

BULLETIN

ZETA-THREE USER BULLETIN #17

Announcement:

Zeta-Three Software Version 3.60
Zeta-Three^{em} Emulator
Zeta-Three^{em} Conversion Kit
Zeta-Remote Software Version R1.30

Oct 29, 1990

Zeta-Three Software Version 3.60

As a part of Adams-Smith's continuing support program for this product, software version 3.60 offers a number of new features, many of which are a result of some very much appreciated user feedback:

- The generator output can be switched off when not running.
- A new automatic record mode optionally forces the Slave to punch in and out whenever the Master does so.
- Automatic resolve will now operate even when play motion is initiated at the transport itself.
- Eight new transport interfaces have been added, and the Transport User
 Areas now have operator adjustable names attached to them.
- Jog and shuttle routines have been installed for Master and Slave transports. Some transport interfaces make use of these now, others will do so as soon as correct Constant values have been established.
- The MIDI Tempo Map now supports pseudo Fast Forward and Rewind operations.

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	A new MIDI Time Code display shows the exact state of the MIDI Time Code output.				
u .	Separate MIDI Note On and MIDI Note Off options have been added to each Event arming list.				
a	The AUX OUT jack can now output "system record" and "system parked" tallies. (The "system parked" output will enhance operations with multiple Zeta's where no Zeta-Remote is used.)				
	The AUX IN jack now accepts an external record punch in/out switch (or footswitch), as well as inputs for "all enable", "stop/continue", and "system park in".				
<u> </u>	Version 3.60 software introduces an entirely new Failure Sense Mode (for Live Performance), in which the Slave Transport acts as a fail-safe backup device for either another transport or a MIDII device which is providing performance enhancing pre-recorded tracks.				
	New Serial Interface features include a request to transmit data only when that data has changed; MIDI Tempo Map error codes; two simple trap registers in the "Z" section; more "Z" section status data; a "receive line activity monitor" display; and quite a lot more.				

Zeta Software Version 3.60 EPROMs, with all supporting documentation, are available to current Zeta-Three and Zeta-Three "B" owners at \$125.00 per set, plus (in U.S.) \$15.00 per order for shipping and sales taxes. Payment must accompany all orders for Version 3.60 software.

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2. The ZETA-THREE^{em}

The ZETA-THREE^{em} Emulator is a new and expanded version of the Zeta Three which provides a method whereby decks with parallel controls may be operated from Video Editing Systems which normally only support serial control.

Please refer to the ZETA-THREE^{em} literature which accompanies this bulletin.

Software version numbers for the ZETA-THREE^{em} will henceforth track those for the standard Zeta. For example, the first release contains Version 3E60, which corresponds to standard Version 3.60. From this it may be inferred that when Version 3E60 is not running in Emulation mode, then it is functionally identical to Version 3.60.

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3. Conversion to ZETA-THREE^{em}

The ZETA-THREE^{em} Conversion Kit will convert both hardware and software of a standard Zeta-Three (or Zeta-Three "B") into that of a ZETA-THREE^{em}. It includes EPROMS, ZETA-THREE^{em} hardware, a non-volatile RAM, and complete documentation.

The ZETA-THREE^{em} Conversion Kit is available to current Zeta-Three and Zeta-Three "B" owners at \$495.00 per kit (or \$445.00 if two or more kits are ordered at the same time), plus (in U.S.) \$20.00 per order for shipping and sales taxes. Payment must accompany all orders for the ZETA-THREE^{em} Conversion Kit.

4. Zeta-Remote Software Version R1.30

The following	new and useful	l features have bee	en added to the	Zeta-Remote:
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- Four "banks" of memory are now supported, each of which will contain 100 Autolocator points, 100 Edits and 6 Function keys. A larger non-volatile RAM is included in the R1.30 upgrade kit to accommodate this expansion. Automatic memory indexing may be optionally invoked, so that, after capturing a time code number into a memory location, the memory pointer will be incremented automatically to point to the next memory location. This greatly reduces key strokes when capturing many numbers on the fly. "Memory decimal point identifiers" will now be set when data is keyed in manually. Jog and shuttle functions are now available at the Remote using RECORD+FF/REW and SHIFT+FF/REW key combinations respectively. Operation of these functions will of course depend on the capabilities of the transport, and on the degree of jog/shuttle implementation within the Zeta itself.
- The Zeta-Remote will now punch out of record when the PLAY key is pressed. This provides an alternative to the traditional RECORD+STOP command.
- Several new "key forcing vectors" are now available for use in Function Key sequences. They are:
 - (i) "Force LOOP MODE = OFF"
 - (ii) "Force AUTO-EDIT = OFF"
 - (iii) "Force RECORD/REHEARSE MODE = RECORD"
 - (iv) "Force EVENT NUMBER = 01"

Note: For correct operation of the above features, all Zeta-Three's in the system must be operating at software level 3.60 or higher (3E60 for the ZETA-THREE**).

A Zeta-Remote Software Version R1.30 kit, including an EPROM, RAM expansion, and supporting documentation, is available to current Zeta-Remote owners at \$95.00 per set, plus (in U.S.) \$15.00 per order for shipping and sales taxes. Payment must accompany all orders for Version R1.30 software.