USER BULLETIN

ADAMS · SMITH

ZETA-THREE USER BULLETIN #10

ZETA-REMOTE Version R1.20 Software

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NOTE:
TO USE ALL OF THE FUNCTIONS DESCRIBED HERE, EACH ZETA-THREE MUST BE AT SOFTWARE LEVEL 3.50 OR HIGHER AND THE ZETA-REMOTE AUTOLOCATOR MUST BE AT R1.20 OR HIGHER.

1. Function key lower display index/cursor forcing vectors

Any GROUP display or MENU display may be forced (recalled) to the lower display. To save the lower display in a function key list, HOLD RECORD down and press RECALL while recording a function key list. The identity of the lower display will be saved in the key list as well as the index and cursor position. When the function key is played back, the lower display will be forced to the saved display when the Function key executes the FORCE THE LOWER DISPLAY action.

2. Record command default redirection (to slave transport)

In both single and multiple Zeta-Three systems, a video transport is most often the master of a system and a multi-track tape machine is usually the slave on the first (only) Zeta-Three. When using the Zeta-Remote, all commands are issued to the master transport on the first Zeta and all the other transports in the system follow the master. This method of redirecting commands gets in the way when a manual punch in on the multi-track is required. The user must tell the Remote (it can not read your mind quite yet, but soon, we promise) to redirect the transport control keys on the Remote to the multi-track by Soloing (shift/enable) the slave multi-track, punching in/out and then turning solo off (press slave enable while soloed). The manual solo command redirection works well but is an awkward way to work.

With new Zeta software, by setting `"216 RMT REC'D=SLAVE"`, **the record action is automatically issued (redirected) to the slave transport without soloing.** In other words, you can control the master transport (thus the entire system) with the normal transport control keys except the slave transport will receive any record commands given.

The solo mode is still very useful to manually locate machines independently for effect spotting or performance review while other transports are locked and busy doing other work.

3. Locate to Last Memory used as locate point.

A useful key command is LOCATE - MEMORY which sends the system to the last memory location used to locate to. If you use, for example, memory 47 to locate to ten minutes ago and then forgot what memory number you used, locate memory will remind you what memory you used last and send the system there. This is very similar to the Locate, Locate action which sends the Zeta system to Z_GO except the system locates to the last located to Memory position instead of Z_GO.

4. Repetitive data entry of Z-registers (Z-ECHO for multiple Zeta operation)

A convenience feature when using multiple Zeta-Three's and the Remote is the automatic sharing of information between the Z_IN, Z_OUT, Z_GO and Z_END registers when `"217 RMT Z_ECHO=ON"`. Each Zeta is capable of storing independent Z-values however, it is usually much more convenient to be able to capture an edit point on any Zeta and have the value valid for the entire system. The Remote monitors any changes done to the Z-registers and echos the same data to all other Zeta-Three's with `"217 RMT Z_ECHO=ON"`.

5. Function key Wait-for-Event

This special action is identical to a Function Pause except that resumption of Function key execution is triggered by a Zeta System Event (1-10).
The required Zeta event is armed using menu "Exx EV_xx=REMOTE FN" (where xx = the Event number), and the same Event number is entered into the function key when recorded. When the function key is executed, it will pause at the wait for event (1-10) until the event trigger status is received, then, the function key sequence resumes.

To enter a WAIT-FOR-EVENT (1-10) in a Function key list;

HOLD SHIFT/RECORD and press EVENT
ENTER 2 DIGIT EVENT NUMBER (1-10)

Remember to arm the event for "REMOTE FN" in the Events arming menu.

The wait for event (1-10) action is very helpful when performing function keys that require specific action sequences to happen at predetermined times.
For example, if you want the function key to control a multi-media presentation, one can program actions to happen based on time code from a video tape, master audio track or even the Zeta-Three time code generator.

6. Enhanced level assignment flexibility

The Level key is used to integrate multiple Zeta-Three's into the system allowing for multi-transport operation. The Remote is a window into a single Zeta operating environment at any one time. Additional Zeta-Three's may be added to the Remote system with an ADD ONE Y EXPANDER Remote cable adapter to allow the Remote to communicate to each additional Zeta-Three.

The level key acts as a toggle control between all of the Zeta-Three's in a system (0,1,2,3). Each time the level key is pressed, the Remote connects to the next level. Pressing SHIFT / LEVEL connects the Remote directly to level zero *(system "master" is level 0 or the lowest address level Zeta connected to the Remote, if 1,2,3 then 1 is master.)*.

The Level key will toggle access to multiple Zeta-Three's in a system. Level toggles between system addresses zero, one, two and three and will only attempt to connect to a Zeta-Three if it is on line and its system address is set properly.

If multiple Zeta-Three's are used then each system address must be unique and in an ascending order. The level key will automatically sequence to the next Zeta in line when pressed. (0,1,2,3,0 ... for a four Zeta system and 0,1,0,1,0 for a two Zeta system (or 1,2,1,2 if using levels 1 and 2.

You can force the Remote to be at level zero by pressing SHIFT / LEVEL. Using shift/level gives you a method to guarantee which Zeta-Three you are connected to and is very useful when programming function keys.

7. ZETA TC LINK forces the generator to run in XFER COPY mode.

As a convenience, Zeta TC Link forces the setup required to link the generator of Zeta N to be the time code only master of Zeta N+1 and will not allow the user to accidentally turn the generator off causing confusion as to why the transport connected to the Zeta N+1 stopped responding. When running multiple Zeta-Three's it is suggested that "Z18 ZETA TC LINK=ON" (this mode also forces the copy mode to be set to XFER and TC COPY=ZETATIME)

8. Direct keypad data entry into Bar/Beat display.

The Remote data keypad can now be used to directly update the MIDI Bar/Beat display instead of using only the index/cursor keys. Additionally, the constants values can now be updated with the data keypad.

9. Edit memory now stores Zeta level so as to correctly restore offsets

The Remote now remembers which Zeta level an edit format came from (necessary for offsets) when using multiple Zeta-Three's. The Remote will automatically switch to the Zeta from which the edit data was obtained and then reload the edit list format. (it is suggested that Z-ECHO be used with multiple ZETA-THREE setups)

10. Vari-speed

A slave transport may have its play speed adjusted by pressing SHIFT/Play (vari) and then using SHIFT/FF and SHIFT/REW to adjust the amount of vari-speed. Any transport command will cancel the varispeed operation. To return to the last used vari-speed, press SHIFT/Play and the last used vari-speed will be shown in the upper display.

11. Play Pending System Parked

The Remote will hold back a play command when issued after a system locate until the entire multi-Zeta system parks. (similar to play pending on a single Zeta-Three) The Play command is held until all Zeta-Three's report that they are parked. The Play LED will blink while being held off by the Zeta-Remote or the Zeta-Three.

12. Enhanced Calculator Prompting

The upper Remote display will now prompt the user with ADD NEXT VALUE or SUBTRACT NEXT VALUE after pressing SHIFT / (+/-) for math operations on the Remote time code calculator.