Model 2600 A/V

Date: January 2, 1990

TO: Users of Model 2600 A/V Audio-for-Video Editor

SOFTWARE UPDATE

The latest software for the Model 2600 A/V Audio-for-
Video Editor is implemented in Version 4.10 (two 3 1/2-
inch disks or three 5 1/4-inch disks).

Version 4.10 software contains major enhancements,
including a full-function MIDI event sequencer; jog and
shuttle capability for video recorders, with control from
an optional Motion Control Knob; support for a 3.5-inch
disk drive for EDL transfers; and ADR-style visual count-
down and numeric slates using the Model 2600 CI Character
Inserter module.

To use some of the new capabilities, hardware upgrades of
the A/V CDU and the SYSTEM 2600 modules are required:

    MIDI - Requires an enhanced C:SOUND PCB in the CDU
           and a set of MIDI connectors on the CDU rear
           panel. If your system has A/V GPI triggers,
           then the enhanced PCB is already installed.

    JOG - Requires "K" level software in all 2600 SY
          Synchronizers. To use the optional Motion
          Control Knob, the CDU requires an enhanced
          C:SOUND PCB and a 25-pin rear panel connector.

3.5" EDL - Requires a new disk drive, normally
installed in place of the 5.25" drive.

ADR - Requires factory hardware and software
modifications to the Model 2600 CI module.

If you have any questions regarding hardware, please contact
the factory for more information

The enhancements and changes are explained in the following
pages of this field bulletin.

Adams-Smith 2600 A/V -- Version 4.10 Release Notes

Software Installation Instructions

(1) Power off the 2600 A/V if it is on.

(2) Insert the Version 4.10 Disk #1 disk into the floppy disk drive and close the latch.

(3) Power up the A/V. It will run through its memory test, and then begin reading from the floppy drive.

(4) After a moment, a message that the installation has begun will appear.

(5) When a message appears to insert Disk #2, remove Disk #1 from the drive, insert Disk #2 and close the latch, and press ENTER.

(6) Repeat the above step for any additional disks.

(7) When installation of the last disk is complete, remove the disk as instructed and press ENTER. The A/V will reboot from the hard disk, and should automatically start up the new program.

After reading the release notes, proceed to the Initialization Menu if any new parameters need to be entered for your installation. Also, check the release notes for screens that have changed the number of input fields -- if any of these screens were used in function keys, then the function key definitions will have to be modified.

A/V Version 4.10 New Features and Changes

(1) The handling of MIDI has been substantially enhanced, so that the A/V can now be used as a MIDI event sequencer. A separate document describes the new features.

(2) In conjunction with the release of "K" level software for the Adams-Smith 2600-SY synchronizer, many more machines can now be "jogged" with the A/V, and new jogging capabilities have been added to the A/V. All of the new jogging capabilities of the A/V require that "K" software be installed in the synchronizers.

Machine Assignments Page 2 now has a new column, "Allow Jogging". Only machines that have Yes entered in this column will respond to the jogging commands.

In the past, certain Sony and JVC machines could be jogged by entering a special code in the machine type column on Machine Assignments Page 1. When jogging these machines with "K" level synchronizer software, these machine types should be set to "V" like any other video machine, and the synchronizer constants set up to handle jogging as described in the "K" level synchronizer field bulletin.

The Frame Bump +/- keys can now be used to step a jog-enabled machine forward and backward. Normally, these keys are used to either bump the offset of a slave machine, or to scroll a C:SOUND display. If neither of these modes are relevent for the highlighted machine (such as is often the case for a video master), then they will be available for jogging the highlighted machine one frame at a time. If the key is held down, then repeated commands will be sent to the synchronizer, and it may take a while for the machine to catch up to the commands -- the accumulated commands can be cancelled by pressing the Frame Bump key for the opposite direction.

The new Adams-Smith Motion Control Unit (MCU), or jog knob, is also now supported. If the System Option "Dedicate Jog Knob to first jog-enabled machine" is set to Yes, then the jog knob will always control a single machine, and will be active even if that machine is not currently being pointed to. If the option is set to No, then the jog knob will be assigned to whatever machine is currently being pointed to. If the current machine is not enabled for jogging, but has a C:SOUND display active, then the knob can be used to scroll the C:SOUND display.

The jog knob has two modes, jog and shuttle, which can be toggled between by pressing on the knob. The red LED will be lit for jog mode, and the green LED will be lit for shuttle mode. In jog mode, the knob rotates continuously, and the speed that a machine will be moved is proportional to the speed at which the knob is rotated. In shuttle mode, the knob has a center detent position, and can be moved up to 60 degrees in either direction from the detent position. In this mode, the absolute position of the knob controls the speed and direction of the machine. When the knob is at the center detent, the machine will be stopped. When the knob is moved in the clockwise direction, the machine will start moving in the forward direction, and the further the knob is moved, the faster the machine will go. Moving the knob counterclockwise from the center detent position will have a similar effect in the reverse direction.

(3) 3-1/2" disk drives are now fully supported. The File I/O dialog boxes have been modified to allow specifying 3-1/2" disks in either MS-DOS or CMX format.

(4) The A/V now supports the Adams-Smith Character Inserter (CI) module for use as a talent cueing device. A separate document describes its use.

(5) The Machine Assignments Page 5 dialog now includes arming codes for both preview and record. New codes have been added to support NEC tape recorders.

(6) It is now possible to specify GPI timecodes to be relative to the master SYNC point.

(7) A bug in List Management where changing the starting time for a drop-frame source would set the values incorrectly has been fixed.

(8) It is now possible to change drop-frame numbers in an EDL to non-drop-frame, and vice-versa. In the Change Source Times dialog of List Management, the reel number that is entered is checked with the reel numbers of the currently defined machines. If it matches a machine, then the frame-code mode used for list management will be set to the machine's mode. If this mode is different than that found in the list, a warning will be issued that the frame-code mode is about to be changed.

(9) It is now possible to make lists, including the new MIDI list, "auto-scroll" to the master timecode (or current machine timecode for memo lists). To do this, bring up the appropriate "set list options" dialog from the Display Management menu, set the sort sequence to "sort by in-time", and set the auto-scroll setting to Yes. When auto-scroll is active, the A/V will automatically move the list pointer to the event whose IN time most closely matches the master timecode without exceeding it whenever the master timecode changes.

(10) Several new options have been added to the System Options dialog from the Init Menu:

If the "Ripple transport motion commands to group" setting is set to Yes, then any transport motion command (such as Play) that is entered while pointing to any chase-enabled machine will cause the command to be issued to the master and all enabled slaves will be commanded to chase the master. This operation is similar to the rules followed by the Adams-Smith Compact Controller. Pressing ISO in combination with a transport motion command will cause the command to be issued only to the machine that is being pointed to.

It is now possible to suppress the display of GPI and Trigger information in an EDL by answering No to the "Show GPI/Trigger information in EDL" question.

It is now possible to do a "quick" update of the Working EDL file after a record-edit by answering Yes to the "Do quick Working EDL file update after record-edit" question. Normally, the entire Working EDL file is rewritten whenever anything changes in it, including a new edit. Although this file rewrite is done in the background, it can still slow down editing operations slightly. Also, background file updating is not done during edits, so if the list is long, it may never get completely rewritten before the next edit starts. Turning on the "quick" update mode bypasses this problem by simply appending new edits to the end of the file on disk, without rewriting the old information. The only disadvantage this method has is that the undo operation will go all the way back to the last time the file was completely written.

(11) Pressing ALLSTOP while a C:SOUND display is following a moving machine will now cause the display to be stopped at the point at which the ALLSTOP was entered.

(12) Placing a machine "off-line" on Machine Assignments Page 1 will no longer cause the record privilege to be reset when the machine is placed back "on-line".

(13) The CONSTANTS dialog box can now be brought up either by pressing SHIFT-CRCL (the old method) or by pressing CONST twice in a row.

(14) During dialog field entry, the current field can now be cleared by pressing the INIT key.

(15) LEARN keys may now hold up to 250 steps each.

(16) Memo list notes can now be entered or modified by pressing the NOTE key while a memo list is being displayed.

(17) On the CHANGE SOURCE TIMES dialog (EDL List Management), it is now possible to change all source times by entering "ALL" for the reel ID.

(18) When printing from the Reference or Working EDLs, it is now possible to suppress the printing of the list title and the form feed at the end of the list. This allows for the logging of edits as they happen, perhaps through the use of a function key.

(19) If a DOWN-ARROW key is executed in a LEARN key definition, and the current list pointer is at the bottom of the list, the LEARN key execution will be terminated.

(20) The Post-Record Action line on the System Options dialog now has a new entry for setting the OUT times for an open-ended edit.

(21) Reel identifiers may now contain any printable ASCII character except SPACE, COMMA, or ASTERISK. Also, if a reel identifier read from an external list is more than 6 characters, it will now simply be truncated to the first 6 characters (in the past, the entire line would have been rejected). Note that if an edit list created on the A/V is to be exported to a CMX-compatible editing system, it is the responsibility of the operator to use reel identifiers that are valid for that system (older CMX systems only allow numeric reel numbers).

(22) When exporting CMX-format lists from the A/V, the audio-video mode column for edits created on the A/V is now set to "A" (for audio track 1) rather than "NONE".

(23) In the past, list management operations could be performed on a list such that the list was not sorted according to its assigned sort sequence. Now, each list is always kept sorted, even when list management changes numbers in the list. If you need to maintain a list in a non-standard sequence, set the sort sequence to "Sort Off".

(24) A new column, "Ignore Lock Errors", has been added to Machine Assignments Page 3. This allows machines using control track updating of pseudo-timecode to be used in edits, with lock error detection still being performed on other machines. In the past, the only way to use these machine would have been to set the retry count to zero, which turns off all lock error aborts.

(25) It is now possible to enter the RECORD key into function keys. To insert a RECORD key in the FUNCTION KEY EDIT dialog, use the alternate-meaning command (SHIFT-YES) and then press RECORD.

(26) While executing function keys at normal (fast) playback speed, dialog windows will now remain hidden unless a Function Pause is executed, in which case the dialog will appear with the cursor at the correct position.

(27) If an auto-assembly is performed on a list that does not contain information concerning the record-enabling of machines (such as a CMX list), the A/V will now keep the record-enabled status that was in effect at the start of the auto-assembly. In version 4.0X, it was sometimes possible to receive a message "Cannot assemble -- no machines record enabled" when doing auto-assemblies from a CMX list. Note that it is still possible to receive this message if the record machine is not set up to participate in the edit. This can be prevented by clutching the record machine to the master, or by defining the record machine to be master when reading in the EDL.

(28) Menu selection 9 under LIST MANAGEMENT for EDLs has been changed from DELETE NOTES to DELETE LIST INFORMATION. It is now possible to delete individual machines, GPI information, and CMX video information from a range of events in an EDL.

(29) If a SHIFT-REEDIT operation is done from the Reference EDL, the "EDIT #" display on the screen will now show the Reference EDL number in parentheses, and a note will automatically be added to the Working EDL entry when the edit is recorded giving the Reference Edit number.

(30) When performing a REPLAY operation, the offset of any record-enabled slaves must match the offset of the edit being replayed. In the past, the edit would have been replayed with the slaves at the current offset. Now, an error message will be issued. (Normally, if a replay is performed immediately after a RECORD-EDIT, the offsets match and this is not a problem.)

(31) Setting a duration for a machine that has an OUT time established and no IN time will now cause the appropriate IN time to be computed (it used to set the OUT time to the DURATION). Also, entering a negative timecode for the SET DURATION value will force a new IN time to be computed by subtracting the DURATION from the OUT time.

(32) Any key pressed after pressing ALLSTOP will now be processed immediately, without waiting for the one second ALLSTOP delay.

(33) The following screens have either had fields added or removed, and any function keys that make use of them may need to be modified:
       MACHINE ASSIGNMENTS PAGE 1 -- ADDRESS AND NAME DESIGNATIONS
       MACHINE ASSIGNMENTS PAGE 2 -- MACHINE PARAMETERS
       MACHINE ASSIGNMENTS PAGE 3 -- LOCK TYPE
       MACHINE ASSIGNMENTS PAGE 5 -- PREVIEW/RECORD ARMING CODES
       SYSTEM OPTIONS (INIT MENU 4)
       SET WORKING EDL OPTIONS (DISPL MANAG 4)
       SET REFERENCE EDL OPTIONS (DISPL MANAG 5)
       SET MEMO LIST 1 OPTIONS (DISPL MANAG 6)
       SET MEMO LIST 2 OPTIONS (DISPL MANAG 7)
       PRINT REFERENCE EDL (FILE I/O 4)
       PRINT WORKING EDL (FILE I/O 4)
       DELETE LIST INFORMATION (LIST MGMT 9)