm keys have two functions

1. Depress & Hold to save current 'In' and 'Out' point in selected store
2. Depress and release to move stored 'In' and 'Out' points to current 'In' and 'Out' point

The Bank key allows the 8 Track arm keys to access 32 loop memories. When selecting different loops the last selected loop LED will be illuminated as a memory aid.

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