

IQLOG00- HD/SD-SDI Logo Inserter IQLOG01- SD-SDI Logo Inserter



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For information on how to load logos into the IQLOG00 please refer to the:
IQLOG Logo Importer User Instruction Manual

The IQLOG logo Importer software may be downloaded
from the support area of the Snell & Wilcox Web site

Note that this manual covers the following products:

- IQLOG00 HD/SD-SDI Logo Inserter
- IQLOG01 SD-SDI Logo Inserter

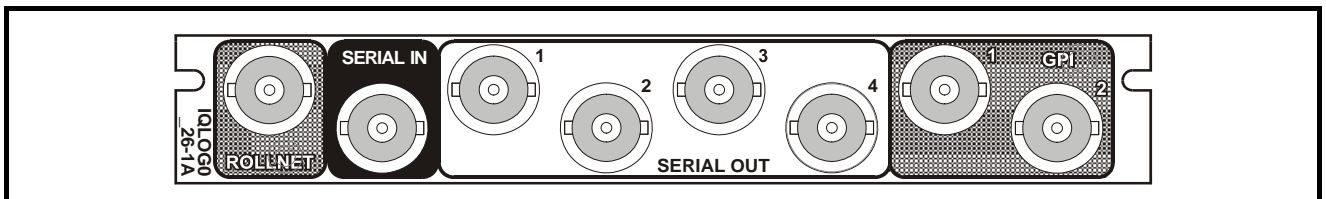
For operational details of the IQLOG01 please ignore any references to HD signals; otherwise operation is the same as the IQLOG00.

Module Description

The IQLOG00 provides logo insertion for HD-SDI 1.5 Gbit/s or SD-SDI 270 Mbit/s signals. The unit is capable of adding up to 2 x HD or 4 x SD static 10-bit color logos into the SDI stream at any point within 4:2:2 boundaries of the active picture. Up to 2.6M pixels of logo storage is available. Logo control is via RollCall template, GPI or RollTrack triggers, and logos can be efficiently downloaded over the RollCall network via a PC application and stored in non-volatile memory.

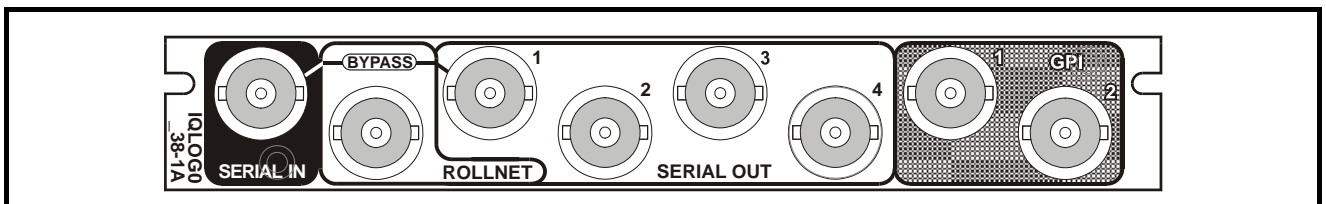
The IQLOG01 provides logo generation and insertion for SD-SDI 270 Mbit/s signals. The unit is capable of adding up to 4 x SD static 10-bit color logos into the SDI stream at any point within 4:2:2 boundaries of the active picture. Up to 2.6M pixels of logo storage is available. Logo control is via RollCall template, GPI or RollTrack triggers, and logos can be efficiently downloaded over the RollCall network via a PC application and stored in non-volatile memory.

Rear Panel View



IQLOG0026-1A HD-SDI and SD-SDI Logo Inserter. 4 Outputs, 2 GPIs

IQLOG0126-1A SD-SDI Logo Inserter. 4 Outputs, 2 GPIs



IQLOG0038-1A HD-SDI and SD-SDI Logo Inserter with Relay Input Bypass. 4 Outputs, 2 GPIs

IQLOG0138-1A SD-SDI Logo Inserter with Relay Input Bypass. 4 Outputs, 2 GPIs

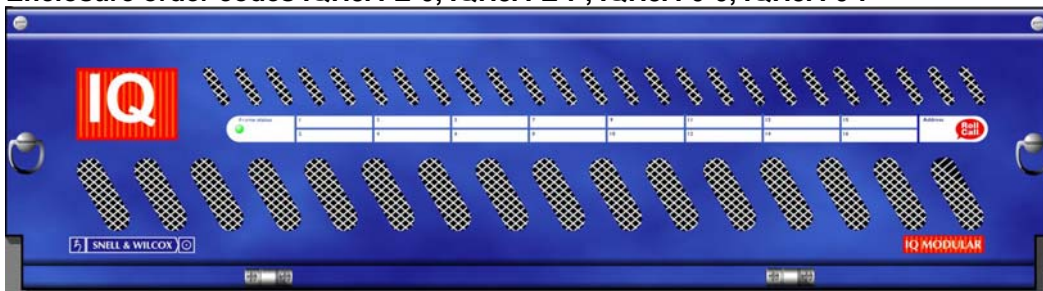
The relay bypass exists between the Serial Input and Output 1 only. In the event of module removal, power failure, or certain types of module failure, the signal from Serial In to Output 1 will be able to bypass the module.

Note that these modules can only be fitted into the 'A' Style Enclosures shown below.

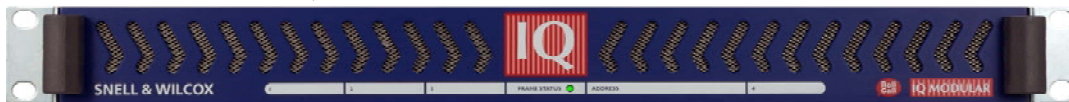
Enclosure order codes IQH3A-S-0, IQH3A-S-P



Enclosure order codes IQH3A-E-0, IQH3A-E-P, IQH3A-0-0, IQH3A-0-P

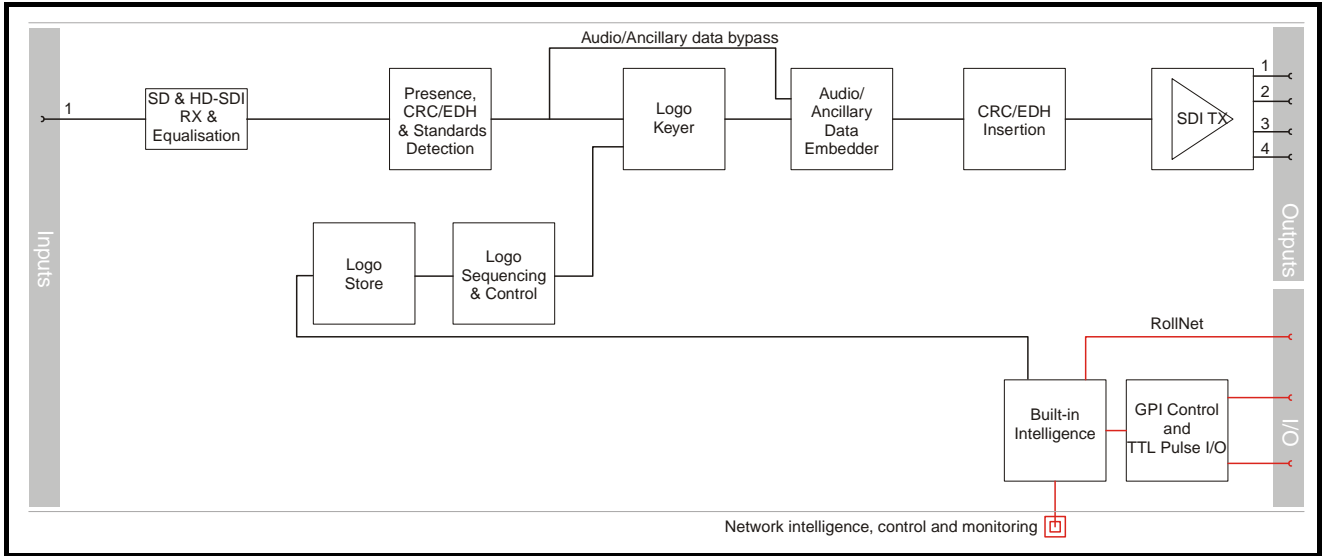


Enclosure order code IQH1A-S-P

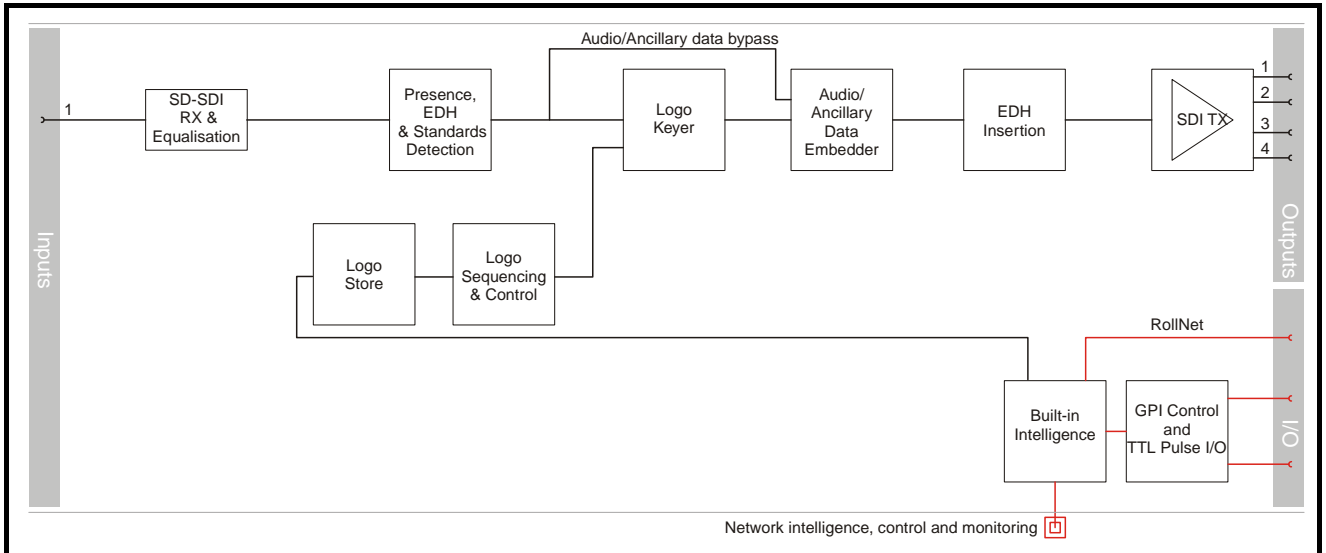


Block Diagram

IQLOG00



IQLOG01



Product Comparison

Product	HD SDI Inputs	SD SDI Inputs	HD SDI Outputs	SD SDI Outputs	GPI	Width & Style	Relay Input Bypass
IQLOG0126-1A	No	1	No	4	2	Single A	No
IQLOG0026-1A	1		4		2	Single A	No
IQLOG0138-1A	No	1	No	4	2	Single A	Yes
IQLOG0038-1A	1		4		2	Single A	Yes

Features

IQLOG00

- Serial digital logo insertion for HD/SD-SDI signals
- Ability to insert 2 logos into an HD-SDI signal or 4 logos into an SD-SDI signal
- Control of horizontal and vertical logo positioning - at any point within 4:2:2 boundaries of the active picture
- Logo storage capacity of 2.6M pixels
- User defined logos can be loaded over a PC network with direct support for TGA, TIFF or BMP based files
- Video and alpha-channel processing at 10 bits to 4:2:2:4 resolution
- Totally transparent to ancillary data
- Smooth fade with dedicated manual or automatic (GPI) fade control
- Standards/formats supported:
 - 720/50p, 1080/50i, 576/50i
 - 720/59p, 1080/59i, 480/59i
- In-built test pattern generator
- User defined input failure logo
- Input loss detection – input pass through, black, pattern or logo
- 4 active HD/SD-SDI outputs
- 2 x GPIs for control of logo on/off
- 32 x user memories
- 60 x logo memories
- GPI recall of user and logo memories
- RollCall Control and monitoring compatible

IQLOG01

- Serial digital logo insertion for SD-SDI signals
- Ability to insert up to 4 logos into the SD-SDI stream
- Control of horizontal and vertical logo positioning - at any point within 4:2:2 boundaries of the active picture
- Logo storage capacity of 2.6M pixels
- User defined logos can be loaded over a PC network with direct support for TGA, TIFF or BMP based files
- Video and alpha-channel processing at 10 bits to 4:2:2:4 resolution
- Totally transparent to ancillary data
- Smooth fade with dedicated manual or automatic (GPI) fade control
- Standards/formats supported:
 - 576/50i
 - 480/59i
- In-built test pattern generator
- User defined input failure logo
- Input loss detection – input pass through, black, pattern or logo
- Input SDI, EDH and ANC data checking, reporting and insertion
- 4 active SDI outputs
- 2 x GPIs for control of logo on/off
- 32 x user memories
- 60 x logo memories
- GPI recall of user and logo memories
- RollCall Control and monitoring compatible

Technical Profile IQLOG00

Inputs & Outputs

Signal Inputs

Inputs	1 x HD/SD Serial Digital
Electrical.....	1.5 Gbit/s HD-SDI, SMPTE 292M/296M 270 Mbit/s SDI, SMPTE 259M-C
Connector / Format	BNC/75 ohm panel jack on standard S&W connector panel
Input Cable Length.....	Up to 140m Belden 1694A @ 1.5 Gbit/s (40m input cable length and 35m output cable length, relay bypass version. Belden 1694A @ 1.5 Gbit/s) Up to 350m Belden 1694A @ 270 Mbit/s

Note: Specified cable lengths are a guide only. Exact cable length performance will depend on the quality of the cable used, the SDI video rate and the system setup. It is advisable not to cascade modules using the relay rear version although it may be possible if the interconnecting cable lengths are kept to an absolute minimum.

Return loss.....	> -15dB
Relay bypass versions	
Input Return Loss:	> -8dB (When not in BYPASS mode)
Output Return Loss:	> -8dB (When not in BYPASS mode)

Signal Outputs

Outputs.....	4 x HD/SD Serial Digital
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Controls

Indicators

Power.....	OK (Green)
CPU running.....	OK (Green flashing)
FPGA running	OK (Yellow flashing)
Status	OK (Green) Warning (Yellow) Error (Red)
Input.....	Active (Green)
SDI error.....	Error (Red)

Controls

Video Controls

Input Loss Detect.....	No Input or Invalid Standard
Input Standards List.....	1125(1080)/29i 1125(1080)/25i 750(720)/59p 750(720)/50p 525(480)/29i 625(576)/25i
Output Standard	Manual Select / Follows Input
Default Video Output.....	Pattern/ Black / Input / Logo

Electrical.....	1.5 Gbit/s HD-SDI, SMPTE 292M/296M 270 Mbit/s SDI, SMPTE 259M-C
Connector / Format	BNC/75 ohm panel jack on standard S&W connector panel
Return loss.....	> -15 dB 100K to 1.5 GHz

Control Interface

GPI.....	2 x GPI Format: TTL compatible Connector: BNC/75 ohm panel jack on standard S&W connector panel
RollCall.....	1 x RollNet Interface Format: 2.5 Mbit/s Connector: BNC/75 ohm panel jack on standard S&W connector panel

Important Information

Please note that in order to support the IQLOG00 module and provide the ability to download Logo's it is essential to have an Ethernet style RollCall Gateway card installed in the IQH3A frame. This is now fitted as standard into all new IQH3A-S frames, but customers adding IQLOG00 modules to existing frames must check both the type of 3U frame and version of gateway card installed. Compatible frames will have one of the following part numbers: IQH3A-E-0, IQH3A-E-P, IQH3A-S-0 and IQH3A-S-P.

Compatible gateway card part numbers are: RCIF3U2Y (software version 3.5.12) or RCIF3U2B (software version 5.2.13)

Pattern.....	Enable / H-Scroll
Pattern Type.....	100% Color Bars, 75% Color Bars SMPTE Bars, Tartan Bars, Pluge Ramp, H Sweep, Pulse & Bar, Burst

Logo Controls (*for each Logo)

*Fade.....	Fade In/ Fade Out (unit fades in/out to/from maximum transparency value in user defined fade times)
*Cut	Cut In/ Cut Out (unit cuts in/out to/from maximum transparency value instantly) Note: Overrides fade in/out function
*Logo Fade In Time.....	0.00 seconds to 60.00 seconds in 0.01 s steps.
*Logo Fade Out Time.....	0.00 seconds to 60.00 seconds in 0.01 s steps.
*Logo Transparency	0% (maximum visibility) to 100% (not visible) in 1% steps
*Stop.....	Pauses the fade action
*Fade State Indicator	0 to 100%
Logo Selection Filters	All Logos / HD Logos / SD Logos / HD 720 / HD 1080 / SD PAL / SD NTSC
*Logo H Position.....	-100.000% to +200.000% in 0.01 Steps. Also adjustable by direct numerical entry in pixels.

*Logo V Position -100.000% to +200.000% in 0.01 Steps. Also adjustable by direct numerical entry in lines.

Logo Memory Recall / Save / Rename 60 locations

Other Controls

GPI Configuration Unused / Input

GPI Trigger Edge

GPI Input Pattern, Black, Display Logo 1 to 4, Logo and User Channel Memories

User Memories 32 x Save / Recall / Rename

Factory Defaults Returns all settings to factory defaults

RollCall Features

Video Input Logging Input Type, Status, Std., Errors, Error Secs, ANC Errors, ANC Error Secs

Audio State Logging Input Embedded I-8 State

Audio Type Logging Input Embedded I-8 Type

Output Logging State, Type, Standard

Logo Logging Logo I-4 State, Logo I-4 Name, Logo 1-4 CRC Errors, Logo CRC Errors

Misc Logging Serial No., OS Version, Build No., Hardware version, Firmware Version, Up Time

Log Server Disable / Name / Any

RollTrack Controls Source, Address, Command, Status, Sending.

Specifications

Video Standards 1125(1080)/29i
 1125(1080)/25i
 750(720)/59p
 750(720)/50p
 525(480)/29i
 625(576)/25i

Video Delay <5 us

RollTrack Sources (Internal or detected device states that trigger the sending of RollTracks) Unused, Input Present, Input Loss, De-embed I-8 Present, De-embed I-8 Lost, GPI I-2 High, GPI I-2 Low, GPI I-2 InActive, Logo I-4 Displayed

Setup Product, Software version, Build No, KDS Version, Serial No., Firmware No., PCB No., Factory Default, Restart, Unit Name, Logo Memory Management

Diagnostics Select Test, Diagnostic Errors, Stop Tests, Test Id, Last Error

Logo Download Note: The logo download software supports the following files:
 TGA (with embedded key), BMP, RGB (SGI), TIFF, JPEG, PNG (with embedded key), GIF, PPM, PBM, PGM and PCX

User Status Monitoring

Information Window Selects the information to be displayed in the Unit Status Window:
 Video Status/Standard
 Wide Screen Signalling Status/Type
 Embedded Audio Status/Type

Unit Status Window Provides real-time updated information for the parameters selected by the Information Window

Logo Limits Maximum Logo file storage capacity of 2.6 M Pixels

Power Consumption

Module Power Consumption 8.4 W max
 9 W max – Relay Bypass Version

Technical Profile IQLOG01

Inputs & Outputs

Signal Inputs

Inputs..... 1 x Serial Digital
 Electrical 270 Mbit/s SDI, SMPTE 259M-C
 Connector / Format..... BNC/75 ohm panel jack on standard S&W connector panel
 Input Cable Length Up to 350 m Belden 1694A @ 270 Mbit/s

Note: Specified cable lengths are a guide only. Exact cable length performance will depend on the quality of the cable used, the SDI video rate and the system setup. It is advisable not to cascade modules using the relay rear version although it may be possible if the interconnecting cable lengths are kept to an absolute minimum.

Return loss..... > -15dB

Relay bypass versions

Input Return Loss: > -8dB (When not in BYPASS mode)

Output Return Loss: > -8dB (When not in BYPASS mode)

Signal Outputs

Outputs..... 4 x Serial Digital
 Electrical 270 Mbit/s SDI, SMPTE 259M-C
 Connector / Format..... BNC/75 ohm panel jack on standard S&W connector panel

Controls

Indicators

Power..... OK (Green)
 CPU running..... OK (Green flashing)
 FPGA running..... OK (Yellow flashing)
 Status OK (Green)
 Warning (Yellow)
 Error (Red)
 Input..... Active (Green)
 SDI error..... Error (Red)

Controls

Video Controls

Input Loss Detect..... No Input or Invalid Standard
 Input Standards List..... 525(480)/29i
 625(576)/25i
 Output Standard..... Manual Select / Follows Input
 Default Video Output..... Pattern/ Black / Input / Logo
 Pattern..... Enable / H-Scroll
 Pattern Type..... 100% Color Bars, 75% Color Bars
 SMPTE Bars, Tartan Bars, Plug Ramp, H Sweep, Pulse & Bar, Burst

Return loss..... > -15 dB 100KHz to 270 MHz

Control Interface

GPI..... 2 x GPI
 Format: TTL compatible, active low driven
 Connector: BNC/75 ohm panel jack on standard S&W connector panel
 RollCall 1 x RollNet Interface
 Format: 2.5 Mbit/s
 Connector: BNC/75 ohm panel jack on standard S&W connector panel

Important Information

Please note that in order to support the IQLOG01 module and provide the ability to download Logo's it is essential to have an Ethernet style RollCall Gateway card installed in the IQH3A frame. This is now fitted as standard into all new IQH3A-S frames, but customers adding IQLOG01 modules to existing frames must check both the type of 3U frame and version of gateway card installed. Compatible frames will have one of the following part numbers: IQH3A-E-D, IQH3A-E-P, IQH3A-S-D and IQH3A-S-P.

Compatible gateway card part numbers are: RCIF3U2Y (software version 3.5.12) or RCIF3U2B (software version 5.2.13)

Logo Controls (*for each Logo)

*Fade..... Fade In/ Fade Out
 (unit fades in/out to/from maximum transparency value in user defined fade times)
 *Cut..... Cut In/ Cut Out
 (unit cuts in/out to/from maximum transparency value instantly)
 Note: Overrides fade in/out function
 *Logo Fade In Time 0.00 seconds to 60.00 seconds in 0.01 s steps.
 *Logo Fade Out Time..... 0.00 seconds to 60.00 seconds in 0.01 s steps.
 *Logo Transparency 0% (maximum visibility) to 100% (not visible) in 1% steps
 *Stop..... Pauses the fade action
 *Fade State Indicator 0 to 100%
 Logo Selection Filters All Logos / HD Logos / SD Logos / HD 720 / HD 1080 / SD PAL /SD NTSC
 *Logo H Position..... -100.000% to +200.000% in 0.01 Steps. Also adjustable by direct numerical entry in pixels.
 *Logo V Position -100.000% to +200.000% in 0.01 Steps. Also adjustable by direct numerical entry in lines.
 Logo Memory Recall / Save / Rename 60 locations

Other Controls

GPI Configuration..... Unused / Input
 GPI Trigger Edge
 GPI Input..... Pattern, Black, Display Logo 1 to 4, Logo and User Channel Memories
 User Memories..... 32 x Save / Recall / Rename
 Factory Defaults Returns all settings to factory default values

RollCall Features

Video Input Logging Input Type, Status, Std., Errors, Error Secs, ANC Errors, ANC Error Secs
 Audio State Logging Input Embedded I-8 State
 Audio Type Logging..... Input Embedded I-8 Type
 Output Logging State, Type, Standard
 Logo Logging..... Logo 1-4 State, Logo 1-4 Name, Logo 1-4 CRC Errors, Logo CRC Errors
 Misc Logging Serial No., OS Version, Build No., Hardware version, Firmware Version, Up Time
 Log Server Disable / Name / Any
 RollTrack Controls Source, Address, Command, Status, Sending.

Specifications

Video Standards 525(480)/29i
 625(576)/25i
 Video Delay <5 us
 Logo Limits Maximum Logo file storage capacity of 2.6 M Pixels

RollTrack Sources (Internal or detected device states that trigger the sending of RollTracks) Unused, Input Present, Input Loss, De-embed 1-8 Present, De-embed 1-8 Lost, GPI 1-2 High, GPI 1-2 Low, GPI 1-2 InActive, Logo 1-4 Displayed
 Setup Product, Software Version, Build No., KOS version, Serial No., Firmware No., PCB No., Factory Default, Restart, Unit Name, Logo Memory Management
 Diagnostics..... Select Test, Diagnostic Errors, Stop Tests, Test ID, Last Error
 Logo Download Note: The logo download software supports the following files: TGA (with embedded key), BMP, RGB (SGI), TIFF, JPEG, PNG (with embedded key), GIF, PPM, PBM, PGM and PCX
 User Status Monitoring
 Information Window..... Selects the information to be displayed in the Unit Status Window:
 Video Status/Standard
 Wide Screen Signalling Status/Type
 Embedded Audio Status/Type
 Unit Status Window Provides real-time updated information for the parameters selected by the Information Window

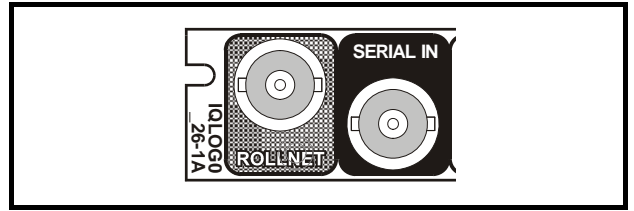
Power Consumption

Module Power Consumption
 7.6 W max
 8.1 W max – Relay Bypass Version

INPUT CONNECTIONS

Serial Digital Video Input

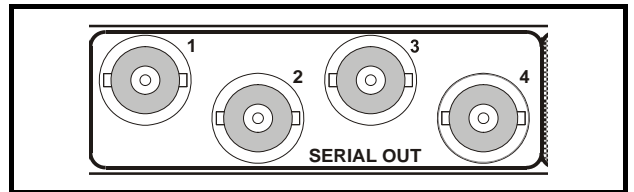
The serial digital input to the unit is made via this BNC connector that terminates in 75 ohms.



OUTPUT CONNECTIONS

Serial Digital Video Outputs

These are the four serial digital outputs of the unit via 75 ohms BNC connectors.



COMMUNICATION CONNECTIONS

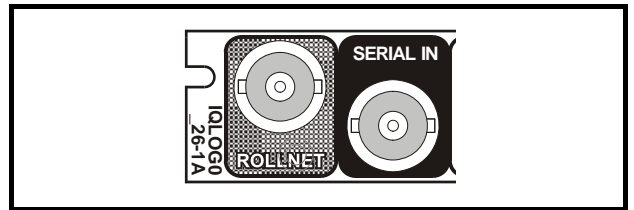
RollNet

This BNC connector allows the unit to be connected to the RollCall network communications system.

The RollCall system should be connected using 75 ohm "T" pieces in a similar manner to a coaxial "Ethernet" system. Both extremities of the system must be terminated in 75 ohms.

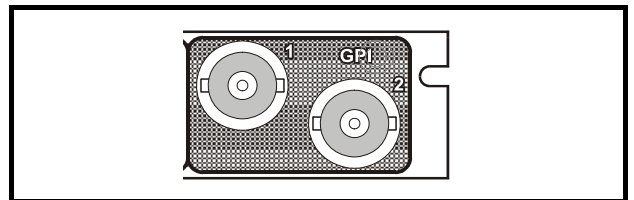
Note that in a RollCall™ segment, all units must have different unit address codes.

Note: The coaxial link is bi-directional and therefore must not be passed through signal switching networks.



GPI

There are the two GPI connections via BNC connectors that may be configured as inputs or outputs.

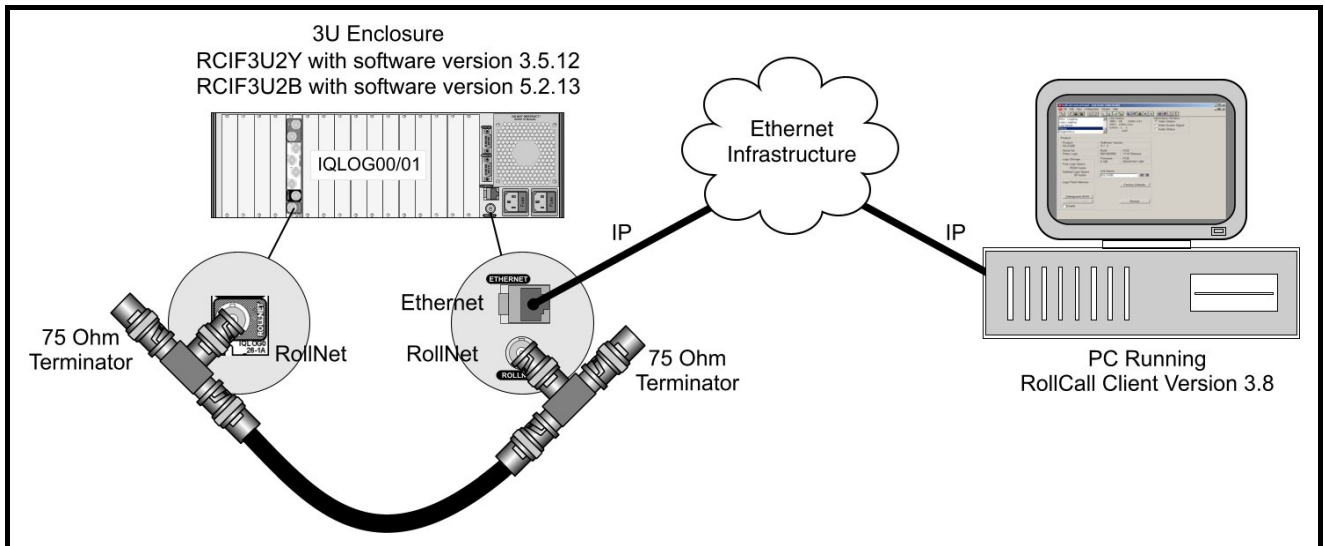


INSTALLATION

The IQLOG00/01 has to be connected via Arcnet to its local gateway that needs to be an Ethernet gateway; that gateway then becomes an Arcnet to Ethernet bridge.

The IQLOG00/01 can ONLY be accessed via its Arcnet port; it cannot be called up over the chassis I²C bus in the conventional way. Additionally the gateway cannot cache the menus for the IQLOG00/01.

How to Connect the IQLOG00/01 Module to the Local Gateway Card via Arcnet



CARD EDGE INDICATORS

LED INDICATORS

+Power and –Power (Green)

When illuminated these LEDs indicate that the positive and negative supplies are present.

CPU OK (Green)

This LED will flash to indicate that the CPU is running.

FPGA Done (Yellow)

This will flash when the FPGA is running.

IN 1 (Green)

Not used

IN 2 (Green)

This LED indicates the input is active.

SDI ERROR (Red)

This will become illuminated if any CRC, EDH or TRS errors are detected on the SDI input. It is also illuminated when the input is lost.

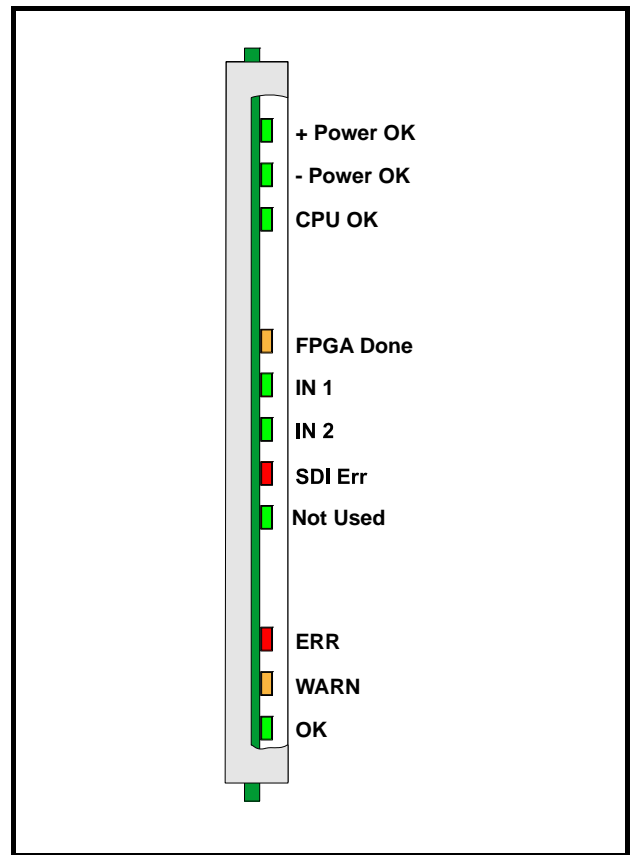
Error (Red)

This LED indicates board fault conditions. These include:

Serializer lock fault. Output serializer fails to lock.

SDI JTAG board fault. Internal JTAG interface has been inadvertently enabled.

In all cases continuous illumination indicates a board fault and a service is required. Perform a Factory Reset and supply a valid SDI video source before calling service.



Warning (Yellow)

This indicates operational errors. These include:

Input Video - Incompatible Frame Rate. Detected input standard is incorrect frame rate.

Input Video - SDI problem. CRC or other SDI errors detected on selected input in the last whole field.

OK (Green)

When illuminated this will indicate that the module is operating correctly.

RollCall PC Control Panel Screens IQLOG00

Information Window

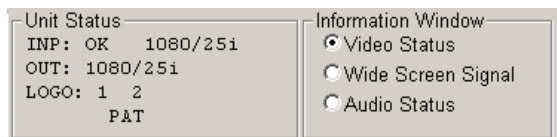
This allows the type of information to be selected for display in the Unit Status area.

Video, Wide Screen Signal or Audio Status may be selected.

Unit Status

This displays basic information about the status of the unit.

Video Status



Line 1

This shows the status of the video input followed by the standard of the input or the last valid signal.

It may show:

INP:OKThe unit is receiving a valid input signal of a recognized standard

INP:LOST ..The unit has lost a valid input signal

INP:FAILThe unit is receiving an invalid input signal

Line 2

This shows the operating standard of the unit.

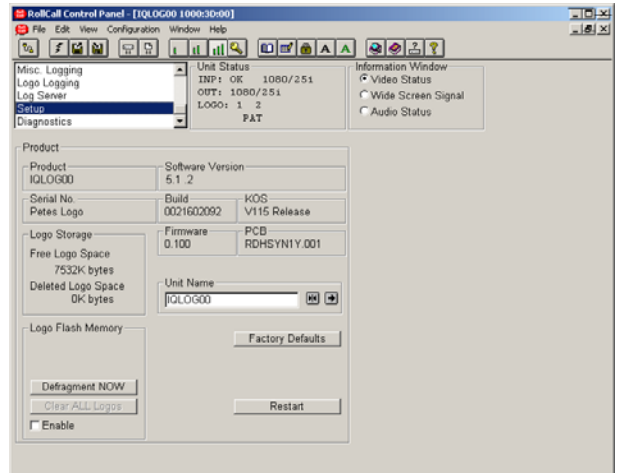
It may show:

OUT:1080/25i..... The operating standard

Line 3

This will show the number of the logo currently in use followed by a symbol representing the current status of the Logo.

- 1Logo is live and fully faded in
- 1-Logo is live and partially faded in
- 1\Logo is being faded out
- 1/Logo is being faded in



Line 4

This indicates if a diagnostic test mode or video test pattern may be affecting the video output

It may show:

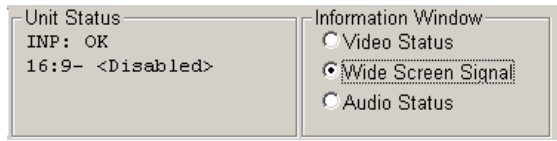
TESTModule is currently running diagnostic tests

PATPattern is on air – selected by the pattern type

BLKBlack is on air

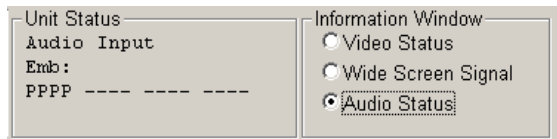
Information Window (continued)

Wide Screen Signal



This function is not used on this unit and will display **<Disabled>**.

Audio Status



Lines 2 and 3

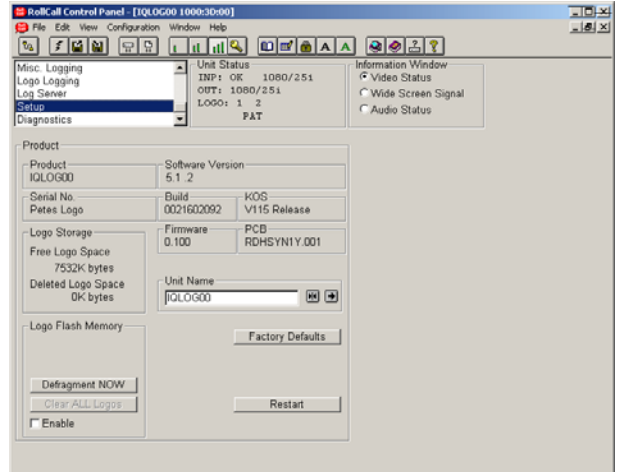
This shows the status of the embedded audio input.

Line 3

This shows the embedded audio input status in the form of 1 character per input.

Where:

- P** Indicates the channel is a PCM input.
- Indicates that no input is detected.
- D** Indicates that the signal is data (non-pcm, Dolby etc.)



Video Input

This screen allows various parameters to set that are applicable to the video-input signal.

Valid Input Standards

This allows the unit to accept or disregard particular video input standards by checking the appropriate boxes.

Set All

When selected all standards will be checked and accepted.

Clear All

When selected all check boxes will be cleared and the required valid input standards may then be checked.

Note that if any other standards are detected, an invalid standard will be assumed and any events that depend on this will be triggered.

Input Loss if

The module can take automatic action if the input signal is lost. This control defines what is considered to be a loss of input and so what will cause the automatic actions to be triggered.

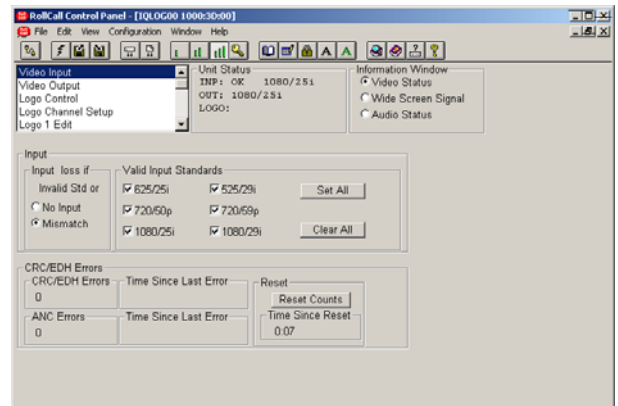
Invalid standard (std) or

No Input

If there is no input signal of any type this will be considered to be a loss of input.

Standard (std) mismatch

If the standard of the input signal does not match the output standard this will be considered to be a loss of input.



CRC/EDH Errors

This item provides information about the Cyclic Redundancy Check errors and Error Detection Handling.

CRC/EDH Errors

This will display the total CRC error count or EDH errors since the last reset.

Time Since Last (CRC/EDH) Error

This will show the time in 5 second intervals up to 1 minute then in minute intervals, since the last error was detected.

ANC Errors

This will display the total number of ANC errors since the last reset.

Time Since Last (ANC) Error

This will show the time in 5 second intervals up to 1 minute then in minute intervals, since the last error was detected.

Reset Counts

This will reset the error counters to zero.

Time Since Reset

This will show the time in 5 second intervals up to 1 minute then in minute intervals, since the counters were last reset.

Video Output

This allows various settings and adjustments to be applied to the video-output signal.

Output Standard

This function defines how the output standard is selected.

Manual Selection

When checked, the output standard will be the one selected via the **Output/Manual Output Standard** list.

Follows Input

When checked, if the input standard is valid, the output standard will be set to be the same as the input standard. Else, the output standard will remain at the last valid output standard

Output

Manual Output Standard

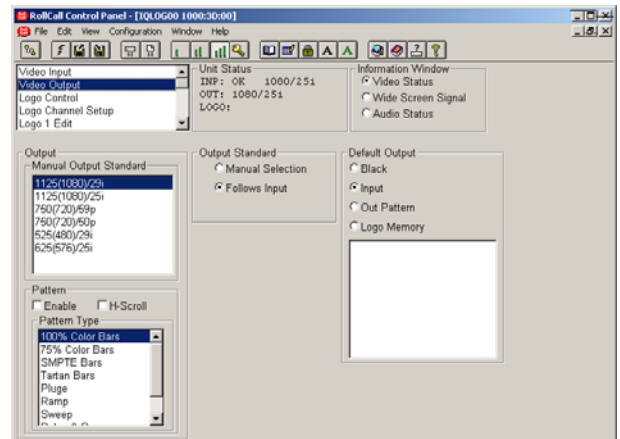
This allows the output standard to be selected, when manual selection is checked

Options for the IQLOG00 are as follows:

1125(1080)/25i
1125(1080)/29i
750(720)/59p
750(720)/50p
525(480)/29i
625(576)/25i

Options for the IQLOG01 are as follows:

525(480)/29i
625(576)/25i



Pattern

This allows the pattern functions to be set up.

Enable When checked the output will become the pattern selected from the **Pattern Type** list.

H-Scroll When checked the selected pattern will scroll from left to right at a fixed rate. This mode is useful for differentiating between an input test pattern signal that has become a frozen picture (caused by a loss of input signal) and a test pattern that has been chosen to be the output.

Pattern Type

This allows a pattern to be selected from the list. This pattern will become the output signal when **Pattern/Enable** is checked.

Options are as follows:

100% Color Bars
75% Color Bars
SMPTE Bars
Tartan Bars
Pluge
Ramp
Sweep
Pulse & Bar
Burst

Video Output (continued)

Default Output

This controls the unit's response to a loss of input signal as set via the **Video Input/Input Loss if** function. Options are:

Black

When checked the output picture will cut to black upon input loss.

Input

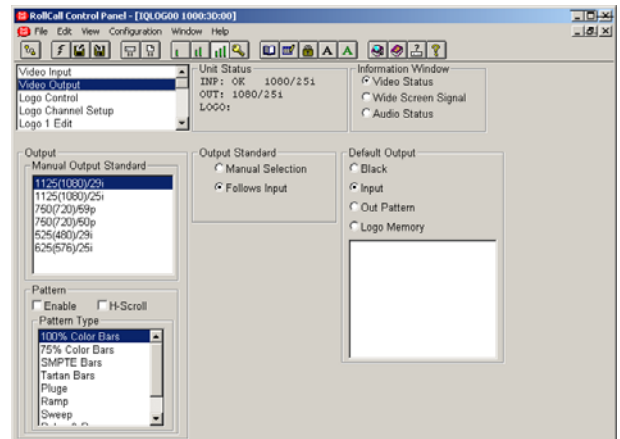
When checked the incoming signal will be displayed whenever possible.

Out Pattern

When checked the output picture will become the pattern selected via the **Output/Pattern/Pattern Type** function.

Logo Memory





When checked the logo memory chosen from the listing box will be recalled on the screen against a black background. The listing box contains 60 memory locations (Logo Memory 1 to 60). These logo memories can be renamed if required (see page 23).




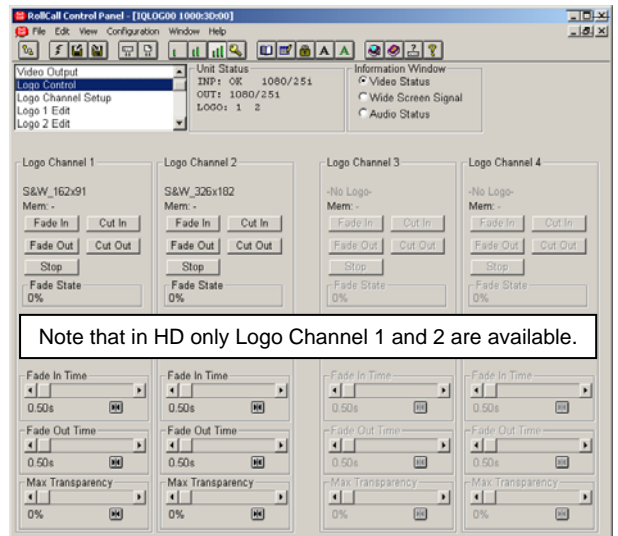
Logo Control

This screen allows the operational parameters for the logo to be configured.

Note that for this and other screens the following applies to the scroll bars:

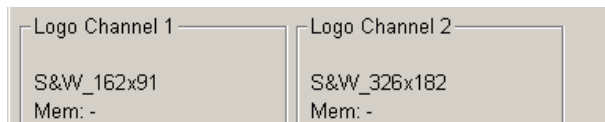
The   and   symbols at the ends of the scroll bar allow the value to be adjusted in discrete steps.

The numerical value will be shown next to the scroll bars and selecting Preset  will return the setting to the default value for that item.



Logo Channel 1 to 4 (in SD), 1 to 2 (in HD)

This shows basic information about the logo and allows the operational parameters for the logo to be configured.



This area shows the name of the logo loaded into the channel. It will also show the last memory that had changed this logo channel.

Fade In

When selected the logo will be faded into the output picture. The duration of the fade is set by the **Fade In Time** control.

Fade Out

When selected the logo will be faded out of the output picture. The duration of the fade is set by the **Fade Out Time** control.

Fade State

This will show how far the fade operation has progressed as a percentage of the total fade time.

Stop

When selected the Fade In or Fade Out progression will be paused. How far the fade operation has progressed will be shown by the **Fade State** readout.

*Note that the Fade In or Fade Out progression may be continued by selecting the **Fade In, Fade Out, Cut In** or **Cut Out** functions.*

Cut In

When selected the logo will instantly appear on the output.

Note that this will override the Fade In and Fade Out functions.

Cut Out

When selected the logo will instantly disappear from the output.

Note that this will override the Fade In and Fade Out functions.

***Fade In Time**

This control sets the time taken for the logo to fade into the picture when the **Fade In** function is selected.

The range of control is from 0.00 seconds to 60.00 seconds in 0.01 s steps. Preset is 0.50 s.

***Fade Out Time**

This control sets the time taken for the logo to fade out of the picture when the **Fade Out** function is selected.

The range of control is from 0.00 seconds to 60.00 seconds in 0.01 s steps. Preset is 0.50 s.

***Max Transparency**

This control determines how transparent the logo appears when fully faded up or cut in. The range of control is from 0% (maximum visibility) to 100% (not visible) in 1% steps. Preset is 0%.

Note that these controls are duplicated on the **Logo Edit screen for the same channel.*

Logo Channel Setup

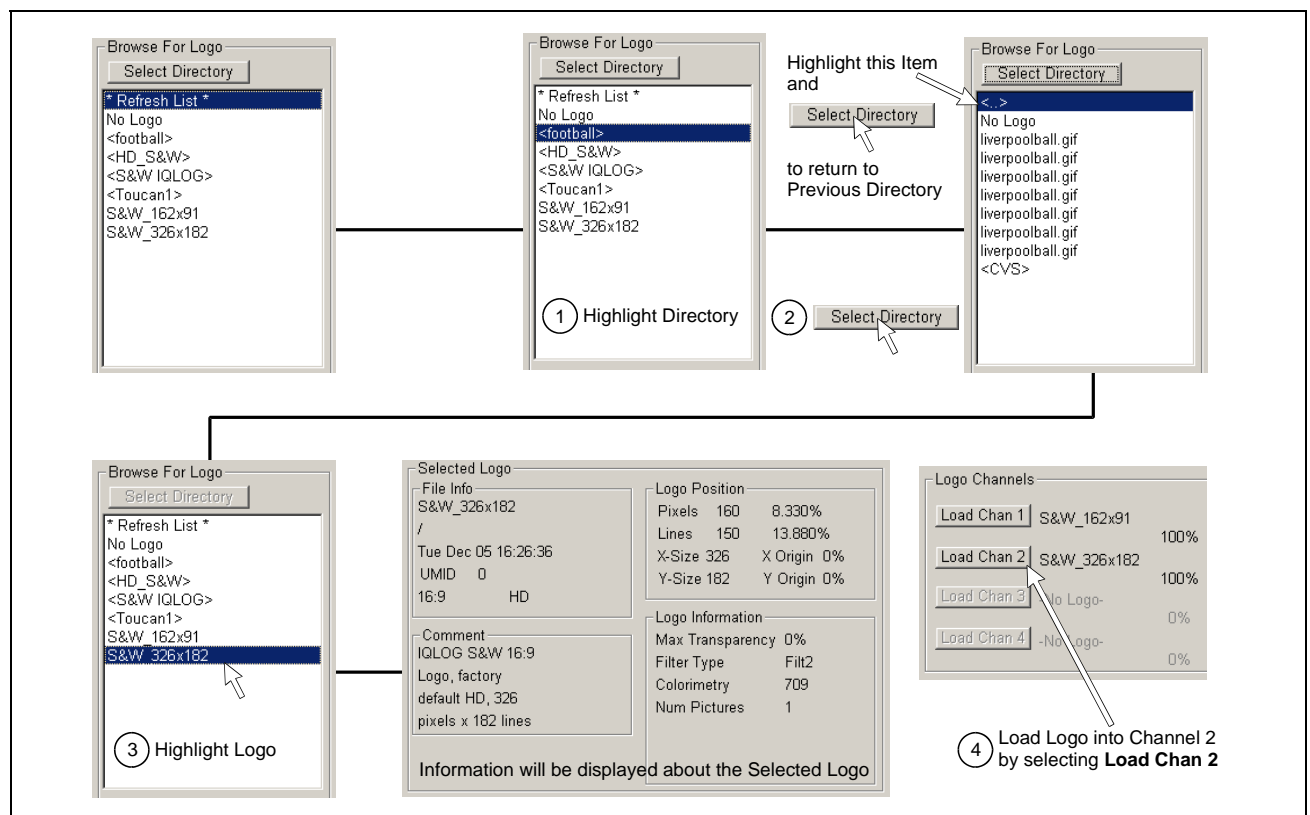
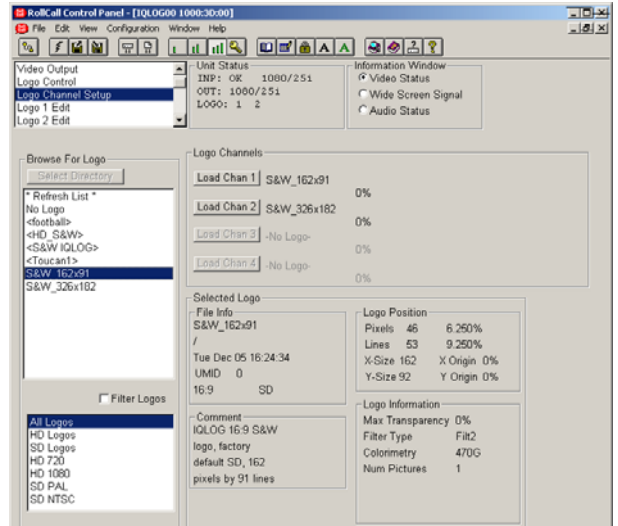
This allows a logo to be chosen and loaded into a logo channel.

Browse For Logo

This is a simple directory browser that allows the required logo to be located.

Select Directory

This allows the directory highlighted in the list to be opened/selected as demonstrated in the diagram below.



Filter Logos

When checked only the type of logos highlighted in this list will appear in the browser.

- All Logos..... All logos will appear
- HD Logos..... Only HD logos will appear
- SD Logos..... Only SD logos will appear
- HD 720..... Only HD 750(720)/59p and 750(720)/50p logos will appear
- HD 1080 Only HD 1125(1080)/25i and 1125(1080)/29i logos will appear
- SD PAL..... Only SD 625(576)/25i logos will appear
- SD NTSC Only SD 525(480)/29i logos will appear

NOTE: this meta-data was created using the IQLOG logo importer PC application

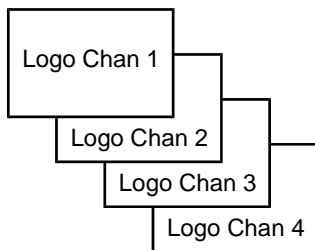
Logo Channel Setup (continued)

Logo Channels

This allows the selected logo to be loaded into the logo channels.

When operating in SD, logos may be loaded into channels 1, 2, 3 and 4. When operating in HD, logos may be loaded into channels 1 and 2, and the Load Channel 3 and 4 items will be grayed out.

Note that if, for example, all four logos are on-screen at the same time they will be prioritized as shown below:



When the logo has been loaded the name of the logo will appear adjacent to the channel number.

Selected Logo

This area will show full details and settings for the selected logo.

File Info

This provides details of the logo file.

S&W_162x91

This is the name of the logo.

Tue Dec 05 16:24:34

This is when the logo was created.

UMID 0

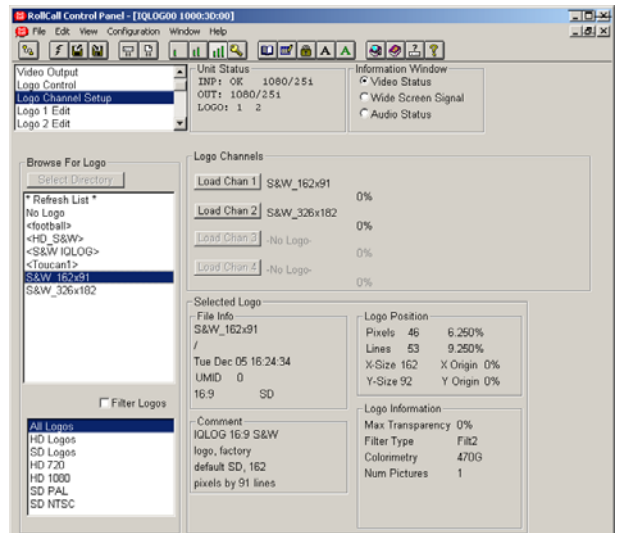
This shows the UMID (Unique Material Identifier) number - if available.

16:9 SD

This shows the aspect ratio and the standard of the logo.

Comment

This shows any personalized information about the logo.



Logo Position

This shows the default position settings for the logo as set by GUI Interface.

Logo Information

This shows specific information about the logo.

Max Transparency 0%

This shows how transparent the logo is.

Filter Type Filt2

This shows which filter has been applied to the logo.

Colorimetry 470G

This shows the colorimetry specification of the logo signal.

Num Pictures 1

This shows the number of pictures the logo contains.

Logo 1-4 Edit

This screen allows adjustments to be made to the logo. There will be a separate screen for each of the available logo channels; 2 when operating in HD and 4 when operating in SD.

Note that if the Fade Status is above 0% all logo adjustment controls will be disabled.

Num Pictures

This shows the number of pictures the logo contains.

Fade State

This will show how far the fade operation has progressed as a percentage of the total fade time.

***Fade In Time**

This control sets the time taken for the logo to fade into the picture when the **Fade In** function is selected.

The range of control is from 0.00 seconds to 60.00 seconds in 0.01 s steps. Preset is 0.50 s.

***Fade Out Time**

This control sets the time taken for the logo to fade out of the picture when the **Fade Out** function is selected.

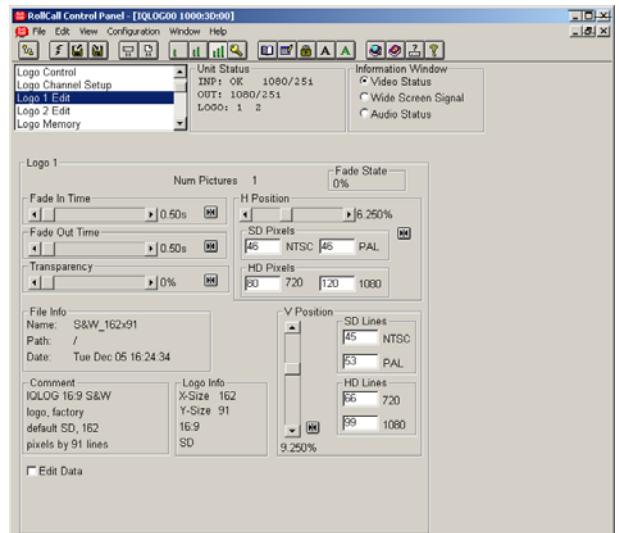
The range of control is from 0.00 seconds to 60.00 seconds in 0.01 s steps. Preset is 0.50 s.

***Max Transparency**

This control determines how transparent the logo appears when fully faded up or cut in. The range of control is from 0% (maximum visibility) to 100% (not visible) in 1% steps. Preset is 0%.

***Note that**

1. These controls are duplicated on the **Logo Control** screen for the same channel.
2. These controls will be normally be grayed out (default status); they can only be adjusted when the **Edit Data** box is checked.



File Info

This provides details of the logo file.

Name: S&W_162x91

This is the name of the logo.

Path: /

This is the directory path of the logo.

Date: Tue Dec 05 16:24:34

This is when the logo was created.

Comment

This shows any personalized information about the logo.

Edit Data

When a logo is on air the edit parameters will be automatically grayed out, this prevents changes accidentally appearing on-air. Checking this box will allow the parameters of an on air logo to be modified.

Logo 1- 4 Edit (continued)

V Position

This allows the vertical position (referenced to the top left-hand corner of the screen) of the logo to be adjusted. The range of control is from -100.000% to +200.000% in 0.01 steps. Preset is 0.000%.

SD and HD Lines

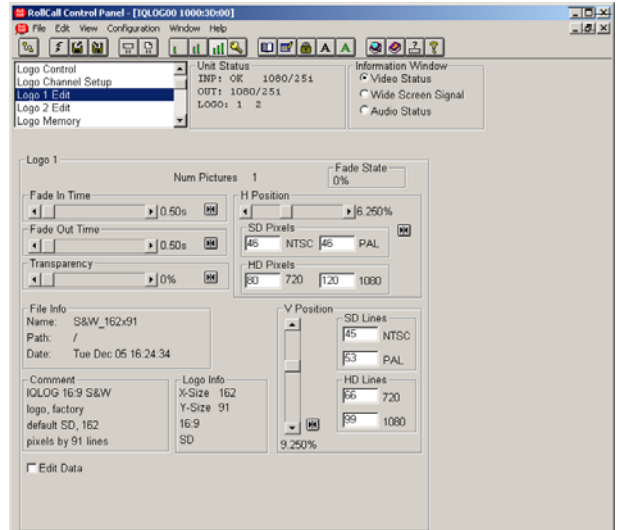
The value (in %) of the vertical position control is translated into picture lines and displayed here for SD and HD standards.

If desired numerical values (digital frame line number) may be typed into these boxes followed by Return ↵ or Enter. These values will then be transferred to the scroll bar control and equivalent values automatically entered for other standards.

H Position

This allows the horizontal position (referenced to the left-hand edge of the screen) of the logo to be adjusted. The range of control is from -100.000% to +200.000% in 0.01 steps. Preset is 0.000%.

Note that the large ranges of the positional controls allow the logo to be shifted off screen.



SD and HD Pixels

The value (in %) of the horizontal position control is translated into picture pixels and displayed here for SD and HD standards.

If desired numerical values (even digital pixel number) may be typed into these boxes followed by Return ↵ or Enter. These values will then be transferred to the scroll bar control and equivalent values automatically entered for other standards.

Note that the initial values displayed by the position controls will be those set for the logo in the IQLOG logo importer application.

Note also that all settings made on these screens may be saved in a Logo Memory (see page 23).



Effects of the Position Controls

Logo Memory

This function allows logo channels and their settings to be saved, recalled and renamed. There are 60 memory locations available.

Recall Memory

This function allows the logo channels saved at a memory location, to be recalled.

To recall the logo memory select a memory location from the list (text is highlighted) and the new logo memory will be recalled.

Channels Recalled

This selects which of the logo channels will be saved and recalled. Any of the four channels may be selected.

Note that the channel selections are stored in the logo memory.

Last Recalled Memory


This will show the name of the last memory location that was recalled.

Note that an * after the memory name indicates that changes have been made to the settings for that logo memory.





Save Logo Memory

This function allows a logo channel to be saved at the selected logo memory location.

First check the required Logo Channel(s) (1-4) boxes from the **Channels Recalled** list.

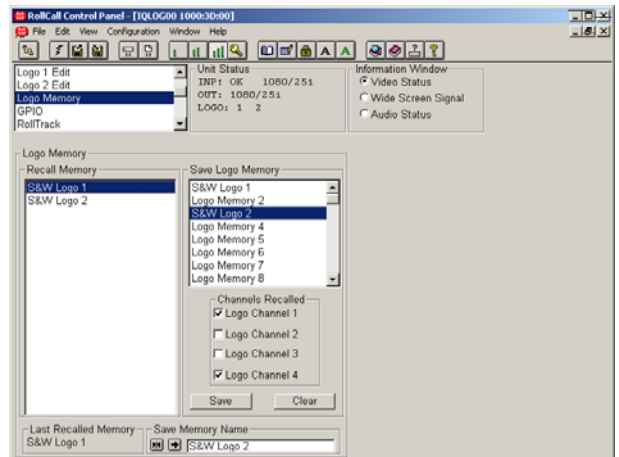
To save the logo memory select a memory location from the **Save Logo Memory** list (text is highlighted) and click on the Save button .

Save Memory Name

To change the logo memory name, type the new name in the text area (the return symbol changes to red ) and then select  (return) to save the new name. The symbol  will then become black again. Selecting Preset  will return the text to the default name.



This allows a logo memory to be cleared/removed. Select the memory location from the **Save logo Memory** list and select **Clear**. The memory name in the save logo memory list will be reset to the factory default name. All selected logo channels will be unchecked, and the cleared logo memory will disappear from the recall memory list.

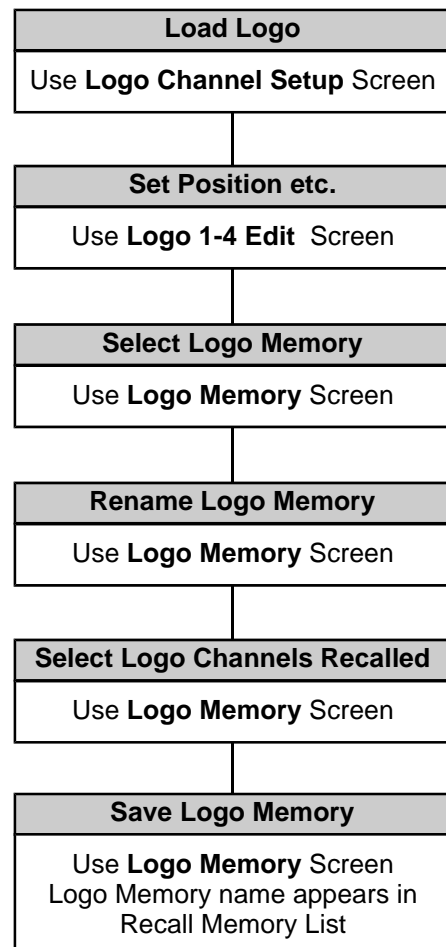


Information Stored in a Logo Memory

- The Logo picture
- All settings of the Logo Edit 1-4 screen
- All settings of the Logo Control screen

Note that settings for the logo as set by GUI Interface will not be stored.

Storing a Logo and its Settings



Logo Memory (continued)

Use of Logo Memories

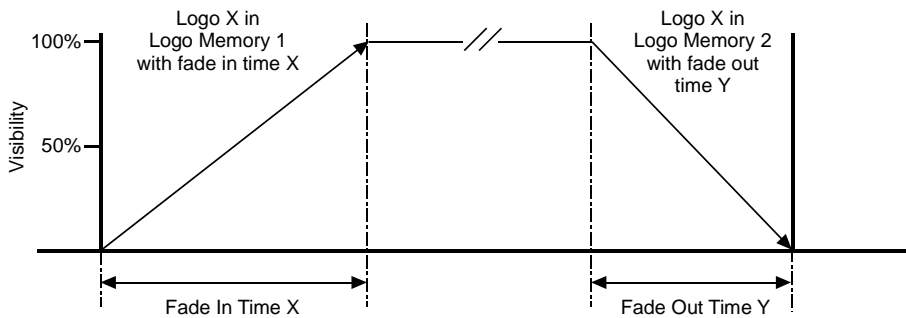
Logo Memories allow the user to set up a combination of logos to be recalled at the same time. Each logo can have its own fade in/out time, transparency and position on the screen as set by the Logo Edit page.

If a logo in a particular channel is not required to change - before saving the Logo Memory, ensure that the channel is unchecked in the Channels Recalled section of the Logo Memory page.

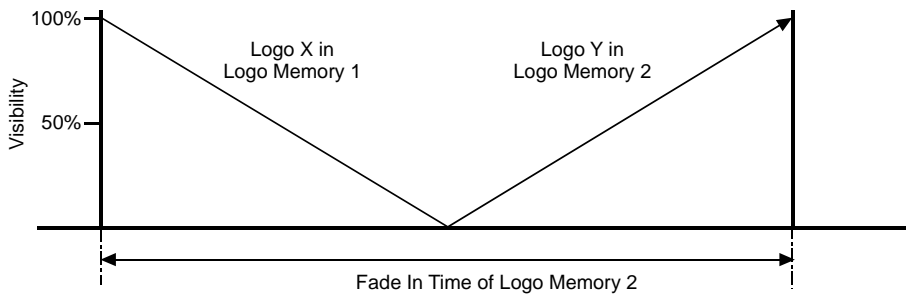
When the Logo Memory is recalled, if the logo was live and checked when the logo memory was saved, that logo will be faded in with the fade in time recorded. The logo will be faded up to the recorded maximum transparency value.

When transitioning between two logo memories: if the same logo is in the same channel (and in the same position) in the two Logo Memories, then a cross-fade to the new settings will take place. This allows a logo to be faded in at say 0% transparency and then subsequently faded down to 50% transparency.

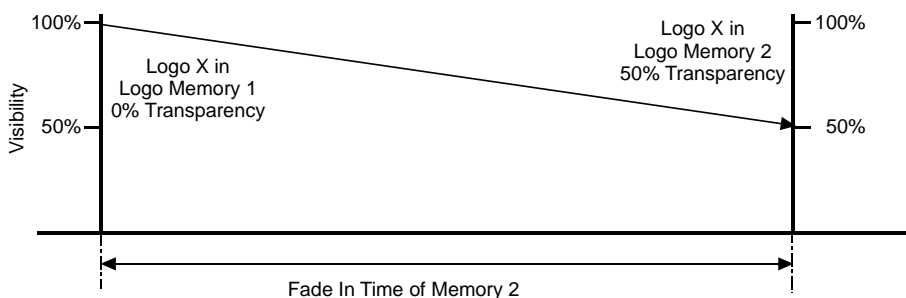
When transitioning between two logo memories: if either the logo loaded in a channel or the logo position is changed, then a 'V' fade will be used to fade out the old logo (at the old position) and then fade in the new logo (in the new position). The total time for the 'V' fade is the fade in time for the new Logo Memory.



Fading in and out the same logo with different in and out fade times by selecting different logo memories loaded with the same logo but with different settings; in this case different in and out fade times.



Fading out one logo and fading in another by selecting different logo memories loaded with the different logos. The total fade time will be the fade in time of Memory 2, the destination logo memory time, divided equally between the fade out and the fade in.



Transitioning between two logo memories. If the same logo is in the same channel (and in the same position) in the two Logo Memories, then a cross-fade to the new settings will take place. This allows a logo to be faded in at for example 0% transparency and then subsequently faded down to 50% transparency.

GPIO (General Purpose Input Output)

This screen allows the GPI functions to be configured.

GPI/O 1 and GPI/O 2

This allows GPI to be configured in the following ways:

UnusedGPI is inactive.

Input.....GPI is configured as an input.

Output.....GPI is configured as an output.

GPI 1 (Input) or GPI 2 (Input)

When the GPI is configured as an **input**, this item allows an action to be chosen that will occur when the GPI input is grounded or, if the **Invert** function is selected, becomes open.

Each of the following options is initial edge triggered. Once this has taken place, the option will be selected until some other process, or (where applicable) the returning edge, deems otherwise.

The options are as follows:

Pattern

The output picture will become the selected pattern. When released (input open) the output picture will revert to normal.

Black

The output picture will cut to black. When released (input open) the output picture will revert to normal.

Display Logo 1 to 4

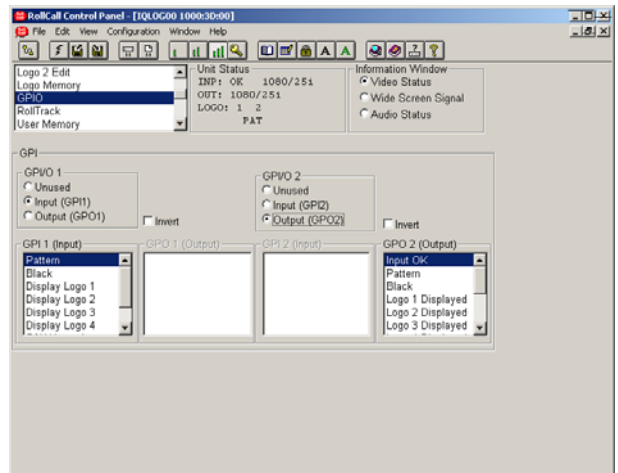
The selected logo will appear on the output. When released (input open) this will revert to the previous state.

Logo Memory

The selected logo memory will be recalled. When released (input open) the memory will NOT revert to the previous state

User Memory

The selected user memory will be recalled. When released (input open) the memory will NOT revert to the previous state



GPI (General Purpose Interface) continued

GPI 1 (Output) and GPI 2 (Output)

When the GPI is configured as an **output**, this item allows an action to be chosen that will produce an output signal at the GPI connector. The GPI output will be driven to ground or, if the **Invert** function is selected, becomes open.

The options are as follows:

Input 1 OK

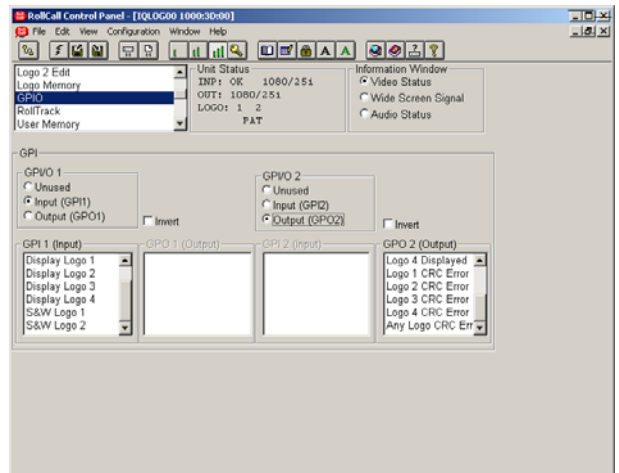
An output signal will be produced if the SDI input is present and OK.

Pattern

An output signal will be produced when patterns are enabled.

Black

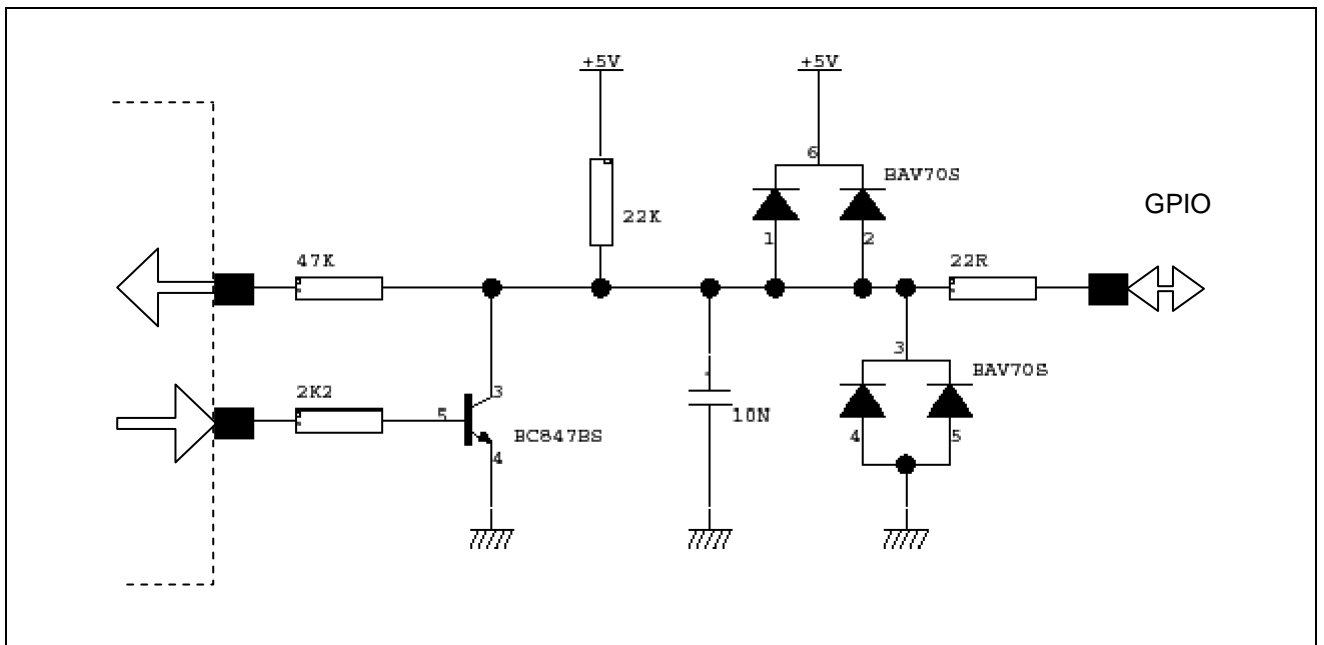
An output signal will be produced if the picture has become cut to black.



Logo 1 to 4 Displayed

An output signal will be produced when the selected logo is displayed.

GPI INTERFACE CIRCUITRY



RollTrack

This function allows information to be sent, via the RollCall™ network, to other compatible units connected on the same network.

Disable All

When this item is checked all RollTrack items will be disabled.

Index

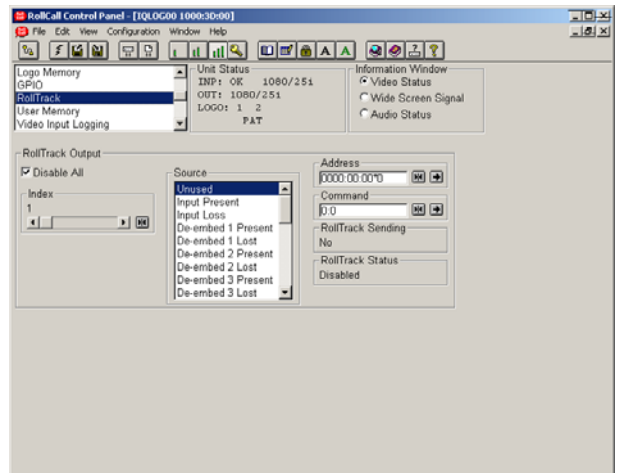
This item allows up to 28 RollTrack outputs to be setup.

Source

This allows the source of information that triggers the transmission of data to be selected.

Options are:


- Unused
- Input Present
- Input Loss
- De-embed 1 Present
- De-embed 1 Lost
- De-embed 2 Present
- De-embed 2 Lost
- De-embed 3 Present
- De-embed 3 Lost
- De-embed 4 Present
- De-embed 4 Lost
- De-embed 5 Present
- De-embed 5 Lost
- De-embed 6 Present
- De-embed 6 Lost
- De-embed 7 Present
- De-embed 7 Lost
- De-embed 8 Present
- De-embed 8 Lost
- GPI 1 High
- GPI 1 Low
- GPI 1 InActive
- GPI 2 High
- GPI 2 Low
- GPI 2 InActive
- Logo 1 Displayed
- Logo 2 Displayed
- Logo 3 Displayed
- Logo 4 Displayed



The destination for the information is set by the network code address as follows:

Address

This item allows the address of the selected destination unit to be set.

To change the address, type the new destination in the text area and then select  (return)



(Preset) returns to the default destination

The full **RollTrack** address has four sets of numbers

For example: 0000:10:01*99

The first set (0000) is the network segment code number

The second set (10) is the number identifying the (enclosure/mainframe) unit.

The third set (01) is the slot number in the unit

The Fourth Set (362) is the unit ID

Each RollCall unit has a unique identification embedded in the units' software. In this example 362 represents an IQDMX00, 412 would represent an IQDEC00, 161 a Mach 1 etc. Inserting this number in the RollTrack address ensures that only the correct type of unit (in this example an IQDMX00) will respond to the RollTrack command; any other unit will ignore the command.

If this number were set to 00 **any type** of unit at this location would respond to the RollTrack command, possibly causing unpredictable results.

The unit ID of a module on the RollCall network may be found under *RollCall Control Panel/RollCall Listing/Unit Information* or via the

RollCall Control Panel *Help/About Current Unit*
function.

RollTrack (continued)

Command

The full **RollTrack** command has two sets of numbers

For example: 84:156

The first set (84) is the **RollTrack** command number

The second set (156) is the value sent with the **RollTrack** command number

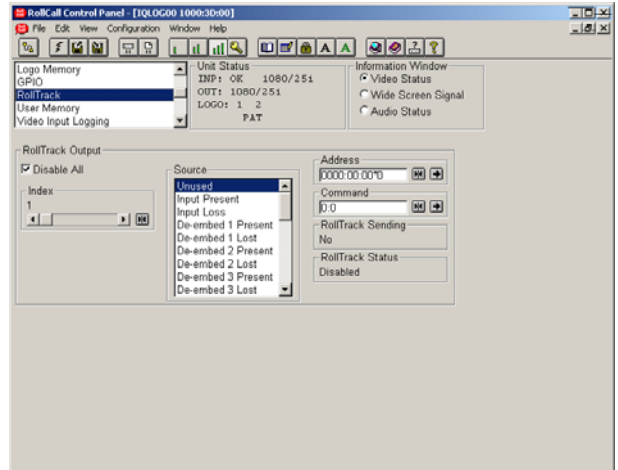
For details of the RollCall command values for specific units please contact your local Snell & Wilcox agent or refer to the command tables on page 38.

RollTrack Sending

This item shows when the unit is actively sending the RollTrack command.

This may show:

- String A string value is always being sent.
- Number A number value is always being sent.
- No The message is not being sent.
- Yes The message is being sent.
- Internal Type Error Inconsistent behavior; please contact your local Snell & Wilcox agent.



RollTrack Status

This item will show the status of the currently selected RollTrack index.

This may show:

- OK RollTrack message sent and received OK.
- Unknown Rolltrack message has been sent but it has not yet completed.
- Timeout RollTrack message sent but acknowledgement not received. This could be because the destination unit is not at the location specified.
- Bad RollTrack message has not been correctly acknowledged at the destination unit. This could be because the destination unit is not of the type specified.
- Disabled RollTrack sending is disabled.

User Memory 1-32

This function allows all settings of the unit except those stored in the **Logo Memories** to be saved and recalled. There are 32 memory locations available.


Recall Memory

This function allows the settings saved at a memory location to be recalled.

To recall the settings select a memory location (text is highlighted) and the new settings will be applied.

Save Memory

This function allows the settings to be saved at the selected memory location.




To save the settings select a memory location (text is highlighted) and click on the Save button .


Last Recalled Memory

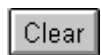
This will show the name of the last memory location that was recalled.

*Note that an * after the memory name indicates that changes have been made to the settings for that memory.*

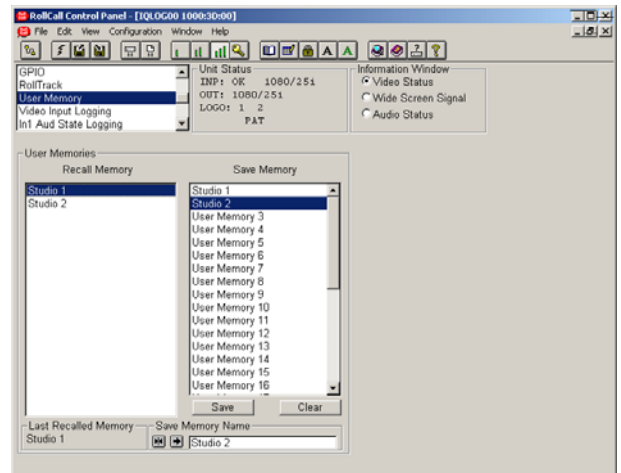
Save Memory Name

To change the memory name, type the new name in the text area (the return symbol changes to red ) and then select  (return) to save the new name. The symbol  will then become black again.

Selecting Preset  will return the text to the default name.



This allows a user memory to be cleared/removed. Select the memory location from the **Recall Memory** list and select **Clear**; the memory name will be removed from the recall memory list, and the name in the Save Memory list will return to the factory default setting.

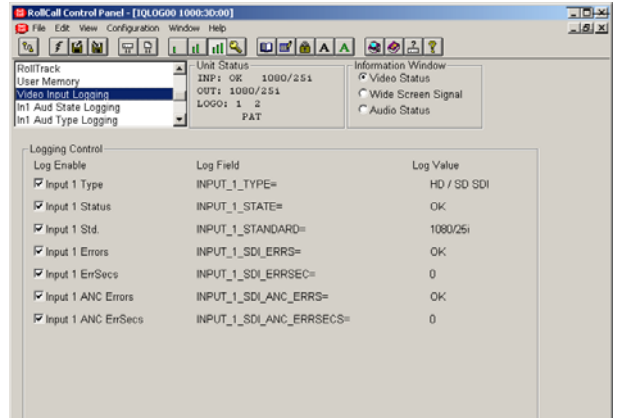


Logging

Information about various parameters can be made available to a logging device that is attached to the RollCall™ network.

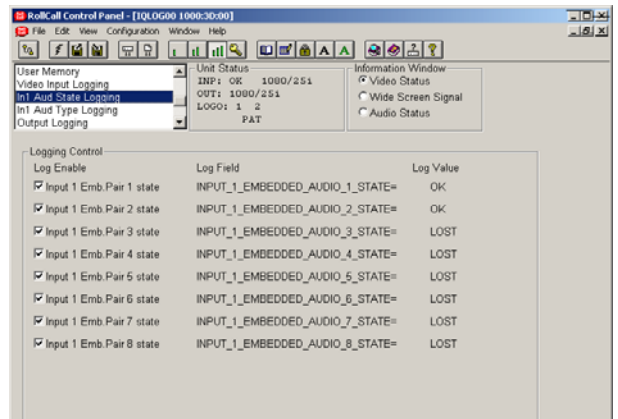
Video Input Logging

This allows the status of the Video inputs to be logged.



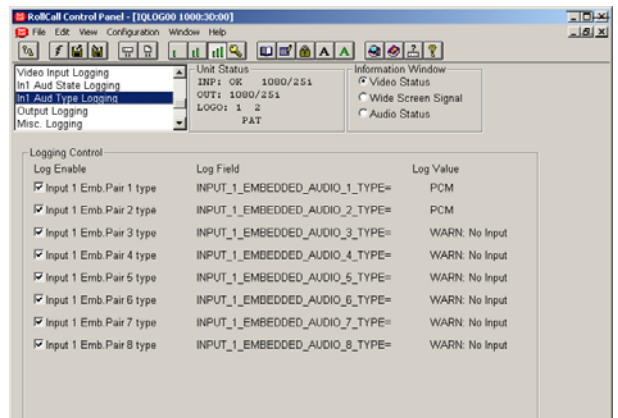
In(put)1 Aud(io) State Logging

This allows the status of Audio input1 to be logged.



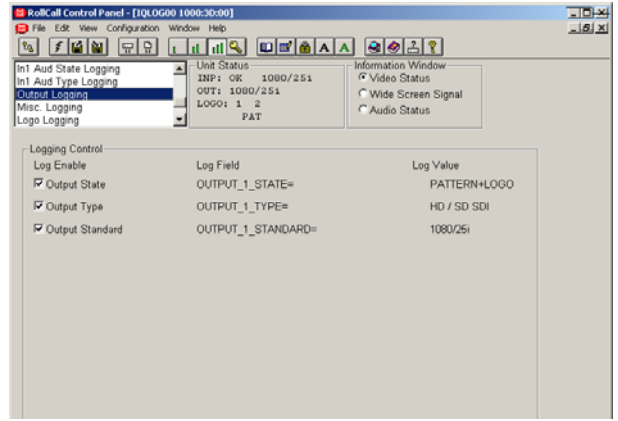
In(put)1 Aud(io) Type Logging

This allows the type of Audio input1 to be logged.



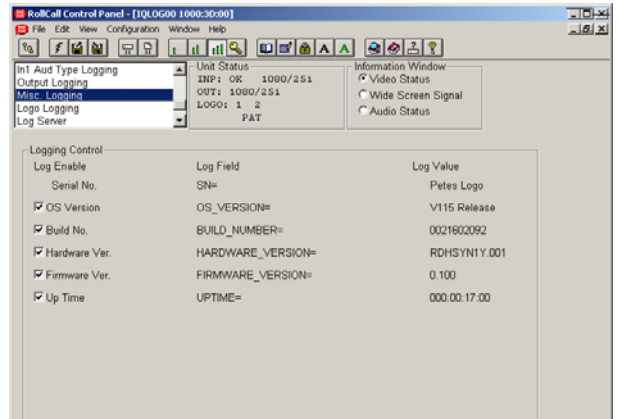
Output Logging

This allows the status of the video output signal to be logged.



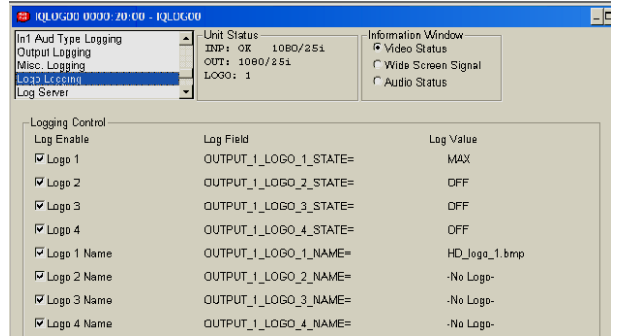
Misc Logging

This allows product version and uptime information to be logged using this screen.



Logo Logging

This allows information about the Logo channels to be logged.







Log Server

This screen allows the characteristics of the logging server to be specified.

LogServer

The Logging Server to be used may be named by editing the text string in the text window.

To change the name, type the new name in the text area (the return symbol changes to red ) and then select  (return) to save the new name. The symbol  will then become black again.

Selecting Preset  will return the text to the default name.

Logging Disabled

If this item is checked the Logging function will be disabled.

Named LogServer

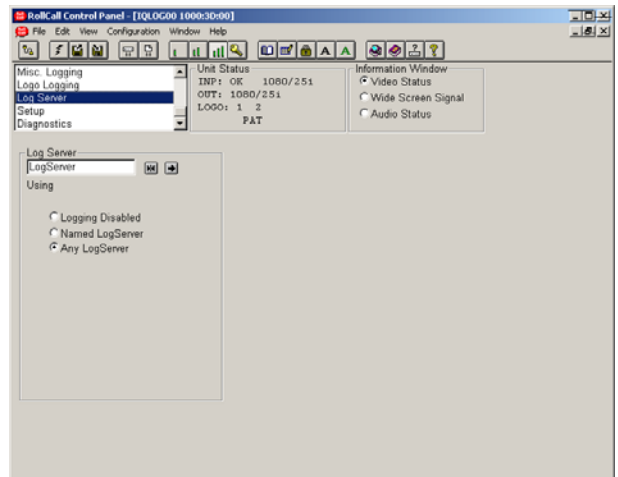
If this item is checked Logging information will only be sent to the server named in the name window.

Any LogServer

If this item is checked Logging information will be sent to any Logger on the system.
It is suggested that if there is only one server on the system, this option should be chosen

Using

This displays the name and RollCall address of the current Log Server. If there is no logserver this will show "No Active Logger"



ROLLCALL LOG FIELDS

Log Field	Type	Log Value	Comments
INPUT_1_TYPE	FIXED	HD/SD SDI	
INPUT_1_STATE	ENUM	FAIL:Lost, OK	
INPUT_1_STANDARD	STRING		
INPUT_1_SDI_ERRS	ENUM	NONE, OK, WARN	
INPUT_1_SDI_ERRSEC	NUM		
INPUT_1_SDI_ANC_ERRS	ENUM	NONE, OK, WARN	
INPUT_1_SDI_ANC_ERRSECS	NUM		
INPUT_1_EMBEDDED_AUDIO_1_STATE	ENUM	OK, LOST	
INPUT_1_EMBEDDED_AUDIO_2_STATE	ENUM		
INPUT_1_EMBEDDED_AUDIO_3_STATE	ENUM		
INPUT_1_EMBEDDED_AUDIO_4_STATE	ENUM		
INPUT_1_EMBEDDED_AUDIO_5_STATE	ENUM		
INPUT_1_EMBEDDED_AUDIO_6_STATE	ENUM		
INPUT_1_EMBEDDED_AUDIO_7_STATE	ENUM		
INPUT_1_EMBEDDED_AUDIO_8_STATE	ENUM		
INPUT_1_EMBEDDED_AUDIO_1_TYPE	ENUM	PCM, NONPCM, WARN: No Input	
INPUT_1_EMBEDDED_AUDIO_2_TYPE	ENUM		
INPUT_1_EMBEDDED_AUDIO_3_TYPE	ENUM		
INPUT_1_EMBEDDED_AUDIO_4_TYPE	ENUM		
INPUT_1_EMBEDDED_AUDIO_5_TYPE	ENUM		
INPUT_1_EMBEDDED_AUDIO_6_TYPE	ENUM		
INPUT_1_EMBEDDED_AUDIO_7_TYPE	ENUM		
INPUT_1_EMBEDDED_AUDIO_8_TYPE	ENUM		
OUTPUT_1_STATE	STRING	OK+LOGO PATTERN+LOGO BLACK+LOGO FAIL+LOGO	Note that the + Logo part of the value is only logged if the Logo is on air.
OUTPUT_1_TYPE	FIXED	HD/SD SDI	
OUTPUT_1_STANDARD	STRING		
SN	STRING		
OS_VERSION	STRING		
BUILD_NUMBER	STRING		
HARDWARE_VERSION	STRING		
FIRMWARE_VERSION	STRING		
UPTIME	STRING		
OUTPUT_1_LOGO_1_STATE=	ENUM	OFF MAX FADE_UP FADE_DOWN STOPPED	
OUTPUT_1_LOGO_1_NAME=	STRING		
OUTPUT_1_LOGO_2_STATE=	ENUM	OFF MAX FADE_UP FADE_DOWN STOPPED	
OUTPUT_1_LOGO_2_NAME=	STRING		
OUTPUT_1_LOGO_3_STATE=	ENUM	OFF MAX FADE_UP	

Log Field	Type	Log Value	Comments
		FADE_DOWN STOPPED	
OUTPUT_1_LOGO_3_NAME=	STRING		
OUTPUT_1_LOGO_4_STATE=	ENUM	OFF MAX FADE_UP FADE_DOWN STOPPED	
OUTPUT_1_LOGO_4_NAME=	STRING		

Setup

This screen provides basic information about the module.

Product

This will show the name of the module.

Serial

This item shows the serial number of the module

Software version

This item shows the version of software installed in the module.

Build

This will indicate the factory build number of the software installed and is for identification purposes.

KOS

This shows the version of the KOS operating system that is installed.

Firmware

This is the firmware version number.

PCB

This shows the PCB revision number.

Logo Storage

Free Logo Space

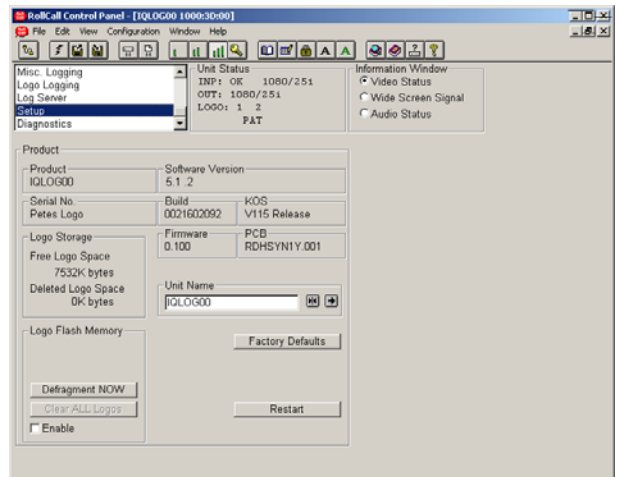
This will show the amount of space available for logo storage. (Maximum space available is 2.6 M pixels).

Deleted Logo Space

This will show the amount of space used by deleted logo files. Use **Defragment** to remove these files.

Logo Flash Memory

This displays the status of the flash memory and allows the flash memory to be de-fragmented and all logos to be cleared from the memory.



Defragment Now

This allows deleted logo files to be cleared (removed).

Note: do not restart or remove power from the unit while this process is in operation.




Clear All Logos


This operation re-initializes the logo flash memory, and should be carried out when re-programming this unit. To perform this operation the **Enable** box should be checked and **Clear ALL Logos** selected.

Note: do not restart or remove power from the unit while this process is in operation.

Unit Name

The unit may be named by editing the text string in the text window. This is the name that appears in the RollCall network browser.

To change the name, type the new name in the text area (the return symbol changes to red ) and then select  (return) to save the new name. The symbol  will then become black again.

Selecting Preset  will return the text to the default name.

Factory Defaults

Selecting this item sets all adjustment functions that include a preset facility, to their factory default values.

Restart

This will reboot the unit simulating a power-down power-up cycle restoring power-up settings.

Diagnostics

This function allows various self-tests to be carried out.

Diagnostic tests

This allows particular tests to be selected and run either as a single test (**Run Test**) or continuously in a loop (**Loop Test**).

Note that only one test may run at a time. When running a particular test the other test selections will be grayed out and cannot be selected.

The number of errors will be shown in the adjacent **Errors** box.

Warning: Running these tests WILL affect the video output signal.

GPI/O Test

This will test the GPIO input/output path when connected together.

Logo Memory Test

This will test the logo memory area.

SDI o/p i/p tests

This will test the input/output path when connected together.

Loop Count

This will display the number of loop tests that have been completed.

STOP TESTS

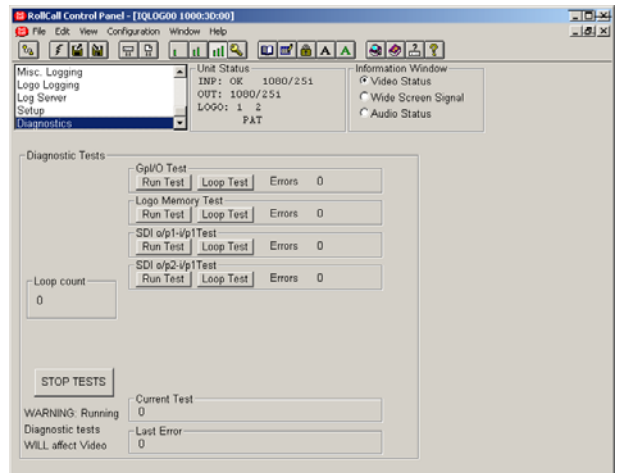
When selected all tests will end.

Current Test

This will show the name of the current test.

Last Error

This will show the last error found.



IQLOG00 RollCall Commands

Supervisor Level

Command Name	Command No.		Values
	Hex	Dec	
User Memories			
COM_AUDIO_EMBED	9236	37430	Enable audio embedding on output
COM_CHAN_ACTIVE_1	9237	37431	Embedded output audio channel enabled
COM_CHAN_ACTIVE_10	9240	37440	Embedded output audio channel enabled
COM_CHAN_ACTIVE_11	9241	37441	Embedded output audio channel enabled
COM_CHAN_ACTIVE_12	9242	37442	Embedded output audio channel enabled
COM_CHAN_ACTIVE_13	9243	37443	Embedded output audio channel enabled
COM_CHAN_ACTIVE_14	9244	37444	Embedded output audio channel enabled
COM_CHAN_ACTIVE_15	9245	37445	Embedded output audio channel enabled
COM_CHAN_ACTIVE_16	9246	37446	Embedded output audio channel enabled
COM_CHAN_ACTIVE_2	9238	37432	Embedded output audio channel enabled
COM_CHAN_ACTIVE_3	9239	37433	Embedded output audio channel enabled
COM_CHAN_ACTIVE_4	923a	37434	Embedded output audio channel enabled
COM_CHAN_ACTIVE_5	923b	37435	Embedded output audio channel enabled
COM_CHAN_ACTIVE_6	923c	37436	Embedded output audio channel enabled
COM_CHAN_ACTIVE_7	923d	37437	Embedded output audio channel enabled
COM_CHAN_ACTIVE_8	923e	37438	Embedded output audio channel enabled
COM_CHAN_ACTIVE_9	923f	37439	Embedded output audio channel enabled
COM_FOLLOW_STD	80f3	33011	Output follows std: Man/Input/Ext.Reference Default=1 Manual Selection=0 Follows Input Std.=1
COM_FRZ_ENB	8108	33032	Freeze output picture Default=0
COM_FRZ_TYPE	8109	33033	Type of Frozen output: Frame/Field Default=0 Frame=0 Field=1
COM_GRP_ACTIVE_1	924a	37450	Embedded output audio group enabled
COM_GRP_ACTIVE_2	924b	37451	Embedded output audio group enabled
COM_GRP_ACTIVE_3	924c	37452	Embedded output audio group enabled
COM_GRP_ACTIVE_4	924d	37453	Embedded output audio group enabled
COM_MONO_ENB	810a	33034	Monochrome enable Default=0
COM_MONO_TYPE	810b	33035	Type of Monochrome output Default=0 Y only=0 C only=1
COM_OUT_GAINBCR	80eb	33003	Video CbCr Gain Default=0 Min=-600 Max=600 Divisor=100
COM_OUT_GAINM	80e8	33000	Video Master Gain Default=0 Min=-600 Max=600 Divisor=100
COM_OUT_GAINY	80e9	33001	Video Luminance gain Default=0 Min=-600 Max=600 Divisor=100
COM_OUT_OFFY	80ea	33002	Video Black Level Default=0 Min=-200 Max=200 Divisor=1
COM_OUT_STD	80f2	33010	Select output standard Default=7 1125(1080)/29i=7 1125(1080)/25i=8 750(720)/59p=17 750(720)/50p=30 525(480)/29i=19 625(576)/25i=20

COM_PAT_ENB	810e	33038	TPG pattern enable Default=0
COM_PAT_TYPE	810f	33039	TPG pattern type Default=1 100olor Bars=1 75olor Bars=2 SMPTE Bars=3 Tartan Bars=4 Pluge=5 Ramp=6 Sweep=7 Pulse & Bar=8 Burst=9
COM_PATTERN_SCROLL	8110	33040	Scroll test pattern horizontally Default=0
COM_VALID_1080_25I	808e	32910	Select valid input standards Default=1
COM_VALID_1080_29I	8097	32919	Select valid input standards Default=1
COM_VALID_525_29I	809e	32926	Select valid input standards Default=1
COM_VALID_625_25I	809d	32925	Select valid input standards Default=1
COM_VALID_720_50P	809a	32922	Select valid input standards Default=1
COM_VALID_720_59P	809c	32924	Select valid input standards Default=1
COM_AUDIO_DELAY_A_SET	949b	38043	Use rolltrack14 data for delay
COM_AUDIO_DELAY_A_TRACK14	949c	38044	Use rolltrack14 data for delay
COM_AUDIO_DELAY_A_TRACK15	949d	38045	Use rolltrack15 data for delay
COM_AUDIO_DELAY_A_TRACK16	949e	38046	Use rolltrack16 data for delay
COM_AUDIO_DELAY_A_TRACK17	949f	38047	Use rolltrack17 data for delay
COM_AUDIO_DELAY_A_INT	9498	38040	Use internal video delay
COM_AUDIO_DELAY_A_MAN	9499	38041	Use rolltrack14 data for delay
COM_AUDIO_DELAY_A_PWM	949a	38042	Use rolltrack14 data for delay
COM_AUDIO_DELAY_B_SET	94af	38063	Set Manual delay
COM_AUDIO_DELAY_B_TRACK14	94b0	38064	Use rolltrack14 data for delay
COM_AUDIO_DELAY_B_TRACK15	94b1	38065	Use rolltrack15 data for delay
COM_AUDIO_DELAY_B_TRACK16	94b2	38066	Use rolltrack16 data for delay
COM_AUDIO_DELAY_B_TRACK17	94b3	38067	Use rolltrack17 data for delay
COM_AUDIO_DELAY_B_INT	94ac	38060	Use internal video delay
COM_AUDIO_DELAY_B_MAN	94ad	38061	Use manual delay select
COM_AUDIO_DELAY_B_PWM	94ae	38062	Use GPIO PWM for delay
COM_DELAY_01_SEL	94c0	38080	Embedded audio delay A/B/Off
COM_DELAY_02_SEL	94c1	38081	Embedded audio delay A/B/Off
COM_DELAY_03_SEL	94c2	38082	Embedded audio delay A/B/Off
COM_DELAY_04_SEL	94c3	38083	Embedded audio delay A/B/Off
COM_DELAY_05_SEL	94c4	38084	Embedded audio delay A/B/Off
COM_DELAY_06_SEL	94c5	38085	Embedded audio delay A/B/Off
COM_DELAY_07_SEL	94c6	38086	Embedded audio delay A/B/Off
COM_DELAY_08_SEL	94c7	38087	Embedded audio delay A/B/Off
COM_LOGO_FILTER	9cb3	40115	Default=0
COM_LOGO_1_H_ORIGIN	999a	39322	Default=0 Min=0 Max=100 Divisor=1
COM_LOGO_1_H_POSITION	999b	39323	Default=0 Min=-100000 Max=200000 Divisor=1000
COM_LOGO_SELECT_FILTER	9cce	40142	Default=0 All Logos=0 HD Logos=1 SD Logos=2 HD 720=3 HD 1080=4 SD PAL=5 SD NTSC=6
COM_LOGO_1_V_ORIGIN	99ab	39339	Default=0 Min=0 Max=100 Divisor=1
COM_LOGO_1_V_POSITION	99ac	39340	Default=0 Min=-200000 Max=100000 Divisor=1000

COM_LOGO_ON_LOSS_MEMORY	9cbf	40127	Default=0 Logo Memory 1=1 Logo Memory 2=2 Logo Memory 3=3 Logo Memory 4=4 Logo Memory 5=5 Logo Memory 6=6 Logo Memory 7=7 Logo Memory 8=8 Logo Memory 9=9 Logo Memory 10=10 Logo Memory 11=11 Logo Memory 12=12 Logo Memory 13=13 Logo Memory 14=14 Logo Memory 15=15 Logo Memory 16=16 Logo Memory 17=17 Logo Memory 18=18 Logo Memory 19=19 Logo Memory 20=20 Logo Memory 21=21 Logo Memory 22=22 Logo Memory 23=23 Logo Memory 24=24 Logo Memory 25=25 Logo Memory 26=26 Logo Memory 27=27 Logo Memory 28=28 Logo Memory 29=29 Logo Memory 30=30 Logo Memory 31=31 Logo Memory 32=32 Logo Memory 33=33 Logo Memory 34=34 Logo Memory 35=35 Logo Memory 36=36 Logo Memory 37=37 Logo Memory 38=38 Logo Memory 39=39 Logo Memory 40=40 Logo Memory 41=41 Logo Memory 42=42 Logo Memory 43=43 Logo Memory 44=44 Logo Memory 45=45 Logo Memory 46=46 Logo Memory 47=47 Logo Memory 48=48 Logo Memory 49=49 Logo Memory 50=50 Logo Memory 51=51 Logo Memory 52=52 Logo Memory 53=53 Logo Memory 54=54 Logo Memory 55=55 Logo Memory 56=56 Logo Memory 57=57 Logo Memory 58=58 Logo Memory 59=59 Logo Memory 60=60
COM_LOGO_1_VIEW_ASPECT_RATIO	99b2	39346	Default=1 4:3=0 16:9=1
COM_LOGO_2_H_ORIGIN	99cc	39372	Default=0 Min=0 Max=100 Divisor=1
COM_LOGO_2_H_POSITION	99cd	39373	Default=0 Min=-100000 Max=200000 Divisor=1000
COM_LOGO_2_V_ORIGIN	99dd	39389	Default=0 Min=0 Max=100 Divisor=1
COM_LOGO_2_V_POSITION	99de	39390	Default=0 Min=-200000 Max=100000 Divisor=1000
COM_LOGO_2_VIEW_ASPECT_RATIO	99e4	39396	Default=1 4:3=0 16:9=1
COM_LOGO_3_H_ORIGIN	99fe	39422	Default=0 Min=0 Max=100 Divisor=1
COM_LOGO_3_H_POSITION	99ff	39423	Default=0 Min=-100000 Max=200000 Divisor=1000
COM_LOGO_3_V_ORIGIN	9a0f	39439	Default=0 Min=0 Max=100 Divisor=1
COM_LOGO_3_V_POSITION	9a10	39440	Default=0 Min=-200000 Max=100000 Divisor=1000
COM_LOGO_3_VIEW_ASPECT_RATIO	9a16	39446	Default=1 4:3=0 16:9=1
COM_LOGO_4_H_ORIGIN	9a30	39472	Default=0 Min=0 Max=100 Divisor=1
COM_LOGO_4_H_POSITION	9a31	39473	Default=0 Min=-100000 Max=200000 Divisor=1000
COM_LOGO_4_V_ORIGIN	9a41	39489	Default=0 Min=0 Max=100 Divisor=1
COM_LOGO_4_V_POSITION	9a42	39490	Default=0 Min=-200000 Max=100000 Divisor=1000
COM_LOGO_4_VIEW_ASPECT_RATIO	9a48	39496	Default=1 4:3=0 16:9=1
COM_WSS_VI_PRIORITY	9579	38265	Default=0 WSS=0 VI=1
COM_VI_SMPTE_IN_ENABLE	9742	38722	Default=0
COM_VI_AFD_IN_ENABLE	9743	38723	Default=0
COM_WSS_AFD_IN_ENABLE	9741	38721	Default=0
COM_WSS_ETS_I_IN_ENABLE	9740	38720	Default=0
COM_LOGO_CLEAR_ALL_MEMORY	9cde	40158	

System Memories

Command Name	Command No.		Values
	Hex	Dec	
COM_DISPLAY_TYPE	8005	32773	Select Info display to show Default=0 Video Status=0 Audio Status=1 Wide Screen Signal=2
COM_GPI1_ACT	8d19	36121	GPI-1 Input action Default=1 Pattern=1 Black=2 Display Logo 1=70 Display Logo 2=71 Display Logo 3=72 Display Logo 4=73 User Memory 1=100 User Memory 2=101 User Memory 3=102 User Memory 4=103 User Memory 5=104 User Memory 6=105 User Memory 7=106 User Memory 8=107 User Memory 9=108 User Memory 10=109 User Memory 11=110 User Memory 12=111 User Memory 13=112 User Memory 14=113 User Memory 15=114 User Memory 16=115 User Memory 17=116 User Memory 18=117 User Memory 19=118 User Memory 20=119 User Memory 21=120 User Memory 22=121 User Memory 23=122 User Memory 24=123 User Memory 25=124 User Memory 26=125 User Memory 27=126 User Memory 28=127 User Memory 29=128 User Memory 30=129 User Memory 31=130 User Memory 32=131 Logo Memory 1=200 Logo Memory 2=201 Logo Memory 3=202 Logo Memory 4=203 Logo Memory 5=204 Logo Memory 6=205 Logo Memory 7=206 Logo Memory 8=207 Logo Memory 9=208 Logo Memory 10=209 Logo Memory 11=210 Logo Memory 12=211 Logo Memory 13=212 Logo Memory 14=213 Logo Memory 15=214 Logo Memory 16=215 Logo Memory 17=216 Logo Memory 18=217 Logo Memory 19=218 Logo Memory 20=219 Logo Memory 21=220 Logo Memory 22=221 Logo Memory 23=222 Logo Memory 24=223 Logo Memory 25=224 Logo Memory 26=225 Logo Memory 27=226 Logo Memory 28=227 Logo Memory 29=228 Logo Memory 30=229 Logo Memory 31=230 Logo Memory 32=231 Logo Memory 33=232 Logo Memory 34=233 Logo Memory 35=234 Logo Memory 36=235 Logo Memory 37=236 Logo Memory 38=237 Logo Memory 39=238 Logo Memory 40=239 Logo Memory 41=240 Logo Memory 42=241 Logo Memory 43=242 Logo Memory 44=243 Logo Memory 45=244 Logo Memory 46=245 Logo Memory 47=246 Logo Memory 48=247 Logo Memory 49=248 Logo Memory 50=249 Logo Memory 51=250 Logo Memory 52=251 Logo Memory 53=252 Logo Memory 54=253 Logo Memory 55=254 Logo Memory 56=255 Logo Memory 57=256 Logo Memory 58=257 Logo Memory 59=258 Logo Memory 60=259

COM_GPI2_ACT	8d23	36131	GPI-2 Input action Default=1 Pattern=1 Black=2 Display Logo 1=70 Display Logo 2=71 Display Logo 3=72 Display Logo 4=73 User Memory 1=100 User Memory 2=101 User Memory 3=102 User Memory 4=103 User Memory 5=104 User Memory 6=105 User Memory 7=106 User Memory 8=107 User Memory 9=108 User Memory 10=109 User Memory 11=110 User Memory 12=111 User Memory 13=112 User Memory 14=113 User Memory 15=114 User Memory 16=115 User Memory 17=116 User Memory 18=117 User Memory 19=118 User Memory 20=119 User Memory 21=120 User Memory 22=121 User Memory 23=122 User Memory 24=123 User Memory 25=124 User Memory 26=125 User Memory 27=126 User Memory 28=127 User Memory 29=128 User Memory 30=129 User Memory 31=130 User Memory 32=131 Logo Memory 1=200 Logo Memory 2=201 Logo Memory 3=202 Logo Memory 4=203 Logo Memory 5=204 Logo Memory 6=205 Logo Memory 7=206 Logo Memory 8=207 Logo Memory 9=208 Logo Memory 10=209 Logo Memory 11=210 Logo Memory 12=211 Logo Memory 13=212 Logo Memory 14=213 Logo Memory 15=214 Logo Memory 16=215 Logo Memory 17=216 Logo Memory 18=217 Logo Memory 19=218 Logo Memory 20=219 Logo Memory 21=220 Logo Memory 22=221 Logo Memory 23=222 Logo Memory 24=223 Logo Memory 25=224 Logo Memory 26=225 Logo Memory 27=226 Logo Memory 28=227 Logo Memory 29=228 Logo Memory 30=229 Logo Memory 31=230 Logo Memory 32=231 Logo Memory 33=232 Logo Memory 34=233 Logo Memory 35=234 Logo Memory 36=235 Logo Memory 37=236 Logo Memory 38=237 Logo Memory 39=238 Logo Memory 40=239 Logo Memory 41=240 Logo Memory 42=241 Logo Memory 43=242 Logo Memory 44=243 Logo Memory 45=244 Logo Memory 46=245 Logo Memory 47=246 Logo Memory 48=247 Logo Memory 49=248 Logo Memory 50=249 Logo Memory 51=250 Logo Memory 52=251 Logo Memory 53=252 Logo Memory 54=253 Logo Memory 55=254 Logo Memory 56=255 Logo Memory 57=256 Logo Memory 58=257 Logo Memory 59=258 Logo Memory 60=259
COM_GPIO_TIMER	8d1c	36124	Default=0 Off=0 GPI 1=1 GPI 2=2
COM_GPIO_TIMER_ACTIVE_HIGH	8d1d	36125	GPI PWM Timer Active High Default=1
COM_GPIO1_INVERT	8d1b	36123	GPI-1 Port Invert Default=0
COM_GPIO1_IO	8d18	36120	GPIO-1 Input/Output Default=0 Unused=0 Input (GPI1)=1 Output (GPO1)=2
COM_GPIO2_INVERT	8d25	36133	GPI-2 Port Invert Default=0
COM_GPIO2_IO	8d22	36130	GPIO-2 Input/Output Default=0 Unused=0 Input (GPI2)=1 Output (GPO2)=2
COM_GPO1_ACT	8d1a	36122	GPI-1 Output action Default=50 Input OK=50 Pattern=2 Black=3 Logo 1 Displayed=70 Logo 2 Displayed=71 Logo 3 Displayed=72 Logo 4 Displayed=73 Logo 1 CRC Error=100 Logo 2 CRC Error=101 Logo 3 CRC Error=102 Logo 4 CRC Error=103 Any Logo CRC Error=5
COM_GPO2_ACT	8d24	36132	GPI-2 Output action Default=50 Input OK=50 Pattern=2 Black=3 Logo 1 Displayed=70 Logo 2 Displayed=71 Logo 3 Displayed=72 Logo 4 Displayed=73 Logo 1 CRC Error=100 Logo 2 CRC Error=101 Logo 3 CRC Error=102 Logo 4 CRC Error=103Any Logo CRC Error=5
COM_INP_LOSS	8106	33030	Input loss on standard mismatch enable Default=1 No Input=0 In/Out Std.Mismatch=1
COM_ON_LOSS	8107	33031	What to do on input loss Default=3 Black=2 Input=3 Out Pattern=4 Logo Memory=6
COM_RT_DISABLED	8d08	36104	Disable all rolltrack outputs Default=1

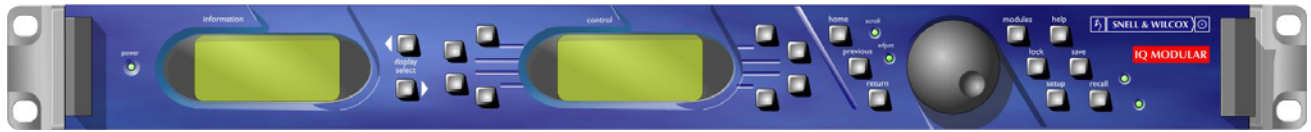
COM_LOG_ENABLE_INPUT_1_TYPE	88c9	35017	Enable/Disable logging for Input 1 Type Default=1
COM_LOG_ENABLE_INPUT_1_STANDARD	88c8	35016	Enable/Disable logging for Input 1 Std. Default=1
COM_LOG_ENABLE_INPUT_1_SDI_ERRS	88ba	35002	Enable/Disable logging for Input 1 Errors Default=1
COM_LOG_ENABLE_INPUT_1_SDI_ERRSEC	88bb	35003	Enable/Disable logging for Input 1 ErrSecs Default=1
COM_LOG_ENABLE_INPUT_1_SDI_ANC_ERRS	88b8	35000	Enable/Disable logging for Input 1 ANC Errors Default=1
COM_LOG_ENABLE_INPUT_1_SDI_ANC_ERRSECS	88b9	35001	Enable/Disable logging for Input 1 ANC ErrSecs Default=1
COM_LOG_ENABLE_INPUT_1_STATE	88bd	35005	Enable/Disable logging for Input 1 Status Default=1
COM_LOG_ENABLE_INPUT_1_EMBEDDED_AUDIO_1_STATE	88be	35006	Enable/Disable logging for Input 1 Emb.Pair 1 state Default=1
COM_LOG_ENABLE_INPUT_1_EMBEDDED_AUDIO_2_STATE	88bf	35007	Enable/Disable logging for Input 1 Emb.Pair 2 state Default=1
COM_LOG_ENABLE_INPUT_1_EMBEDDED_AUDIO_3_STATE	88c0	35008	Enable/Disable logging for Input 1 Emb.Pair 3 state Default=1
COM_LOG_ENABLE_INPUT_1_EMBEDDED_AUDIO_4_STATE	88c1	35009	Enable/Disable logging for Input 1 Emb.Pair 4 state Default=1
COM_LOG_ENABLE_INPUT_1_EMBEDDED_AUDIO_5_STATE	88c2	35010	Enable/Disable logging for Input 1 Emb.Pair 5 state Default=1
COM_LOG_ENABLE_INPUT_1_EMBEDDED_AUDIO_6_STATE	88c3	35011	Enable/Disable logging for Input 1 Emb.Pair 6 state Default=1
COM_LOG_ENABLE_INPUT_1_EMBEDDED_AUDIO_7_STATE	88c4	35012	Enable/Disable logging for Input 1 Emb.Pair 7 state Default=1
COM_LOG_ENABLE_INPUT_1_EMBEDDED_AUDIO_8_STATE	88c5	35013	Enable/Disable logging for Input 1 Emb.Pair 8 state Default=1
COM_LOG_ENABLE_INPUT_1_EMBEDDED_AUDIO_1_TYPE	88ca	35018	Enable/Disable logging for Input 1 Emb.Pair 1 type Default=1
COM_LOG_ENABLE_INPUT_1_EMBEDDED_AUDIO_2_TYPE	88cb	35019	Enable/Disable logging for Input 1 Emb.Pair 2 type Default=1
COM_LOG_ENABLE_INPUT_1_EMBEDDED_AUDIO_3_TYPE	88cc	35020	Enable/Disable logging for Input 1 Emb.Pair 3 type Default=1
COM_LOG_ENABLE_INPUT_1_EMBEDDED_AUDIO_4_TYPE	88cd	35021	Enable/Disable logging for Input 1 Emb.Pair 4 type Default=1
COM_LOG_ENABLE_INPUT_1_EMBEDDED_AUDIO_5_TYPE	88ce	35022	Enable/Disable logging for Input 1 Emb.Pair 5 type Default=1
COM_LOG_ENABLE_INPUT_1_EMBEDDED_AUDIO_6_TYPE	88cf	35023	Enable/Disable logging for Input 1 Emb.Pair 6 type Default=1
COM_LOG_ENABLE_INPUT_1_EMBEDDED_AUDIO_7_TYPE	88d0	35024	Enable/Disable logging for Input 1 Emb.Pair 7 type Default=1
COM_LOG_ENABLE_INPUT_1_EMBEDDED_AUDIO_8_TYPE	88d1	35025	Enable/Disable logging for Input 1 Emb.Pair 8 type Default=1
COM_LOG_ENABLE_OUTPUT_1_STATE	8c65	35941	Enable/Disable logging for Output State Default=1
COM_LOG_ENABLE_OUTPUT_1_TYPE	8c66	35942	Enable/Disable logging for Output Type Default=1
COM_LOG_ENABLE_OUTPUT_1_STANDARD	8c64	35940	Enable/Disable logging for Output Standard Default=1
COM_LOG_ENABLE_OUTPUT_1	8c67	35943	Enable/Disable logging for Output Source
COM_LOG_ENABLE_OS_VERSION	8c99	35993	Enable/Disable logging for OS Version Default=1
COM_LOG_ENABLE_BUILD_NUMBER	8c96	35990	Enable/Disable logging for Build No. Default=1
COM_LOG_ENABLE_HARDWARE_VERSION	8c98	35992	Enable/Disable logging for Hardware Ver. Default=1
COM_LOG_ENABLE_FIRMWARE_VERSION	8c97	35991	Enable/Disable logging for Firmware Ver. Default=1
COM_LOG_ENABLE_UPTIME	8c9a	35994	Enable/Disable logging for Up Time Default=1
COM_LOGO_1_ANIMATION_FORWARDS	9984	39300	Default=0
COM_LOGO_1_ANIMATION_REVERSE	9986	39302	Default=0
COM_LOGO_1_ANIMATION_STOP	9987	39303	Default=0
COM_LOGO_1_LAST_MEMORY	99a1	39329	Default=0
COM_LOGO_1_FADE_IN_TIME	9991	39313	Default=50
COM_LOGO_1_FADE_OUT_TIME	9993	39315	Default=50
COM_LOGO_LAST_MEMORY	9cba	40122	Default=0

COM_LOGO_SEL_MEMORY	9cca	40138	Default=1 Logo Memory 1=1 Logo Memory 3=3 Logo Memory 5=5 Logo Memory 7=7 Logo Memory 9=9 Logo Memory 11=11 Logo Memory 13=13 Logo Memory 15=15 Logo Memory 17=17 Logo Memory 19=19 Logo Memory 21=21 Logo Memory 23=23 Logo Memory 25=25 Logo Memory 27=27 Logo Memory 29=29 Logo Memory 31=31 Logo Memory 33=33 Logo Memory 35=35 Logo Memory 37=37 Logo Memory 39=39 Logo Memory 41=41 Logo Memory 43=43 Logo Memory 45=45 Logo Memory 47=47 Logo Memory 49=49 Logo Memory 51=51 Logo Memory 53=53 Logo Memory 55=55 Logo Memory 57=57 Logo Memory 59=59	Logo Memory 2=2 Logo Memory 4=4 Logo Memory 6=6 Logo Memory 8=8 Logo Memory 10=10 Logo Memory 12=12 Logo Memory 14=14 Logo Memory 16=16 Logo Memory 18=18 Logo Memory 20=20 Logo Memory 22=22 Logo Memory 24=24 Logo Memory 26=26 Logo Memory 28=28 Logo Memory 30=30 Logo Memory 32=32 Logo Memory 34=34 Logo Memory 36=36 Logo Memory 38=38 Logo Memory 40=40 Logo Memory 42=42 Logo Memory 44=44 Logo Memory 46=46 Logo Memory 48=48 Logo Memory 50=50 Logo Memory 52=52 Logo Memory 54=54 Logo Memory 56=56 Logo Memory 58=58 Logo Memory 60=60
COM_LOGO_1_TRANSPARENCY	99aa	39338	Default=0	Min=0 Max=100 Divisor=1
COM_LOGO_1_FADE_POS	9994	39316	Default=0	Min=0 Max=100 Divisor=1
COM_LOG_ENABLE_OUTPUT_1_LOGO_1_STATE	8c0a	35850	Enable/Disable logging for Logo 1	Default=1
COM_LOG_ENABLE_OUTPUT_1_LOGO_2_STATE	8c0b	35851	Enable/Disable logging for Logo 2	Default=1
COM_LOG_ENABLE_OUTPUT_1_LOGO_3_STATE	8c0c	35852	Enable/Disable logging for Logo 3	Default=1
COM_LOG_ENABLE_OUTPUT_1_LOGO_4_STATE	8c0d	35853	Enable/Disable logging for Logo 4	Default=1
COM_LOG_ENABLE_OUTPUT_1_LOGO_1_NAME	8bd8	35800	Enable/Disable logging for Logo 1 Name	Default=1
COM_LOG_ENABLE_OUTPUT_1_LOGO_2_NAME	8bd9	35801	Enable/Disable logging for Logo 2 Name	Default=1
COM_LOG_ENABLE_OUTPUT_1_LOGO_3_NAME	8bda	35802	Enable/Disable logging for Logo 3 Name	Default=1
COM_LOG_ENABLE_OUTPUT_1_LOGO_4_NAME	8bdb	35803	Enable/Disable logging for Logo 4 Name	Default=1
COM_LOGLASTTIMEADDR	940e	37902	This shows the address from which the last time packet was received. This can be useful in configuring complex networks. Default=0 Min=0 Max=65536 Divisor=1	
COM_LOGSERVERADDR	940f	37903	This item displays the address of the current Log Server. Default=0 Min=0 Max=0 Divisor=1	
COM_LOGSERVERNAME	940c	37900	The Logging Server to be used may be named by editing the text string in the text window.	
COM_LOGSERVERSTATE	940d	37901	This item allows the class of log server to be specified. Default=3 Logging Disabled=1 Named LogServer=2 Any LogServer=3	
COM_LOGSERVERUSING	9410	37904	This item displays the name of the current Log Server. Default=0 Min=0 Max=0 Divisor=1	
COM_TIMEONLYFROMLOGGER	9411	37905	If this is selected the Gateway will only use time packets from the current logserver. This can be useful in configuring complex networks. Default=0	
COM_UNIT_NAME	9412	37906	This allows the unit to be given a meaningful name.	
COM_LOG_ENABLE_OUTPUT_1_LOGO_CRC_ERRS	8c9c	35996	Enable/Disable logging for Logo CRC Errors	Default=1
COM_LOG_ENABLE_OUTPUT_1_LOGO_4_CRC_ERRS	8c71	35953	Enable/Disable logging for Logo CRC Errors	Default=1
COM_LOG_ENABLE_OUTPUT_1_LOGO_3_CRC_ERRS	8c70	35952	Enable/Disable logging for Logo CRC Errors	Default=1
COM_LOG_ENABLE_OUTPUT_1_LOGO_2_CRC_ERRS	8c6f	35951	Enable/Disable logging for Logo CRC Errors	Default=1
COM_LOG_ENABLE_OUTPUT_1_LOGO_1_CRC_ERRS	8c6e	35950	Enable/Disable logging for Logo CRC Errors	Default=1

COM_OUT_DEFAULT_STD	80f4	33012	Out Std Default=7	1125(1080)/29i=7
			1125(1080)/25i=8	750(720)/59p=17
			750(720)/50p=30	525(480)/29i=19
			625(576)/25i=20	
COM_LOGO_LAST_OFFSET_MEMORY	9cbb	40123	Default=0	Divisor=1
COM_LOGO_SEL_OFFSET_MEMORY	9ccb	40139	Default=1 Logo Offset Mem 1=1	Logo Offset Mem 2=2
			Logo Offset Mem 3=3	Logo Offset Mem 4=4
			Logo Offset Mem 5=5	Logo Offset Mem 6=6
			Logo Offset Mem 7=7	Logo Offset Mem 8=8
			Logo Offset Mem 9=9	Logo Offset Mem 10=10
			Logo Offset Mem 11=11	Logo Offset Mem 12=12
			Logo Offset Mem 13=13	Logo Offset Mem 14=14
			Logo Offset Mem 15=15	Logo Offset Mem 16=16
			Logo Offset Mem 17=17	Logo Offset Mem 18=18
			Logo Offset Mem 19=19	Logo Offset Mem 20=20
COM_LOGO_STD_OFFSET_PRESETS	9cd0	40144	Default=0	
COM_LOGO_1_EDIT	998f	39311	Default=0	
COM_LOGO_2_ANIMATION_FORWARDS	99b6	39350	Default=0	
COM_LOGO_2_ANIMATION_REVERSE	99b8	39352	Default=0	
COM_LOGO_2_ANIMATION_STOP	99b9	39353	Default=0	
COM_LOGO_2_EDIT	99c1	39361	Default=0	
COM_LOGO_2_FADE_IN_TIME	99c3	39363	Default=50	Min=0 Max=6000 Divisor=100
COM_LOGO_2_FADE_OUT_TIME	99c5	39365	Default=50	Min=0 Max=6000 Divisor=100
COM_LOGO_2_FADE_POS	99c6	39366	Default=0	Min=0 Max=100 Divisor=1
COM_LOGO_2_LAST_MEMORY	99d3	39379	Default=0	Divisor=1
COM_LOGO_2_TRANSPARENCY	99dc	39388	Default=0	Min=0 Max=100 Divisor=1
COM_LOGO_3_ANIMATION_FORWARDS	99e8	39400	Default=0	
COM_LOGO_3_ANIMATION_REVERSE	99ea	39402	Default=0	
COM_LOGO_3_ANIMATION_STOP	99eb	39403	Default=0	
COM_LOGO_3_EDIT	99f3	39411	Default=0	
COM_LOGO_3_FADE_IN_TIME	99f5	39413	Default=50	Min=0 Max=6000 Divisor=100
COM_LOGO_3_FADE_OUT_TIME	99f7	39415	Default=50	Min=0 Max=6000 Divisor=100
COM_LOGO_3_FADE_POS	99f8	39416	Default=0	Min=0 Max=100 Divisor=1
COM_LOGO_3_LAST_MEMORY	9a05	39429	Default=0	Divisor=1
COM_LOGO_3_TRANSPARENCY	9a0e	39438	Default=0	Min=0 Max=100 Divisor=1
COM_LOGO_4_ANIMATION_FORWARDS	9a1a	39450	Default=0	
COM_LOGO_4_ANIMATION_REVERSE	9a1c	39452	Default=0	
COM_LOGO_4_ANIMATION_STOP	9a1d	39453	Default=0	
COM_LOGO_4_EDIT	9a25	39461	Default=0	
COM_LOGO_4_FADE_IN_TIME	9a27	39463	Default=50	Min=0 Max=6000 Divisor=100
COM_LOGO_4_FADE_OUT_TIME	9a29	39465	Default=50	Min=0 Max=6000 Divisor=100
COM_LOGO_4_FADE_POS	9a2a	39466	Default=0	Min=0 Max=100 Divisor=1
COM_LOGO_4_LAST_MEMORY	9a37	39479	Default=0	Divisor=1
COM_LOGO_4_TRANSPARENCY	9a40	39488	Default=0	Min=0 Max=100 Divisor=1
COM_SEL_MEMORY	90ed	37101	Default=1 User Memory 1=1	User Memory 2=2
			User Memory 3=3	User Memory 4=4
			User Memory 5=5	User Memory 6=6
			User Memory 7=7	User Memory 8=8
			User Memory 9=9	User Memory 10=10
			User Memory 11=11	User Memory 12=12
			User Memory 13=13	User Memory 14=14
			User Memory 15=15	User Memory 16=16
			User Memory 17=17	User Memory 18=18
			User Memory 19=19	User Memory 20=20
			User Memory 21=21	User Memory 22=22
			User Memory 23=23	User Memory 24=24
			User Memory 25=25	User Memory 26=26
			User Memory 27=27	User Memory 28=28
			User Memory 29=29	User Memory 30=30
			User Memory 31=31	User Memory 32=32
COM_LAST_MEMORY	90f0	37104	Default=0	Divisor=1
COM_POSITION_VI_IN	957c	38268	Default=11	Min=7 Max=23 Divisor=1
COM_POSITION_WSS_IN	957f	38271	Default=23	Min=7 Max=23 Divisor=1
COM_WSS_AFD_INPUT	9754	38740	Default=8	4:3 - Coded Frame=8
			4:3 - 4:3=9	4:3 - 16:9=10
			4:3 reserved=12	4:3 - 14:9=11
			4:3 - 4:3 SP 14:9=13	
			4:3 - 16:9 SP 14:9=14	4:3 - 16:9 SP 4:3=15
			4:3 - box 16:9 top=2	4:3 - box 14:9 top=3
			4:3 - box>16:9 ctr=4	4:3 - Unknown=16
			16:9 - Coded Frame=136	16:9 - 4:3=137
			16:9 - 16:9=138	16:9 - 14:9=139
			16:9 reserved=140	16:9 - 4:3 SP 14:9=141
			16:9 - 16:9 SP 14:9=142	16:9 - 16:9 SP 4:3=143
			16:9 - box 16:9 top=130	16:9 - box 14:9 top=131
			16:9 - box>16:9 ctr=132	16:9 - Unknown=144

Operation from an Active Control Panel

The card may be operated from an active control panel via the RollCall™ network.



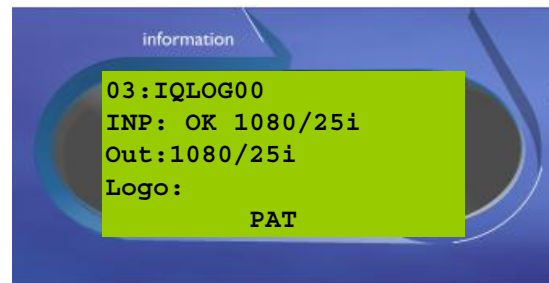
All operational parameters and selections are made using a system of menus displayed in two LCD windows.

The functions are the same as those described for the RollCall PC Control Panel Screens.

Operational details for the remote control panel can be found in the Modular System Operator's Manual.

Information Window

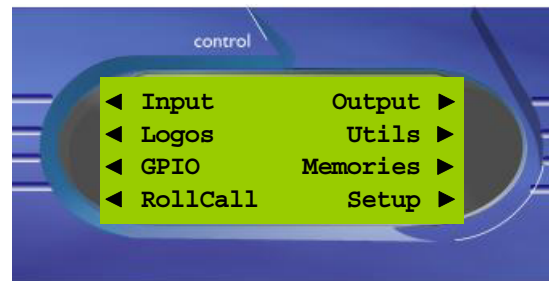
The Information window has four lines of text indicating the current state of the unit.



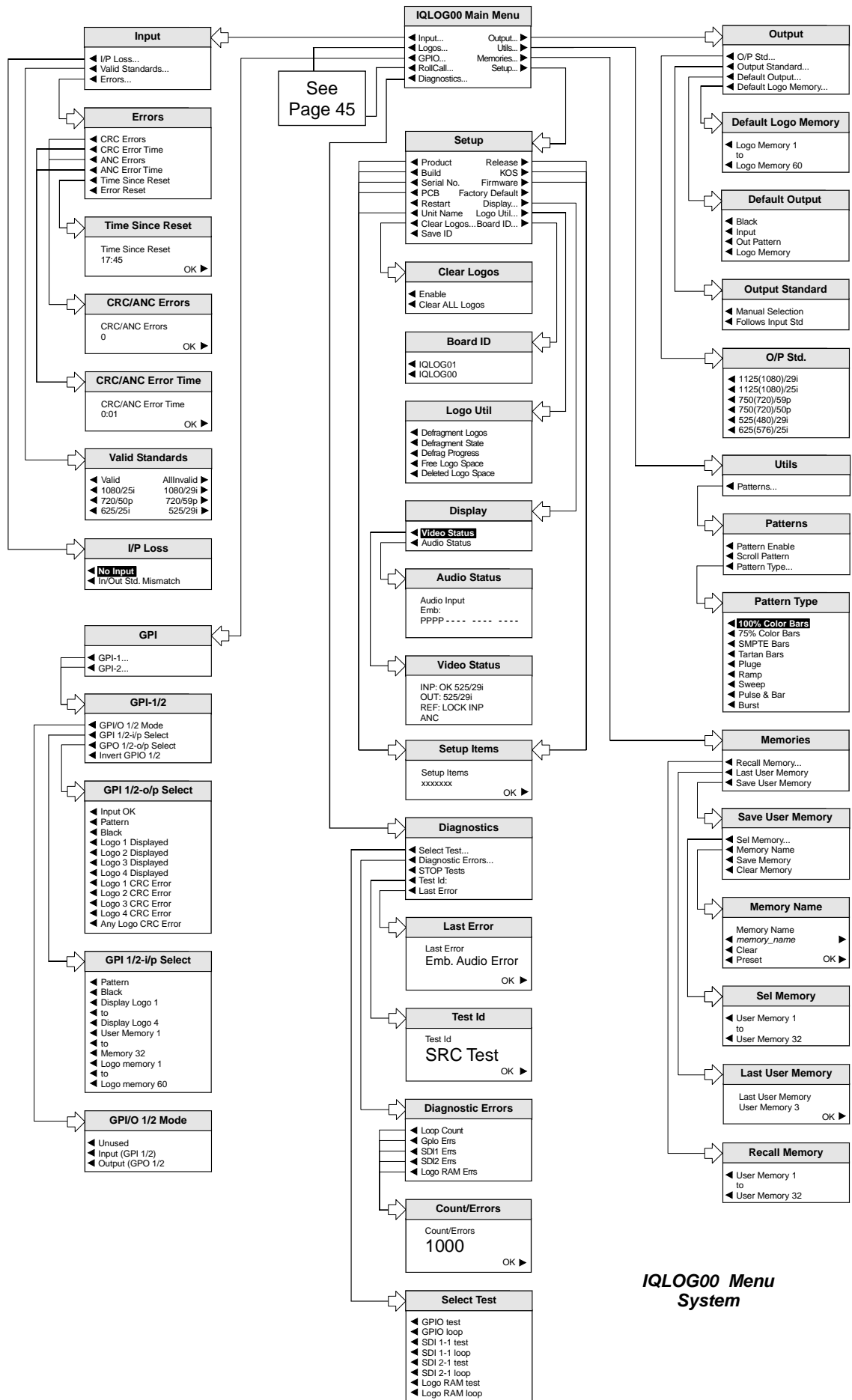
For details of the abbreviations used please see page 13.

Control Window

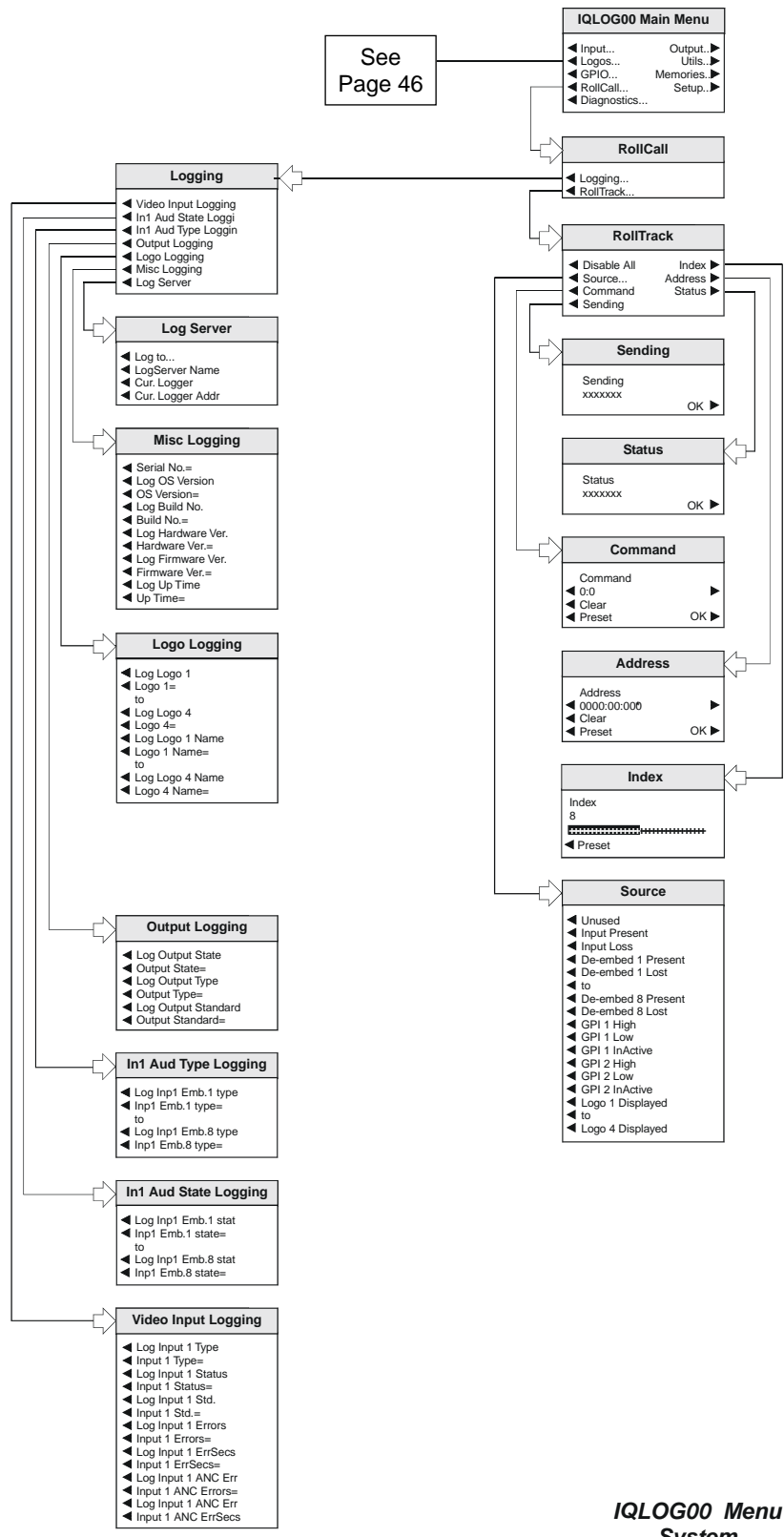
The **Control** window displays all Selection Menus and sub-menus.



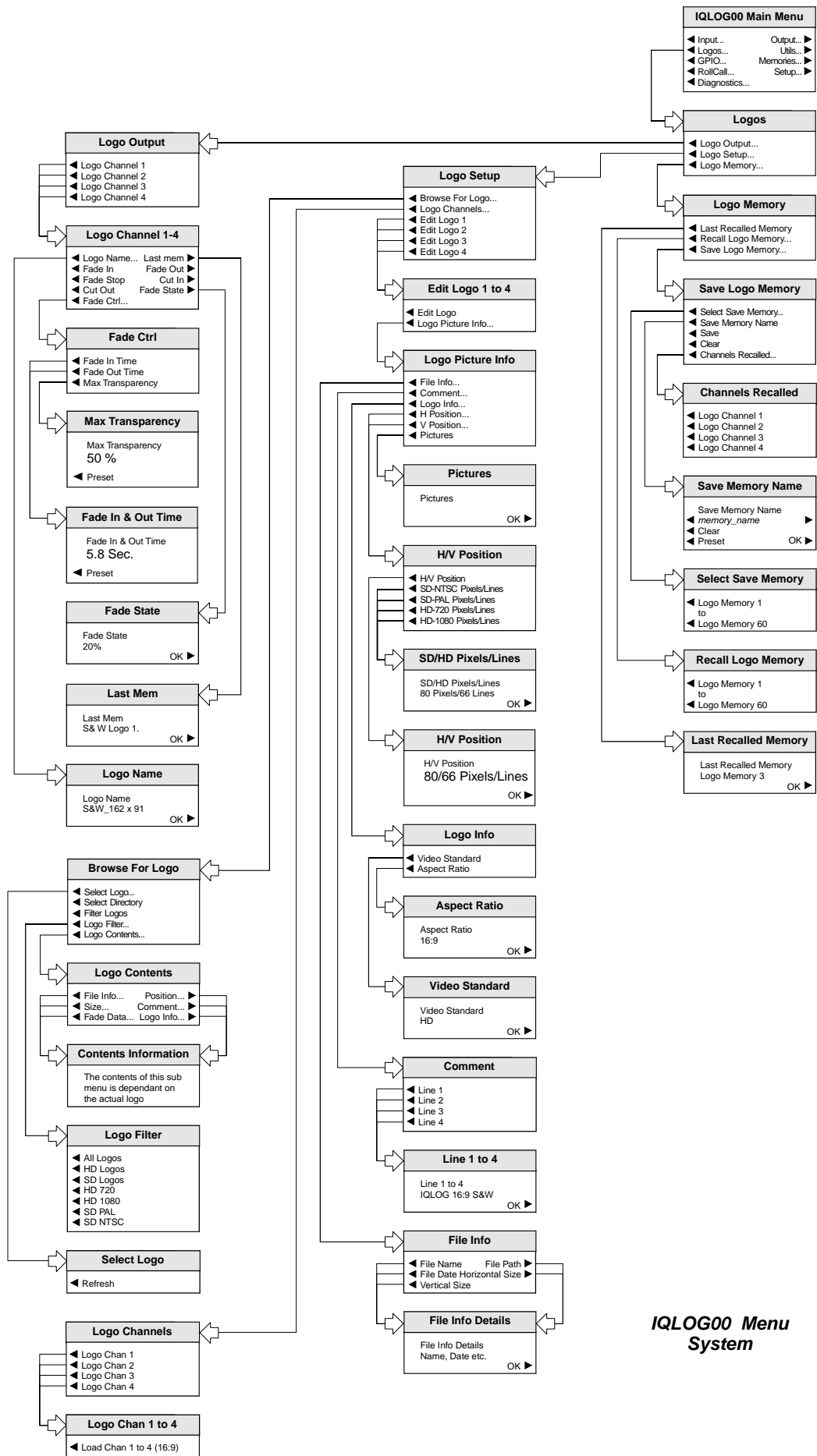
The selection is made by pressing the button adjacent to the required item.



IQLOG00 Menu System



IQLOG00 Menu System



IQLOG00 Menu System

Manual Revision Record

Date	Version No.	Issue No.	Change	Comments
31-Jan-07	1	1		First issue released
	1	2		New issue
04-Jan-08	1	3	For software version 5.3.2	New issue
10-Nov-08	1	4	Added relay input bypass	New issue