



Snell  
Advanced  
Media

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# User Instruction Manual

## **IQSYN31**

Dual 3G/HD/SD-SDI Frame Synchronizer with Embedded Audio Processing

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# Contents

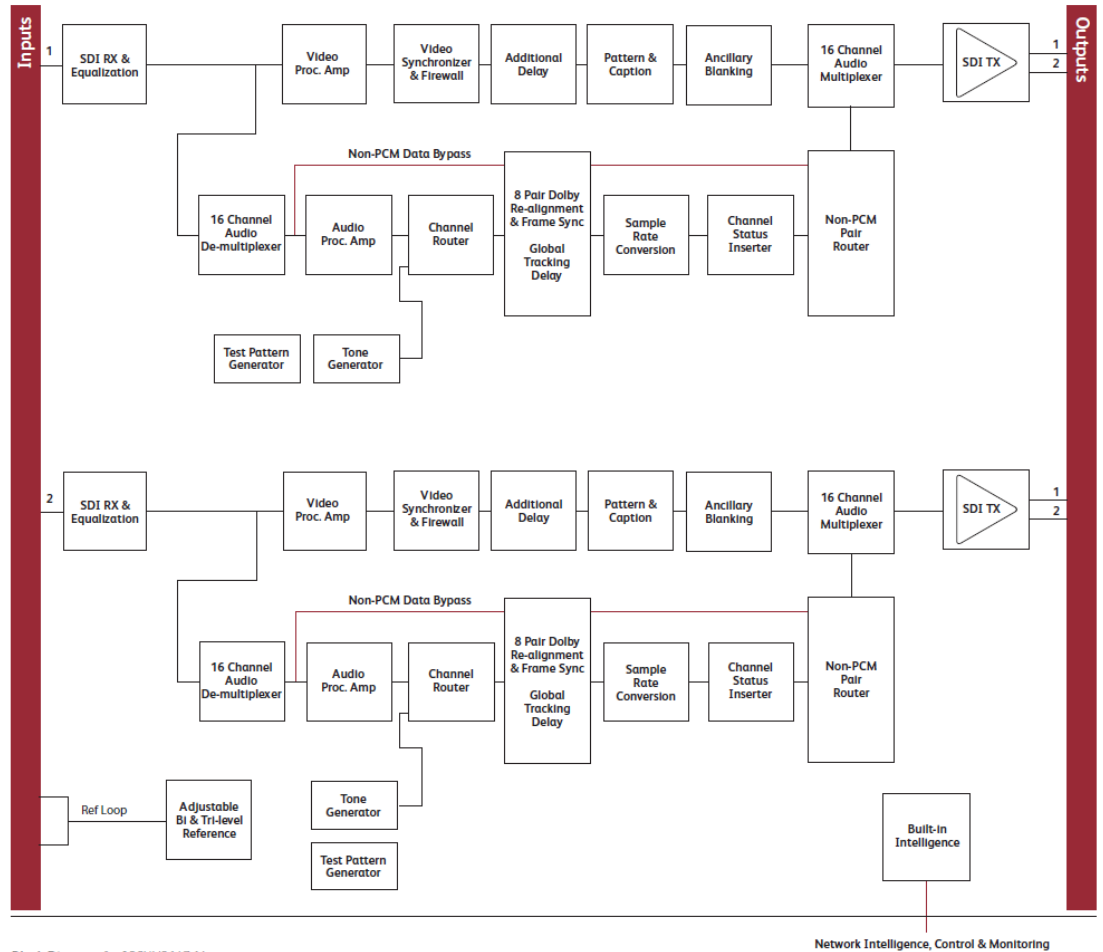
<b>Information and Notices</b> .....	2
Copyright and Disclaimer .....	2
Contact Details .....	2
<b>1. Introduction</b> .....	5
1.1 Module Description .....	5
1.2 Order Codes .....	6
1.3 Rear Panel View .....	6
1.4 Enclosures .....	7
1.4.1 B-style Enclosure .....	7
1.4.2 A-style Enclosures .....	7
1.5 Feature Summary .....	8
<b>2. Technical Specification</b> .....	9
<b>3. Connections</b> .....	13
3.1 SDI Inputs .....	13
3.2 SDI Outputs .....	13
3.3 Analog Reference Input .....	13
<b>4. Card Edge Controls</b> .....	14
<b>5. Controlling the IQSYN31 from the RollCall Control Panel</b> .....	15
5.1 The Information Window .....	15
5.1.1 Video Status .....	15
5.1.2 Audio Input Status .....	15
5.1.3 Reference Status .....	16
5.2 Video 1 and Video 2 .....	17
5.2.1 Valid Input Formats .....	17
5.2.2 Default Output .....	17
5.2.3 Default Output Format .....	18
5.2.4 Blanking .....	18
5.2.5 Freeze .....	18
5.3 Procamps .....	19
5.3.1 Procamp Enable .....	19
5.3.2 Black Level .....	19
5.3.3 Hue Adjust .....	20
5.3.4 Master Video Gain .....	20
5.3.5 Y Gain .....	20
5.3.6 Cb/Cr Gain .....	20
5.3.7 Y/C Timing .....	20
5.3.8 Picture Position .....	20
5.4 Genlock .....	21
5.4.1 Mode .....	21
5.4.2 Reference Select .....	22
5.4.3 Freerun Frequency .....	22
5.4.4 Valid Input Rates .....	22
5.4.5 Default Output Rate .....	22
5.4.6 Phase .....	22
5.4.7 Delay .....	22
5.4.8 Frame Delay Added .....	22
5.4.9 Active Video Delay .....	22
5.5 Embedder 1 to Embedder 4 .....	23
5.5.1 Embedder <i>N</i> Enable .....	23
5.5.2 Pair 1 and Pair 2 Controls .....	24

5.6 Router Overview .....	25
5.7 Dolby E .....	26
5.7.1 Dolby E Alignment .....	26
5.7.2 Line Standard .....	26
5.8 Audio .....	27
5.8.1 Delays .....	27
5.8.2 Manual Coarse and Manual Fine Delay Controls .....	28
5.8.3 Tone .....	28
5.9 Audio Monitor .....	29
5.9.1 Silent Level .....	29
5.9.2 Overload Level .....	29
5.9.3 Warning Timer .....	29
5.10 Pattern & Caption .....	30
5.10.1 Edit Caption .....	30
5.10.2 Select Caption .....	30
5.10.3 Pattern Select .....	30
5.11 Memories .....	31
5.11.1 Recall Memory .....	31
5.11.2 Save Memory .....	31
5.11.3 Last Recalled .....	31
5.11.4 Save Memory Name .....	32
5.12 Logging .....	33
5.12.1 Logging Misc .....	33
5.12.2 Logging Video Input 1/2 .....	33
5.12.3 Logging Reference .....	34
5.12.4 Logging Audio Input 1/2 .....	34
5.12.5 Logging Video Output 1/2 .....	34
5.12.6 Logging Audio Output 1/2 .....	35
5.12.7 Log Field Descriptions .....	35
5.13 RollTrack .....	38
5.13.1 Disable All .....	38
5.13.2 RollTrack Index .....	38
5.13.3 RollTrack Source .....	38
5.13.4 RollTrack Address .....	38
5.13.5 RollTrack Command .....	39
5.13.6 RollTrack Sending .....	39
5.13.7 RollTrack Status .....	39
5.14 Status .....	40
5.14.1 Factory Defaults .....	40
5.14.2 Default Settings .....	40
5.14.3 Restart .....	40

# 1. Introduction

## 1.1 Module Description

The IQSYN31 provides frame synchronization for 3 Gbit/s SDI, HD-SDI 1.5 Gbit/s or SD-SDI 270 Mbit/s signals with 16-channel embedded audio processing. Enabling powerful processing features with a space efficient two channels per card the IQSYN31 is ideal for incoming line applications where space is at a premium. A video processing amplifier provides complete control over the video levels, and audio processing features include audio delay, gain, invert and channel level routing.



## 1.2 Order Codes

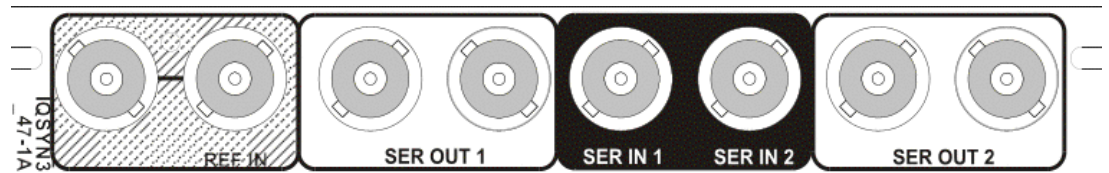
**Note:**

Modules with “A” order codes (for example, IQSYN3147-1**A**3) can be fitted into either A- or B-style enclosures. Modules with “B” order codes (for example, IQSYN3147-1**B**3) can only be fitted into B-style enclosures. See page 7.

The following product order codes are covered by this manual:

<b>IQSYN3147-1A</b> <b>IQSYN3147-1B</b>	Dual channel HD/SD-SDI Synchronizer with Embedded Audio Processing. 2 outputs per input, reference loop-through.
<b>IQSYN3147-1A3</b> <b>IQSYN3147-1B3</b>	Dual channel 3G/HD/SD-SDI Synchronizer with Embedded Audio Processing. 2 outputs per input, reference loop-through.
<b>IQSYN31-3G</b>	Upgrade for IQSYN31 Dual channel HD/SD-SDI Synchronizer to operate with 3 Gbit/s SDI signals.

## 1.3 Rear Panel View



**IQSYN3147-1A(B)/IQSYN3147-1A(B)3**

### 1.4 Enclosures

The module can be fitted into the enclosure types shown.

**Important:** Although IQ modules are interchangeable between enclosures, their rear panels are enclosure specific. An IQH3B enclosure accepts modules with either “A” or “B” order codes. An IQH3A or IQH1A enclosure accepts modules with “A” order codes only. See page 6.

#### 1.4.1 B-style Enclosure



**Enclosure order codes: IQH3B-S-0, IQH3B-S-P**

**Note:** The IQH3B enclosure provides two internal analog reference inputs. These inputs are applicable to modules with “B” order codes only.

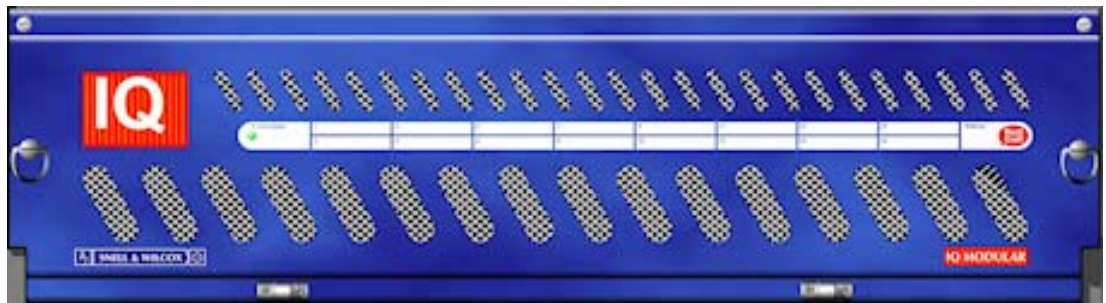
#### 1.4.2 A-style Enclosures



**Enclosure order code: IQH1A-S-P**



**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**

## 1.5 Feature Summary

The IQSYN31 provides the following features:

- Dual channel 3G/HD/SD-SDI synchronizer with up to 3 frames of video delay per channel.
- Processing for 16 channels of embedded audio present on the incoming SDI stream with no disturbance during video synchronizer frame wraps or drops.
- Standards supported:
  - 3G-SDI to SMPTE 424M/425M level A & B compatible
  - HD-SDI to SMPTE 292M/274M/296M
  - SD-SDI to SMPTE 259M-C
- Loop-through reference capable of referencing to a bi-level or tri-level signal with auto detect functionality (common reference for both channels).
- Agile, router switching tolerant synchronizer operation.
- Precision genlock adjustment allowing you to time any SDI signal to pixel accuracy.
- Firewall for video and processed PCM audio to provide a continuous uninterrupted output.
- Channel level (Sub-frame) routing.
- Audio Proc. Amp features including independent gain, invert and mute control.
- Adjustable delay for selected audio channels.
- Any group of embedded audio may be passed unchanged, processed or blanked.
- Embedded Dolby E support – pair routing and Dolby E reframing.
- Realign Dolby E guard band with video frame boundary prior to synchronizer.
- Handles Dolby E and PCM audio present in the same group (i.e. can process PCM and pass Dolby E/AC3).
- Able to pass all ancillary data with independent HANC and VANC blanking control.
- Input loss detection – default output of black/pattern/freeze.
- Can be used as a video delay, up to 3 frames per channel, independently adjustable.
- Video processing amplifier controls including video gain, offset and hue.
- In-built test pattern and audio tone generators for each channel.
- 16x user memories per channel, save/recall/rename – saves all settings except logging, rolltracks and memory names.
- RollCall control and monitoring compatible with standard logging and reporting features.



## 2. Technical Specification

<b>Inputs and Outputs</b>	
<b>Signal Inputs</b>	
SDI Inputs	2 (1 per channel)
Input 1 Cable Length	Up to 70 m Belden 1694A @ 3 Gbit/s Up to 160 m Belden 1694A @ 1.5 Gbit/s >350 m Belden 1694A @ 270 Mbit/s
Input 2 Cable Length	Up to 60 m Belden 1694A @ 3 Gbit/s Up to 100 m Belden 1694A @ 1.5 Gbit/s Up to 200 m Belden 1694A @ 270 Mbit/s
Analog Reference	1 x Analog Reference with passive loop-through Black (HD tri-level and SD bi-level) and Black Burst (SD bi-level) SD bi-level - RS170A HD tri-level - SMPTE 240M, 274M and 296M
<b>Signal Outputs</b>	
SDI Outputs	4 (2 per channel)
<b>Controls</b>	
<b>Indicators</b>	
Power	OK (Green)
CPU running	OK (Green flashing)
FPGA running	OK (Green flashing)
Status	OK (Green), Warning (Yellow), Error (Red)
Input 1	OK (Green), Loss (Off)
Input 2	OK (Green), Loss (Off)
Reference	OK (Green), Loss (Off), Std err (Flashing)
<b>Genlock and Video Delay</b>	
Genlock Mode	Free-run, Lock to Reference, Lock to input
Genlock H-Phase	$\pm 0.5H$ in 1 pixel steps.
Genlock V-Phase	$\pm 0.5F$ in 1 line steps
Video H-Delay	0-1 Line in 1 pixel steps
Video V-Delay	0-1 Frame in 1 line steps
Video Delay Frames	0-3 Frames
<b>Video Controls</b>	
Input Standard	1125(1080)/50P (A & B), 1125(1080)/59P (A & B), 1125(1080)/29i, 1125(1080)/25i, 750(720)/59P, 750(720)/50P, 525(480)/29i, 625(576)/25i
Default Video Output Type	Pattern, Freeze, Black
Default Video Output Standard	Last Known Good, 1125(1080)/50P (A & B), 1125(1080)/59P (A & B), 1125(1080)/29i, 1125(1080)/25i, 750(720)/59P, 750(720)/50P, 525(480)/29i, 625(576)/25i
Input Select	Input 1, Input 2

Manual Freeze	On/Off
Freeze	Field/Frame
VANC Data	Blank VANC
SD VANC Data	Line Blanking (23/336 in 625, 21, 22, 283 in 525)
ProcAmp Enable	On/Off
Black Level	±100 mV in steps of 0.8 mV
Hue Adjust	±180° in steps of 1°
Master Video Gain	±6 dB in steps of 0.1 dB
Y-Gain	±6 dB in steps of 0.1 dB
Cb/Cr Gain	±6 dB in steps of 0.1 dB
Y/C Timing	± 8 pixels in 2 pixel steps SD ± 16 pixels in 2 pixel steps HD
Picture Position	± 8 pixels in 2 pixel steps SD ± 16 pixels in 2 pixel steps HD
Pattern On	On/Off
Pattern Select	Black, Bars
Caption On	On/Off
Edit Caption	19 characters available

### Audio Controls

#### Embedder Assignment

Group 1 to 4 Enable	On/Off
Pair 1 to 8 Source L / Non-PCM	Dis-embed 1_1 to 8_2, AES 1 to 8, Tone, Silence
Pair 1 to 8 Source R	Dis-embed 1_1 to 8_2, AES 1 to 8, Tone, Silence
Pair 1 to 8 Stereo	Link channel pairs
Pair 1 to 8 Polarity L/R	On/Off
Pair 1 to 8 Gain L/R	+12 dB to -72 dB in 0.1 dB steps
Pair 1 to 8 Non-PCM	On/Off

#### Processed Audio Delay Control

Coarse Manual Delay	Up to 1.75 s in 5 ms steps
Fine Manual Delay	± 0.25 s in 0.5 ms steps
Variable Audio Delay Control Source	Internal, Manual, RollTrack (14 to 17)

#### Dolby E

Dolby E Auto Align	On/Off
User Dolby E Line	On/Off

#### Tone

Tone Frequency	100 Hz to 10 kHz in 100 Hz steps
Channel Ident	On/Off (0.5 s interruption every 2 s, applied to right channel only)
HANC Data	Blank HANC (Removes all HANC data. Audio removed when embedders disabled)

<b>Audio Monitor</b>	
Silent Level	Silence detection, 0 to -80 dB in steps of 1 dB
Overload Level	Signal overload detection, 0 to -80 dB in steps of 1 dB
Warning Timer	Time for above conditions to be true, 1 to 20 seconds in steps of 1 second
<b>Other Controls</b>	
User Memories	16x Save, Recall, Rename
Memory Naming	User configurable naming of memories 1-16
Information Window	Video Input Status, Audio Input Status, Reference Status
Factory Default	Resets all module settings to factory specified default values and clears memories
Default Settings	Resets all module settings to factory specified defaults but does not clear memories
Restart	Software restart of the module
Module Information	Reports following module information: Software version, Serial number, Build number, KOS version, Firmware version, PCB version
<b>Specifications</b>	
Electrical	3 Gbit/s SDI, SMPTE 424M 1.5 Gbit/s HD-SDI, SMPTE 292M 270 Mbit/s SDI, SMPTE 259M-C / DVB-ASI
Connector / Format	BNC/ 75 Ohm panel jack on standard IQ connector panel
Return Loss	>-15 dB (270 Mbit/s, 1.5 Gbit/s) >-10 dB (3 Gbit/s)
Output Jitter	SD-SDI 0.2 UI (10 Hz) / 0.2 UI (1 kHz) 3G/HD-SDI 1.0 UI (10 Hz) / 0.2 UI (100 kHz)
Reference Source	External - HD tri-level / SD bi-level / Input video syncs
Electrical	Black (HD tri-level and SD bi-level) and Black Burst (SD bi-level)
Connector / Format	BNC 75 Ohm panel jack on standard IQ connector panel
Analog Reference Return Loss	SD bi-level > 40 dB to 5.5 MHz HD tri-level > 35 dB to 30 MHz

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**Video Standards**


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Standards	1125(1080)/50p (A & B), 1125(1080)/59p (A & B), 750(720)/50p, 750(720)/59p, 1125(1080)/25i, 1125(1080)/29i, 625(576)/25i, 525(480)/29i
Minimum Delay (Reference Clock of Free Run)	SD: 67 $\mu$ s HD: 28 $\mu$ s 3G-A: 15 $\mu$ s 3G-B: 25 $\mu$ s
Typical Delay (Input Lock)	Typical delay (input lock with Dolby E alignment off): 2 lines Typical delay (input lock with Dolby E alignment on): 1 frame
Synchronizer Hysteresis Window	5 $\mu$ s
Embedded Audio Handling	HD - 24-bit synchronous 48 kHz to SMPTE 299M SD - 20-bit synchronous 48 kHz to SMPTE 272-A
Embedded Audio Delay	Minimum (PCM) 2 ms Maximum (non-PCM) SD: 67 $\mu$ s HD: 28 $\mu$ s 3G-A: 15 $\mu$ s 3G-B: 25 $\mu$ s

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**Power Consumption**


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Module Power Consumption	11 W max (A Frames) 10.5 PR (B Frames)
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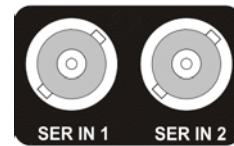
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## 3. Connections

This section describes the physical input and output connections provided by the IQSYN31.

### 3.1 SDI Inputs

Serial digital input to the module is made to the module via BNC connectors which terminate in 75 Ohms.



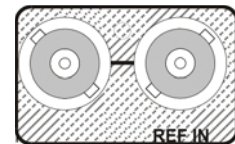
### 3.2 SDI Outputs

Serial digital output from the module is made to the module via BNC connectors which terminate in 75 Ohms.



### 3.3 Analog Reference Input

The external sync input to the module is made via the passive loop-through BNC connectors for 75 Ohms.



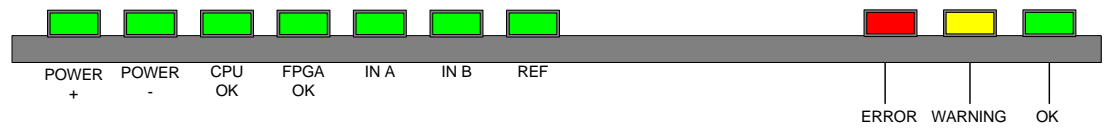
It should be noted that proper operation to the full specification can only be achieved with a correctly terminated, noise-free, stable, black sync reference input. Whilst lock may be achieved with an unsuitable sync source the increased jitter evident on the SDI output will affect locking and cable length performance at the receiving equipment.

**Note:** If the loop-through facility is not used, the unused BNC socket must be fitted with a 75 Ohm terminator.

**Note:** The IQSYN31 also has 75 R termination link for reference input located on the board.

## 4. Card Edge Controls

The LEDs on the edge of the module indicate its operating status.



LED	Color	Description
<b>POWER +</b>	Green	Indicates that a positive power supply is present.
<b>POWER -</b>	Green	Indicates that a negative power supply is present.
<b>CPU OK</b>	Green	This LED will flash to indicate that the CPU is running.
<b>FPGA OK</b>	Green	Flashes when the FPGA is running. When the module is booting, this LED is illuminated continuously, until the SDI is enabled.
<b>IN A, IN B</b>	Green	These LEDs are illuminated when valid input is present.
<b>REF</b>	Green	This LED indicates that a reference signal is present.
<b>ERROR</b>	Red	This LED indicates board fault conditions. When the module is booting, this LED is illuminated, until the SDI is enabled.
<b>WARNING</b>	Yellow	This LED is illuminated if one or more of the SDI inputs is not valid or if the reference signal is missing when the module is set to Lock to Reference.
<b>OK</b>	Green	Indicates that the module is operating correctly.

## 5. Controlling the IQSYN31 from the RollCall Control Panel

### 5.1 The Information Window

The information window is displayed in the upper-right corner of each screen and displays basic information about the video, audio and reference status of the module.

Select either **Video Status**, **Audio Input Status** or **Reference Status** to display the corresponding information.

#### 5.1.1 Video Status

When **Video Status** is selected, the video input status is displayed:



Name	Status	Description	Standard
IN1:	<b>OK</b>	Input signal received	Detected video input standard is displayed, e.g. <b>1080/29i</b> (Blank if input lost).
IN2:	<b>FAIL</b>	Input signal failed	
	<b>LOST</b>	No signal received	
	<b>MISM</b>	Mismatch format detected	
OUT1:	<b>OK</b>	Output signal delivered	Selected video output standard is displayed, e.g. <b>1080/29i</b> . A \$ symbol indicates that the caption is enabled. (Blank if disabled)
OUT2:	<b>BLK</b>	Black output delivered	
	<b>FRZ</b>	Frozen output delivered	
	<b>PAT</b>	Pattern output delivered	

#### 5.1.2 Audio Input Status

When **Audio Input Status** is selected, the status of the embedded audio input is displayed:



Name	Status	Description
<b>Audio Embed Input 1</b>	<b>P</b>	Channel is a PCM audio input.
-----	<b>?</b>	No audio input is detected
<b>Audio Embed Input 2</b>	<b>D</b>	Signal is data (non-PCM, Dolby, etc.)
-----	<b>E</b>	Signal is Dolby E.
	<b>V</b>	V bit present.

### 5.1.3 Reference Status

When **Reference Status** is selected, the following information is displayed:



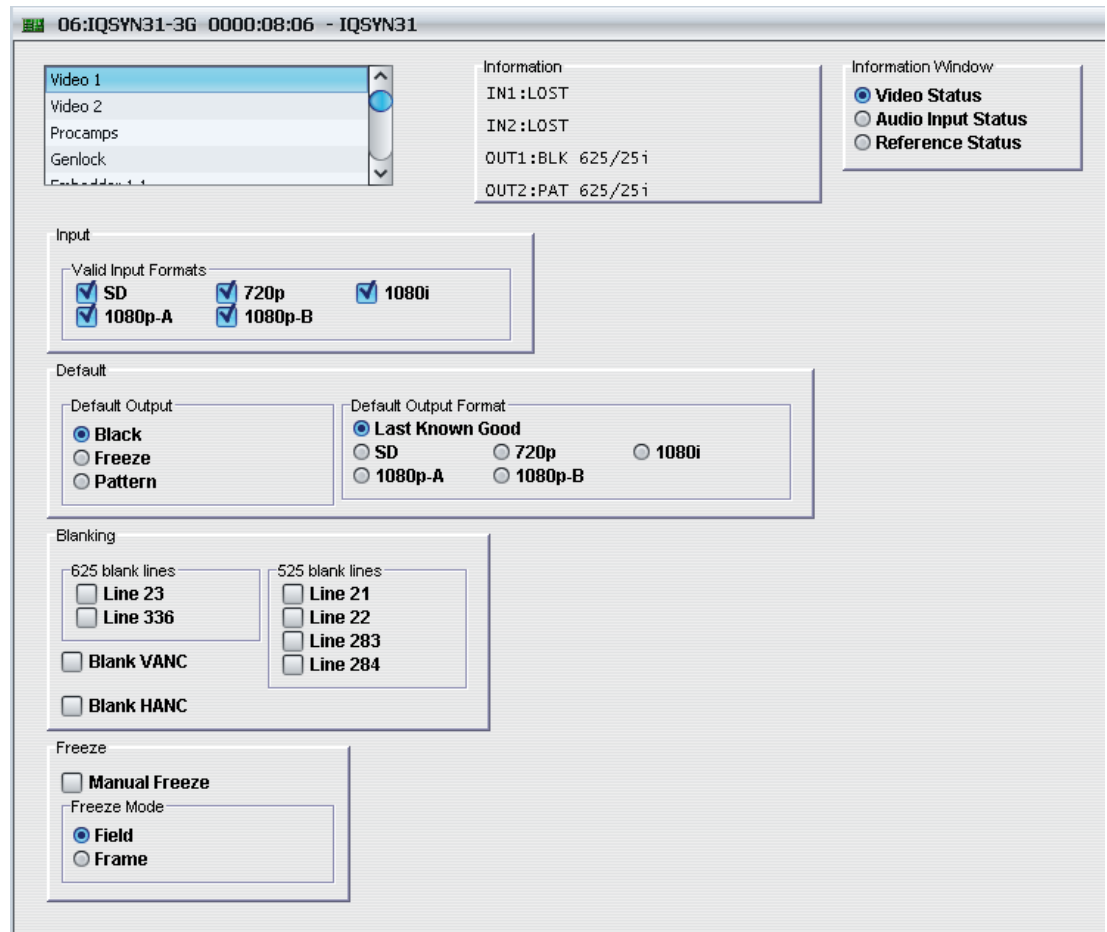
Name	Status	Description	Standard
REF:	<b>FREE</b> + STD	Free running	Displays the Reference standard.
	<b>LOCK</b> + STD	Locked to reference	
	<b>Cross</b> + STD	Cross lock to reference	



## 5.2 Video 1 and Video 2

The **Video 1 and Video 2** screens enable you to specify the settings for each of the serial data inputs:

- Valid input standards.
- The default output standard.
- Any required ancillary blanking.
- Freeze options and apply a manual freeze to the output image.
- The default output.



### 5.2.1 Valid Input Formats

The **Valid Input Formats** check boxes specify the video input standards that the module will accept. The module will automatically detect the standard of the received input and block any signal that does not comply with these selected video formats.

By default, all input standards are selected.

### 5.2.2 Default Output

The **Default Output** control specifies the module's output in the event of signal loss at the input. Options are:

- **Black:** video out is a black screen
- **Freeze:** video output is frozen/paused
- **Pattern:** video output is a pre-determined test pattern or information screen

### 5.2.3 Default Output Format

The **Default Output Format** settings specify the output standard that the module will use if it cannot determine the correct output standard to use.

By default, the **Last Known Good** setting is selected, which uses the last valid output standard.

### 5.2.4 Blanking

The **Blanking** controls enable specific lines of VANC to be blanked.

- **625 blank lines:** Applied to 625 only, you can blank either or both of line 23 or line 336.
- **525 blank lines:** Applied to 525 only, you can blank any or all of lines 21, 22, 283, or 284.
- **Blank VANC:** Selecting this option blanks the following lines inclusively:

525: 11 – 20, 274 – 282

625: 7 – 22, 320 – 335

720: 8 – 25

1080i: 8 - 20, 570 – 583

1080P: 8 – 41

All VANC data from the end of the last active video line to the end of the RP168 switch line is always blanked, irrespective of this control.

- **Blank HANC:** Selecting this option removes all horizontal ancillary data including audio when the embedders are disabled and the audio is unprocessed.

### 5.2.5 Freeze

The **Manual Freeze** control freezes/pauses the output. Freeze type can be specified as either **Field** or **Frame**.

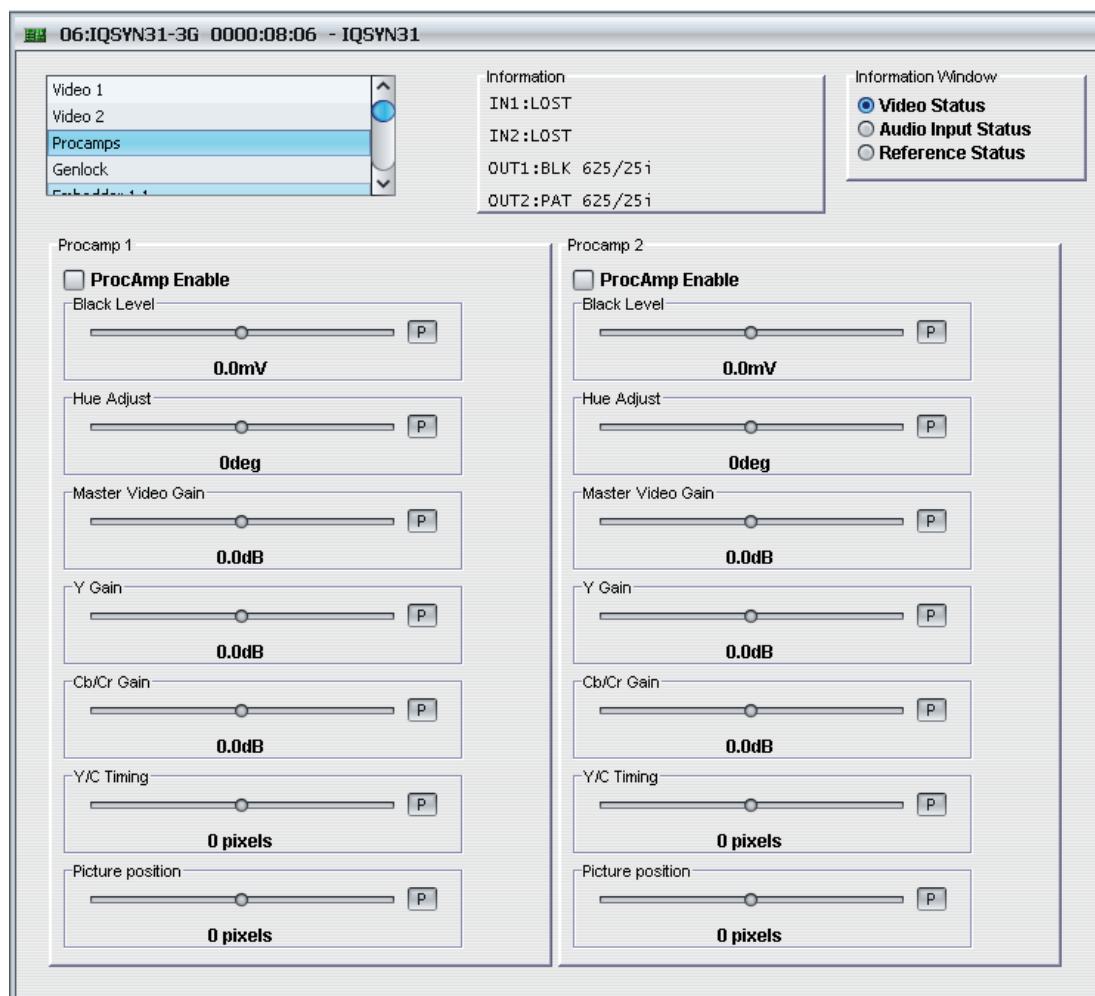
**Note:** This function is disabled on a power cycle of the module.

## 5.3 Procamps

The **Procamp** screen enables the processing amplifier settings to be adjusted:

- Black Level
- Hue Adjust
- Master Video Gain
- Y Gain (Luma)
- Cb/Cr Gain (Chroma)
- Y/C Timing
- Picture position

The Procamp settings are duplicated and may be independently set for Inputs 1 and 2



### 5.3.1 Procamp Enable

The **Procamp Enable** check box enables the video processing amplifier functions for the relevant channel. Clear the check box to disable the Procamp functions.

### 5.3.2 Black Level

The **Black Level** control allows the channel's black level to be adjusted over a range of  $\pm 100$  mV in steps of 0.8 mV. The preset value is 0.

### 5.3.3 Hue Adjust

The **Hue** control allows the channel's hue to be adjusted over a range of  $\pm 180^\circ$  in steps of  $1^\circ$ . The preset value is 0.

### 5.3.4 Master Video Gain

The **Master Video Gain** control allows the video gain to be adjusted over a range of  $\pm 6$  dB in steps of 0.1 dB. The preset value is 0.

### 5.3.5 Y Gain

The **Y Gain** control allows the luma to be adjusted over a range of  $\pm 6$  dB in steps of 0.1 dB. The preset is 0.

### 5.3.6 Cb/Cr Gain

The **Cb/Cr Gain** control allows the chrominance to be adjusted over a range of  $\pm 6$  dB in steps of 0.1 dB. The preset value is 0.

### 5.3.7 Y/C Timing

The **Y/C Timing** control allows the luma/chroma timing to be adjusted over a range of:

- $\pm 8$  pixels in 2 pixel steps in SD
- $\pm 16$  pixels in 2 pixel steps in HD

The preset value is 0.

### 5.3.8 Picture Position

The **Picture Position** control allows the picture position to be adjusted over a range of:

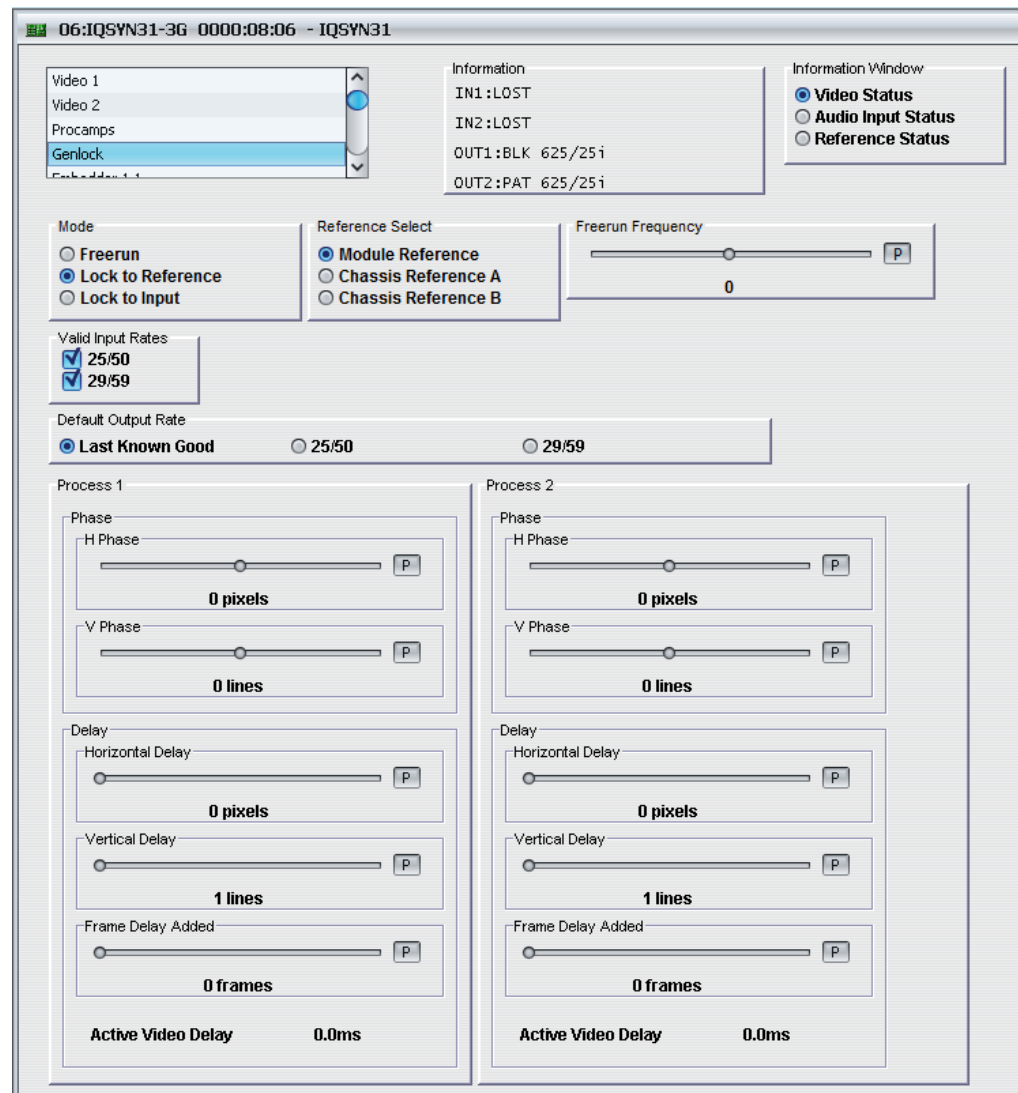
- $\pm 8$  pixels in 2 pixel steps SD
- $\pm 16$  pixels in 2 pixel steps HD

The preset value is 0.

## 5.4 Genlock

The **Genlock** screen enables the module's generator lock (synchronizer) settings to be specified.

The genlock mode must be the same for both channels. However, separate frame delays may be applied by means of the **Process 1** and **Process 2** frame delay controls.



### 5.4.1 Mode

There are three main genlock modes:

- **Freerun:** When selected, the module's output will not be locked to any input signal. Instead, it will run nominally at the correct frame rate and synchronize input video to this.
- **Lock to Reference:** This is the default reference mode. When selected, the module will lock to an external tri-level / bi-level reference source. If the reference source is lost, the module will switch to Freerun mode. On return of the reference signal, the module will return to Lock to Reference mode.

**Note:**

The module will clock lock to signals of different frame rates.

- **Lock to Input:** When selected, the module locks to Input 1 (received at SER In 1 connector). If Input 1 is lost, the reference mode will switch to Freerun. In this mode, the delay can be adjusted by changing the horizontal and vertical timing.

#### 5.4.2 Reference Select

Enables the module to work with Reference A and Reference B on 3B frames.

#### 5.4.3 Freerun Frequency

A slider bar enables the modules's freerun frequency to be adjusted.

#### 5.4.4 Valid Input Rates

Enables the selection of valid input rates of either **25/50** or **25/59**.

#### 5.4.5 Default Output Rate

Enables the selection of the default output rates of either **Last Known Good**, **25/50** or **25/59**.

#### 5.4.6 Phase

Three phase controls are provided:

- **H Phase:** If the module is referenced locked, use the slider bar to adjust the horizontal genlock phase over a range of  $\pm 0.5 H$  in 1 pixel steps. The preset value is 0.
- **V Phase:** If the module is referenced locked, use the slider bar to adjust the vertical genlock phase over a range of  $\pm 0.5 F$  in 1 line steps. The preset value is 0.

#### 5.4.7 Delay

- **Horizontal Delay:** The slider bar may be used to adjust the horizontal delay over a range of 0 to 1 line in 1 pixel steps. The preset value is 0. Note that when the module is input locked, if the delay is set to lower than the latency, the delay will stop at the latency but this will not be indicated. Additionally, if the vertical delay is set to 0, the lowest horizontal delay will equal the latency of the module rather than the delay specified by this control.
- **Vertical Delay:** The slider bar may be used to add up to 1 frame of vertical delay in steps of 1 line. The preset value is 0.

#### 5.4.8 Frame Delay Added

Up to 3 additional frames of delay may be selected using this slider bar. This delay can be added in all reference modes, including freerun.

The delay of non-PCM audio, or "pass-through" audio is also set by this control.

The delay, in ms, is displayed below this control.

#### 5.4.9 Active Video Delay

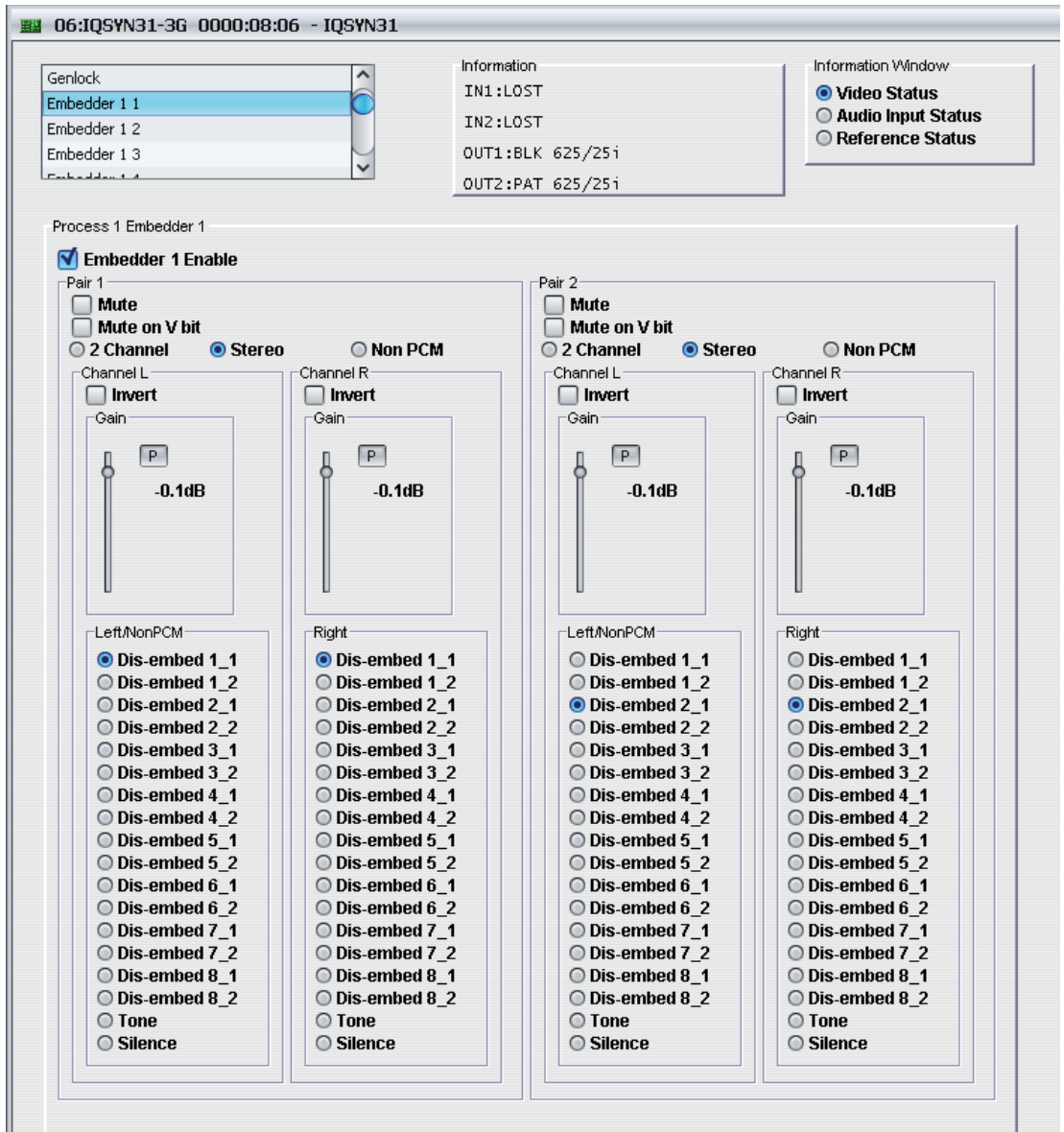
The total active video delay (in ms) is displayed at the bottom of this screen.

### 5.5 Embedder 1 to Embedder 4

Four embedder groups are provided. Each embedder group comprises two stereo audio pairs, each of which has a left and right channel. The settings on these screens enable you to:

- Enable or disable the embedder group.
- Apply a mute to a pair within the group.
- Configure each pair as either 2 Channel, Stereo, or Non-PCM.
- Configure each channel within the pair.
- Specify the route for each channel.

With the exception of the Embedder Enable control, each control is duplicated for Pair 1 and Pair 2.



**Note:** The control templates for Embedder 1 to Embedder 4 comprise the same controls. To avoid repetition, in this manual, the controls are only described once.

#### 5.5.1 Embedder N Enable

This option, when checked, enables the embedder group.

### 5.5.2 Pair 1 and Pair 2 Controls

These controls configure the audio pair and specify the output route.

- **Mute:** When selected, applies a mute to the audio output pair.
- **Mute on V bit:** When selected, applies a mute to the audio output pair when the validity bit (timeslot 28 in the audio 32-timeslot subframe) is not set to zero, i.e. when defective samples are detected.
- **2 Channel:** When selected, configures the pair as separate L/R channels.
- **Stereo:** When selected, configures the L/R channels as a stereo pair.
- **Non PCM:** Enables routing of non-PCM data with the Source L / Non-PCM selection.

If in Non-PCM mode and a PCM source is selected, it will bypass the sample rate converters and be routed to the output but the Procamp and Audio Delay controls will have no effect.

If set to PCM mode and a NonPCM source is selected, silence will be embedded.

- **Invert L / Invert R:** Inverts the signal (PCM sources only).
- **Gain L / Gain R:** The slider bar may be used to independently adjust the channel audio gain over a range of +12 dB to -72 dB in 0.1 dB steps (PCM only). The preset value is 0.
- **Left/NonPCM:** Routes the Left (PCM) or Non-PCM channel data to the option selected in the window. Options for the channel include a dis-embed path, a tone or silence.
- **Right:** Routes the Right (PCM) channel to the option selected in the window. Options for the channel include a dis-embed path, a tone or silence.



### 5.6 Router Overview

The **Router Overview** screen provides a summary of the embedder routing specified of the Embedder 1-1 to 1-4 and Embedder 2-1 to 2-4 screens. Changes that you make to the embedder routes on this screen are applied to the Embedder 1-1 to 1-4 and Embedder 2-1 to 2-4 screens (and vice versa). To apply more than simple routing, e.g. to use the gain or inversion controls, you must use the Embedder 1-1 to 1-4 and Embedder 2-1 to 2-4 screens. To specify a route on this screen, simply select it from the matrix.

The screenshot shows the 'Router Overview' screen with the following components:

- Navigation Menu:** Embedder 2 3, Embedder 2 4, Router Overview (selected), Dolby E, Audio.
- Information Window:** IN1: LOST, IN2: LOST, OUT1: BLK 625/25i, OUT2: PAT 625/25i.
- Information Window (Status):** Video Status (selected), Audio Input Status, Reference Status.
- Embedder Router 1 Matrix:**

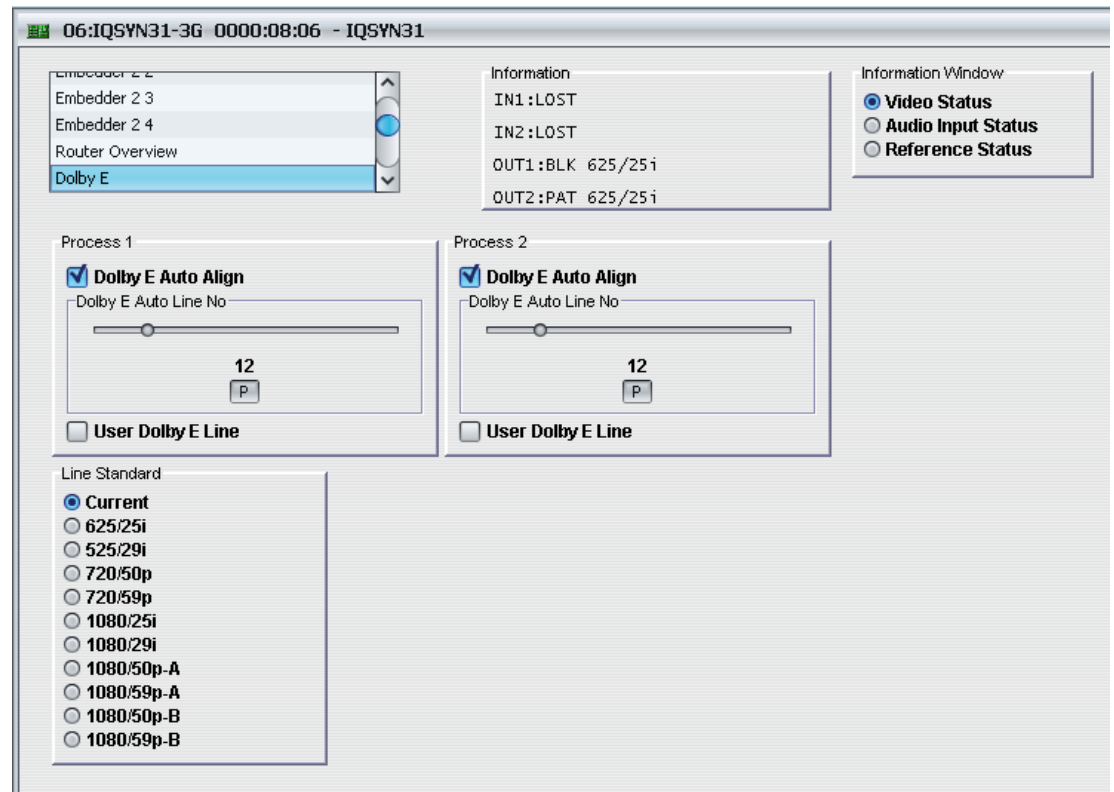
	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8
Disembed 1_1	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Disembed 1_2	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Disembed 2_1	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Disembed 2_2	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Disembed 3_1	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Disembed 3_2	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Disembed 4_1	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Disembed 4_2	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Disembed 5_1	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Disembed 5_2	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Disembed 6_1	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Disembed 6_2	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Disembed 7_1	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Disembed 7_2	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Disembed 8_1	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
Disembed 8_2	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Tone	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Silence	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
- Embedder Router 2 Matrix:**

	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8
Disembed 1_1	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Disembed 1_2	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Disembed 2_1	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Disembed 2_2	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Disembed 3_1	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Disembed 3_2	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Disembed 4_1	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Disembed 4_2	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Disembed 5_1	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Disembed 5_2	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Disembed 6_1	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Disembed 6_2	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Disembed 7_1	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Disembed 7_2	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Disembed 8_1	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
Disembed 8_2	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Tone	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Silence	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

## 5.7 Dolby E

The **Dolby E** screen enables the configuration of Dolby E settings.

Separate alignment control may be applied to **Process 1** and **Process 2** channels.



### 5.7.1 Dolby E Alignment

- Dolby E Auto Align:** This option enables Dolby E automatic (i.e. Dolby recommended) alignment. When enabled, the Dolby E header is automatically aligned with the video frame boundary to ensure error-free video switching. The slider displays the relevant line number used for alignment. Realigned Dolby audio can be routed to any audio pair by means of the L/Non-PCM controls on the Audio Embedder screens if the embedded pair is set to Non-PCM. Note that “pass-through” Dolby E, where neither embedder in a group is enabled, will not be re-aligned.

**Note:** If Dolby E guard-band is out of spec, then Dolby E is re-aligned to that specified by Dolby.

- User Dolby E Line:** This option enables manual selection of Dolby E line. The slider displays the relevant line number used for alignment, which may be changed manually by dragging the slider. Clicking the **P** button returns the line number to the preset (automatic) value.

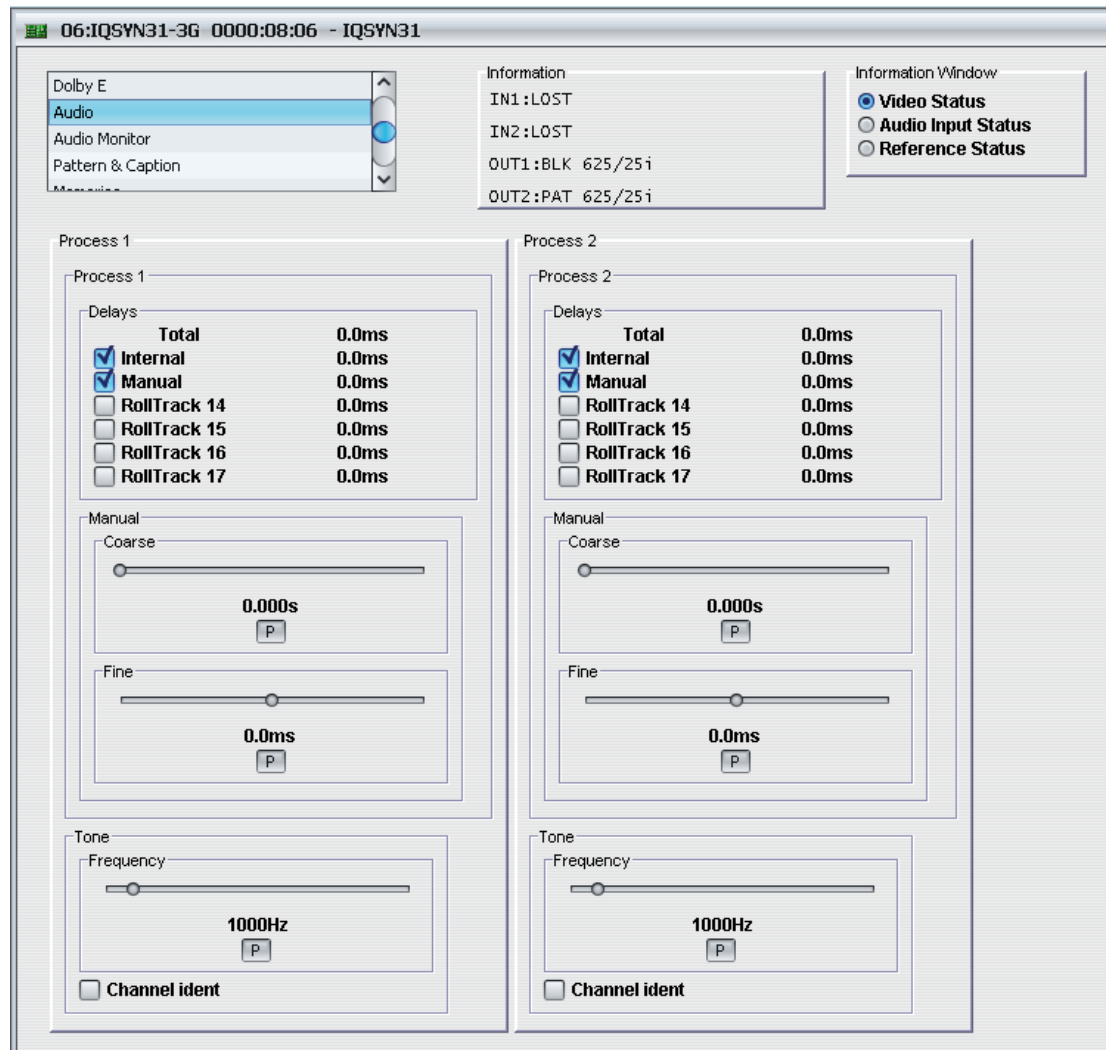
### 5.7.2 Line Standard

By default the **Current** video line standard is always selected. A different line standard may be selected by clicking the relevant radio button. The associated line number for the chosen line standard will be displayed by the above slider control.

## 5.8 Audio

The **Audio** screen enables the module audio settings to be configured.

Separate audio control may be applied to **Process 1** and **Process 2** channels.



### 5.8.1 Delays

These settings enable you to specify the amount of audio delay applied. The delay mechanisms are not exclusive of each other, the user is free to select any or all of the delay types, which will be added to create the module's total delay.

- **Internal:** The added delay is equal to the module's current video delay as set in the Genlock menu.
- **Manual:** Selecting this option applies a delay equal the value specified by the Manual Coarse and Manual Fine delays, which are described below.
- **RollTrack 14 to RollTrack 17:** RollTracks are signals sent between pieces of equipment so that they can work together in concert. For example two modules can exchange delay values through the RollTrack system. The delay used for the audio passing through this module could be set for example, by the delay through a video synchronizer. Delay values may be applied via RollTracks 14, 15, 16 and 17.

## 5.8.2 Manual Coarse and Manual Fine Delay Controls

The Manual Coarse and Manual Fine delay controls are added together to add a manual delay to the audio signal.

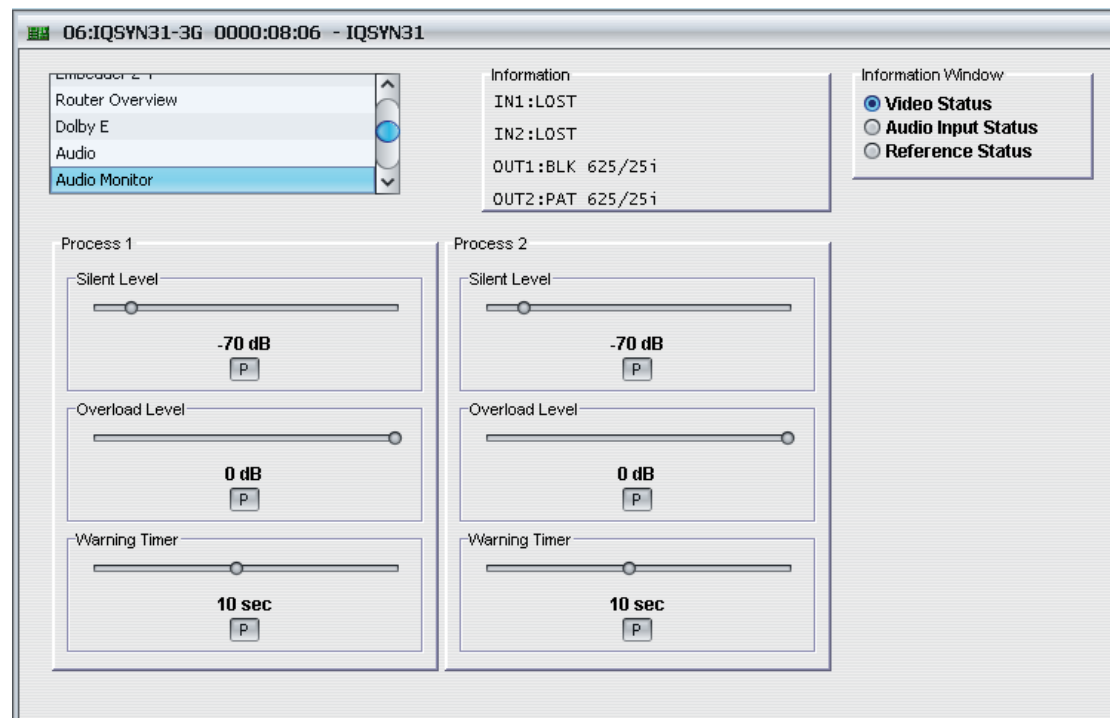
- **Manual Coarse:** This slider may be used to specify a delay of up to 1.75 s in 5 ms steps. The preset value for this control is 0.
- **Manual Fine:** This slider may be used to specify a delay of up to 1.75 s in 5 ms steps, while the Manual Fine control can be used to specify a delay of  $\pm 0.25$  s in 0.5 ms steps. The preset value for this control is 0.

## 5.8.3 Tone

- **Frequency:** This slider may be used to adjust the tone frequency for both L & R over a range of 100 Hz to 10 kHz in 100 Hz steps. The preset value for this control is 1 kHz.
- **Channel Ident:** When selected, this will identify the right channel by causing the tone to fluctuate (0.5s interruption every 2s).

## 5.9 Audio Monitor

The **Audio Monitor** screen specifies the level at which the audio signal is considered to have dropped to silence and the level at which the audio signal is considered to have risen to an overload condition.



### 5.9.1 Silent Level

This slider bar may be used to specify the level at which the signal is considered to have dropped to silence. The range of this control is 0 to -80 dB in steps of 1 dB and the preset value is -70 dB. The level set by this control must exist continuously for the time specified by the Warning Timer control for the signal to be considered silent.

### 5.9.2 Overload Level

This slider bar may be used to specify the level at which the signal is considered to have risen to an overload condition. The range of this control is 0 to -80 dB in steps of 1 dB and the preset value is 0 dB. The level set by this control must exist continuously for the time specified by the Warning Timer control for the signal to be considered overloaded.

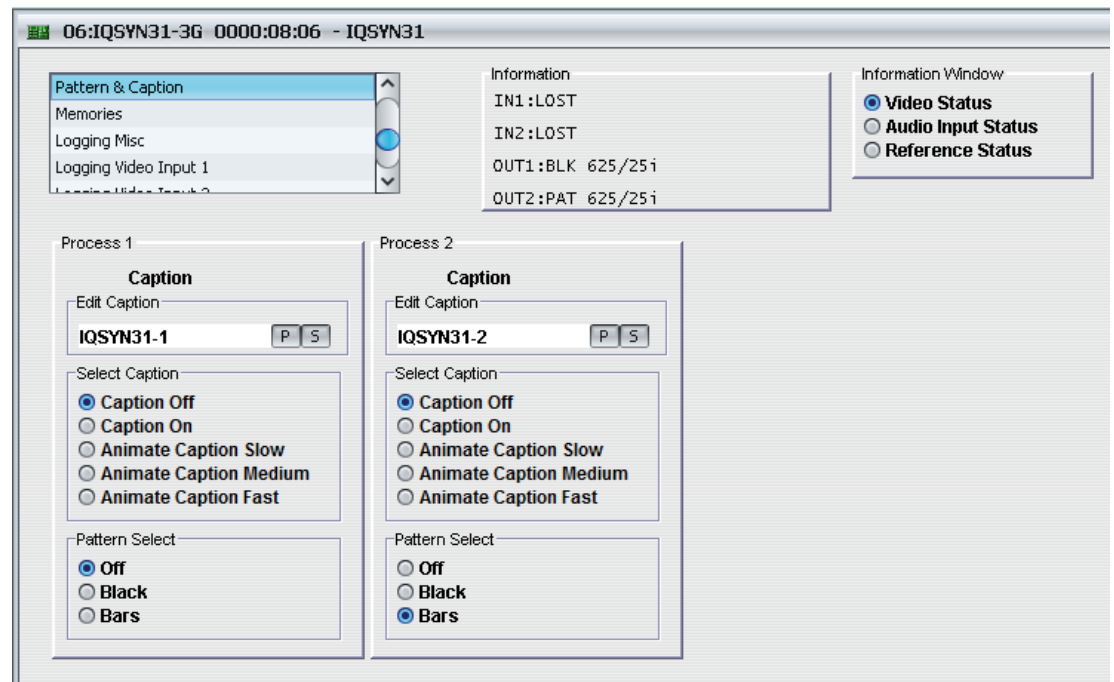
### 5.9.3 Warning Timer

This slider bar may be used to specify the time that either of the above conditions must exist before considered to be true. The range of this control is 1 to 600 seconds in steps of 1 second. The preset value is 10 seconds.

## 5.10 Pattern & Caption

The **Pattern & Caption** screen settings enables a caption to be specified, turned on and off and pattern generation to be enabled.

The Pattern & Caption controls are duplicated for channels 1 and 2, labeled **Process 1** and **Process 2**.



### 5.10.1 Edit Caption

In the **Edit Caption** text field, a caption of up to 19 characters may be entered to be displayed when the caption function is enabled.

Clicking the **S** button saves the caption as entered.

Clicking the **P** button returns the caption to the default preset value.

### 5.10.2 Select Caption

The radio buttons are used to turn the caption on and off, and to apply a slow, medium, or fast animation to the caption. This animation is a scrolling effect from right to left, also known as a “ticker-tape” effect.

When enabled, the caption will appear as white text on a black background in the lower portion of the picture.

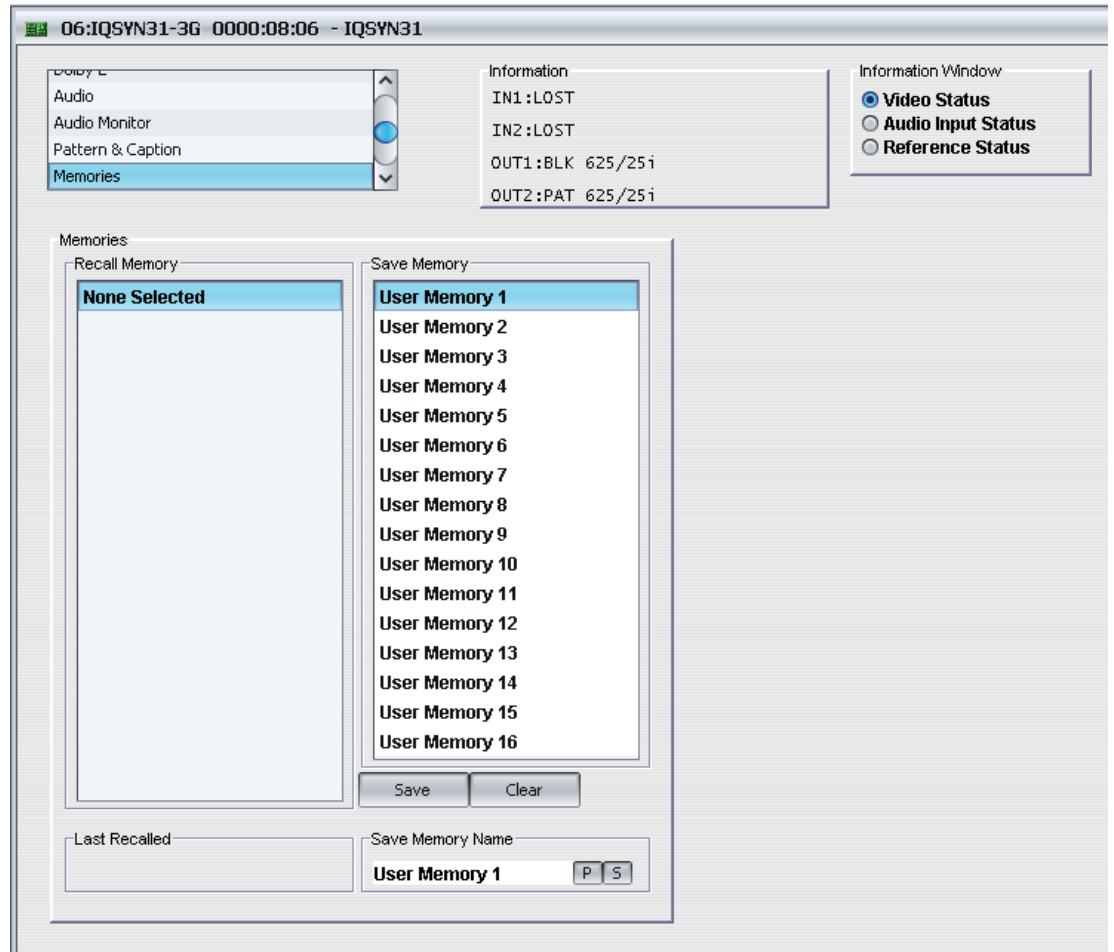
### 5.10.3 Pattern Select

The radio buttons enable / disable pattern generation. The options are:

- **Off**
- **Black**
- **Bars**

### 5.11 Memories

The **Memories** screen enables up to 16 setups to be saved and recalled later. Default memory names can be changed to provide more meaningful descriptions.



#### 5.11.1 Recall Memory

This column lists the settings that have been previously saved. If no settings have been saved, **None Selected** is displayed.

**To recall the settings saved in a memory:**

In the **Recall Memory** column, select the memory to recall by clicking on it. The recalled settings will be applied and the memory name will appear in the **Last Recalled Memory** section.

<b>Note:</b>	User memories do not recall log field states. I.e., whether a log value has been enabled or disabled.
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#### 5.11.2 Save Memory

This column lists the 16 pre-set memory names that are available for use.

**To save settings:**

In the **Save Memory** column, select a memory location, and then click **Save**. The current settings are saved and the memory appears in the **Recall Memory** column.

#### 5.11.3 Last Recalled

The **Last Recalled** pane displays the most recently recalled memory. If any of the settings have been changed since it was recalled, an asterisk will be displayed after the memory name.

#### 5.11.4 Save Memory Name

This option enables the pre-set memory names to be changed (to something more memorable or meaningful), if required.

**To change a memory name:**

In the **Save Memory Name** field, type the new memory name, and then click the **S** button. To return the memory to its default preset value, click **P** button.



## 5.12 Logging

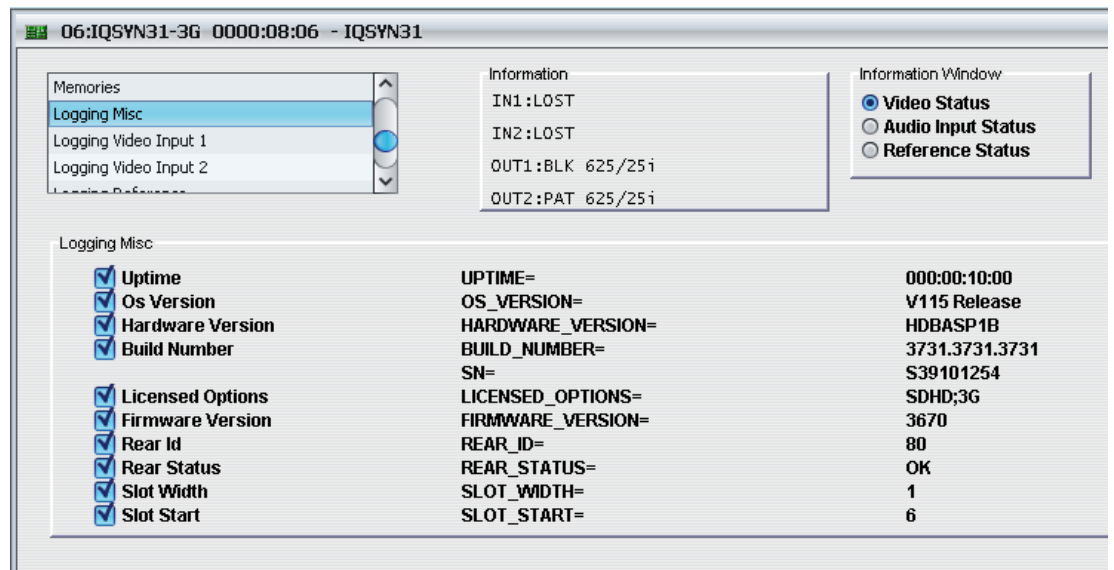
Information about several parameters can be made available to a logging device that is connected to the RollCall network.

Each logging screen comprises three columns:

- **Log Enable:** Select the check boxes that correspond to the parameters for which log information should be collected.
- **Log Field:** Displays the name of the logging field.
- **Log Value:** Displays the current log value.

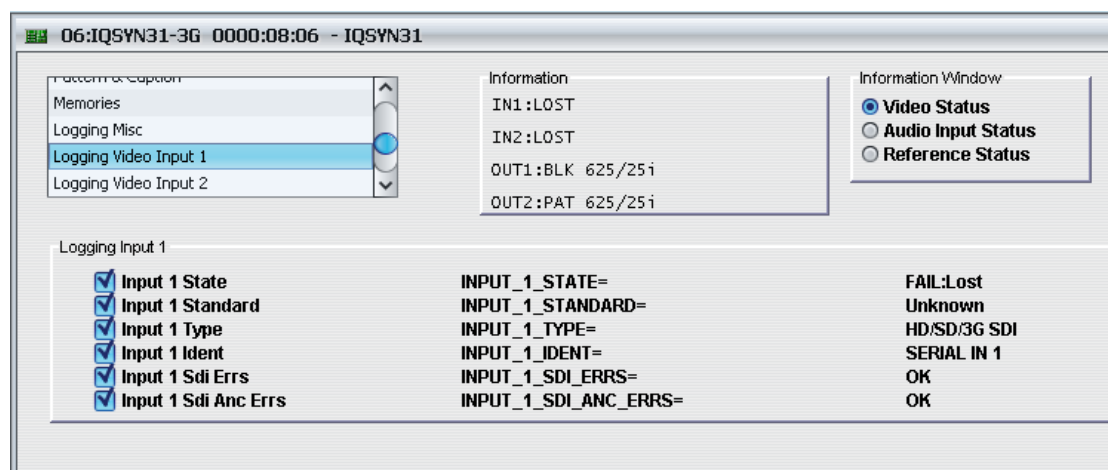
### 5.12.1 Logging Misc

The **Logging Misc** screen displays the current log information about the module's basic parameters.



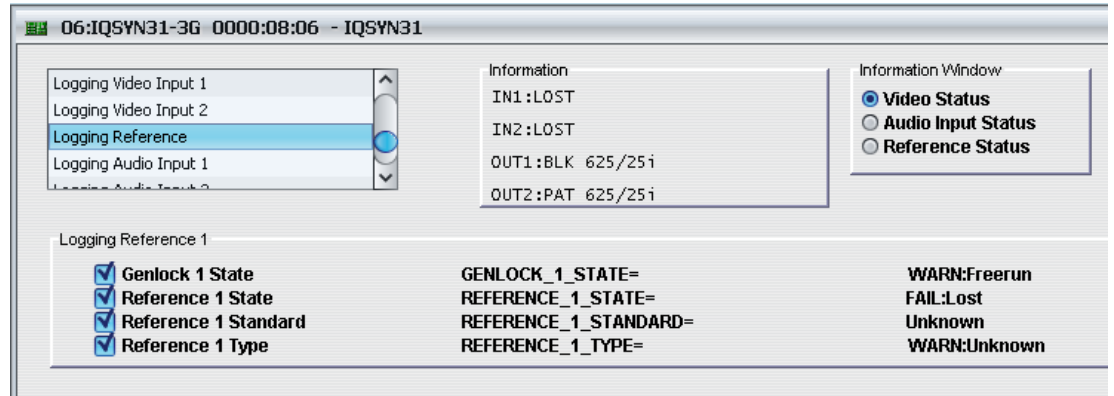
### 5.12.2 Logging Video Input 1/2

The **Logging Video Input 1/2** screens display the current log information for the relevant video inputs.



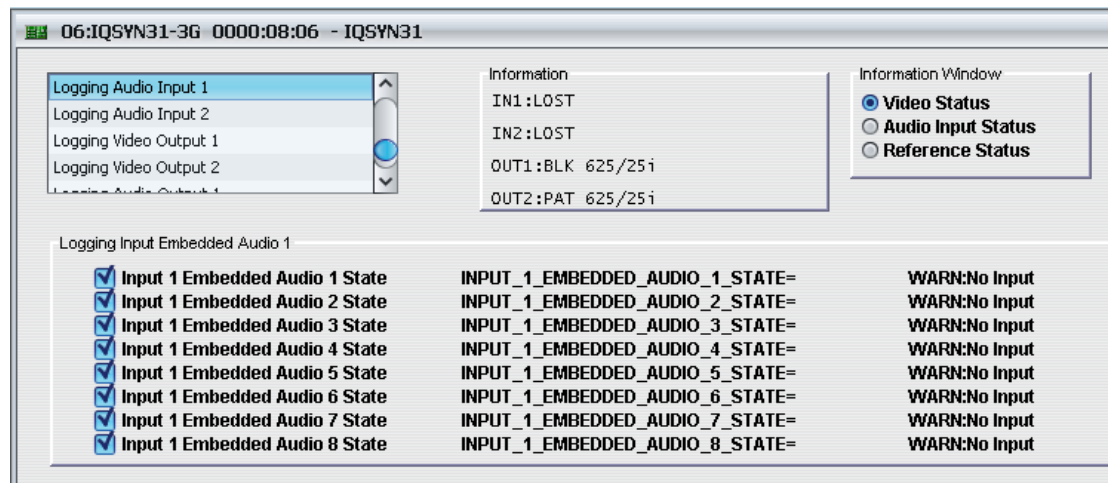
### 5.12.3 Logging Reference

The **Logging Reference** screen displays the current log information for the reference input.



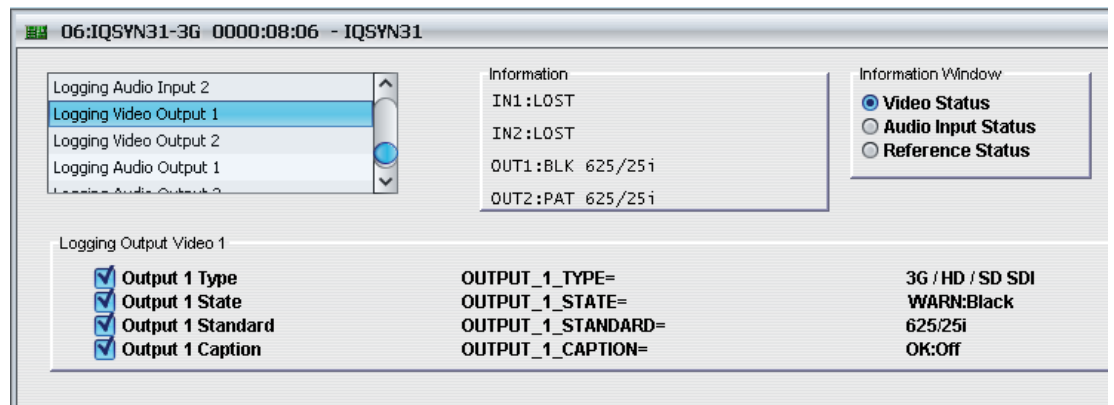
### 5.12.4 Logging Audio Input 1/2

The **Logging Audio Input 1/2** screens display the current log values for the eight audio pairs on each input.



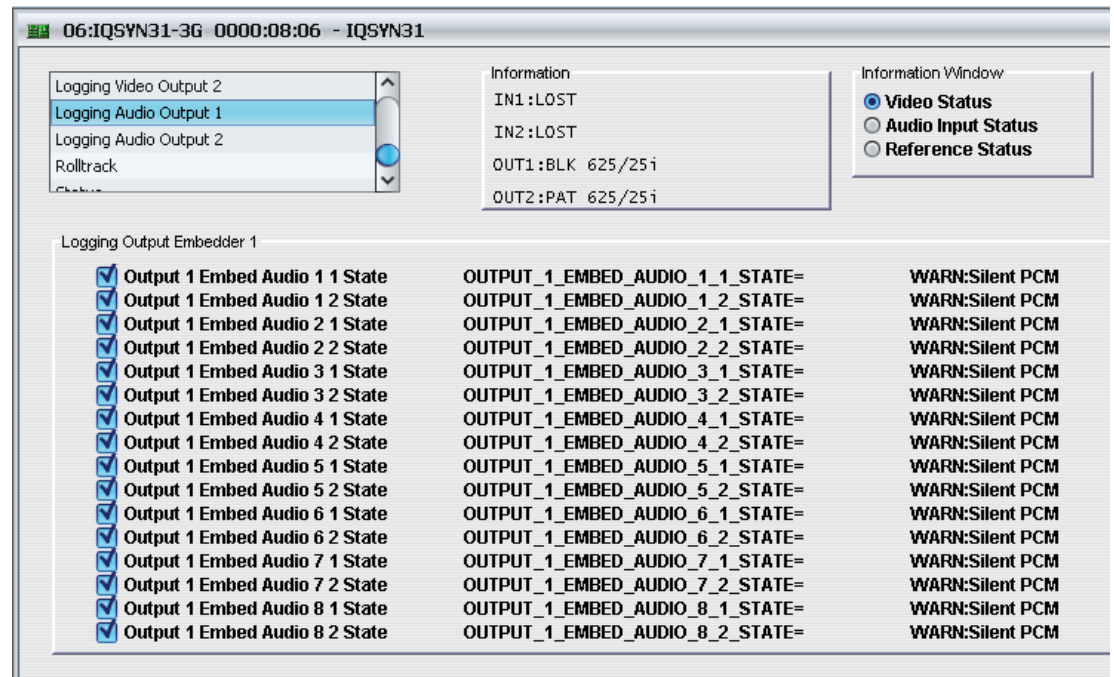
### 5.12.5 Logging Video Output 1/2

The **Logging Video Output 1/2** screens display the current log information for each video output.



## 5.12.6 Logging Audio Output 1/2

The **Logging Audio Output 1/2** screens display the current log values of the eight embedded output pairs for each channel.



## 5.12.7 Log Field Descriptions

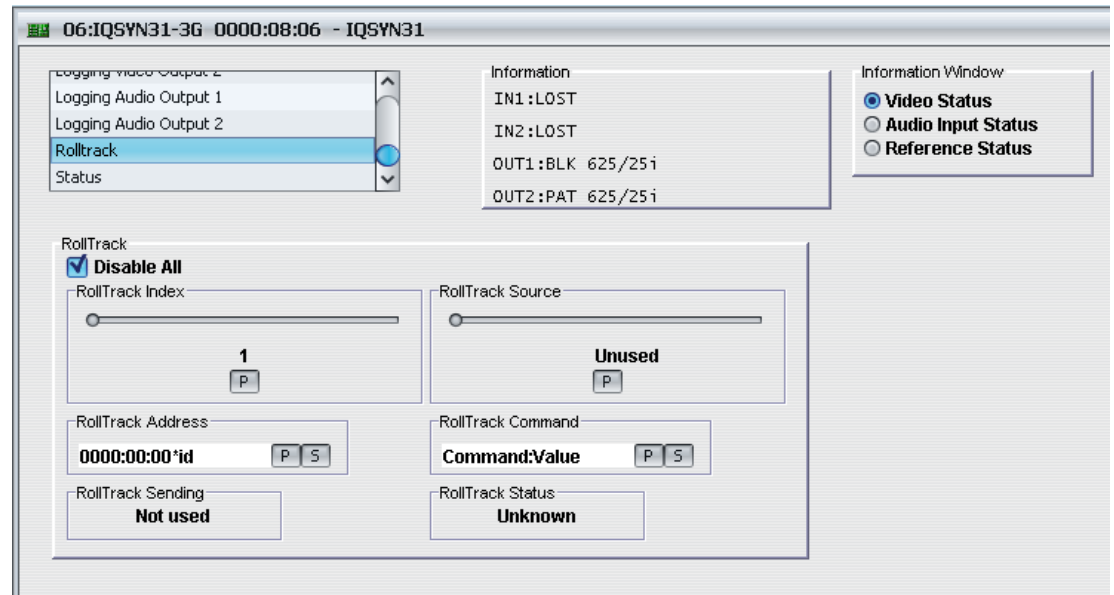
Log Field	Description
UPTIME=	Displays the time since the last restart in the format ddd:hh:mm:ss.
OS_VERSION=	Displays the operating system name and version. For example, KOS V115.
HARDWARE_VERSION=	Displays the hardware version number.
BUILD_NUMBER=	Displays the build number.
SN=	Displays the module serial number, which consists of an S followed by eight digits.
LICENSED_OPTIONS=	Displays any specially licensed options, if applicable.
FIRMWARE_VERSION=	Displays the FPGA version.
REAR_ID=	Displays a rear panel identifier number.
REAR_STATUS=	Display the status of the rear panel. Valid values are: <ul style="list-style-type: none"> <li>OK</li> <li>FAIL:Lost</li> </ul>
SLOT_WIDTH=	Displays the rear panel slot width. For example, 1 or 2.
SLOT_START=	Displays the rear panel slot start (boot-up) number.

Log Field	Description
INPUT_N_STATE=	Displays the current input state. Valid values are: <ul style="list-style-type: none"> <li>• OK</li> <li>• WARN:Mismatch</li> <li>• FAIL:Lost</li> </ul> <p><b>Note:</b> WARN:Mismatch indicates that the input and output standards are not the same.</p>
INPUT_N_STANDARD=	This displays the current input signal standard. For example, 1080/29i.  If the input standard is not recognized or supported the field will display: WARN:Unknown
INPUT_N_TYPE=	This displays the type of input as specified by the module's configuration. Valid values are 3G / HD /SD SDI.
INPUT_N_IDENT=	Display the input ID.
INPUT_N_SDI_ERRS=	Displays SDI errors. Valid values are: <ul style="list-style-type: none"> <li>• OK</li> <li>• WARN</li> </ul>
INPUT_N_SDI_ANC_ERRS=	Displays SDI ANC errors. Valid values are: <ul style="list-style-type: none"> <li>• OK</li> <li>• WARN</li> </ul>
GENLOCK_1_STATE=	Displays the Genlock state. Valid values are: <ul style="list-style-type: none"> <li>• OK:Reference</li> <li>• OK:Input</li> <li>• WARN:Freerun</li> <li>• WARN:CrossLock</li> </ul>
REFERENCE_1_STATE=	Displays the reference state. Valid values are: <ul style="list-style-type: none"> <li>• OK</li> <li>• FAIL:Lost</li> </ul>
REFERENCE_1_STANDARD=	Displays the current video standard of the reference signal. For example, 1080/59P
REFERENCE_1_TYPE=	Displays the reference type. Valid values are: <ul style="list-style-type: none"> <li>• OK:Tri-Level</li> <li>• OK:Bi-Level</li> <li>• WARN:Unknown</li> </ul>

Log Field	Description
INPUT_1_EMBEDDED_AUDIO_1_STATE = to INPUT_1_EMBEDDED_AUDIO_8_STATE= -----	These fields display the current embedded input audio state. Valid values are: <ul style="list-style-type: none"> <li>• OK:PCM</li> <li>• OK:Data</li> <li>• OK:DolbyE</li> <li>• WARN:No Input</li> <li>• FAIL:Lost</li> </ul>
INPUT_2_EMBEDDED_AUDIO_1_STATE = to INPUT_2_EMBEDDED_AUDIO_8_STATE=	
OUTPUT_N_TYPE=	3G / HD / SD SDI
OUTPUT_N_STATE=	<ul style="list-style-type: none"> <li>• OK</li> <li>• WARN:Pattern</li> <li>• WARN:Black</li> <li>• WARN:Freeze</li> </ul>
OUTPUT_N_STANDARD=	Displays the current output video standard.
OUTPUT_N_CAPTION=	<ul style="list-style-type: none"> <li>• OK:Off</li> <li>• WARN:On</li> </ul>
OUTPUT_1_EMBED_AUDIO_1_1_STATE = to OUTPUT_1_EMBED_AUDIO_8_2_STATE= -----	These fields display the current embedded output audio state. Valid values are: <ul style="list-style-type: none"> <li>• OK:PCM</li> <li>• OK:Data</li> <li>• OK:DolbyE</li> <li>• WARN:Silent PCM</li> <li>• WARN:Overload PCM</li> <li>• FAIL:Input Lost</li> </ul>
OUTPUT_2_EMBED_AUDIO_1_1_STATE= to OUTPUT_2_EMBED_AUDIO_8_2_STATE=	

## 5.13 RollTrack

The **RollTrack** screen allows information to be sent, via the RollCall™ network, to other compatible units connected on the same network.



### 5.13.1 Disable All

When checked, all RollTrack items are disabled.

### 5.13.2 RollTrack Index

This slider enables up to 70 RollTrack outputs to be setup. Dragging the slider selects the RollTrack Index number, displayed below the slider. Clicking the **P** button selects the default preset value.

### 5.13.3 RollTrack Source

This slider enables the source of information that triggers the transmission of data to be selected. Dragging the slider selects the RollTrack source, displayed below the slider. Clicking the **P** button selects the default preset value. When no source is selected, **Unused** is displayed.

### 5.13.4 RollTrack Address

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

The address may be changed by typing the new destination in the text area and then selecting the **S** button to save the selection. Clicking the **P** button returns to the default preset destination.

The RollTrack address consists of 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 (**99**) is a user-defined identification number for the destination unit in a multi-unit system. This ensures that only the correct unit will respond to the command. If left at 00 an incorrectly fitted unit may respond unexpectedly.

### 5.13.5 RollTrack Command

This item enables a command to be sent to the selected destination unit.

The command may be changed by typing a code in the text area and then selecting the **S** button to save the selection. Clicking the **P** button returns to the default preset command.

The RollTrack command consists of two sets of numbers, for example: **84:156**.

- The first number (**84**) is the actual RollTrack command.
- The second number (**156**) is the value sent with the RollTrack command.

### 5.13.6 RollTrack Sending

A message is displayed here when the unit is actively sending a RollTrack command. Possible RollTrack Sending messages are:

<b>String</b>	A string value is always being sent.
<b>Number</b>	A number value is always being sent.
<b>No</b>	The message is not being sent.
<b>Yes</b>	The message is being sent.
<b>Internal Type Error</b>	Inconsistent behavior. Please contact your local SAM agent.

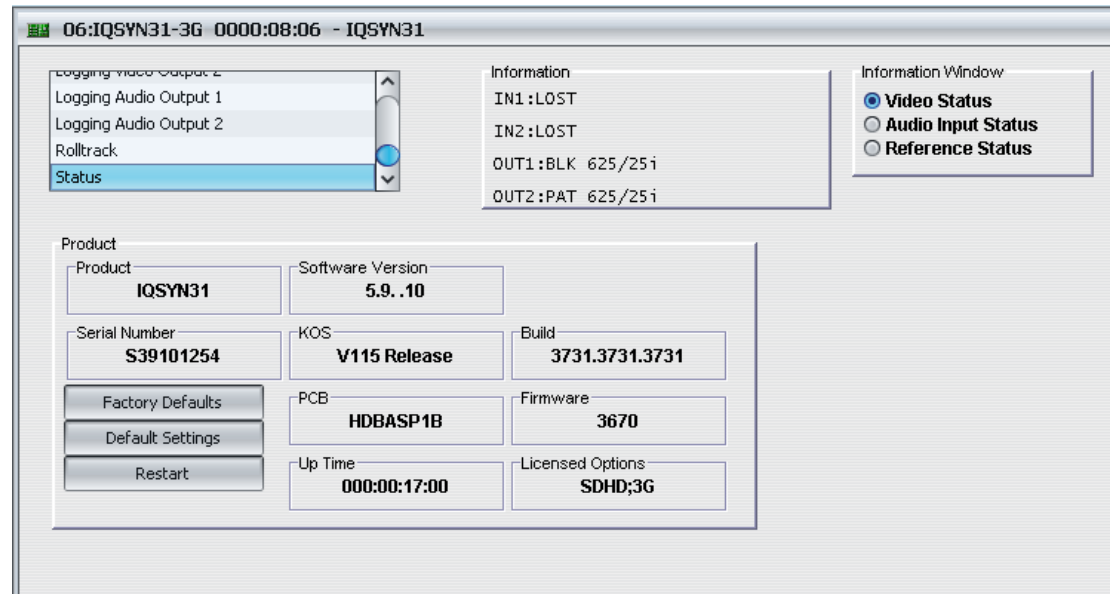
### 5.13.7 RollTrack Status

A message is displayed here to indicate the status of the currently selected RollTrack index. Possible RollTrack Status messages are:

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

## 5.14 Status

The **Status** screen displays basic information about the module, such as the serial number and software versions. The functions on the screen may be used to restart the module or return all settings to their factory or default settings.



- **Product:** The name of the module.
- **Software Version:** The currently installed software version number.
- **Serial No:** The module serial number.
- **Build:** The factory build number. This number identifies all parameters of the module.
- **KOS:** The operating system version number.
- **PCB:** The Printed Circuit Board revision number.
- **Firmware:** The module firmware revision number.
- **Up Time:** The time since the module was last started.
- **Licensed Options:** The currently installed licensed options associated with the module.

### 5.14.1 Factory Defaults

The **Factory Defaults** button enables the module settings to be reset to their factory defaults.

**Note:** Resetting the module to its factory defaults also clears all the saved memory settings.

### 5.14.2 Default Settings

The **Default Settings** button enables module settings to be reset to their factory defaults, leaving user memories intact.

### 5.14.3 Restart

The **Restart** button enables the module to be rebooted, simulating a power-up/power-down cycle.