

## Vision Engineer Preview

VE1 and VE2 monitors and waveforms are fed from router destinations 4.15 and 4.16. Each position has a 16 button TSL control panel.

The Leader rasterizer is looped from the monitor so relies on the monitor being switched on.

### Touchdowns

Touchdowns are connected to Tallyman, not directly to the pv selector.

Each RCP is connected directly to a CCU using a legacy cable. (Ethernet cables are available for IP connection if necessary). In the engineering desk touchdown connectors are tie-wrapped to RCP cables.

Touchdown/source association is setup in Tallyman.

Start Tallyman – double click the Tallyman v1.9.4.0 icon

Click on **Configuration**

Click on **OK** (no password needed)

On main screen click on *View* and select *Setup*

Click + to expand the tree

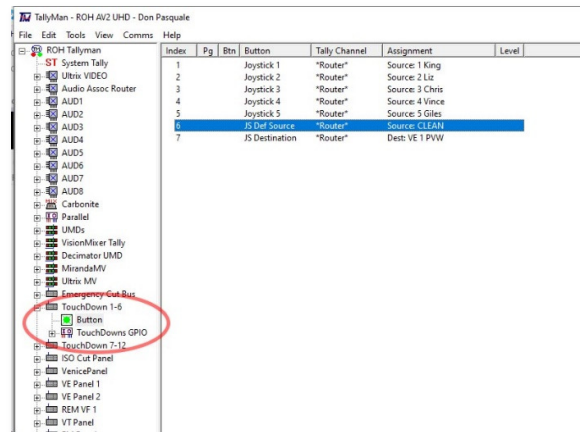
Consider each set of RCPs (VE1 & VE2) as virtual panels. Each RCP represents a button.

Expand the *Touchdown* panels by clicking the adjacent +.

Click on *Button*

A number of line entries will appear.

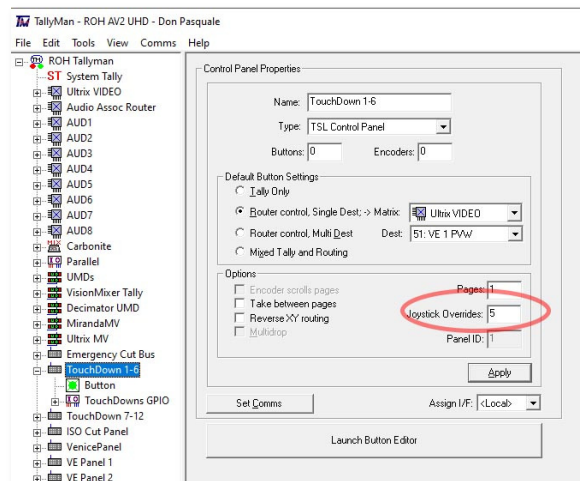
If there are enough lines with 'Joystick x' for the number of RCPs no further change to the number of entries is required.



If there are not enough entries double click on the panel name (*Touchdown 1-6* or *Touchdown 7-12*).

Enter the required number of RCPs in the *Joystick Overrides* box.

Click **OK**.



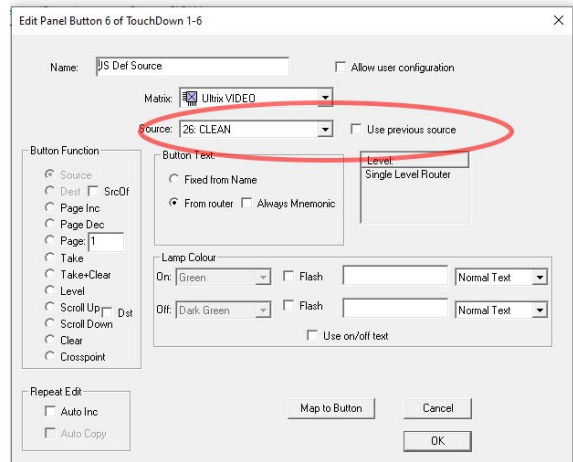
The last line will be *JS Destination* and should be `Dest : VE 1 PVW for VE1` and `Dest : VE 2 PVW` for VE2

The line above will be *JS Def Source*. This is the default source the destination returns to after an RCP is released. It can be set to a specific source or to the last source selected on the VE panel.

Double click on the *JS Def Source* row. The window should appear similar to this.

Check the box *Use previous source* to return to the last selected source or uncheck and select a specific source in the *Source:* box.

Click **OK** to close the panel.



Each line in the Button panel represents each RCP in the VE position.

To set up an RCP:

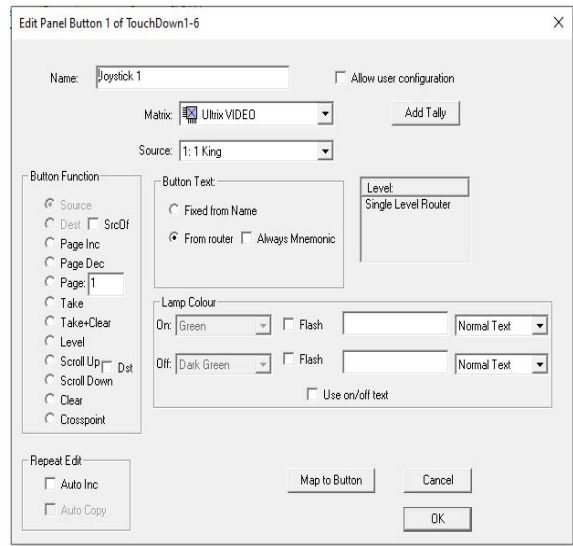
Double click a line. (To keep the system sensible use line 1 for the first RCP and so on.)

Make the appropriate entries in the following boxes:

**Name** This is arbitrary. Keep it logical. Eg `Joystick 1`

**Matrix** select `Ulrix VIDEO`

**Source** The source corresponding to that RCP.



Click on the **Add Tally** button. This window sets up the connection between the RCP and Tallyman.

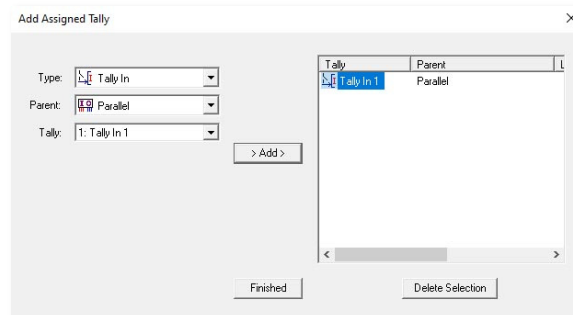
If there is an existing tally assigned it can be edited.

Click on the entry in the first column *Tally*. The boxes in the window should contain the following:

**Type** Tally In

**Parent** Parallel

**Tally** Select the Tally In x corresponding to the number of the joystick. For VE 1 this will typically be in the range 1-5, for VE2 6-10.



If no tallies are assigned then complete the boxes using the drop down lists as above then click >Add>.

Click **Finished**.

If every RCP has to be setup then check the *Auto Inc* box in the *Repeat Edit* section. This will automatically take you to the next line entry.

Click **OK**.

Save the config with a programme related filename.

## Waveform and Camera Previews

Individual camera previews and the waveform are displayed on 17” monitors using a Decimator 9 way multiviewer. The cards sit in glue frame 1. There is some control available from Dashboard/Tallyman but display layouts must be edited using Decimator software via a front edge mini USB connection.

8 inputs are available for each Decimator on the jackfield, K1-K16. Digital character o/ps from CCUs and the two rasterizer o/ps are on J1-16. One of the character o/ps (usually camera 3) has to be DA'd to feed the F stop keying.

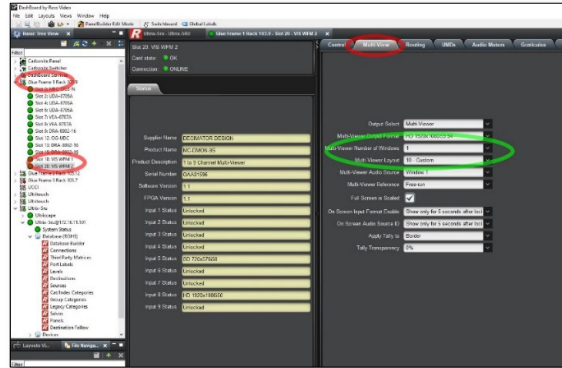
3 presets are available to display 5,6 and 7 cameras respectively. A single window preset allows for the full display of the rasterizer to enable adjustment.

The presets are selected through Dashboard.

Navigate to the Multiview tab as illustrated.

Select 6 windows for 5 cameras, and so on. Select '10-Custom' for the layout.

The waveform window has been adjusted to maximise the display of the waveform. The button legends for control of the rasterizer are hidden. They can be displayed by selecting the 1 window display in the Decimator.

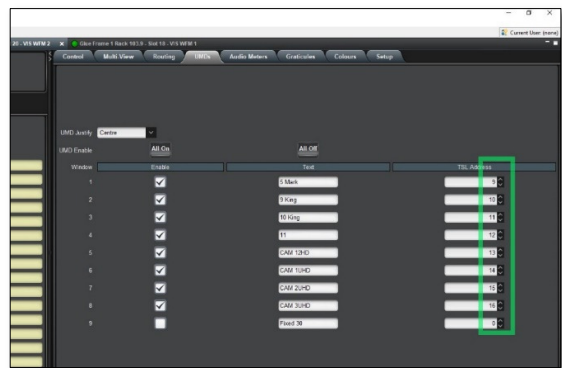


Individual UMDs can be turned on/off in the UMD tab.

Window 1 has a mixer out UMD under the waveform. The other windows have fixed UMDs and tallies.

Tallies and UMD text are selected from Tallyman. Associations are setup on the 'Decimator UMD' branch of the Tallyman setup.

Each window in both multiviewers has a unique TSL address as listed in the UMD tab of Dashboard. The addresses correspond to the addresses in the 'address' column of the Tallyman page. The UMDs for both displays are listed on the same page.



The relationship between inputs windows and TSL addresses are listed below.

Index	Display	Type	Position	Assignment	Current Text
1	Display 21	Single 8	1	Deep PGM	3 Mark
2	Display 32	Single 8	2	Fixed Src	1 Geoff
3	Display 33	Single 8	3	Fixed Src	2 Chris
4	Display 34	Single 8	4	Fixed Src	3 James
5	Display 51	Single 8	5	Fixed Src	4 Chris
6	Display 52	Single 8	6	Fixed Src	5 Mark
7	Display 53	Single 8	7	Fixed Src	6 Liz
8	Display 54	Single 8	8	Fixed Src	7 Liz
9	Display 55	Single 8	9	Deep PGM	3 Mark
10	Display 56	Single 8	10	Fixed Src	8 King
11	Display 57	Single 8	11	Fixed Src	10 King
12	Display 68	Single 8	12	Fixed Src	11
13	Display 59	Single 8	13	Fixed Src	CAM 13HD
14	Display 60	Single 8	14	Fixed Src	CAM 14HD
15	Display 61	Single 8	15	Fixed Src	CAM 15HD
16	Display 62	Single 8	16	Fixed Src	CAM 16HD
17	Display 63	Single 8	17	Fixed	Fixed 83

Decimator 1 – VE1				Decimator 2 – VE2			
Input	Window	TSL Address	Usual Assignment	Input	Window	TSL Address	Usual Assignment
1	8	1	Mixer or PV selector	1	8	9	Mixer or PV selector
2	1	2	Cam 1	2	1	10	Cam 6
3	2	3	Cam 2	3	2	11	Cam 7
4	3	4	Cam 3	4	3	12	Cam 8
5	4	5	Cam 4	5	4	13	Cam 9
6	5	6	Cam 5	6	5	14	Cam 10
7	6	7		7	6	15	
8	7	8		8	7	16	

To change the assignment of a UMD double click on the appropriate row.

In the *Display Assignment* drop list select the type of display required:

Fixed Matrix Source used for labelling camera previews.

Follow Matrix destination used for UMDs following the mixer tallies or the preview selector.

In the *Matrix Assignment* box select from the list:

Ultrix VIDEO for either fixed sources or pv selector follow.

Carbonite for mixer follow.

If editing every entry in the list use the Repeat Edit feature.

When completed click **OK**.

