



# CB Electronics

## Télécommande TFT

### Manuel

Ce manuel est actuellement en phase de mise à jour. Il ne peut être considéré comme complet.



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# Introduction

La Télécommande TFT peut être utilisé avec tous nos systèmes ou dans les nouvelles installations avec notre synchroniseur en rack RM-6.

## Caractéristiques

- Ce raccorde avec un RM-6 ou à un système existant en utilisant une liaison RS-422.
- Entrées 9 broches ou USB pour les consoles ou CBServer.
- 18 Touches de macro LCD – Les texte sur les touches changent en suivant la fonction de la touche.
- La couleur du panneau est adaptée avec la couleur de la console.
- Roue de Jog sur les panneaux plus grands ou en remplacement de 4 touches sur un panneau pour une DFC.
- Panneaux configurable par l'utilisateur.
- GPIO pour des fonctions spéciales.

Ce manuel présentera la Télécommande TFT avec des illustrations comme exemples  
De plus ample informations et les mises à jour du logiciel, pourront être trouvées sur le site web à :

<http://www.colinbroad.com/cbsoft/TFT-422/TFT-422.html>

# Raccordements

La télécommande TFT possède 4 connecteurs sur son panneau arrière:

- 1) Serial A: 9 broches Sub-D 9 F : Entrée Console ou CBServer ou 2<sup>ème</sup> Télécommande TFT.
- 2) Serial B: 9 broches Sub-D 9 F : Raccordement à une RM-6 ou 2<sup>ème</sup> Télécommande TFT.
- 3) USB: Utilisée pour l'alimentation, comme entrée pour une console ou CBServer ou une 2<sup>ème</sup> Télécommande TFT.
- 4) 10 broches IDC: Connecteur pour les GPIO.

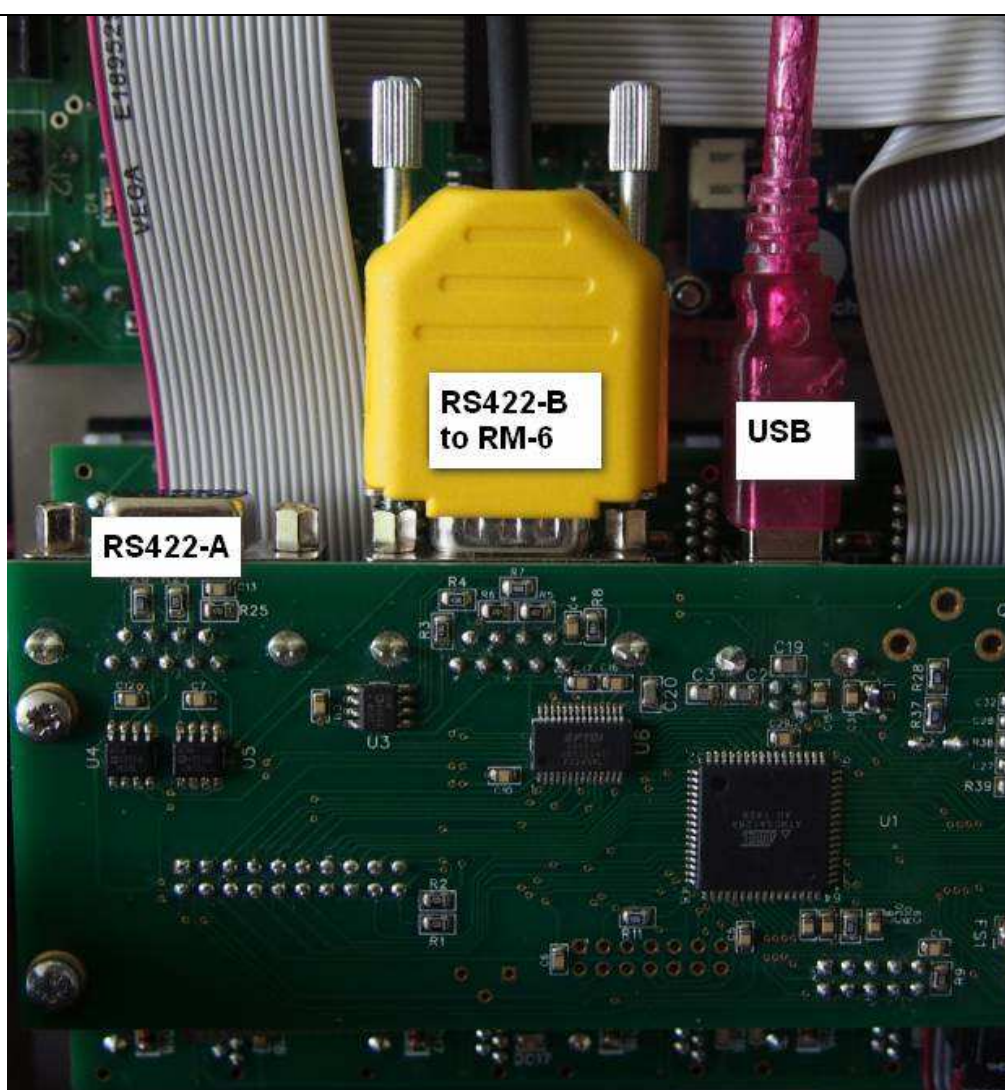


Figure 2: Connecteurs de la Télécommande TFT

# Installation

La Télécommande TFT est normalement livrée comme un panneau destiné à être placée dans votre console. Nous possédons des panneaux standards pour une grande variété de console (DFC AMS Neve, Harrison, Euphonix...). La télécommande peut être placée à n'importe quelle position, loin des sources de chaleur excessive et d'humidité. La luminosité de l'afficheur TFT et des touches LCD peut être ajustée depuis le menu de configuration, afin de s'adapter à différents angles de vision ou différents éclairages.

**Note:** Le rapport du contraste des interrupteurs LCD est déterminé par la tension d'alimentation de la liaison USB, 5 V est optimal, 4,7 V est trop faible.

## Raccordement avec une RM-6

Le Port B de la Télécommande TFT est relié au Port F de la RM-6 en utilisant un câble RS-422 droit.

## Raccordement avec une SR-4

Le Port B de la Télécommande TFT est relié au Port A de la SR-4 en utilisant un câble RS-422 droit, à la condition que les cavaliers dans la SR-4 pour le Port A, soient sur la position entrée.

## Raccordement avec une télécommande X4/X2

Le Port B de la Télécommande TFT est relié au Port A de la Télécommande X2/X4 en utilisant un câble droit. Alternativement vous pouvez utiliser le Port C ou D de la Télécommande X4 en utilisant un câble croisé.

Vous pouvez-trouver des schémas d'installations typiques à la fin de ce manuel.



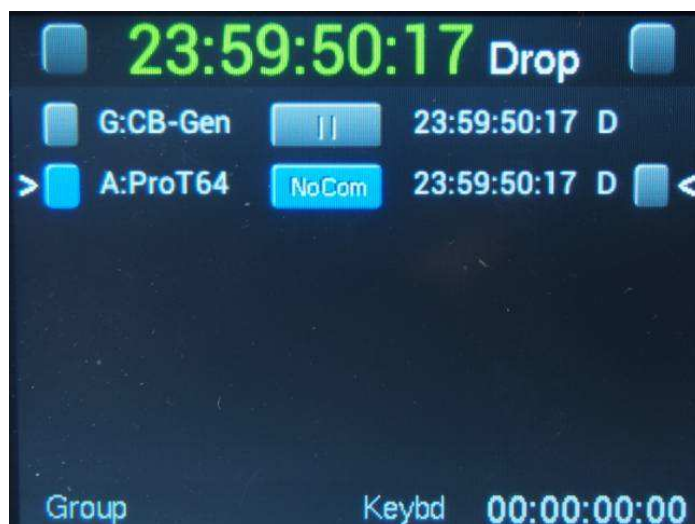
# Utilisation

La Télécommande TFT permet d'accéder à toutes les fonctions disponibles de la RM-6. Il y a un certain nombre de pages qui peuvent être sélectionnées sur l'affichage du TFT en utilisant la touche [**Shift**] suivie par une des touches du clavier numérique :

## Group Page

La 'Group Page' est la page par défaut à l'allumage et on peut y accéder en utilisant la touche **[Shift]** suivie de la touche **[1]**.

La 'Group Page' affiche les Machines actuellement sélectionnées. Si la Machine sélectionnée est le Maître ou une Machine esclave ('Chasing', en Poursuite) alors la Machine Maître et toutes les Machines esclave sont affichées.



## All Page

On peut accéder à la 'All Page' en utilisant la touche **[Shift]** suivie de la touche **[2]**.

La 'All Page' affiche tous les connections à tous les ports disponibles.



## Arm Page

On peut accéder à la 'Arm Page' en utilisant la touche **[Shift]** suivie de la touche **[3]**.

La 'Arm Page' affiche : la sélection des pistes pour l'enregistrement de la Machine enregistreuse. (La dernière Machine autorisée pour l'enregistrement), Le Port de la Machine autorisée pour l'enregistrement, son Nom et sa position. Le statut de la sélection de jusqu'à 48 pistes. S'il y a plus de 48 pistes, l'utilisation des touches **[Shift]** et **[3]** permettra la selection des autres pages.



### Details Page

On peut accéder à la 'Details Page' en utilisant la touche **[Shift]** suivie de la touche **[4]**.

La 'Details Page' affiche les paramètres de la Machine actuellement sélectionnée.



### Offset Page

On peut accéder à la 'Offset Page' en utilisant la touche **[Shift]** suivie de la touche **[5]**.

La 'Offset Page' affiche les offsets de toutes les Machines du système.



### System Page

On peut accéder à la 'System Page' en utilisant la touche **[Shift]** suivie de la touche **[6]**.

La 'System Page' affiche les choix de l'utilisateur comme indiqué sur l'image.



## Ligne du haut de l'affichage

Toutes les pages ont la même ligne du haut, on y trouve : Si le système est verrouillé, la position du Maître, le standard du Maître et si le système est en enregistrement. Le standard pour le Maître étant une option, dans le cas où le standard n'est pas affiché, la position du Maître est affichée en plus grand.



# Configuration de la Télécommande TFT pour la première fois ou après une mise à jour logiciel

Nous recommandons de démarrer par la configuration par défaut, ainsi qu'après une mise à jour du logiciel interne de la Télécommande TFT.

## Configuration par Défaut usine

Pour accéder à la configuration usine, accéder à la racine du menu de configuration, puis sélectionner **[0]** pour Unit, **[3]** pour Generic et enfin dans le Menu 28 'Macro Protection' **[3]** pour 'Read Factory', sortez alors du menu de configuration (**[Store]** et **[Recall]** simultanément). Quelques secondes après, la configuration usine sera active.

# Combinaisons de Touches Spéciales

Il n'y a jamais assez de place pour toutes les touches.

Les combinaisons de touches suivantes sont utilisées pour des commandes qui sont aussi disponibles en utilisant des touches de macro définies par l'utilisateur.

## Définition de la Machine Maître:

La touche [**Shift**] suivie de la touche de sélection de la Machine, Lecteur (Reader), Générateur (Generator), A, B, C, D, E.

**Note :** Les touches sont normalement vertes lors de leur sélection ou si elles appartiennent à un groupe. La touche de la Machine maître est bleue.

## Ajout/Suppression d'une Machine à un Groupe:

La touche [**Stop**] suivie de la touche de sélection de la Machine, B, C, D, E.  
(Active le mode Chase pour la Machine sélectionnée).

# Touches de Macro

## Touches de la Télécommande TFT

La plupart des touches de la Télécommande TFT sont des touches programmables par l'utilisateur, les seules exceptions sont les touches du clavier numérique, et les touches **[Store]**, **[Recall]** et **[Shift]**. Il y a deux configurations pour le clavier : Factory et User, la configuration Factory permet un retour rapide à une simple configuration connue. La configuration User peut être rechargée très rapidement. Par défaut les raccourcis clavier sont verrouillés, vous devez les déverrouiller avant de pouvoir effectuer un changement.

## Verrouillage/Déverrouillage des macros du clavier

Les Macros peuvent être verrouillées depuis le menu de configuration: Root/Unit/Generic.

## Rappel de la configuration Usine

La configuration Usine pour être rappelée depuis le menu de configuration : Root/Unit/Generic, Option = 3.

## Rappel de la configuration User

La configuration User pour être rappelée depuis le menu de configuration : Root/Unit/Generic, Option = 2.

## Sauvegarde de la configuration actuelle

La configuration User peut être mémorisée dans la mémoire non volatile depuis le menu de configuration: Root/Unit/Generic, Option = 4.

## Programmation des touches de macro depuis Windows ou Mac

Télécharger le programme: UR422usb-win.zip ou UR422usb-mac.zip depuis le site :

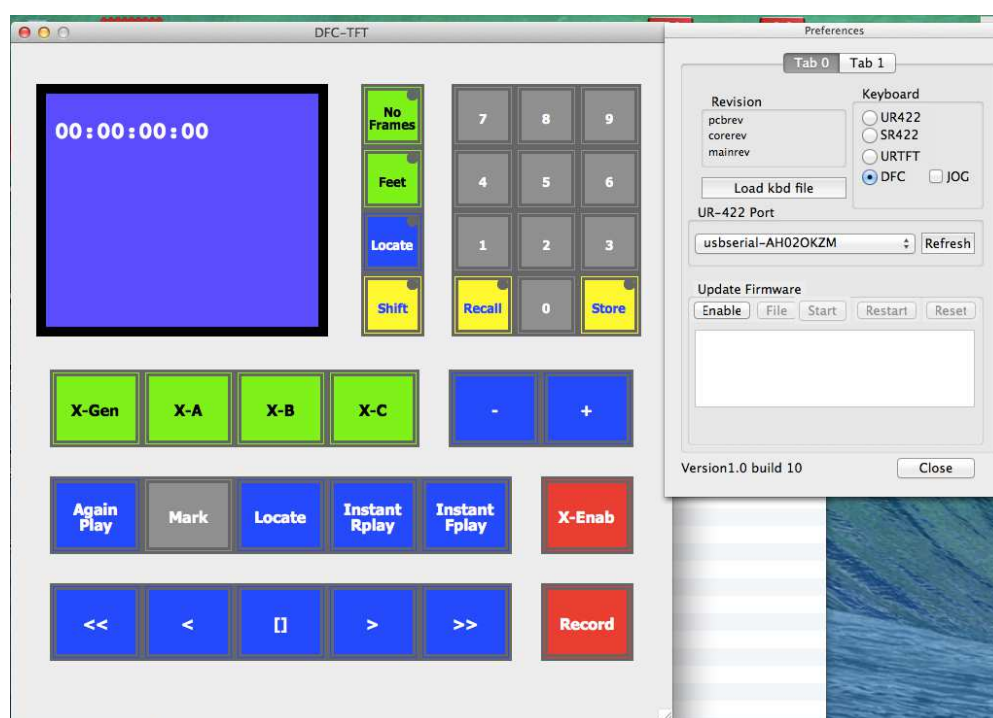
<http://www.colinbroad.com/cbsoft/TFT-422/TFT-422.html>

Vous pouvez aussi avoir besoin d'installer le driver FTDI VCP sur le PC ou sur les anciens Mac (Ce driver est inclus à partir de Mavericks), vous trouverez aussi un lien vers FDTI sur cette même page web.

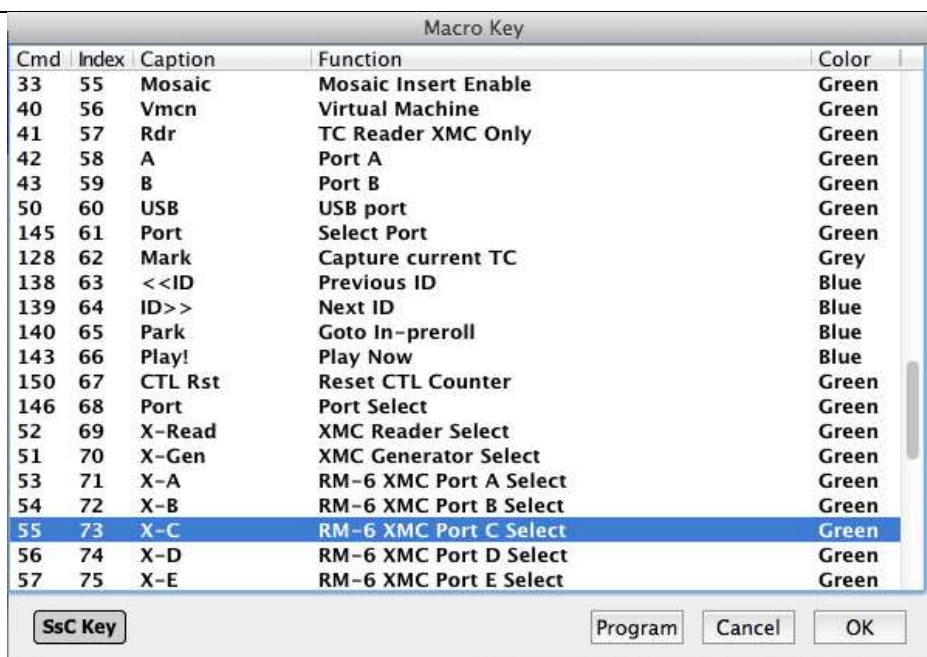
**Note:** Comme le logiciel 'UR-422' est destiné à plusieurs claviers. Vous devez sélectionner le clavier approprié avant de programmer les touches. Une fois cette sélection faite, le programme mémorisera ce choix.



Raccorder le clavier avec le PC ou le Mac en utilisant l'USB, lancer le programme et sélectionné le clavier correspondant depuis 'views/preferences'. Si vous utilisez un port série pour la liaison, vous pouvez aussi choisir le Port depuis cette même fenêtre.



Pour programmer une touche depuis le logiciel, faite un clic droit sur la touche pour afficher une liste des fonctions disponibles pour les touches. Sélectionner la fonction voulue et appuyez alors sur la touche [OK]. Cela fermera la fenêtre et programmera immédiatement la touche. Vous pouvez rappeler, sauvegarder la configuration des touches de macro, depuis le menu 'Read/Write Keys'.





## Programmation des Touches depuis le Clavier

Appart les touches du clavier numérique et les touches **[Shift]**, **[Store]** et **[Recall]**, toutes les touches sont programmables en utilisant le logiciel UR-422-Mac ou UR-422-Win.

Mais on peut aussi programmer les touches directement.

18 touches sont des touches LCD, de sorte que lors de la reprogrammation ces touches, l'étiquette et la couleur de la touche change suivant la fonction choisie.

Chaque 'macro commande' possède un numéro; vous pouvez voir ce numéro dans la colonne 'Cmd' de la liste des fonction disponible dans le logiciel UR422usb. Vous pouvez rappeler le numéro de la commande en utilisant la touche **[Shift]**, suivie de la touche **[Recall]**, suivie de la touche.

Exemples:

**[Shift]**, **[Recall]**, **[Stop]** affichera:

Macro 15:00:00:01

Ou 15 est le numéro de la touche et 00:01 le numéro de la macro.

**[Shift]**, **[Recall]**, **[Instant Replay]** affichera:

Macro 10:00:01:34

Ou 10 est le numéro de la touche et 01:34 le numéro de la macro.

Le numéro de la touche n'est pas utilisé, vous pouvez programmer n'importe quelle macro pour n'importe quelle touche.

Pour changer la touche **[Instant Replay]** en **[Rollback]**, entrer le numéro de la commande Rollback (136), l'affichage indiquera:

Keybd 00:00:01:36

Puis appuyer sur la touche **[Shift]**, suivie de la touche **[Store]** suivie de la touche **[Instant Replay]**, l'affichage indiquera :

Macro 10 :00 :01 :36 et l'étiquette de la touche changera pour **[Rollback]**

# Configuration du Système

## Menu de Configuration (Setup Menu)

Le menu de configuration (Setup Menu) est accessible en appuyant simultanément sur les touches **[Store]** et **[Recall]**. La touche **[Store]** permet d'accéder au dernier menu consulté, la touche **[Recall]** permet d'accéder à un menu spécifique directement, entrez le numéro du menu et appuyer alors sur la touche **[Recall]**.

Une fois le menu affiché, la sélection est faite en utilisant les touches du clavier numérique, et la navigation de menu en menu en utilisant la touche **[Store]** pour accéder au menu suivant, et la touche **[Recall]** pour accéder au menu précédent.

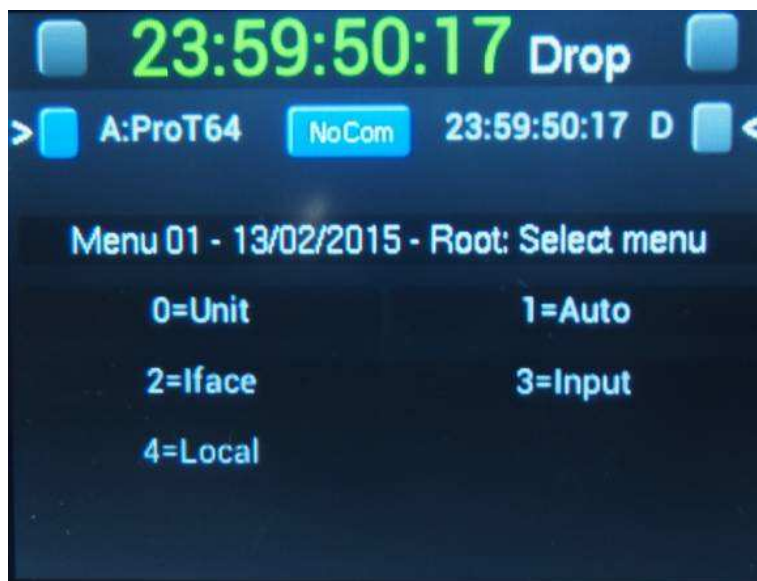
**Les pages suivantes de la Configuration du système n'ont pas été traduites et ne seront pas traduites.**

**Suite du manuel en français, à la page [Port USB](#)**

## Root Menu

Use the Numeric keys to make selections and **[Store]** step forward and **[Recall]** to step backwards through the menu.

Note: S/W Build Date in the Root menu.



- 0=Unit**      Select unit setup menu, global parameters that determine system operation and are not machine specific.
- 1=Auto**      Auto Record/ADR Loop entry and Option selection.
- 2=Iface**      The currently selected Serial port protocol and its connected machine control parameters, once setup is entered it is not possible to change the selected port.
- 3=Input**      Sony P2 Setup, this menu controls the interface between the system and any RS422 controller connected to the system.
- 4=Local**      Controller Display and keyboard options.

## Unit Menu's

### Menu 02 – Select Unit Menu

Menu 02 - Select Unit menu			
0=Record	1=Chase	2=Code	3=Generic

After selecting 0= Unit from the ROOT hyperlinks to access different sections:

- 0=Rec** Record functions.
- 1=Chase** Chase/Synchroniser functions.
- 2=Code** Timecode Reader/Generator functions.
- 3=Generic** Other functions.

## Unit Record Menu's

### Menu 03 – Initial Record Command

Menu 03 - Initial Record Command		
0=Record	1=Record + Play	2=None

From play, use either the RECORD key only or both RECORD and PLAY to enter record.

### Menu 04 – Check Lock Status

Menu 04 – Check Lock Status	
0= Yes	1= No

- 0= Yes** Check for system lock before record.
- 1= No** No check for system lock before record.

### Menu 05 – Master or Rec Enabled Offset Change

Menu 05 – Master or Record Enabled Offset Change	
0= Disabled	1= Enabled

- 0= Disabled** Offset change on record enabled machines is disabled.
- 1= Enabled** Offset change on record enabled machines is enabled.

### Menu 06 – Virtual Record Tally

Menu 06 – Virtual Record Tally	
0= Off	1= On

- 0= Off** Record tally is on only if one or more machines are in Record.
- 1= On** Record tally is ON if a record command has been sent or one or more machines are in Record.

## Menu 07 – Track Arm Keys

Menu 07 – Track Arm Keys			
0= System	1= Follow Mcn	2= Follow Enab	3= Macro

The track arm keys have four modes of operation as follows:

- 0=Systems** The track arming keys may access any combination of tracks and machines across the system. The Track Arming keys may be programmed individually (enter Mcn: Track followed by **[Shift]** followed by **[Store]** followed by Track arm key) or the tracks from the currently enabled machines may be mapped across the record keys by depressing **[Record]** and [track arm key 1].
- 1=Follow Mcn** The track arming keys are assigned to a single machine selected with the current selected machine.
- 2=Follow Enab** Track arming keys are assigned to a single machine that follows the last record enabled machine selected.
- 3=Macro** Track arming keys are assigned to a single machine selected by macro keys 104... 107. It is not necessary to select this mode in the menu as it is selected when a macro key is depressed.

## Menu 08 – Record track Arm

Menu 08 – Record Track Arm		
0= Ready	1= Ready/Record	2= Record

This modifies the way in which track arming operates as follows:

- 0= Ready** Track arming as per multitrack, track arm keys put tracks into ready on or ready of mode. Depressing the Record key or Record & Play keys will then send the command.
- 1= Ready/Record** Track arming as per video machine, track arm keys put tracks into ready if the machine is not in record, if the machine is in record then the track arm keys will put the selected tracks into record.
- 2= Record** Track arming as per film, track arm keys will put tracks into record directly, there is no ready state.

## Menu 09 – Check for Record

Menu 09 – Check for Record	
0= Off	1= On

When enabled, the system will stop if any record enabled machine is NOT in record after a record command has been sent.

## Menu 10 – Rec-In & Rec Out Keys

Menu 10 – Rec In & Rec Out Keys		
0= Mark & Store	1= Off	2= Store

The Function of the [**In**] and [**Out**] keys when used without Shift/Store/Recall/Trim active is modified by this parameter.

**0= Mark & Store** Grab the current machine position and store as Record In or Out.

**1= Off** No Action.

**2= Store** Store the current keyboard display as record In or Out.

## Menu 11 – Default Analog & Video Record Ready

Menu 11 – Default Analog & Video Record Ready			
0= Disable	1= A1-A2	2= A1-A2+V	3= Asmb

When a new video machine is connected to the system the initial setting of its Analogue, Video and Assemble Enable parameters will be configured dependant on this parameter.

**Note 1:** To Insert edit on the timecode or cue tracks (A3, A4), select 3= Asmb.

**Note 2:** To Enable Crash Record select 3= Asmb.

## Menu 12 – Default Record Enable

Menu 12 – Default Record Enable		
0= Off	1= Audio Machines	2= All Machines

**Off:** Machines will not be record enabled when connected.

**Audio:** Audio machines when connected will be record enabled, video machines will not.

**All:** All machines will be record enabled when connected.

## Menu 13 – Record Disable Transport Keys

Menu 13 – Record Disable Transport Keys	
0= No	1= Yes

**No:** All Transport keys are active when in record.

**Yes:** All transport keys except Stop and Play are disabled when in record.

## Menu 14 – Mark Record In

Menu 14 – Mark Record In	
0= Yes	1=No

**0= Yes** The timecode value at which the record key is depressed is saved in the Mark Store.

**1= No** No action.

## Unit Chase Menu's

### Menu 15 – Wait for Slaves

Menu 15 – Wait for Slaves	
0= No	1= Yes

**0= No** Play the master machine when play key depressed.

**1= Yes** When the play key is depressed stop the master machine and wait for all slaves to park before sending a play command to the master machine. This is indicated by the Play LED flashing.

### Menu 16 – Group Locates

Menu16 – Group Locates	
0= No	1= Yes

**0= No** All chasing machines will follow the master machine during a locate.

**1= Yes** All chasing machines will locate independently to the cue point after a locate command.

### Menu 17 – Master when in Play

Menu 17 – Master when in Play	
0= Off	1= Generator

This allows the user to specify the generator as the master machine in Play.

### Menu 18 – Stop Command

Menu 18 – Stop Command		
0= Pause/Stop	1= Locate Here	2= Separate

### Menu 19 – Timed Start Enable

Menu 19 – Timed Start Enable									
0=	1=	2=	3=	4=	5=	6=	7=	8=	9=
Off	2frms	4frms	6frms	8frms	10frms	12frms	14frms	16frms	18frms

## Unit Time Code Menu's

### Menu 20 – Reader Dropout / Master Code Jump

Menu 20 – Rdr Dropout / Master Code Jump		
0= Ignore Dropout	1= 10 frm dropout	2= Re-Lock

### Menu 21 – System Standard

Menu 21 – System Standard			
0= 25	1= 30	2= 24	3= Drop

In normal operation the system will setup the timecode standard automatically by reading the timecode standard of the master machine. Any machine with a different standard to the master machine will be indicated by adding a letter to indicate the standard at the end of the machine name (P=PAL, N=NTSC, D=Drop, F=Film). Note: Drop and Non-Drop codes may be mixed.

### Menu 22 – Stationary Code

Menu 22 – Stationary Code	
0= 2 Secs	1= Continuous

### Menu 23 – Film Speed

Menu 23 – Film Speed		
0= 25	1= 30	2= 24

When the Time/Feet macro key is enabled this is the assumed standard of the film footage when displayed and will be used for all conversions. The footage displayed is calculated as follows:

Footage = (Timecode - Local Zero)\*Film Speed/Timecode Standard.

### Menu 24 – Default Timecode Standard

Menu 24 – Default Timecode Standard	
0= Auto	1= Use System

When a new machine is connected to the system the initial setting of its timecode standard source parameter is determined by this global parameter.

**0= Auto** Use the timecode standard as reported by the machine.

**1= Use System** Use the System timecode Standard.

Default Setting 1= Use System.

### Menu 25 – TC Reader -> Serial Port

Menu 25 – TC Reader -> Serial Port					
0= Off	1= A	2= B	3= C	4= D	5= E

The timecode reader may be used for positional information in preference to the serial data, this menu selects which port uses the timecode reader data.



## Menu 26 – Reader Incremental & Direction Test

Menu 26 – Reader Incremental & Direction Test	
0= On	1= Off

This turns off both the incremental code test and the direction test on the LTC timecode reader. This may be useful chasing generated code e.g. from the MWA VFS film control system, or DA-88.

## Menu 27 – System Frame Reference

Menu 27 – System Frame Reference		
0= Video	1= Reader/Video	2= Reader

To allow non-standard frame rates the timecode reader frame edge may be used as the master reference to the system.

## Unit Generic Menu's

### Menu 28 – Macro protection

Menu 28 – Macro Protection				
0= Off	1= On	2= Read User	3= Read Factory	4= Write User

This menu provide two functions:

- 1) Enable and disable changes to the keyboard, Macro keys, pre-roll...
- 2) Control access to the EEPROM and FACTORY setups.

The addition of an EEPROM to the system allows the user to select between three different settings as follows:

- 1) Current: destroyed when Read User or Read Factory are selected or a Hard Reset command.
- 2) User: selected by Read User or a hard reset command.
- 3) Factory: selected by Read Factory.

This Menu controls access to user settings and the EEPROM:

<b>0= Off</b>	Macro's can be changed from the keyboard. System Track Arm Keys may be changed from the keyboard. Pre/Post Roll May be changed from the keyboard.
<b>1= On</b>	Macro's cannot be changed from the keyboard. System Track Arm Keys cannot be changed from the keyboard. Pre/Post Roll cannot be changed from the keyboard.
<b>2=Read User</b>	On exit from Setup the unit will read User Setup from EEPROM, the macro protection will default to 1= On. This is activated on leaving setup.  Simultaneous depression of [ <b>Recall</b> ] and [ <b>7</b> ] will read the User setup.
<b>3= Rd Factory</b>	On exit from Setup the unit will read the Read Factory Setup from EPROM, the macro protection will default to 1= On. This is activated on leaving setup.  Simultaneous depression of [ <b>Recall</b> ] and [ <b>4</b> ] will read the Factory setup.
<b>4= Wr Usr</b>	Setup the unit to work in your preferred manner then select to write current setup to EEPROM, the macro protection will default to 1= On. This is activated on leaving setup and may take up to 20 seconds to complete the write.  Simultaneous depression of [ <b>Store</b> ] and [ <b>7</b> ] will write to the user setup to memory.

### Menu 29 – Power up Settings

Menu 29 – Power Up Settings	
0= Battery ram	1= reset to User

## Menu 30 – GP Outputs 4, 5, 6

Menu 30 – GP outputs 4,5,6						
0=GP	1=Record	2=Tally	3=McN	4=Master	5=Reader	6=ADR

The SR-4 and RM-6 have 6 GP Outputs in total. On the SR-4 the outputs are TTL and active high. On the RM-6 the outputs are Open Collector and Active Low.

The functions of GP Outputs 4, 5, 6 are determined by this setting:

**0=GP** Scratch pad stores "Shift-1", "Shift-2", "Shift-3" are used as timecode coincidence detectors, the GP Outputs are active when the master timecode is the same as the stored value. e. g. to fire GP Output 4 at 01:00:00:00, enter 01:00:00:00 to the keyboard display then [**Store**] followed by [**Shift**] followed [**1**].

**1=Rec** GP Output 4 (pin 6): RECORD ON High for one frame at 'Rec Adv' before the record in point.  
GP Output 5 (pin 19): RECORD OFF High for one frame at 'Rec Adv' before the record out point.  
GP Output 6 (pin 7): Streamer Trigger High for one frame at a Preset time (Nominal 3 seconds, scratch pad store "Shift-9" is used to set the streamer advance) before the Record In point or before Scratch pad store "9".

[**Recall**] or [**Store**] followed by [**Record**] will access the Rec Adv memory.

[**Recall**] or [**Store**] followed by [**Shift**] followed by [**9**] will access the Streamer Advance memory.

**2=Tally** GP Outputs 4, 5, 6 are used with a parallel remote control as encoded tallies.

**3=McN** GP Outputs 4, 5, 6 are used as encoded outputs to indicate the current selected Port.  
Port A = 000, Port B = 001, Port C = 010, Port D = 011, Port E = 100.

**4=Master** GP Outputs 4, 5, 6 are used as encode outputs to indicate the current selected Master Port.  
Port A = 000, Port B = 001, Port C = 010, Port D = 011, Port E = 100

**5=Rdr** GP Outputs 4, 5, 6 are used as encoded machine control outputs when the Reader is selected. For example when used with a Telecine.  
Stop = 000, Play = 001, Rvs Play = 010, Fast Fwd = 011, Fast Rvs = 100,  
Rvs Crawl = 101, Fwd Crawl = 110.

**6=ADR** GP Output 4 (pin 6): Red Light High during pre-roll and record.  
GP Output 5 (pin 19): Beep High for one frame three times at 0.6 second intervals before the record in point.  
GP Output 6 (pin 7): Streamer Trigger High for one frame at a Preset time (Nominal 3 seconds, scratch pad store "Shift-9" is used to set the streamer advance) before the Record In point or before Scratch pad store "9".

[**Recall**] or [**Store**] followed by [**Record**] will access the Rec Adv memory.

[**Recall**] or [**Store**] followed by [**Shift**] followed by [**9**] will access the Streamer Advance memory.

## Menu 31 – GP Output 3 Mute / Red Light

Menu 31 – GP output 3 Mute/Red Light				
0= Mute Play	1= Play+Rvs	2= Play+Rec	3= ADR	4= Red Light

GP Output 3 may be used as a Mute or Red Light output:

<b>0= Mute PL</b>	Mute except when in Locked Play.
<b>1= Mute PL+R</b>	Mute except when in Locked Play or Reverse Play.
<b>2= Rec Mute</b>	Mute when in record or rehearse.
<b>3= ADR</b>	Mute always when rehearse, Auto, or Manual ADR modes are active. Normal Mute PLay when Rehearse mode active or ADR off.
<b>4= Red L</b>	Use GP3 as a Red light output, see also Macro No.

## Menu 32 – Enable Auto-In when NOT Play

Menu 32 – Enable Auto-In when NOT Play	
0= No	1= Yes

When enabled all record enabled channels will switch to input monitor when not in Play (assuming machine accepts command).

**Note:** On the Doremi V1 this command illuminates the Record Tally.

## Menu 33 – Setup Menu Access

Menu 33 – Setup Menu Access		
0= Recall+Store	1= Shift	2= Password

This menu controls access to the Setup Menu:

<b>0= Setup</b>	Depress [ <b>Setup</b> ].
<b>1= Shift, Setup</b>	Depress [ <b>Shift</b> ] followed by [ <b>Setup</b> ].
<b>2= Password</b>	Enter the password 00:00:19:84 then Depress [ <b>Setup</b> ].

## Menu 34 – ID<> Key Function

Menu 34 – ID <> Key Function				
0= Auto	1= Mark	2= Loop	3= Step	4= VS Link

## IFACE Menu's

### Menu 35 – Select Iface Menu

Menu 35 – Select Iface Menu		
0= Record	1= Chase	2= General

Hyper Link to required section.

## IFACE Record Menu's

### Menu 36 – Record Tracks

Menu 36 - Record Tracks								
0= Off	1= Analog	2= 8	3= 16	4= 24	5= 48	6= 64	7= 80	8= 96

The record command sent to the machine depends on the number of digital channels as follows:

<b>0= Off</b>	No Track arm commands sent to machine, track arm on the machine or machine remote.
<b>1=Alg</b>	Analogue 1-4, Video, and Assemble only.
<b>2=8</b>	Analogue 1-4, Video, Assemble and up to 8 Digital Record channels.
<b>3=16</b>	Analogue 1-4, Video, Assemble and up to 16 Digital Record channels.

### Menu 37 – Analog & Video Record Ready

Menu 37 – Analog & Video Record Ready			
0= Disable	1= A1-A2	2= A1-A2+V	3= Asmb

To enable crash record or insert edit on the Timecode or Cue tracks (A3 & A4) select 3=Asmb.

### Menu 38 – Record Tally

Menu 38 – Record Tally		
0= Record or Edit	1= Record	2= Edit

Some non-edit machines give a permanent Edit tally (for example the VO9600), if this is the case select the appropriate tally source to disable.

### Menu 39 – Record Command

Menu 39 – Record Command		
0= Edit On/Off	1= Record/Play	2= Arm Only

Some Non-Edit machines will only accept a record command and not an Edit command.

### Menu 40 – Rehearse Advance

Menu 40 – Rehearse Advance									
0 frm	1 frm	2 frms	3 frms	4 frms	5 frms	6 frms	7 frms	8 frms	9 frms

This parameter sets the individual machine record advance for use in Auto or instant record. Adjust this parameter to set the actual record in point using auto record.

### Menu 41 – Record Advance

Menu 41 – Record Advance									
0 frm	1 frm	2 frms	3 frms	4 frms	5 frms	6 frms	7 frms	8 frms	9 frms

This parameter sets the individual machine record advance for use in Auto or instant record. Adjust this parameter to set the actual record in point using auto record.

## Menu 42 – Track Ready Tallies

Menu 42 – Track Ready Tallies				
0= Valid	1= Display	2= Ready/Status	3= Status	4= Invalid

<b>0= Valid</b>	Valid Tallies from Machine, use Tallies to display and generate new commands.
<b>1= Disp</b>	Use tallies to display only.
<b>2= RdyStat</b>	Use Tallies from "Request Ready Status" command only.
<b>3= Stat</b>	Use Tallies from "Request Status" command only.
<b>4= Invalid</b>	Tallies Not valid use last track ready command as tally.

The SR-4 is set-up to give true record tallies to the user, when the machine gives true tallies this works very well, unfortunately not all machines give true tallies, in this case the only solution is to use the SR-4 commands to generate dummy tallies.

## Menu 43 – Auto Record

Menu 43 – Auto Record		
0= Mid Frm	1= Start Frm	2= Tell Machine

## Menu 44 – Crash Rec Set Generator

Menu 44 – Crash Rec Set Generator	
0= No	1= Yes

## Menu 45 – Record Inhibit

Menu 45 – Record Inhibit	
0= Valid	1= Ignore

## IFACE Chase Menu's

### Menu 46 – Chase Type

Menu 46 - Chase Type						
0= Cmd	1= Play	2= Loc-Play	3= RS422-	4= RS422+	5= RS422-+	6= ISync

<b>0= CMD</b>	Using the Machine's internal Synchroniser Issue chase command to machine Using Just Play and Locate.
<b>1= Play</b>	Issue Play command to machine.
<b>2= Loc-Play</b>	Locate Ahead and Issue Play command to machine Using the SR-4 Synchroniser.
<b>3= RS422-</b>	Lockup one frame behind and then Accelerate.
<b>4= RS422+</b>	Lockup one frame ahead and then Decelerate.
<b>5= RS422-+</b>	Lockup from behind or ahead with acceleration or deceleration.
<b>6- ISync</b>	Pro Tools "Play from Here" Command.

### Menu 47 – Initial Play Command

Menu 47 – Initial Play Command			
0= Play	1= Variplay	2= Play No Audio	3= ISync

### Menu 48 – Slew Command

Menu 48 - Slew Command					
0= Vari-Play	1= Shuttle	2= jog	3= Prog Play	4= VariP>ProgPlay	5= Offset

Select the Slew command type:

<b>0= Vari-P</b>	Use variplay command followed by play.
<b>1= Shutt</b>	Use Shuttle command followed by play.
<b>2= Jog</b>	Use jog command followed by play.
<b>3= PP</b>	Use Programmable Play command.
<b>4= V-&gt;PP</b>	For variplay for initial lock and Programmable Play for subsequent attempts.
<b>5= Offset</b>	Send Play Command then correction command.

### Menu 49 – Start Advance in Frames

Menu 49 – Start Advance in Frames									
0	1	2	3	4	5	6	7	8	9

Only valid when used with Park Offset or Delayed Play, to set this parameter select chase type 1, and adjust for 0 or -1 frame offset from stop to play (Chase type 3), or 0 or 1 frame offset (Chase type 4), +/-1 frame offset (Chase type 5).

### Menu 50 – Learn Start Advance

Menu 50 – Learn Start Advance		
0= Learn	1= Learn Off	2= Learn Off+10

## Menu 51 – Park Offset / Locate Ahead

Menu 51- Park Offset / locate Ahead									
0=	1=	2=	3=	4=	5=	6=	7=	8=	9=
0frms	5frms	10frms	15frms	20frms	25frms	30frms	35frms	40frms	45frms

The park offset is not normally used for video machines. A park offset will allow more consistent starts and allow time for the machine to lace.

## Menu 52 – Wait for Stable Code

Menu 52 – Wait for Stable Code									
0=	1=	2=	3=	4=	5=	6=	7=	8=	9=
0frms	3frms	6frms	9frms	12frms	15frms	18frms	21frms	24frms	27frms

After the initial play command is issued the SR-4 will wait for the specified number of frames before attempting to servo the slave machine. This parameter is useful on machines (for instance the DA-88) which give incorrect positional information during start-up.

## Menu 53 – Minimum Slew Speed

Menu 53 – Minimum Slew Speed			
0= Off	1=	2=	3=

## Menu 54 – Maximum Slew Speed

Menu 54 – Maximum Slew Speed									
0	1	2	3	4	5	6	7	8	9=Max

This parameter limits the maximum speed of the machine when locking. When locking the lock algorithm determines the speed of the machine dependant on the distance to lock, the farther away from lock the faster or slower the machine. Some servo's lose stability at high speeds, hard disk machines may not be able to output audio above a certain speed.

## Menu 55 – Wait for Lock Tally

Menu 55 – Wait for Lock Tally	
0= Yes	1= No

Normally set to Yes for tape based machines, after slewing to lock, the system waits for 5 frames and then a lock tally from the machine before checking for lock. Set to NO for Pro-Tools, the system will then check after 5 frames without waiting for a lock tally.

## Menu 56 – Report Lock On

Menu 56 – Report Lock On		
0= Servo Lock	1= Play Tally	2=Play Tally if Master

A number of machines do not support a servo lock tally (MX2424 as a master, Doremi without video syncs). This parameter allows you to select the play tally as a lock tally. For ProTools use 2=Play tally if Master.



## Menu 57 – Acceptable Error

Menu 57 – Acceptable Error									
0= None	1= frm	2= frms	3= frms	4= frms	5= frms	6= frms	7= frms	8= frms	9= frms

After the initial lock and 1 second of locked play no action will be taken unless the error exceeds the acceptable error window. This should be normally set at one frame to allow for occasional jitter. This parameter allows the playback from machines where the timecode has been recorded incorrectly.

## Menu 58 – Serial Position Request

Menu 58 – Serial Position Request			
0= Middle	1= Start	2= Middle Only	3= Start Only

This parameter controls the timing of the serial communications between the SR/MR and the controlled machine as follows:

- 0= Mid** Position request sent in mid frame, Status request sent at start of frame.
- 1= Start** Position request sent at start of frame, Status request sent in Mid frame.
- 2= Mid-Only** Position Request and Status request send in middle of alternate frames.
- 3= Start-Only** Position Request and Status request send at the start of alternate frames.

## Menu 59 – Reverse Slew Command

Menu 59 – Reverse Slew Command			
0= Vari-Play	1= Shuttle	2= Jog	3= Offset

Select the command to use for reverse play synchronisation, the best is Vari-Play, but not all machines implement this command or allow more than \*1 reverse play. Check the setup of your video machine!

## Menu 60 – Locate Speed

Menu 60 – Locate Speed				
0= Tapeless	1= Fast	2= Medium	3= Slow	4= Very Slow

- 0= Tapeless** Instant Hard Disk access.

### Chasing a Master at Play Speed

The Locate speed determines whether a slave can catch up with a moving master, as the slave gets closer to the master, his locate speed will decrease, once the slave locate velocity is at play speed it can never catch up with the master.  
Set this parameter when chasing a master in play from behind, start from 0 and increase until the slave catches up with the master and enters play.

## Menu 61 – Locate Type

Menu 61 – Locate type		
0= Locate	1= Locate & wind	2= Locate not Fast

### 0= Locate

Locate by issuing Locate command.

### 1= Loc+Wind

If distance greater than 1 minute then Wind, when distance less than 1 minute then locate to point.

## Menu 62 – Locate Interval

Menu 62 – Locate Interval							
0= 1 frm	1= 3 frms	2= 5 frms	3= 7 frms	4= 9 frms	5= 11 frms	6= 13 frms	7= 15 frms

## Menu 63 – Dynamic Offset

Menu 63 – Dynamic Offset									
0= -1 frm	1= 0 frms	2= 1 frm	3= 2 frms	4= 3 frms	5= 4 frms	6= 5 frms	7= 6 frms	8= 7 frms	9= 8 frms

Some Machines can have an offset between the RS422 and Timecode when in play, this parameter allows you to specify a correction factor to adjust for this.

**Note:** The correction factor is not used when the machine is not playing.

To check the correct value for this parameter:

- 1) Select Root | 0=Unit | 2= Code | Menu 25: Slave Tally Source 2= Error. This will enable the error display in frames and 1/10's in the centre of the upper line.
- 2) Connect the timecode output from the machine to the timecode input on the timecode and GPI In/Out on the SR/MR controller.
- 3) Select the machine port required.
- 4) Play the machine and check the error. Changing this parameter will directly adjust the error displayed.

## Menu 64 – Edit Offset

Menu 64 – Edit Offset									
0= -1 frm	1= 0 frms	2= 1 frm	3= 2 frms	4= 3 frms	5= 4 frms	6= 5 frms	7= 6 frms	8= 7 frms	9= 8 frms

Digital Video machines can have an advance when recording (for example 4 frames on the Sony SRW5500) when armed. This parameter corrects for the advance when in play and reverse play.

## Menu 65 – Reverse Offset

Menu 65 – Reverse Offset						
0= -3frms	1= -2frms	2= -1frm	3= 0 frms	4= +1frm	5= +2frms	6= +3frms

## Menu 66 – Continuous Timecode Chase

Menu 66 – Continuous Timecode Chase	
0= Off	1= On

This parameter has been added to allow continuous off-speed synchronisation. To synchronise off speed video syncs are not used and the timecode reader must be used as the positional reference for the machine for the off speed machine. This parameter will default to zero !

## IFACE General Menu's

### Menu 67 – Machine Type

Menu 67 – Machine Type			
0= VTR	1= Digital VTR	2= ATR	3= DAT 1

This parameter determines some initial settings depending on the machine type:

<b>VTR</b>	VTR with no digital audio tracks.
<b>Digital VTR</b>	VTR with Digital Audio tracks.
<b>ATR</b>	Audio Recorder.
<b>DAT-1</b>	A Stereo DAT with stereo record only.

### Menu 68 – Position Request

Menu 68 – Position Request				
0= LTC	1= VITC	2= LTC+VITC	3= Timer-1	4= LTC+VITC+Timer

### Menu 69 – Pause/Stop Command

Menu 69 – Pause/Stop Command			
0= Normal	1= Stop	2= Jog@Zero	3= Shuttle@Zero

Some video machines will unlace if a STOP command is sent, for these machine it is possible to send a Jog or Shuttle at Zero Velocity which will stop the VTR in a laced mode.

### Menu 70 – Timecode Standard

Menu 70 – Timecode Standard	
0= Auto	1= Use System

<b>0= Auto</b>	Use Standard as reported by machine.
<b>1= Use System</b>	Use Master Standard as defined by the Master machine or in Unit Setup.

### Menu 71 – Auto Unlace

Menu 71 – Auto Unlace	
0= Enabled	1= Disabled

This parameter allows you to disable the auto-unlace and rely on the machines unlace function.

## Menu 72 – Colour Framing

Menu 72 – Colour Framing		
0= Off	1= 4 Field	2= 8 Field

This Parameter determines the colour framing of the machine when in Play and a Slave. At all other times the Colour framing is determined by the machine Setting (switch or menu). The normal setting for audio applications is 0= Off. Any other setting can cause sync problems.

## Menu 73 – Extended Status Request

Menu 73 – Extended Status Request	
0= On	1= Off

The serial interface requests the status data in two blocks of 8 bytes, some machines have not implemented the offset status data request and always return the same data. This parameter allows the user to disable the extended status request.

## Menu 74 – Machine Jog Response

Menu 74 – Machine Jog Response							
0 Min	1	2	3	4	5	6	7 Max

## Menu 75 – Disable Tally Check

Menu 75 – Disable Tally Check			
0= Off	1= Local	2= No Coms	3= Local+No Coms

## Auto Menu's

### Menu 76 – Auto Record and Rehearse

Menu 76 – Auto record and Rehearse		
0= ADR Mode	1= Command	2= Editor

The Auto-Record and Rehearse keys may be one shot Commands (1= Cmd, 2= Editor) or modes (0= Mode) that change the operation of the unit. Loop operation is only available when the mode is selected.

- 0= Mode** Select Auto, Rehearse, Manual, Review Mode by depressing Mode key. Leave Mode by depressing illuminated Mode key. Whilst mode is active the Locate command will locate pre-roll before record in. Record On and Record off commands are global, the record advance may be changed by entering required record advance followed by Store followed by Record.
- 1= Command** Perform an auto edit, rehearse, review, manual by depressing the selected command key. The system will locate record in and perform edit/rehearse. Whilst active the selected command LED will be illuminated. Once finished the LED will extinguish. Record On and Off commands are performed individually by each serial port, the record advance for each machine may be individually adjusted using Root | Iface | Record | Menu 40:- Record Advance.
- 2= Editor** This is the same as 1= Cmd except that, all group enabled machines are selected and the system then performs an auto edit/Review. Once the edit is finished the machines are released and become individual again.

### Menu 77 – At end of Auto Record

Menu 77- At end of Auto Record					
0= Redo	1= Stop	2= Goto In	3= Review	4= Play	5= All Stop

When the auto record out is activated this parameter selects what the system will do next.

### Menu 78 – ADR Backup Machine

Menu 78 – ADR Backup Machine					
0= None	1= A	2= B	3= C	4= D	5= E

When either Auto-Record or Manual-Record mode are enabled a DAT machine may be used as a backup recorder on the specified serial port.

Note: Once a backup DAT machine is enabled an extra delay of 70 frames is added to allow for the lockup and PNO record of the DAT. If the pre-roll is too short the system will not go into record even if locked.

### Menu 79 – Get loops from Keyboard or CBServer

Menu 79 – Get loops From	
0= Keyboard	1=CBServer

### Menu 80 – Auto Increment Loop Number

Menu 80 – Auto-Inc Loop	
0= No	1= Yes

### Menu 81 – Backup in Auto & Manual

Menu 81 – Backup in Auto & Manual	
0= Master Run	1= Always

## Input Menu's

### Menu 82 – Serial Input Ports RM-6(SR-4)

Menu 82 – Serial Input Ports RM-6(SR-4)				
0= F(A)	1= E, F(A,B)	2= D, E, F(A,B,C)	3= C, D, E, F	4= B, C, D, E, F

### Menu 83 – Input Lock Tally from

Menu 83 – Input Lock Tally from	
0= System	1= Master

Normally Set to System, Set to master if using with Avid or Pro-tools auto-edit.

### Menu 84 – Convert Remote Fast forward and Rewind to Shuttle

Menu 84 – Convert Remote Fwd/Rwd to Shuttle		
0= No	1= Video	2= All

Use if Remote Fwd/Rwd commands cause video to lose picture.

### Menu 85 – P2 Remote Control of

Menu 85 – P2 Remote Control of		
0= Master	1= Selected Machine	2= All Machines

When controlling the system from a Serial Sony P2 controller via the input port, are commands routed to the Master or the currently selected machine. When All machines is selected the command will be sent to all machines.

### Menu 86 – External Machine ID

Menu 86 – External Machine ID							
0= Previous Menu	1= Record	2= CB	3= A	4= B	5= C	6= D	7= E

When controlling the system from a Serial Sony P2 controller via the input port, this parameter determines which device ID is reported by the system:

- 0= Previous menu**      The ID reported follows either the Master machine or selected machine dependant on Menu 85.
- 1= Record**              The ID reported follows the current selected Record machine.
- 2= CB**                      The ID reported is a unique CB ID.
- 3=A 4=B 5=C 6=D 7=E**      The reported ID is the same as the machine on the selected port.

## Menu 87 – RM-6 Ports D and C Track Arm Destination

Menu 87 - RM-6 Ports D,C Track Arm								
0= RecMcn	1= System	2= Off	3= All	4= A	5= B	6= C	7= D	8= E

When using the serial port C or D as an input the record track arming command is sent to:

<b>0= RecMcn</b>	(Record Machine) The currently selected Record Machine as displayed in the middle of the lower line on the RM6 and on the Record Page.
<b>1= System</b>	To the System Record Map, this may be mapped on a track by track basis across all the machines/tracks in the system.
<b>2= Off</b>	Track arming is ignored, dummy tallies are generated.
<b>3= All</b>	Track arming is copied to all Record Enabled machines.
<b>4=A 5=B 6=C 7=D 8=E</b>	External track arming direct to machine port specified.

## Menu 88 – – RM-6 Port E Track Arm Destination

Menu 87 - RM-6 Port E Track Arm								
0= RecMcn	1= System	2= Off	3= All	4= A	5= B	6= C	7= D	8= E

When using the serial port E as an input the record track arming command is sent to:

<b>0= RecMcn</b>	(Record Machine) The currently selected Record Machine as displayed in the middle of the lower line on the RM6 and on the Record Page.
<b>1= System</b>	To the System Record Map, this may be mapped on a track by track basis across all the machines/tracks in the system.
<b>2= Off</b>	Track arming is ignored, dummy tallies are generated.
<b>3= All</b>	Track arming is copied to all Record Enabled machines.
<b>4=A 5=B 6=C 7=D 8=E</b>	External track arming direct to machine port specified.

## Menu 89 – RM-6 Port E Input Track Arm

Menu 89 – RM-6 Port E Track Offset	
0= 1-48	1= 40-96

## Menu 90 – External Play Command

Menu 90 – External Play Command	
0= Wait for Slaves	1= Immediate

This determines the systems response to an External Play command:

<b>0 = Wait Slave</b>	Wait for slave(s) to park before going into play.
<b>1= Immediate</b>	Master goes into play without waiting for slaves.

## Menu 91 – External Master Position and Std

Menu 91 – External Position and Std	
0= Generator	1= Machine



### Menu 92 – GP In 6 Record On

Menu 92 – GP In 6 Record On		
0=Off	1= 0v	2= +5v

### Menu 93 – External Record Commands to Video machines

Menu 93 – Ext Record Commands to Video Mcn	
0=Normal	1= Convert to Edit On/Off

### Menu 94 – DAW Port for PD-1

Menu 94 – DAW Port for PD-1					
0= None	1= A	2= B	3= C	4= D	5= E

### Menu 95 – PD-1 Record Command

Menu 95 – Record Command	
0= DAW Only	1= Global

## Local Menu's

### Menu 96 – Mcn Select On RM-6

Menu 96 – Mcn Select On RM-6	
0= Yes	1= No

### Menu 97 – Wind Speed

Menu 97 – Wind Speed					
0= Max	1= 2x	2= 4x	3= 6x	4= 8x	5= 10x

### Menu 98 – Locate with Preroll

Menu 98 – Locate with Preroll	
0= No	1= Yes

### Menu 99 – Preroll

Menu 99 - Preroll							
0= 3 Secs	1= 4 Secs	2= 5 Secs	3= 6 Secs	4= 8 Secs	5= 10 Secs	6= 12 Secs	7= 15 Secs

### Menu 100 – Switch Brightness

Menu 100 - Switch Bright							
0 Min	1	2	3	4	5	6	7 Max

The LCD Switch Brightness can be adjusted to suit ambient light levels.

### Menu 101 – TFT Brightness

Menu 101-TFT Bright							
0 Min	1	2	3	4	5	6	7 Max

TFT Brightness can be adjusted to suit ambient light levels.

### Menu 102 – RM-6/SR-4

Menu 102 – RM-6/SR-4	
0= RM-6	1= SR-4

### Menu 103 – Master Timecode

Menu 103 – Master TC	
0= With Standard	1= Large

### Menu 104 – Test Display

Menu 104 – Test Display						
0= Normal	1= Key	2= Macro	3= Jog	4= Video	5=	6= Debug

# Port USB

## Alimentation

La Télécommande TFT consommé au environ de 400 mA, c'est dans les spécifications qui imposent 500 mA maximum aux Ports USB, c'est pourquoi nous recommandons de ne connecter que cette Télécommande TFT sur le Port USB, ou d'utiliser un répartiteur utilisant une alimentation externe. Les nouveaux ordinateurs sont souvent équipés de Port USB pouvant délivrer plus de puissance. Si vous n'utilisez pas le Port USB, vous pouvez utiliser une alimentation 5 V USB.

## Sony P2 ou Port pour CBServer

Le port USB peut être utilisé comme un Port Sony P2 et aussi pour une liaison avec CBServer sur un PC.

## Mise à jour du logiciel interne

Le Port USB est aussi utilisé pour mettre à jour le logiciel interne de la Télécommande TFT. Les mises à jour sont disponibles sur la page du site de CB Electronics.

<http://www.colinbroad.com/cbsoft/TFT-422/TFT-422.html>

Vous y trouverez des liens vers une version Mac et Windows du logiciel 'UR422', logiciel qui est utilisé pour effectuer les mises à jour et aussi programmer le clavier.

**Note:** La barre de progression sur la Télécommande TFT indique la capacité maximum de la mémoire et n'atteindra pas la fin. La barre de progression sur le logiciel 'UR422' montre la taille de la mise à jour et disparaîtra à la fin de la mise à jour.

## Récupération

En cas de rupture de l'alimentation ou tous autres problèmes durant la mise à jour du logiciel :

- 1) Fermer le logiciel UR422.
- 2) Débrancher l'USB et puis rebrancher le en tenant les touches **[Store]** et **[Recall]** appuyées. L'écran de mise à jour du logiciel s'affichera.
- 3) Ouvrir de nouveau le logiciel UR422

# Brochage des connexions RS422

## Raccordements pour câbles standards et inversés Tx-Rx

Un câble RS-422 est un câble 2 paires 110 ohms blindées et isolées séparément.  
(Spécification Sony)

L'exemple type est le câble 2 paires numérique MOGAMI 3160.

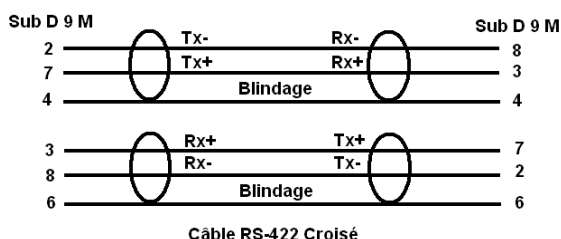
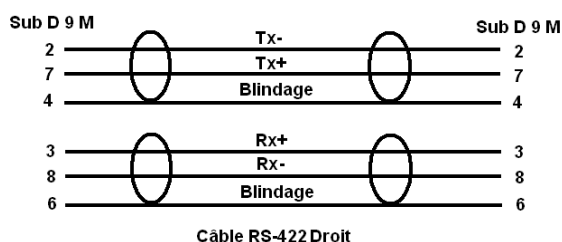
CÂBLE RS422 (SONY 9 BROCHES)			
Fonction	9 broches 'D' Mâle	9 broches 'D' Mâle	
Tx-	2	2	
Rx+	3	3	
Blindage Tx	4	4	
Blindage Rx	6	6	
Tx+	7	7	
Rx-	8	8	
	1	1	Blindage général

CÂBLE RS422 (SONY 9 BROCHES) CROISÉ			
Fonction	9 broches 'D' Mâle	9 broches 'D' Mâle	
Tx-	2	8	
Rx+	3	7	
Blindage Tx	4	4	
Blindage Rx	6	6	
Tx+	7	3	
Rx-	8	2	
	1	1	Blindage général

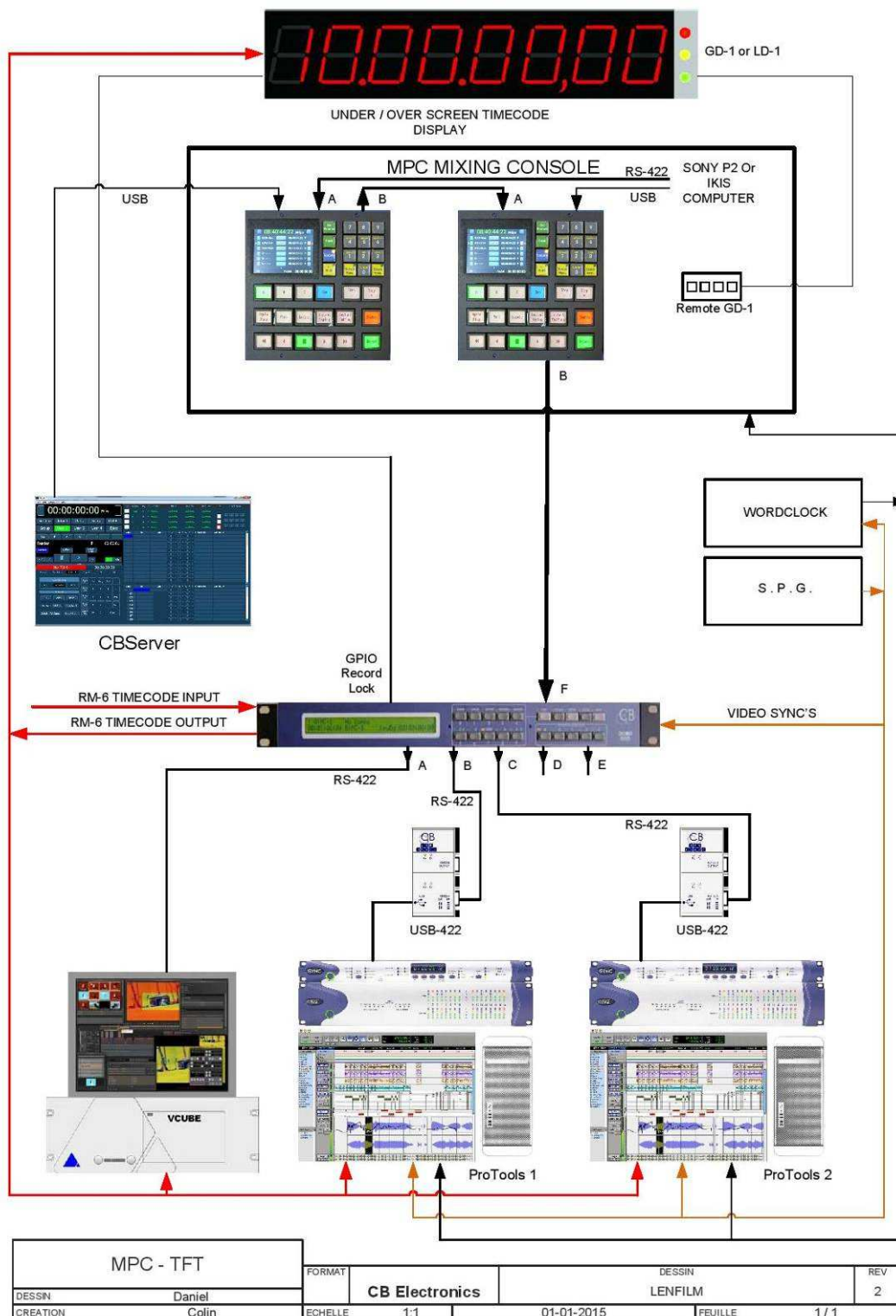
### Pas de connexion sur les broches 5 et 9

**Ne pas oublier de raccorder le blindage général du câble, s'il y en a un, sur la broche 1 d'un seul côté du câble.**

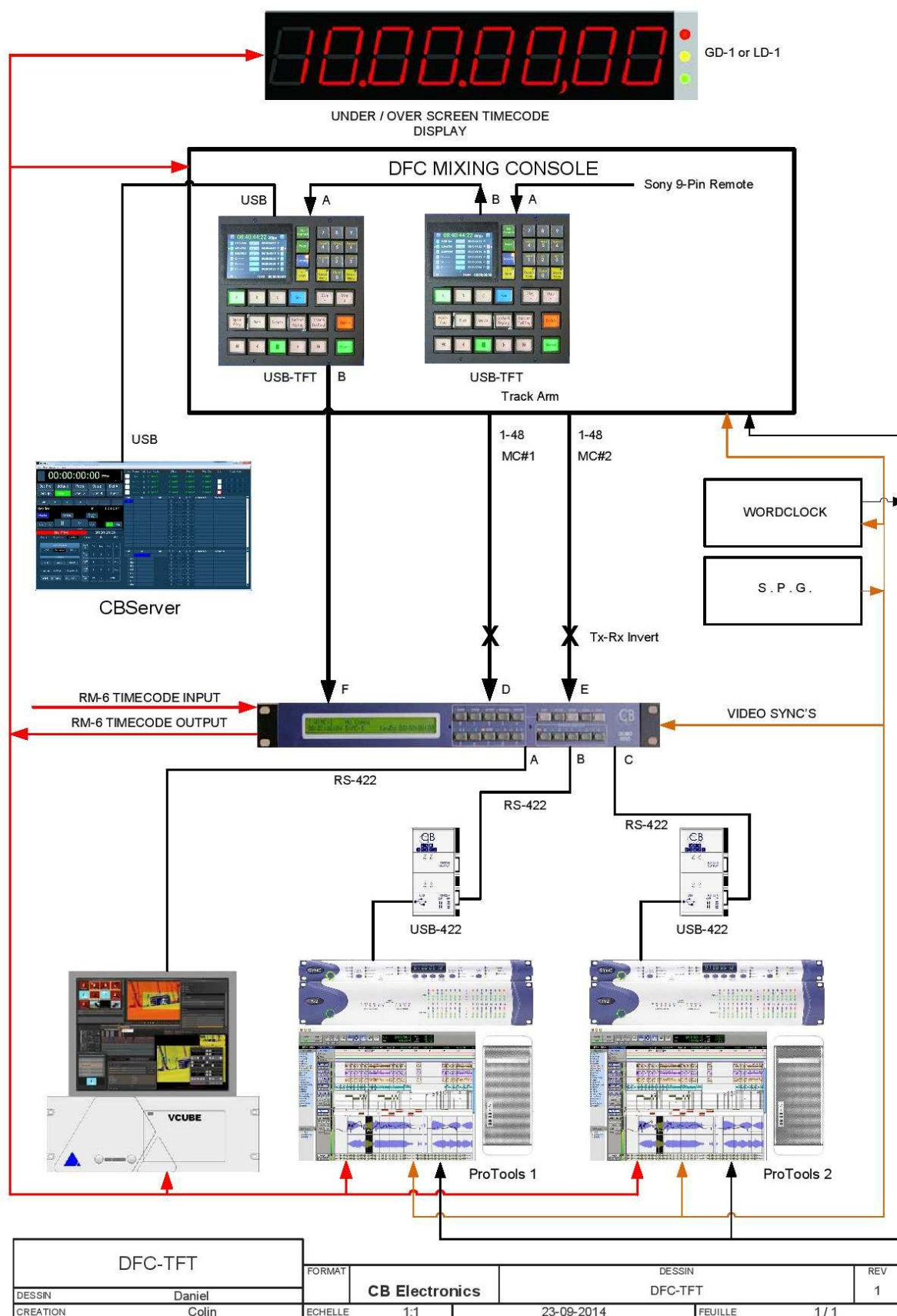
**Un blindage doit toujours être raccordé à la masse.**



# Installations Typiques



Lenfilm: Console MPC avec 2 Télécommande TFT



DFC Twickenham

**Note:** La console DFC ne peut armer que 48 pistes par Port, l'utilisation de 2 sorties permet de contrôler 96 pistes

# CB Electronics

CB Electronics a fait tous les efforts pour assurer l'exactitude des informations contenues dans ce document, qui sont néanmoins fournies seulement à titre indicatif et ne constitue pas une forme de garantie.

Toutes les marques déposées reconnues.

Les informations contenues dans ce document sont sujettes aux changements sans avertissement.

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