ZETA-THREE^{em} EDITOR LIST

Editor interfacing for the Zeta-Three^{em} is based on the latest information available to Adams-Smith and is believed to be correct. However, edit controller design, software or manufacturing changes—as well as custom modifications—are not infrequently undocumented, and it must therefore remain the responsibility of the user to ascertain that the Zeta-Three^{em} will provide satisfactory service. Adams-Smith assumes no responsibility for any inaccuracies, errors or omissions in editor interfacing, nor for any damages resulting either directly or indirectly from the use of a Zeta-Three^{em} with any edit controller.

The software for the initial release of the Zeta-Three^{em} has been designated Version 3E60. This software supports the edit controllers listed below. Editor interfacing takes place continuously, however, while Zeta price sheets and software are released at irregular intervals. Therefore, there may be edit controllers in the Zeta-Three^{em} Editor/VTR library which have not yet appeared on a published Editor List, or an Editor List may include edit controllers which have not yet been added to the Editor/VTR library. If the edit controller in use is not shown below, please consult the factory.

For each edit controller listed below, the "VTR" column specifies the VTR which the ZETA-THREE^{em} will emulate. These Editor/VTR combinations are not alterable. If *Full Emulation* mode is desired, any Editor/VTR combination not shown below must be considered unsupported. For *Chase-Edit*™ mode, however, the "GENERIC" combinations will usually provide satisfactory service.

A ZETA-THREE^{em} Chase-Edit RS-422 "Y" Cable is required when using the Chase-Edit mode.

EDITOR	VTR	COMMENTS
Ampex ACE-25	VPR-3	
Sony BVE-900	BVU-950	
Sony BVE-5000	BVU-950	Requires wide-band, tape-to-head-contact, unprocessed time code from the transport at all times. If this is not possible, then do not use Full Emulation mode with the BVE-5000.
Sony BVE-9000	BVU-950	
CMX 3100, 3400, 3600 with the MULTI I²	VPR-3/300	VPR-3 or VPR-300 EPROM's are required for the MULTI I².
Convergence ECS-195	BVW-10	Chase-Edit is the recommended mode for this editor.
GENERIC	BVU-950	General purpose Sony protocols.
GENERIC	VPR-3	General purpose Ampex protocols.
Grass Valley Group VPE-151, VPE-141, 51Em, 41m	VPR-3	The "Super Edit" suite for any of these editors must contain software supporting the Ampex VPR-3.
New England Digital POST PRO	BVU-950	
Paltex ELAN	(SPECIAL)	A time code "Y" cable required.
SSL ScreenSound	BVU-950	
Time Logic	VPR-3	This interface must be considered "preliminary" at this time.
Videomedia VLC-32, Mickey, and Micron	VPR-3	The V-LAN interface must be configured for an Ampex VPR-3.

ZETA-THREE^{em}

EDITOR CONFIGURATION SHEET INDEX

Mar 5, 1992

ZETA-THREE^{em} EDITOR CONFIGURATION SHEET #1
AMPEX ACE-25
[Document released Oct 29, 1990]

At the Editor:

1. Press SYS INIT

2. Select "Hardware Configuration"

3. Select the port to which the ZETA-THREE^{em} is attached

4. Select "Transport"

5. Configure for "Ampex Protocol".

At the ZETA-THREE:
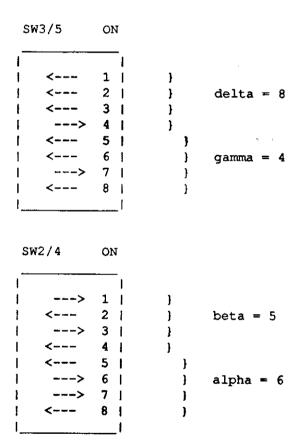
Select . .

```
        S09 EDITOR /VTR    ->
                           .ACE 25    /VPR-3
```

ZETA-THREE^{em} EDITOR CONFIGURATION SHEET #2
SONY BVE-5000
[Document released Oct 29, 1990]

At the Editor:

Set dipswitches on the "VIO-5" printed circuit board as follows (channel A uses SW3 and SW2, channel B uses SW5 and SW4):

```
     SW3/5        ON

    |_____|
    |                  |
    |    <---    1  |      }
    |    <---    2  |      }       delta = 8
    |    <---    3  |      }
    |    --->    4  |      }
    |    <---    5  |          }
    |    <---    6  |          }   gamma = 4
    |    --->    7  |          }
    |    <---    8  |          }
    |_____|


     SW2/4        ON

    |_____|
    |                  |
    |    --->    1  |      }
    |    <---    2  |      }       beta = 5
    |    --->    3  |      }
    |    <---    4  |      }
    |    <---    5  |          }
    |    --->    6  |          }   alpha = 6
    |    --->    7  |          }
    |    <---    8  |          }
    |_____|
```

At the ZETA-THREE:

Select . .

```
        S09 EDITOR /VTR     ->
                                .BVE-5000   /BVU-950
```

Interfacing:

The BVE-5000 requires time code from the transport at all times. Re-generated time code from the ZETA-THREE^{em} generator will unfortunately not do, as the editor must have raw time code in order to extract velocity information. A similar fate befalls re-generated code from a deck with center-track time code.

As a consequence:

1. The transport must maintain tape to head contact at all times, at least for the time code channel. The ZETA-THREE^{em} will automatically force the tape lifters to be defeated when the BVE-5000 is selected, but this rather assumes that the transport is fitted with controllable lifters.

2. The time code channel must be of a wide enough bandwidth to pass time code at the transport's maximum wind velocity.

3. Any "intelligent" time code processing within the tape deck must be bypassed. This applies especially to center-track time code.

4. Time code from the transport must be "Y"d and fed to the editor's time code input as well as to the ZETA-THREE^{em} MASTER CODE IN.
   (Although the Zeta's time code input is balanced - pin 3 hot - some care may still be required when "Y"ing unbalanced time code lines, as it is possible, depending on connector configurations, to short out the signal altogether.)

5. **If any of these conditions are unattainable, then do not attempt Full Emulation with the BVE-5000.**

ZETA-THREE^{em} EDITOR CONFIGURATION SHEET #3
SONY BVE-9000

[Document released Oct 29, 1990]

At the Editor:

Set up the communications port for a BVU-950, then enter the Machine Parameter menus and make the following adjustments:

BLOCK (CONSTANT 1) Device type data	BYTE (Data No.) 3	4	5	6	7	8	BLOCK (CONSTANT 2) BYTE (Data No.) 1	2	3	4	5	6	7	8
10 1C	00	96	06	06	07	80	0A	04	FF	00	00	78	FF	58

At the ZETA-THREE:

Select . .

```
S09 EDITOR /VTR    ->
                  .BVE-9000  /BVU-950
```

CMX: All Editors using the MULTI I^2 (including Models 3100, 3400 and 3600)

[Document released Oct 29, 1990]

At the Editor:

The MULTI I^2 must be equipped with software to interface to either an **Ampex VPR-3** or an **Ampex VPR-300**. This software comes in the form of an EPROM and is obtainable from CMX.

At the ZETA-THREE:

Select . .

```
S09 EDITOR /VTR    ->
                        .CMX MULTI /VPR-300
                        .CMX MULTI /VPR-3
```

ZETA-THREE^{em} EDITOR CONFIGURATION SHEET #5
CONVERGENCE ECS-195
[Document released Oct 29, 1990]

At the Editor:

The recommended ZETA-THREE^{em} emulation mode when used with this editor is Chase Edit, in which case, no special setup will be required.

However, passable results have been obtained in Full Emulation mode by modifying Sony BVW-10 parameters within the editor. Software for the BVW-10 interface, together with instructions for modifying internal operating parameters should be obtained directly from Paltex/Convergence.

A list of parameter names and proposed values follows. The names are as specified in the Convergence document "ECS/PUB/QLINEUP -- 880614.1103 OFM". Dialog with Paltex/Convergence is continuing, and it is entirely possible that a more friendly Full Emulation interface will be achieved in the future.

Parameter name	Proposed value
QPARM	92
PQDAC	16,30,BF,00 (slow, med, fast, wind)
QSSC	00
QDVST	03
RA	0A,1E,1E,1E,16,16,00,00 (acceleration)
KA	03,80,28,3C,10,10,00,00 (deceleration)
STAGGER	18

At the ZETA-THREE:

Select . .

```
    S09 EDITOR /VTR    ->
                            .CNVGNC 195/BVW-10 *
```

ZETA-THREE^{em} EDITOR CONFIGURATION SHEET #6
GRASS VALLEY GROUP
Edit Systems VPE-151, VPE-141, 51Em, 41m

[Document revised Jan 4, 1991]

At the Editor:

1. The Super Edit suite for any of these editors must contain software supporting the Ampex VPR-3. This software may be obtained directly from GVG.

2. Configure the appropriate communications channel for a VPR-3.

3. Set VTR SYNC QC to 003.

4. Set the editor's jog mode to "VARIABLE" as opposed to "STEP".

5. **After connecting the ZETA-THREE^{em} as outlined in the manual Chapter 14, always reset the Editor (Shift RESET) to restart communications.**

At the ZETA-THREE:

Select . .

```
S09 EDITOR /VTR      ->
                          .GRASS 41   /VPR-3
                          .GRASS 51   /VPR-3
                          .GRASS 141  /VPR-3
                          .GRASS 151  /VPR-3
```

DIGITAL AUDIO WORKSTATIONS

[Document released Mar 5, 1992]

At the Workstation:

Set up the appropriate machine control port for Sony (or Ampex) protocols.

At the ZETA-THREE:

Workstations tested to date are the New England Digital PostPro, SSL Screen Sound and the Fairlight. No problems are anticipated in interfacing other workstations using Sony or Ampex protocols, and the "generic" Editor/VTR combinations may be freely used.

Select . .

```
S09 EDITOR /VTR     ->
                        .GENERIC    /BVU-950
                        .GENERIC    /VPR-3
                        .FAIRLIGHT /BVU-800
                        .NED POSTPR/BVU-950
                        .SSL SSOUND/BVU-950
```

PALTEX Esprit+, ESD, Elan, Elite

[Document revised xxx xx, 1990] ** re-check!!!**

At the Editor:

1. Editor "Host" software must be revision 3.00 or greater. The current revision number may be viewed in the top right hand corner of the Editor screen after pressing the UTILITY key once.

2. Three different VTR interface cards have been used in the "E" Series Editors: Model 50 (current), Model 44, and Model 39 (old). Labels on the EPROM's on these cards indicate which interface software version is installed. Minimum software revisions are:

Model 50	5.4 or greater
Model 44	6.0 or greater
Model 39	Does not support ATR interfacing.

3. It is preferrable that the "E" Series Editors receive time code from the emulating transport. Therefore, time code from the transport should be "Y"d and fed to the editor's time code input as well as to the ZETA-THREE^{em} MASTER CODE IN.
    (Although the Zeta's time code input is balanced - pin 3 hot - some care may still be required when "Y"ing unbalanced time code lines, as it is possible, depending on connector configurations, to short out the signal altogether.)

    If, on the other hand, it is essential that the Editor should operate through a serial link only, then it may be possible to achieve satisfactory performance by entering the Editor's debug mode and manipulating the internal parameters which control the <u>duration</u> of the speed up and slow down commands during synchronization. Of course, the default parameters could already match the transport adequately.

4. The ZETA-THREE^{em} uses Sony comunications protocols when interfaced with the Paltex "E" Series Editors, and this will be detected automatically by the Editor. It is possible, however, that in an "all Ampex house" Sony protocols will have been disabled at the Editor. Re-enabling will be necesssary for operation with the ZETA-THREE^{em} (once again, this is done in the Editor's "debug" mode).

At the ZETA-THREE:

Select . .

```
S09 EDITOR /VTR    ->
                    .PALTEX    /SPECIAL
```

ZETA-THREE^{em} EDITOR CONFIGURATION SHEET #9
VIDEOMEDIA VLC-32, MICKEY, and MICRON
[Document released Oct 29, 1990]

At the Editor:

The V-LAN interface must be configured for an Ampex VPR-3. This should involve only a change of EPROM, which may be obtained from Videomedia and their dealers.

Be sure to follow all instructions pertaining to the software change and to the edit system setup for the VPR-3.

At the ZETA-THREE:

Select . .

```
        S09 EDITOR /VTR    ->
                        .VIDEOMEDIA/VPR-3
```

CMX OMNI 1000

[Document released Mar 5, 1992]

At the Editor:

For device assignment, the Omni 1000 requires the following:

Group	Model	Address
ampex	ZETA3	80A4

At the ZETA-THREE:

Select . .

```
S09 EDITOR /VTR    ->
                        .CMX OMNI /VPR-3
```