

K2 Dyno

Controller

User Manual

SOFTWARE VERSION 1.1

86231130
June 2009



Affiliate with the N.V. KEMA in The Netherlands

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K2 Dyno

CONTROLLER

User Manual

SOFTWARE VERSION 1.1

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Introduction

Summary

The K2[®] Dyno[®] Controller is a controller that is designed to provide fast and accurate operations, such as searching and replaying video or scenes recorded in the K2 Summit Production Client, storing highlights, and creating playlists. The features are as follows:

- Its simple system configuration enables comfortable operations even in a limited space.
- The touch panel allows for intuitive operations. For operations that require more accuracy, you can operate the controller using only the physical buttons.
- Connecting a keyboard, mouse, and second display allows you to set up a more comfortable operating environment.
- All of the edited data (excluding Mark and Scene) is saved in the K2 Summit Production Client. Therefore, you can continue your operation without losing your data in the unlikely event of a malfunction in the K2 Dyno Controller.
- The settings of the K2 Dyno Controller, that you set in the CONFIG screen, can be exported and imported to another K2 Dyno Controller, which enables you to set up the same settings easily.
- The controller provides easy mix effect editing. A dissolve effect can be applied to a scene switch just by touching the panel. In addition, this can be performed using only 1 channel.

How to read this manual

This User Manual contains the operation procedures to use the K2 Dyno Controller, concerning the editing functions that are often used in a live event broadcast.

Operations can be performed intuitively and surely, with the touch panel and buttons. Operation procedures with the touch panel are mainly described; however, button operations are mentioned together when the same operations can be performed with the buttons. You can also perform important operations with the physical buttons that allow for more certain operations.

For example, when operations are described as follows, the operation results by performing step 2 and **Button operation** will be the same.

2. Touch the **PLAYLIST** tab to display the PLAYLIST screen, and then touch the event box.

Button operation

Press the **Add PL** button.

Operation results are the same

In addition, if there is enough room in your editing space, a mouse, keyboard, numerical keypad, or second display can be connected to the controller for comfortable operations that suit your preferences. If you are using a controller with a mouse or keyboard connected, a touch panel operation can be replaced either by a click operation with a mouse, or by a value entry operation with a keyboard or numerical keypad, unless otherwise noted.

This User Manual consists of the following:

[Chapter 1, Component Names and Functions:](#)

It describes the names and functions of the components and buttons on the K2 Dyno Controller. For more detailed description about the individual functions, see the referenced section.

[Chapter 2, Starting Up and Shutting Down:](#)

It describes how to start up and shut down the K2 Dyno Controller.

[Chapter 3, Tutorial:](#)

It describes a basic editing operation workflow that is used in a live broadcast, taking a specific example.

[Chapter 4, Playback:](#)

It describes the components in the HOME screen and basic operations, such as live playbacks or replays.

[Chapter 5, Marking Function:](#)

It describes operations to mark a point on the record train and cue it up, to record In and Out points to create a scene, and to trim a scene. It also explains operations to enter logging information, such as names, keywords or ratings, to the marks.

[Chapter 6, Highlight:](#)

It describes operations such as storing an important scene as a highlight and managing highlight items in a bin.

[Chapter 7, Editing a Playlist:](#)

It describes editing operations such as creating a playlist, trimming an event, adding effects, and using the audio split.

[Chapter 8, Library Function:](#)

Items saved in a library will remain without being deleted even if a session is deleted. It describes operations such as storing items to a library and managing a library.

[Chapter 9, Search Function:](#)

It describes how to search items.

[Chapter 10, Settings:](#)

It describes information such as various settings of the K2 Dyno Controller and import/export of your data.

[Chapter 11, Connecting a Second Display:](#)

You can connect a second display to perform operations in the expansion screen. It describes the components in the expansion screen.

[Chapter 12, Appendix:](#)

It describes button operations in the list.

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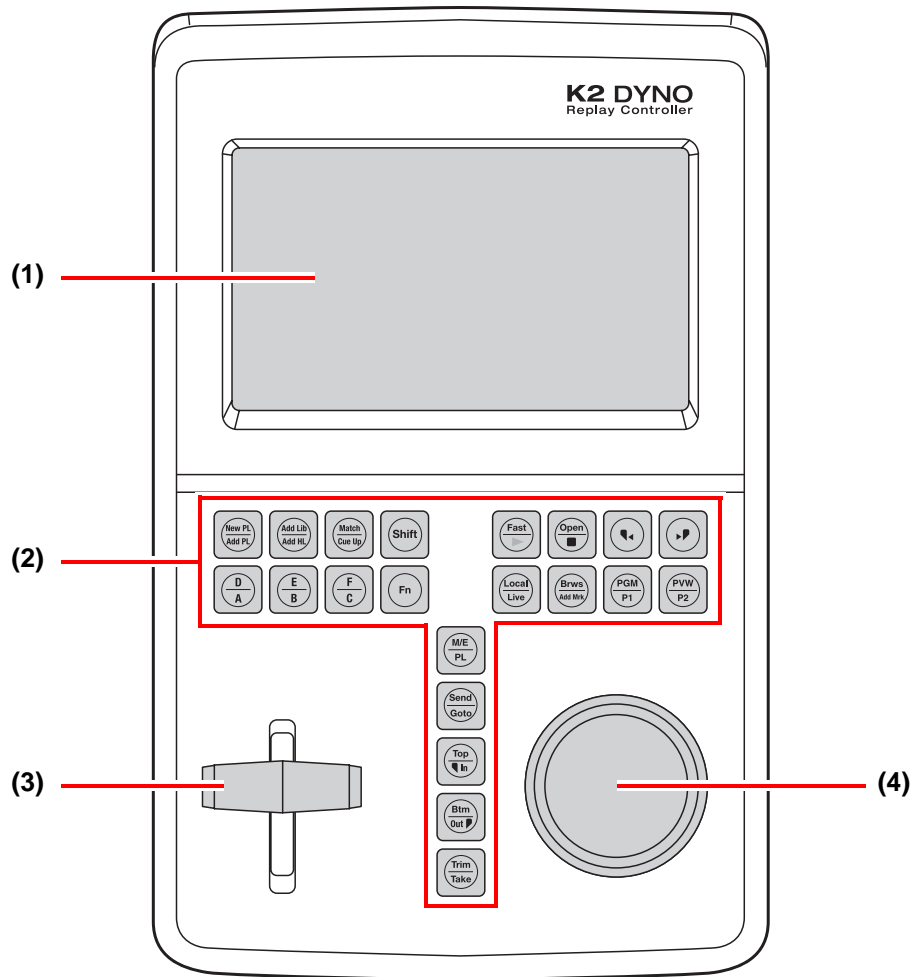
Component Names and Functions

This chapter consists of the following:

- "Component names and functions of the K2 Dyno Controller" on page 14
 - "Front panel" on page 14
 - "Front" on page 15
 - "Rear" on page 16
- "Button names and functions" on page 17
 - "About Shift button operations" on page 19

Component names and functions of the K2 Dyno Controller

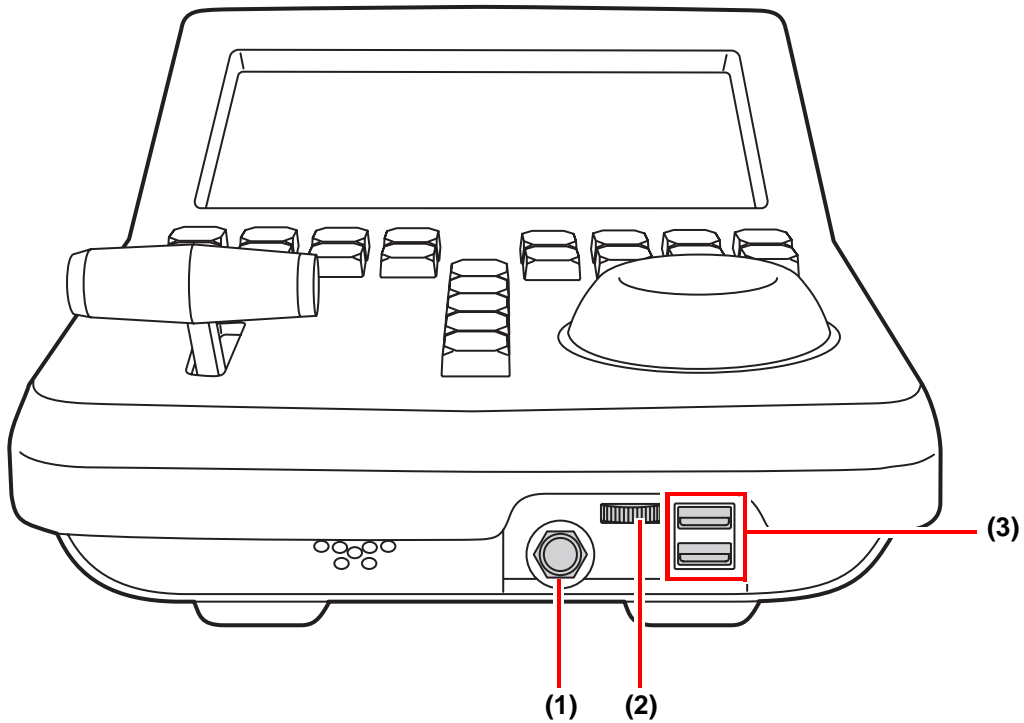
Front panel



No.	Name	Function
(1)	Touch panel	You can touch the screen directly for data selections or operations.
(2)	Operation button	You can perform many of the more common operations quickly with these push buttons. For descriptions of each button, see "Button names and functions" on page 17.
(3)	T-Bar	A bar for slo-mo playbacks. The 0% and 100% positions of bar operations can be fine-tuned. For more information about the setting, see "Calibration" on page 169.

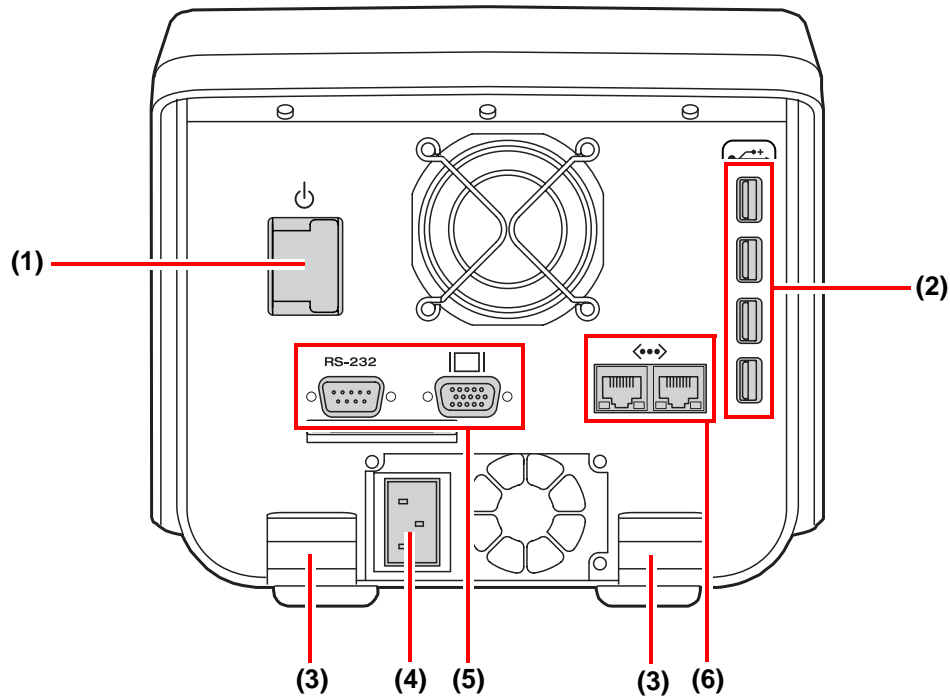
No.	Name	Function
(4)	JOG knob	A knob for frame forward, frame back, fast forward, and rewind operations. The JOG speed and the idle of the JOG knob can be set to suit your preferences. See "Playback operation settings 2 (the JOG speed settings, pre-roll/post-roll definitions)" on page 144 for details on how to set the JOG speed setting, and see "Calibration" on page 169 for details on how to set the JOG knob idle setting.

Front



No.	Name	Function
(1)	Stereo mini jack	Connects to a device such as headphones.
(2)	Volume control	Adjusts the volume.
(3)	USB port	Connects to a keyboard, mouse, or USB storage device.

Rear

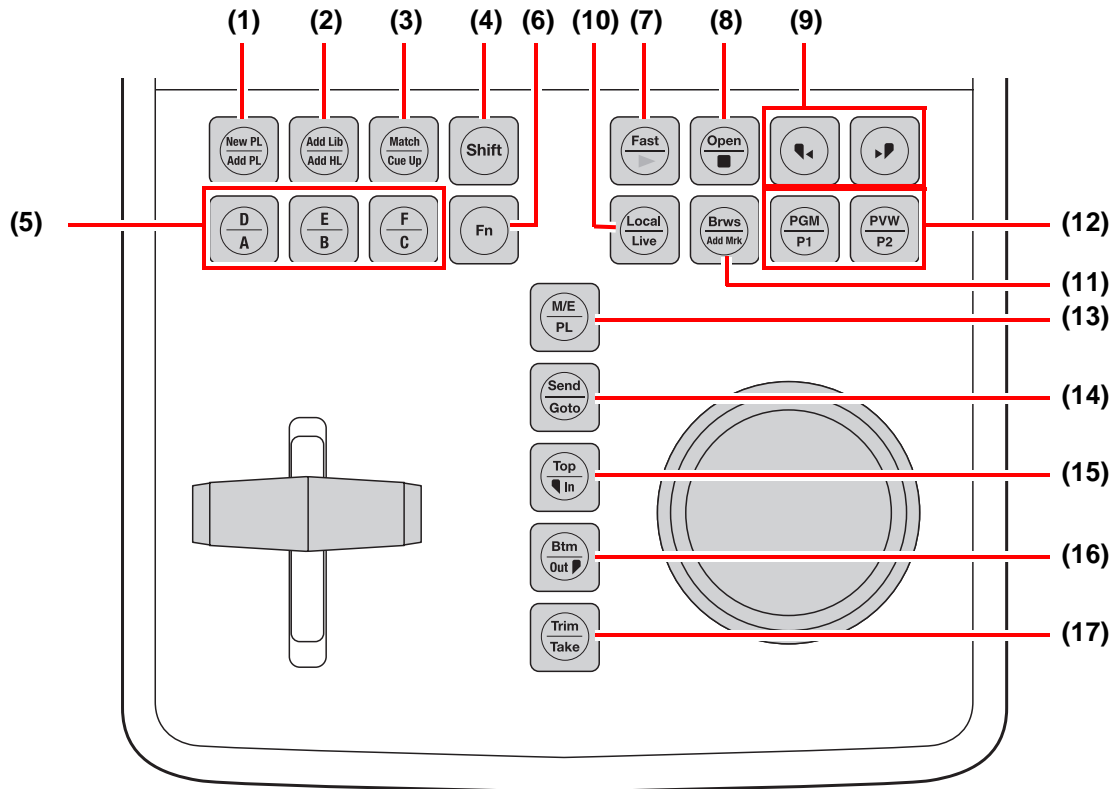


No.	Name	Function
(1)	Power button	Turns the power to the K2 Dyno Controller on or off.
(2)	USB port	Connects to a keyboard, mouse, or USB storage device.
(3)	Cable hook	You can hook cables such as power cables and VGA cables to prevent them from being disconnected inadvertently.
(4)	Power connector	For connecting to the power supply.
(5)	D-sub 15 pin connector	Connects to a second display. Displays with 1024 x 768 resolution or more are supported. For more information about the components in the expansion screen, see "Connecting a Second Display" on page 171 .
(6)	GigE port	Connects the K2 Dyno Controller to the K2 Summit Production Client via Gigabit Ethernet. Use the left port to connect them. The right port is not currently available. Please wait for the future version upgrade information.

NOTE: Be sure to use the cables, such as power cable and other cables, included in this product.

Button names and functions

Some buttons have function names at the top and bottom. To use a bottom function, just press the desired button. To use a top function (functions indicated by the shaded area in the table), press the **Shift** button, and then press the desired button. For more information on how to use the **Shift** button, see ["About Shift button operations" on page 19](#).



No.	Name	Function
(1)	New PL	Creates and displays a new playlist.
	Add PL	Stores the selected item to a playlist. When a bin is selected, all the items in the bin are stored to a playlist.
(2)	Add Lib	Stores the selected item to a library. When a bin is selected, all the items in the bin are stored to a library.
	Add HL	Stores the selected item to a highlight. When a bin is selected, all the items in the bin are stored to a highlight.
(3)	Match	When the playback pointer is in a highlight or playlist, press the Match button to move the playback pointer to the position with the same timecode on the record train for the current angle.
	Cue Up	Cues up to the selected item.
(4)	Shift	Press this button to perform the functions indicated at the top of the buttons, or to perform the functions indicated at the top of the menu panels that are displayed at the bottom of the touch panel. For more information on how to use the Shift button, see "About Shift button operations" on page 19 .

No.	Name	Function
(5)	Camera selection	Switches the camera angles, which are assigned to A, B, C, D, E, or F. E/F are disabled in version 1.1. Please wait for the future version upgrade information.
(6)	Fn	Turns to the function mode. If you press the Fn button and then press a corresponding button, the button action that is performed may be different from the normal one. For more information, see the operation instructions in each chapter.
(7)	Fast	Switches to the Fast JOG mode. This is toggle switch, so it turns off if you press this button when it is in Fast mode. The speed for the fast forward and rewind operations using the JOG knob becomes faster. You can also set the controller so that the normal JOG mode and Fast JOG mode are switched automatically. For more information, see "Playback operation settings 2 (the JOG speed settings, pre-roll/post-roll definitions)" on page 144.
	Play	Plays the item with the 100% speed.
(8)	Open	Press this while an item is selected to create a new playlist and stores the item to the playlist. Press this while a bin or playlist is selected to open the bin or playlist.
	Stop	Stops the playback.
(9)	←/→	Moves the playback pointer. The action after the move depends on the current condition. For example, if you press this while cueing up to an item, the controller cues up to the In point of the previous/next item. If you press this during an item playback, the controller plays the previous/next item after the playback pointer moves to the In point of the previous/next item.
(10)	Local	Displays the HOME screen.
	Live	Starts recording at first time or plays the recording data with minimum time difference. (nearly E/E)
(11)	Brws	Switches to the Browse mode. In the Browse mode, you can use the JOG knob to consecutively move the playback pointer to the previous or next items for cueing up.
	Add Mrk	Adds a mark on the record train.
(12)	PGM/PVW	Switches to the on-air preview or multi-channel mode. For more information, see "On-air preview mode and multi-channel mode" on page 57.
	P1/P2	While in the on-air preview mode, it switches the operation target channel. If you press the P1 button, the program channel (the channel for an on-air broadcast) becomes the target for operations. If you press the P2 button, the preview channel becomes the target for operations. While in the multi-channel mode, it switches the operation target to the channel assigned to the P1/P2 button. In addition, pressing the P1 and P2 buttons at the same time while in the multi-channel mode switches to the Gang mode. For more information, see "On-air preview mode and multi-channel mode" on page 57.

No.	Name	Function
(13)	M/E	Switches to the Flying M/E mode. Effects are added when switching angles or changing cue up points during a replay of an item.
	PL	Displays the PLAYLIST screen. Press this in the PLAYLIST screen to perform the following: if a playback pointer is in the playlist, the controller cues up to the beginning of the playlist, and if playback pointer is not in the playlist, the playback pointer moves to the point where the previous playlist stopped its playback.
(14)	Send	Copies the selected item to the destination that you set in "NETWORK" on the CONFIG screen. For more information, see "Transferring items (SEND function)" on page 93 .
	Goto	Cues up to an item by entering a number.
(15)	Top	Press this during an item (Mark, Scene, Highlight, Event, and Library) playback to cue up to the beginning (or the In point, depending on the item) of the item retaining the ongoing playback.
	In	Adds the In point of a mark/scene, or changes the In point when trimming a highlight/event.
(16)	Btm	Press this during an item (Mark, Scene, Highlight, Event, and Library) playback to cue up to the end of the item retaining the ongoing playback.
	Out	Adds the Out point of a mark/scene, or changes the Out point when trimming a highlight/event.
(17)	Trim	Switches to the trim mode.
	Take	During a playlist playback, press this button to begin the playback of the next event. In a value entry screen, press this to confirm your entry and return to the previous screen. While in the trim mode, it exits the trim mode. If you press this during the on-air preview mode, the item that is put into standby or being played in the preview channel will be loaded and played in the program channel. For more information about the on-air preview mode, see "On-air preview mode and multi-channel mode" on page 57 .

About Shift button operations

When a keyboard or display is connected to the K2 Dyno Controller, you can use the [Shift] key on the keyboard or the **Shift** button in the expansion screen instead of pressing the **Shift** button on the controller; however, the operations are different for each case.

- For operations with the **Shift** button on the controller:
If you press the **Shift** button once, it illuminates in yellow and the top functions of the controller buttons and panel menu are enabled for only one time. After that, if you press any button or menu panel you want to perform, the **Shift** button turns off.
- For operations with the [Shift] key on the keyboard:
Press the button or menu panel you want to perform while holding down the [Shift] key. While holding down the [Shift] key, the top functions of the controller buttons and panel menu are enabled.
- For operations with the **Shift** button in the expansion screen:
If you press the **Shift** button, the button turns light blue. After that, press the button or menu panel you want to perform. In the expansion screen, if the **Shift** button is pressed once, the top functions of the controller buttons and panel menu are enabled until the **Shift** button is pressed again.

Starting Up and Shutting Down

This chapter consists of the following:

- "Starting up" on page 22
 - "Starting up the K2 Dyno Controller" on page 22
 - "Creating a new session" on page 22
 - "Changing the channel configuration" on page 23
 - "Using the existing sessions" on page 28
 - "Deleting a session" on page 29
- "Shutting down" on page 30
 - "Shutting down the K2 Dyno Controller" on page 30
 - "Switching to the Windows OS (maintenance mode)" on page 32

Starting up

Starting up the K2 Dyno Controller

Before starting up the K2 Dyno Controller, turn on the K2 Summit Production Client to use and start the application software in the Summit.

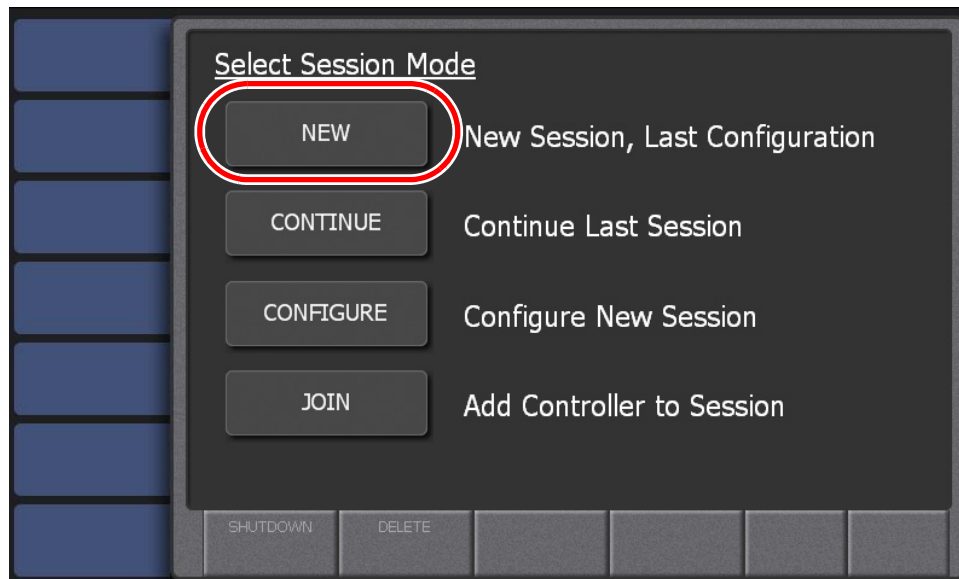
1. Turn on the K2 Summit Production Client.
2. Login K2 Summit Production Client with username (administrator) and password (adminK2).
3. Start up AppCenter on the K2 Summit Production Client with user name (administrator) and password (adminK2).
4. Turn on the K2 Dyno Controller.
 - The power button is located on the rear side of the controller.
 - The K2 Dyno Client software starts up automatically.
 - When you start up the controller for the first time, you need to perform the initial settings.
 - See ["Changing the channel configuration" on page 23](#) about the initial settings, and see ["Using the existing sessions" on page 28](#) about using the existing sessions.

Creating a new session

NOTE: When you start up the K2 Dyno Controller for the first time, you need to perform the initial settings. For information about the initial settings, see ["Changing the channel configuration" on page 23](#).

1. Start up the K2 Dyno Controller.
 - For information on how to start up the controller, see ["Starting up the K2 Dyno Controller" on page 22](#).

2. Touch **NEW**.



- A new session for the same channel configuration as you set for the last time is created.
- The session that was used for the last time can be deleted by touching **DELETE** after pressing the **Shift** button. For more information on how to delete sessions, see ["Deleting a session" on page 29](#).

Changing the channel configuration

When you start up the K2 Dyno Controller for the first time or when you want to create a session changing the previous channel configuration, you need to perform the initial settings at the startup screen. For the default settings, you can set the settings including the K2 Summit Production Client selection to be used and channel model setting. Once the initial settings are set, it is not necessary to set them with **NEW** or **CONTINUE** from the next time.

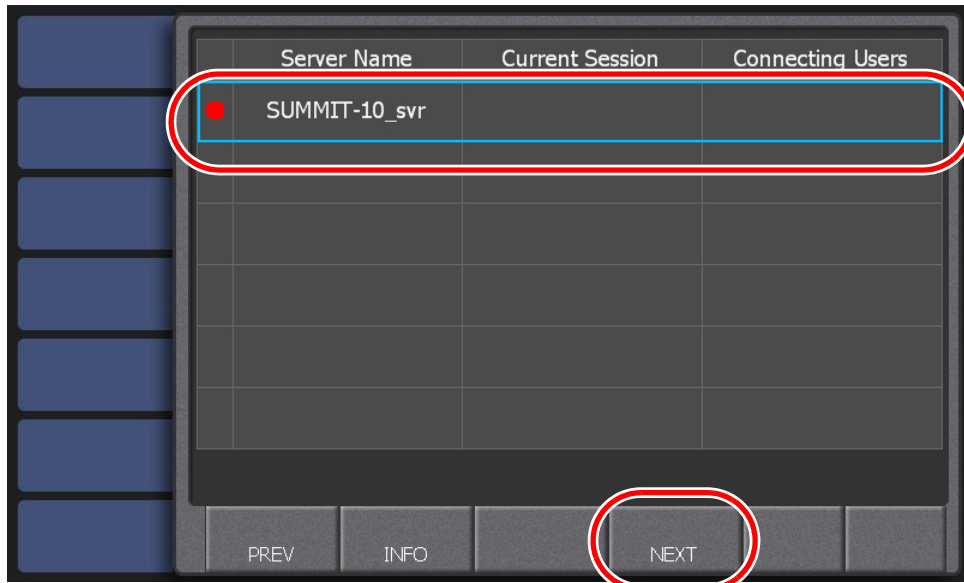
1. Start up the K2 Dyno Controller.

- For information on how to start up the controller, see ["Starting up the K2 Dyno Controller" on page 22](#).

2. Touch **CONFIGURE**.

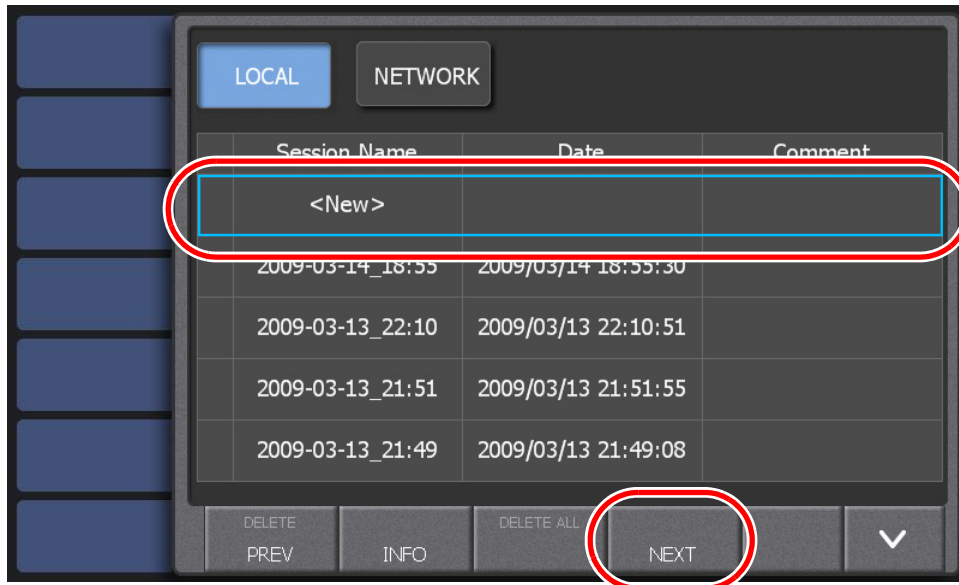


3. Select the Summit you want to use, and then touch **NEXT**.



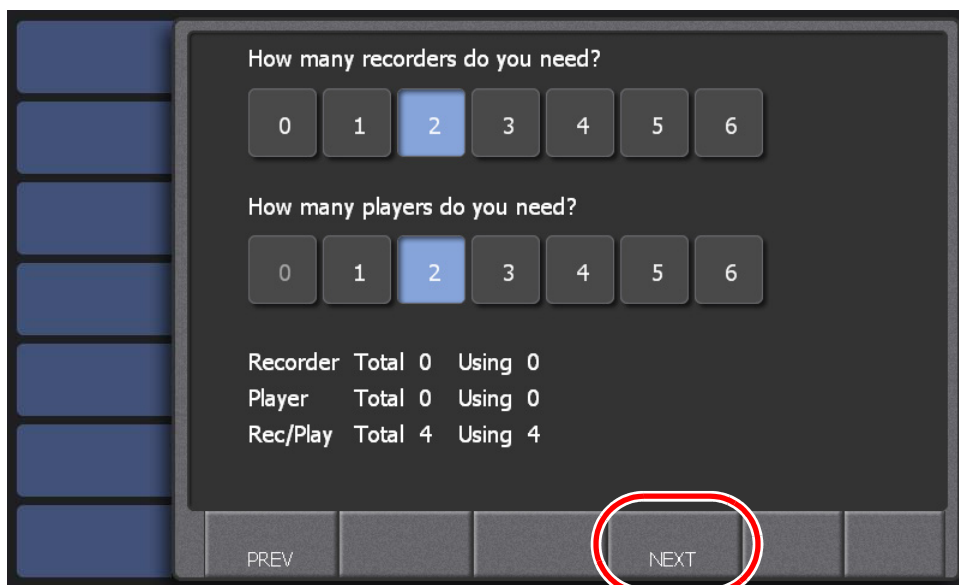
- Only the online Summit(s) are displayed. The Summit that was used for the last time appears with a red circle.
- Touch and select a Summit name, and then touch **INFO** to display the information for the Summit.
- If there is any session that is being broadcasted, its session name will appear in "Current Session". If there is any K2 Dyno Controller that is connected to the Summit, their user name(s) will appear in "Connecting Users".

4. Select "New" from the session list, and then touch **NEXT**.



- Touching **LOCAL** displays the list of sessions created in the local Summit. Touching **NETWORK** displays both the list of sessions created in the local Summit and the list of sessions created in the network Summit. The session that was used for the last time appears with a red circle. You can start a previous session by touching **NEXT** after selecting a session.
- Touch and select a session name, and then touch **INFO** to display the information for the session. You can edit a session name and comment in the information screen.

5. Specify the channel configuration, and then touch **NEXT**.

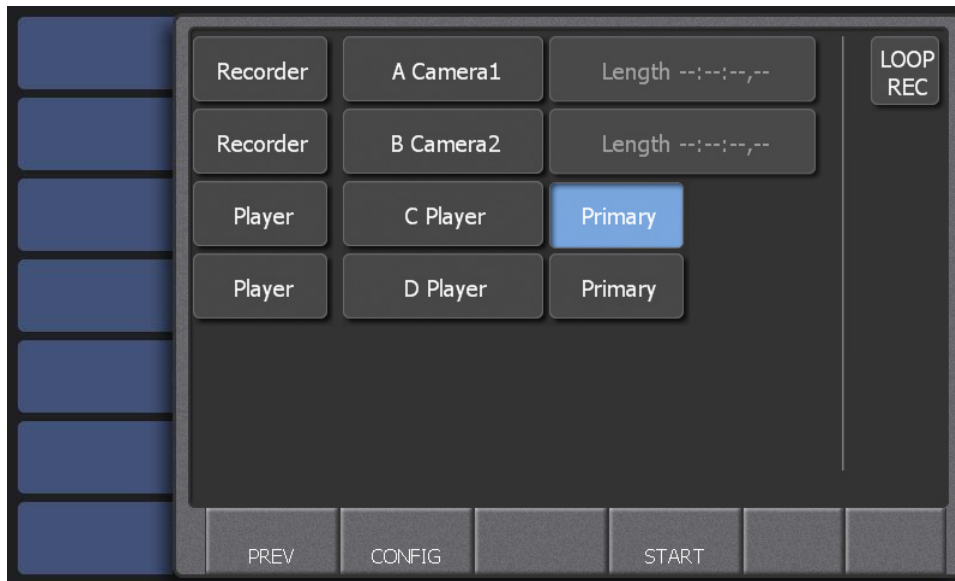


- Select the number of input and output channels respectively. A total of four channels can be selected.

- Unused channels can be used for other programs.

NOTE: A total of four channels can be selected combining the input and output channels. The 5 and 6 channels are not available at this time. Please wait for the future version upgrade information.

6. Select the player to use for the live broadcast. If you want to perform a LoopRec operation, set the allocation of the record train length.



- For more information about the record train and LoopRec setting, see ["About the record train and LoopRec setting" on page 27](#).
- To perform a LoopRec operation, touch **LOOP REC** to turn it on.
- If the LoopRec setting is turned on, you can change the train length allocation by touching "Length". The maximum recording time for each train can be set by entering the timecode. You must set a value of 00:06:00,00 or longer.
- If two or more channels are assigned as players, turn on the "Primary" panel for the main player.
- You can change the channel configuration by touching **Recorder** and **Player**. Every touch switches the panel.
- You can specify other various settings for the K2 Dyno Controller by touching **CONFIG**. For more information about those settings, see ["Settings" on page 139](#).

NOTE: The Length setting only indicates the maximum recording time. The actual available recording time depends on the remaining space in the Summit.

NOTE: A mark and scene cannot be directly stored to a playlist while LoopRec is ON. Store them in a highlight and then store the highlight in a playlist.

7. Touch **START**.

- A session for the channel configuration you set is created.

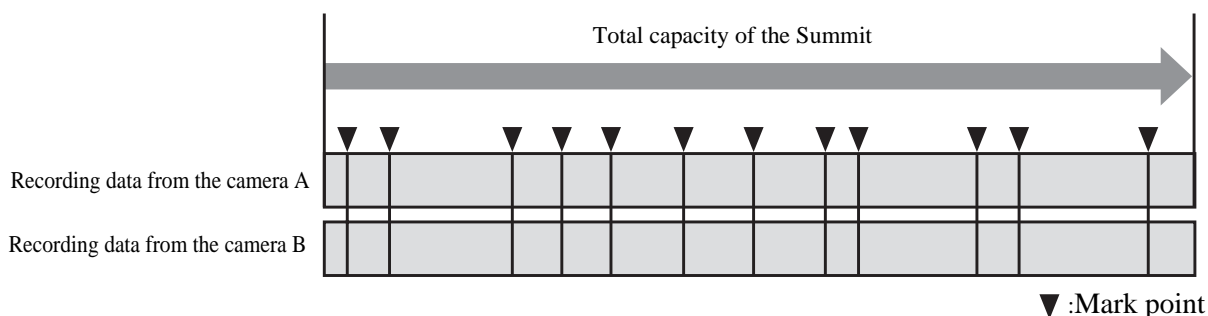
About the record train and LoopRec setting

The record train is a mechanism for storing audio/video source data recorded on the K2 Summit Production Client. A single Summit has plural sessions in which Summit starts/stops recording. This recording data is called a record train.

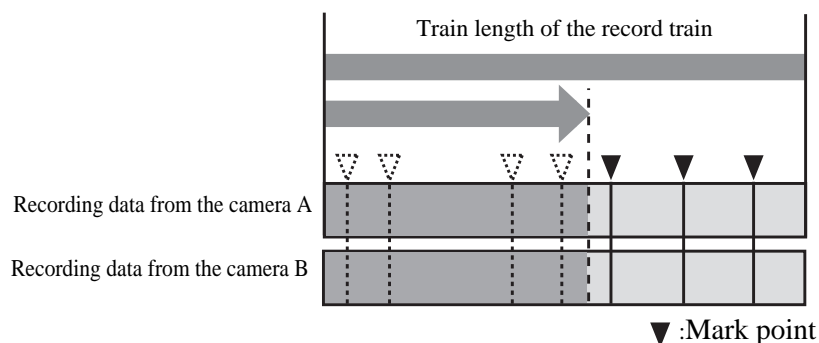
A record train contains recording data from different camera angles as many as recording channels.

You can select the recording mode from Normal Rec and LoopRec when starting a session. Recording will be stopped in the normal Rec mode when running out of available space on the Summit. Recorded audio/video source data will not be overwritten. In contrast, when the recording data exceeds the capacity of the record train in the LoopRec mode, the chronologically oldest data will be overwritten by new data.

- Normal Rec mode (If the LoopRec setting is turned off)
Recording will be continued until running out of available space on the Summit. Recording will be stopped when running out of recording space, so the oldest data will not be overwritten. (Train length of the record train cannot be set in this mode.)



- LoopRec mode (If the LoopRec setting is turned on)
Once the recording data exceeds the train length of the record train, the oldest data including recorded video or mark points will be overwritten in chronological order to record new data.



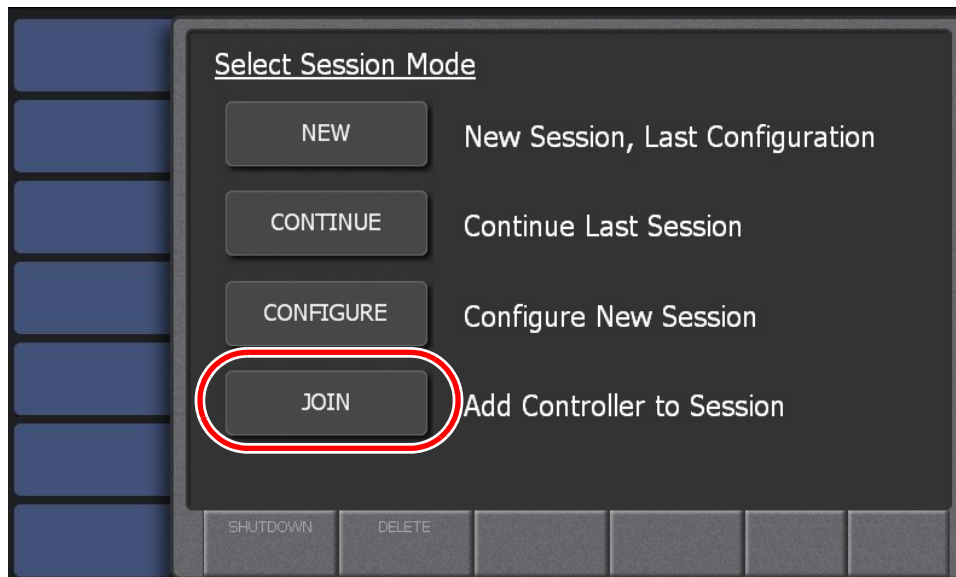
Using the existing sessions

Joining an active session

You can join a session that is currently being broadcasted through the connected Summit. You can connect two controllers to a single Summit: one for playback control operations and the other for editing highlights or playlist.

NOTE: *Two controllers joining the same session use the channel(s) while sharing them each other.*

1. Start up the K2 Dyno Controller.
 - For information on how to start up the controller, see ["Starting up the K2 Dyno Controller" on page 22](#).
2. Touch **JOIN**.



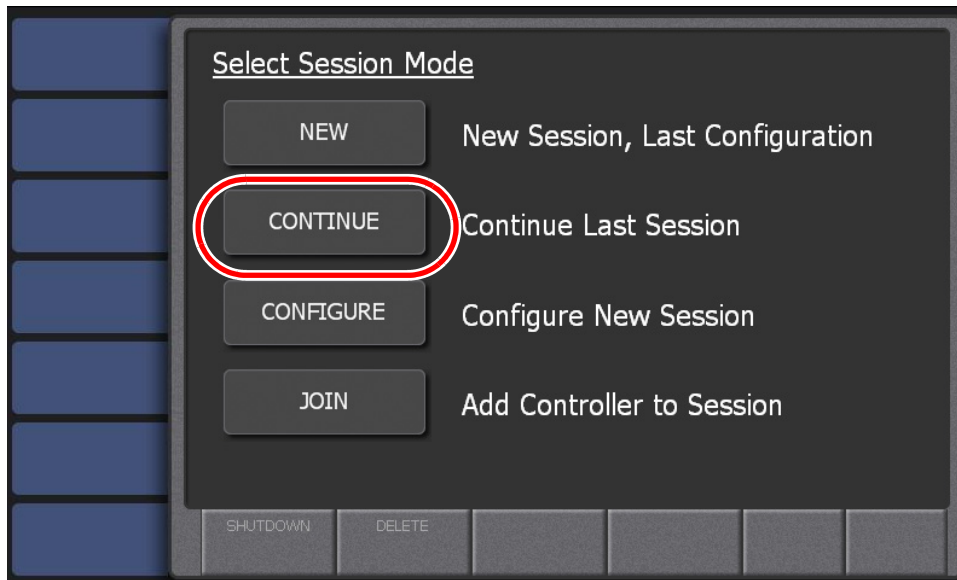
Recalling the last session

You can restore the last session as it was in case of software termination due to some problems.

NOTE: *If you want to start a previous session, perform Step 4 in ["Changing the channel configuration" on page 23](#) to select and start a session.*

1. Start up the K2 Dyno Controller.
 - For information on how to start up the controller, see ["Starting up the K2 Dyno Controller" on page 22](#).

2. Touch **CONTINUE**.



Deleting a session

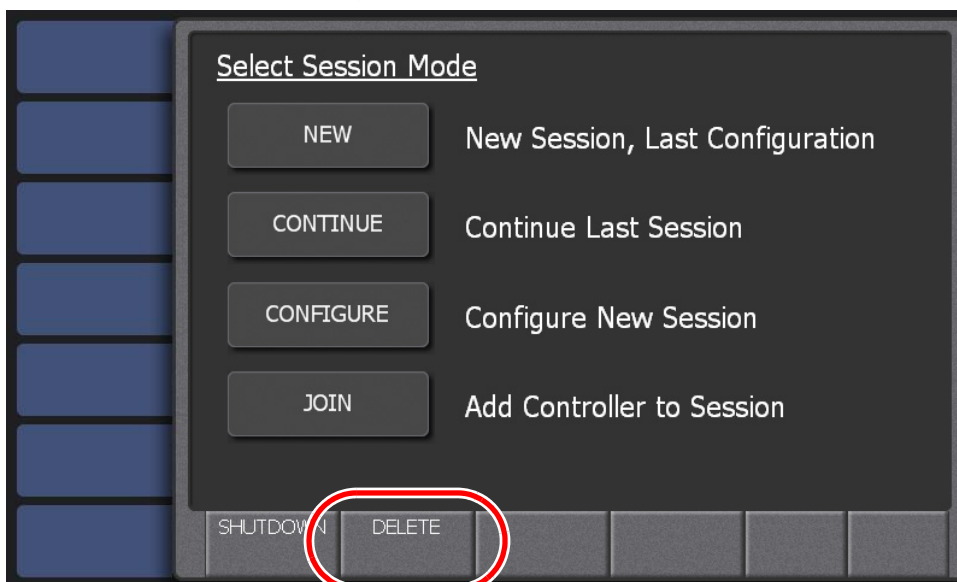
You can delete a previous session. If you delete a session, all of the bins and clips saved as a highlight/playlist will be deleted. If you want to keep data, you must save items in a library. For more information about libraries, see ["Library Function" on page 119](#).

This section describes how to delete a session from the startup screen. Sessions can also be deleted in CONFIG. For more information on how to delete a session in CONFIG, see ["Deleting a session" on page 152](#).

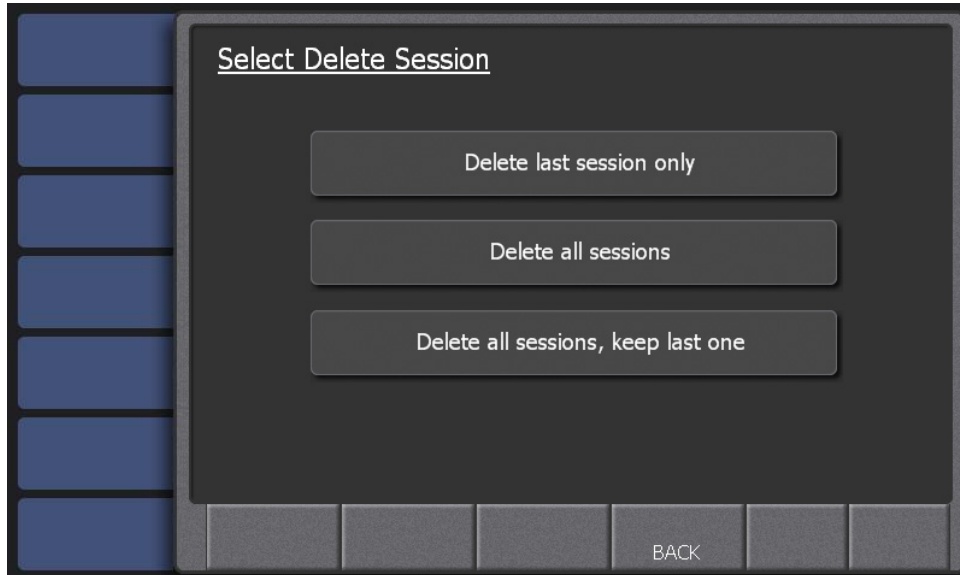
1. Start up the K2 Dyno Controller.

- For information on how to start up the controller, see ["Starting up the K2 Dyno Controller" on page 22](#).

2. Press the **Shift** button, and then touch **DELETE**.



3. Select a session you want to delete.



- If you want to delete the session that was used for the last time, touch **Delete last session only**.
- If you want to delete all the sessions, touch **Delete all sessions**.
- If you want to delete all the sessions other than the last one, touch **Delete all sessions, keep last one**.
- After selecting the session(s) to delete, return to the startup screen.

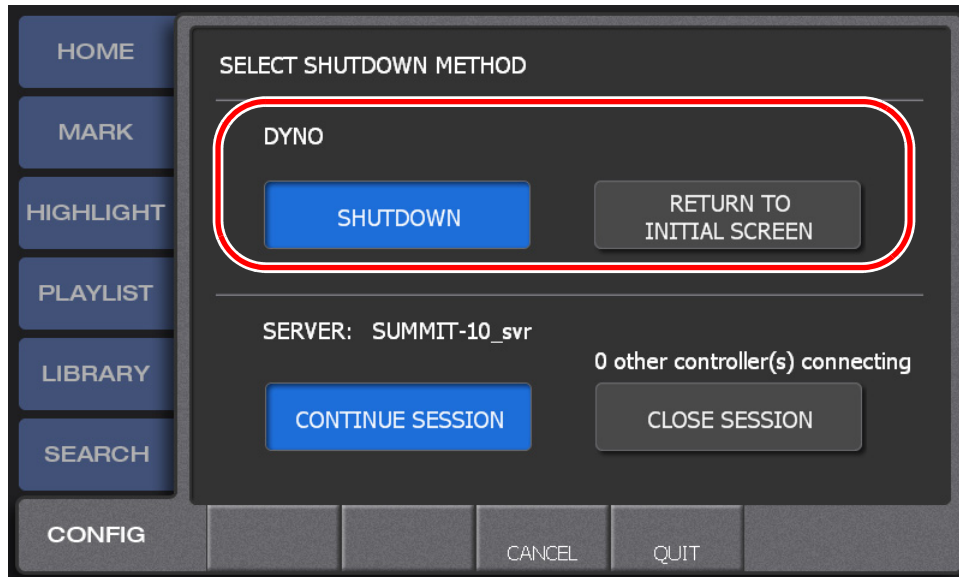
Shutting down

Shutting down the K2 Dyno Controller

Exit the K2 Dyno Client software to shut down the K2 Dyno Controller.

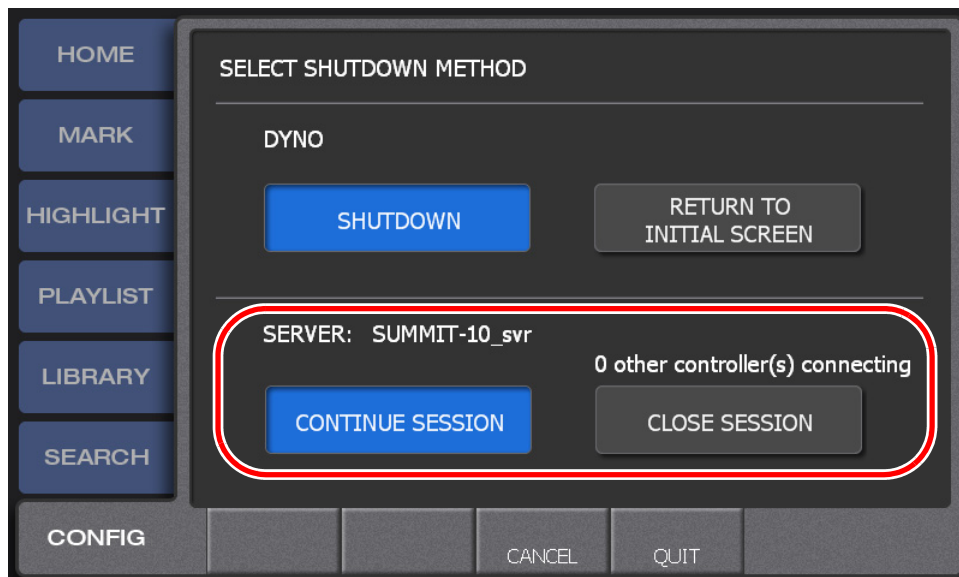
1. Touch the **CONFIG** tab to display the CONFIG screen.
2. Press the **Shift** button, and then touch **SHUT DOWN**.

3. Select the action of the K2 Dyno Controller.



- If you touch **SHUTDOWN** to turn it on, the K2 Dyno Controller will be shut down.
- If you touch **RETURN TO INITIAL SCREEN** to turn it on, the controller will return to the startup screen.

4. Select the option whether or not to close the session that is currently being used.



- The number of the other K2 Dyno Controller(s) joining the session is displayed.
- If you touch **CONTINUE SESSION** to turn it on, only the K2 Dyno Controller you are operating will be shut down, while the session currently in use will be continued.

- If you touch **CLOSE SESSION** to turn it on, the session currently in use will be closed, while all of the K2 Dyno Controllers joining the session will be shut down.

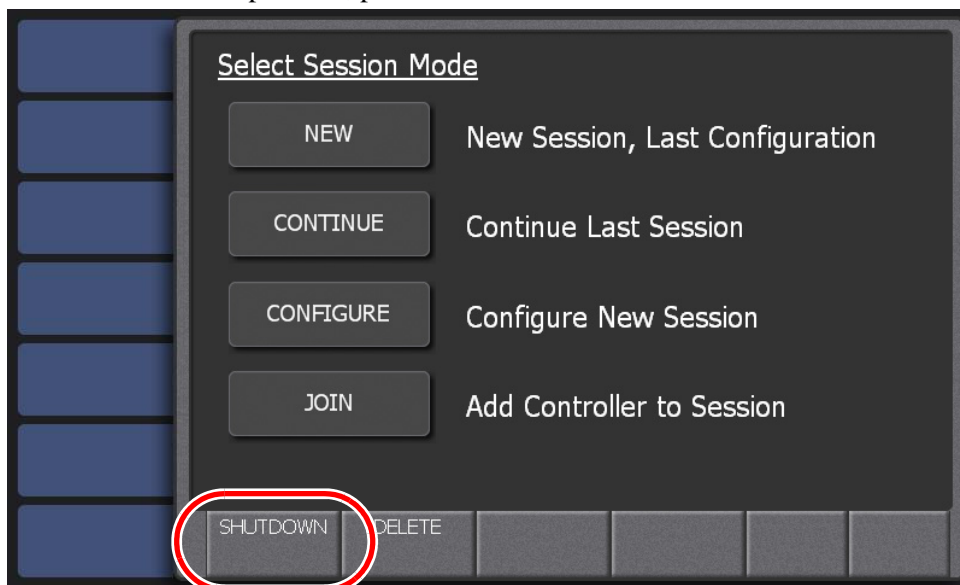
5. Touch **QUIT**.

NOTE: If you want to shut down the K2 Dyno Controller at the startup screen, press the **Shift** button and then touch **SHUTDOWN**. Then, in the Select Shutdown Mode screen, touch **SHUTDOWN**.

Switching to the Windows OS (maintenance mode)

When you want to use the Windows OS, such as for adjusting the clock or setting the IP address, exit the K2 Dyno Client software to switch to the Windows OS.

1. At the startup screen, press the **Shift** button and then touch **SHUTDOWN**.



2. Touch **MAINTENANCE MODE**.

- The K2 Dyno Client software is closed, and the Windows OS desktop is displayed after a restart.
- If you want to start up the K2 Dyno Client software after using the Windows OS, perform a normal shut down operation as with the Windows OS. A message asking you whether or not you want to return to the K2 Dyno mode appears. If you choose YES, the K2 Dyno Client software is started after a restart.
- If you want to shut down the K2 Dyno Controller after using the Windows OS, perform a normal shut down operation as with the Windows OS. A message asking you whether or not you want to return to the K2 Dyno mode appears. If you choose NO, the K2 Dyno Controller is shut down.
At the next startup, the K2 Dyno Client software will not be started and the Windows OS desktop appears to continue the maintenance mode.

Tutorial

This tutorial describes a basic operation workflow to perform a live broadcast using the K2 Dyno Controller in a specific example of a tennis match, from starting up to shutting down. In this example, a single K2 Summit Production Client and a single K2 Dyno Controller are used without connecting the second display for the description.

This chapter consists of the following:

- ["Startup and channel configuration" on page 34](#)
- ["Performing a calibration" on page 37](#)
- ["Storing keywords" on page 38](#)
- ["Live playback and replay" on page 40](#)
- ["Switching cameras" on page 42](#)
 - ["Switching camera angles" on page 42](#)
 - ["Replaying the same scene again with another angle" on page 42](#)
- ["Marking and cueing up" on page 43](#)
 - ["About the cursor colors" on page 45](#)
- ["Storing and playing scenes in a highlight" on page 46](#)
- ["Creating and playing a playlist" on page 48](#)

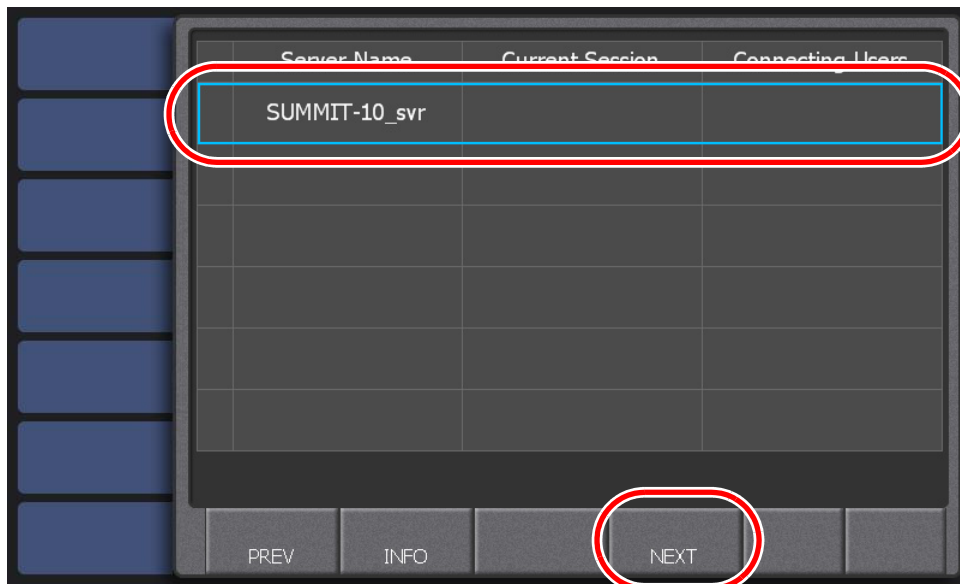
Startup and channel configuration

This section describes how to set the controller for recording with three cameras and one output channel.

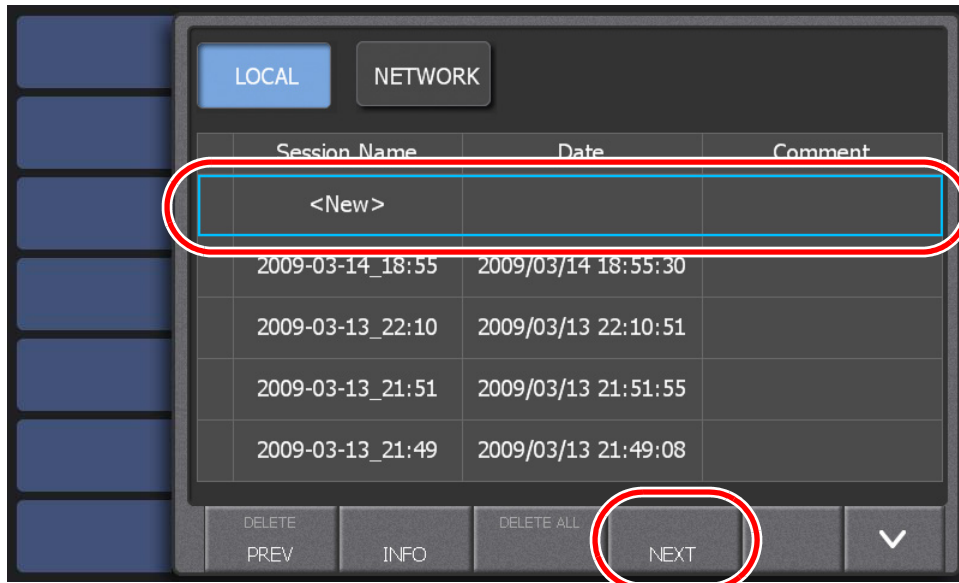
1. Turn on the K2 Summit Production Client, start up the App Center.
2. Turn on the K2 Dyno Controller.
 - The K2 Dyno Client software starts up automatically.
3. Touch **CONFIGURE**.



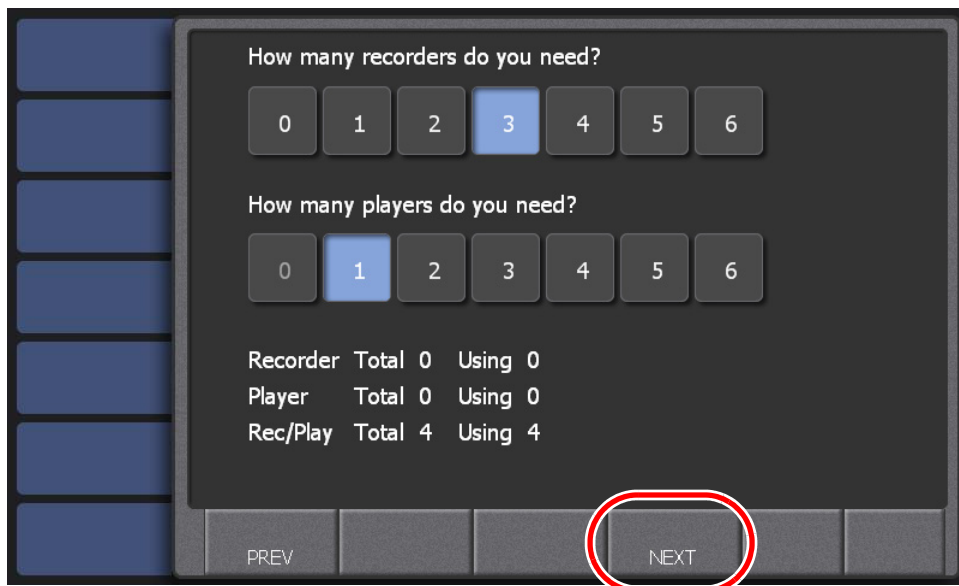
4. Select the Summit you want to use, and then touch **NEXT**.



5. Select "New" from the session list, and then touch **NEXT**.

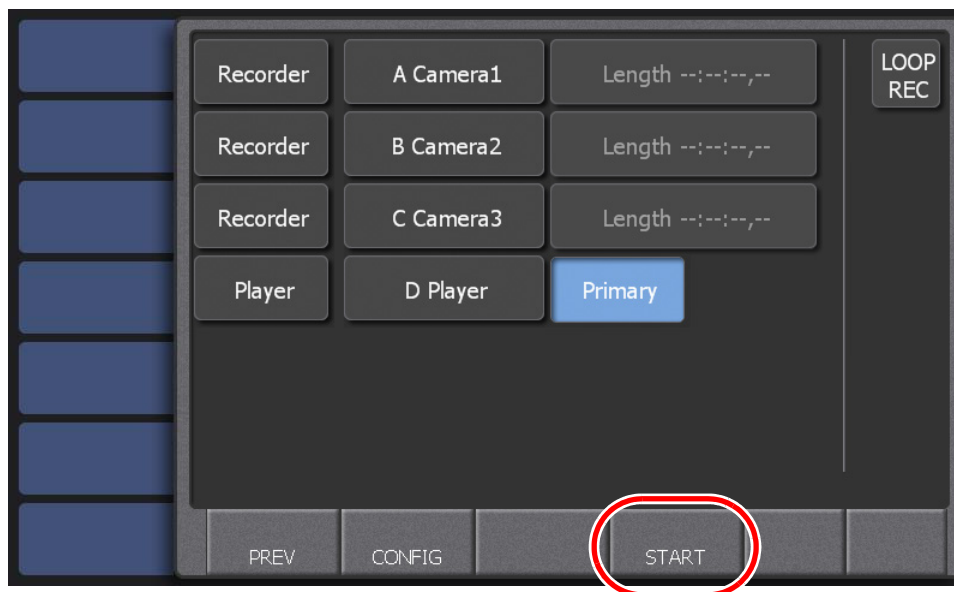


6. Touch **3** for the number of recorders, touch **1** for the number of players, and then touch **NEXT**.



- Up to four channels can be used. Unused channels can be used for other programs.

7. Confirm the channel configuration, and then touch **START**.

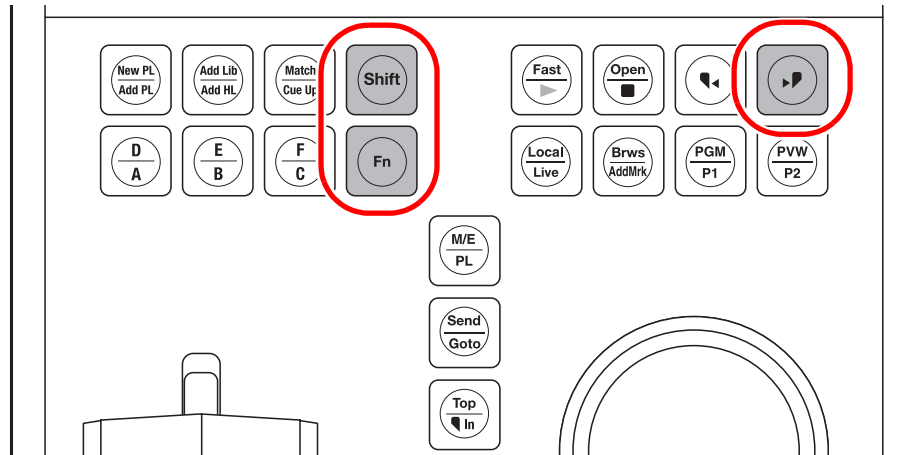


- A session for the channel configuration you set is created.

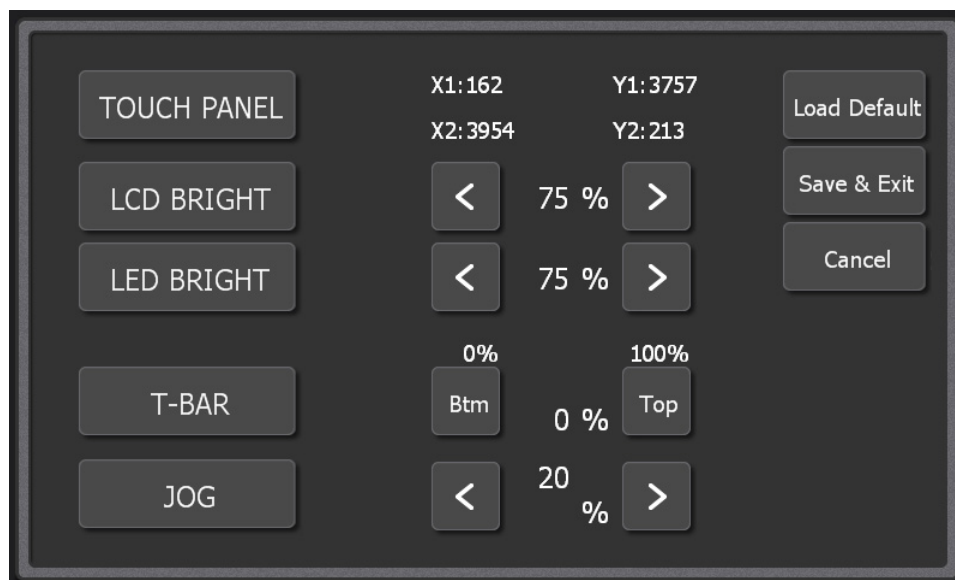
Performing a calibration

You can adjust LED brightness of the button, the position of T-Bar, and the idle of JOG knob to suit your environment or preferences.

1. Press the **Shift**, **Fn**, and **→** buttons at the same time.



2. Perform a calibration.

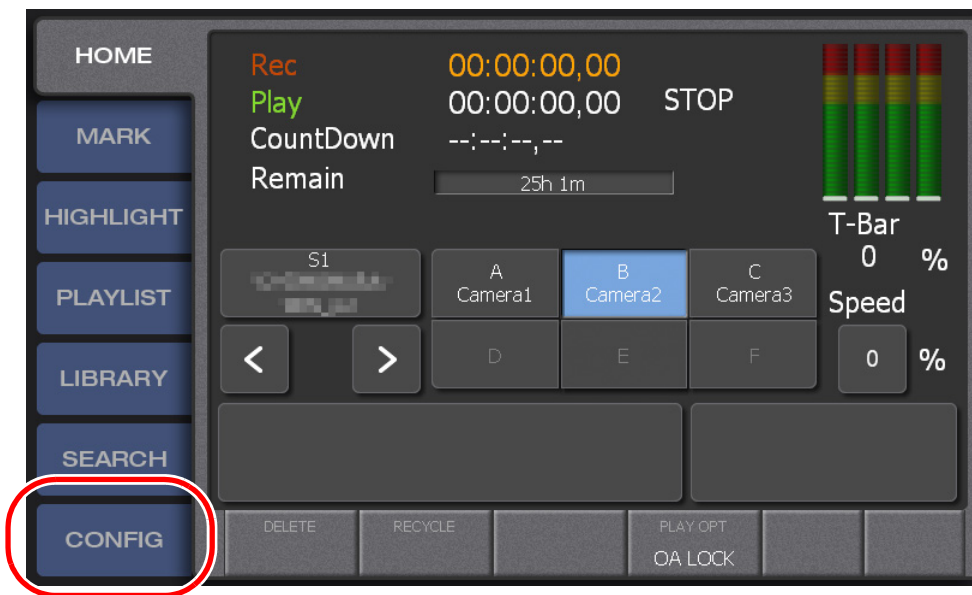


- For more information about calibrations, see ["Calibration" on page 169](#).

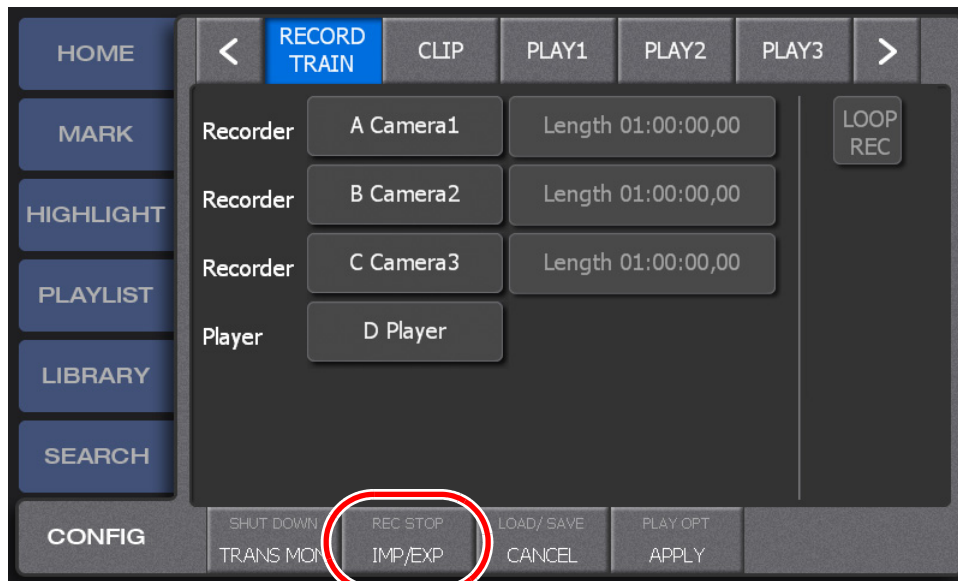
Storing keywords

You can store keywords by editing them in advance. During a broadcast, a keyword can be entered only by touching and selecting a keyword from the stored data. Importing keywords edited on a PC in advance allows you to improve your visibility and increase your editing speed.

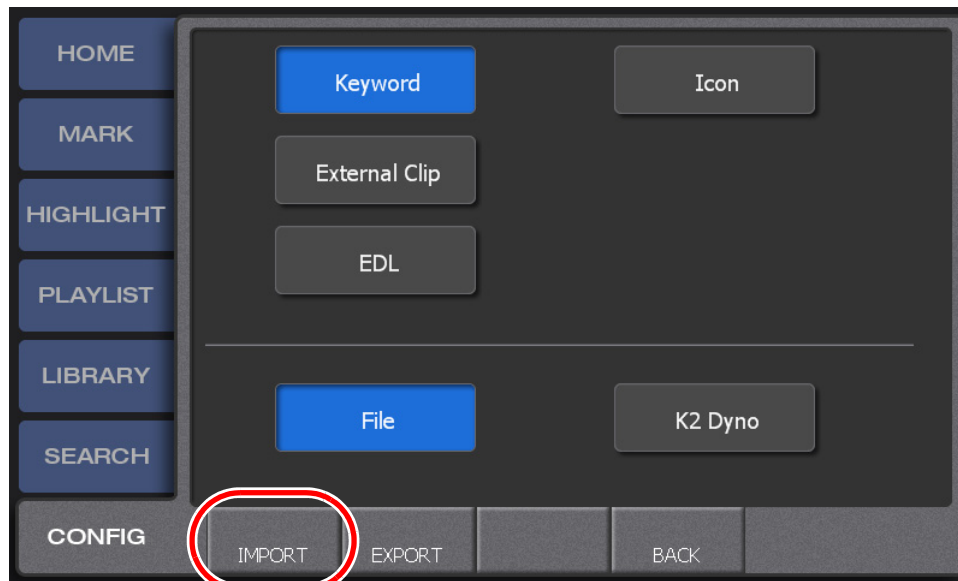
1. Edit keywords, and then export them to a USB storage device.
 - For a tennis match, you may enter keywords such as the number of games/sets or player names. For a baseball match, you may enter keywords such as the number of innings, hit types, team names, or player names.
 - For more information on how to edit keywords, see ["Editing and storing keywords" on page 159](#).
2. Attach a USB storage device to the K2 Dyno Controller.
 - The controller has two USB ports on the front side and four USB ports on the rear side.
3. Touch the **CONFIG** tab to display the CONFIG screen.



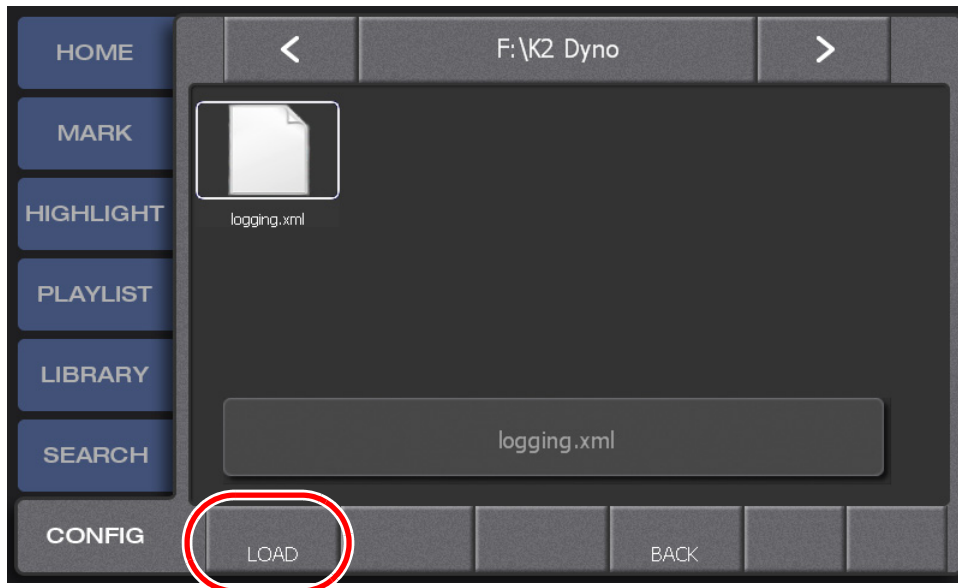
4. Touch **IMP/EXP**.



5. Touch and select **Keyword** and **File**, and then touch **IMPORT**.



6. Touch and select the file you want to import, and then touch **LOAD**.
 - Double-touching a folder expands the folder. You can move one level up in the directory by touching the pass panel at the top of the screen.



7. Remove the USB storage device.

Live playback and replay

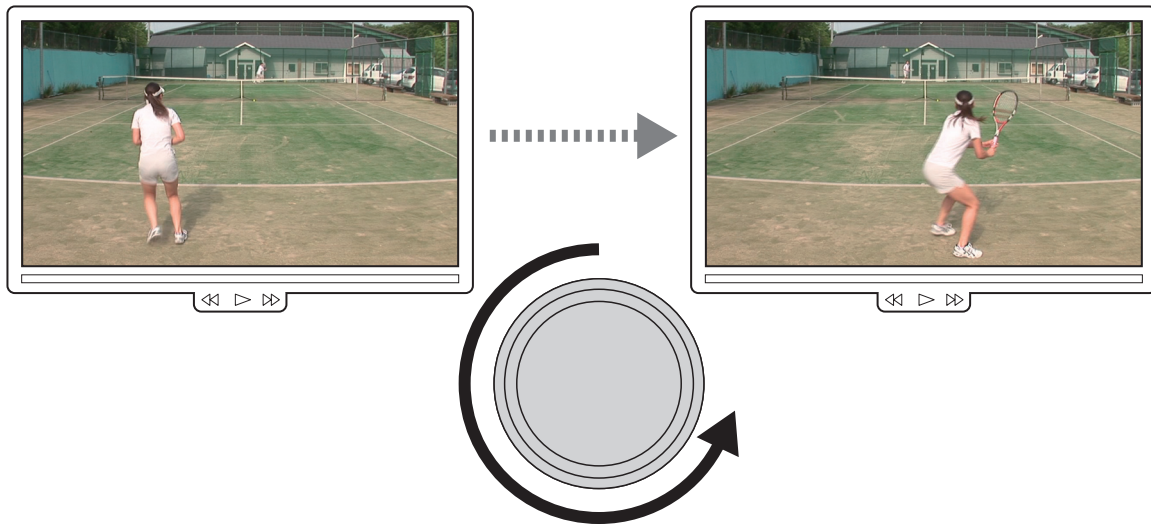
Now, we begin a live playback. This section describes how to replay the scene in which a player hits a shot during a tennis match broadcast.

1. Check the camera angle.
 - Make sure that the player is showing the video you want to broadcast.

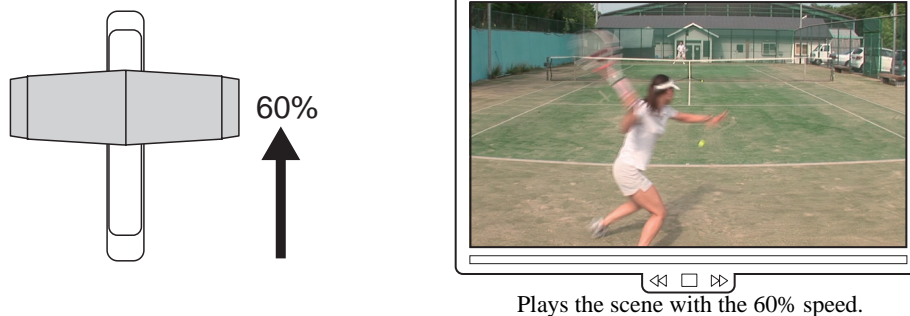


2. Press the **Live** button.
 - The **Live** button will light up in red during a live playback.

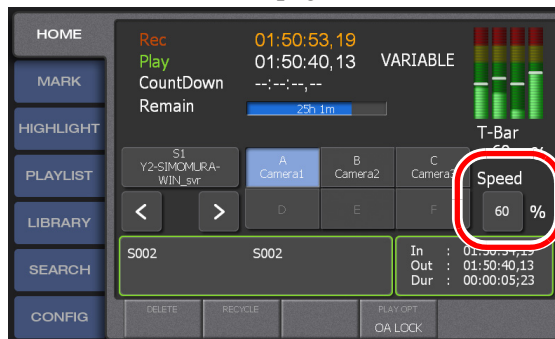
3. After the shot, rotate the JOG knob to the left to go back to the point before the ball was hit.



4. Push up the T-Bar to the desired position.



- Fully pushing up the T-Bar plays the scene with the 100% speed. If you want to play it at a slower speed, lower the T-Bar to the desired position. Play speed is indicated on the HOME screen page.



- Your T-Bar operation will be immediately reflected to the scene. For example, you can decrease the play speed at a scene when the ball hits on the line.
- In and Out points are added to the record train with your JOG knob or T-Bar operations, and they are displayed in the MARK screen.
- To return to the live broadcast, press the **Live** button.
- Press the **Add HL** button to store the replayed scene to the highlight.

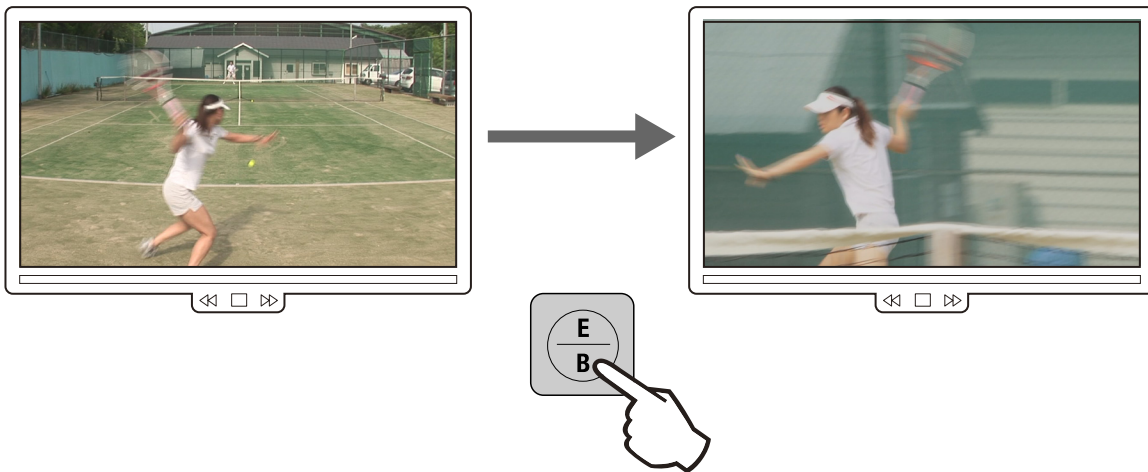
Switching cameras

This section describes how to switch cameras during a live playback and replay.

Switching camera angles

This section describes how to switch the video from the A camera to B camera as the time passes.

1. Press the **Live** button.
 - The **Live** button will light up in red during a live playback.
2. Press the **B** button.



- The button for the selected camera lights up in red.
- The **B** button here is just an example. Press the button corresponding to the camera angle to which you want to switch.

NOTE: The playback speed remains the same even if you switch the camera during a slo-mo playback. For more information on how to switch camera angles, see ["Switching camera angles" on page 56](#).

Replaying the same scene again with another angle

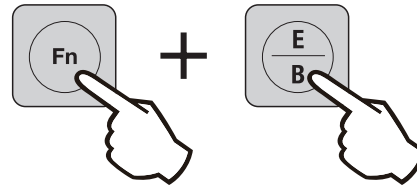
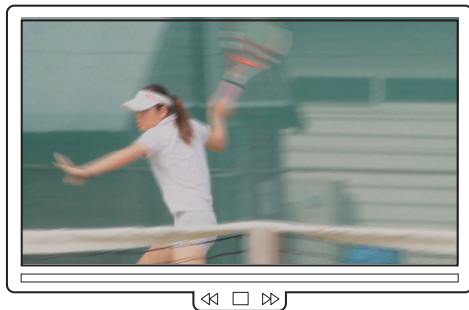
This section describes how to replay the above mentioned scene, in which the player hit a shot, again with the video from another camera (camera B).

1. Press the **Live** button.
 - The **Live** button will light up in red during a live playback.

2. Replay the scene.



3. Press the **Fn** button, and then press the **B** button.



- The **B** button here is just an example. Press the button corresponding to the camera angle to which you want to switch.
- The controller will go back to the In point of the scene, and replay the scene with a different angle.
- Press **Fn** button to cancel the Fn function when it is in Fn mode.
- If the **Fn** button is not pressed, only the camera angle is changed without rewinding back to the In point.

NOTE: The playback speed remains the same even if you switch the camera during a slo-mo playback.

NOTE: If the playback is stopped such as moving the T-Bar back to the 0% position after replaying a scene in step 2, the controller cues up to the In point of the scene after the operation in step 3.

Marking and cueing up

You can cue up and replay a scene immediately by previously marking a scene in which an event is likely to occur during a live playback.

This section describes how to mark a scene at a point just before a serve, cue up and replay the scene in which an ace was successfully served, and additionally enter logging information to help you search the scene easily afterwards.

1. Begin a live playback.

2. Press the **Add Mrk** button at a scene in which the player initiates a serve.

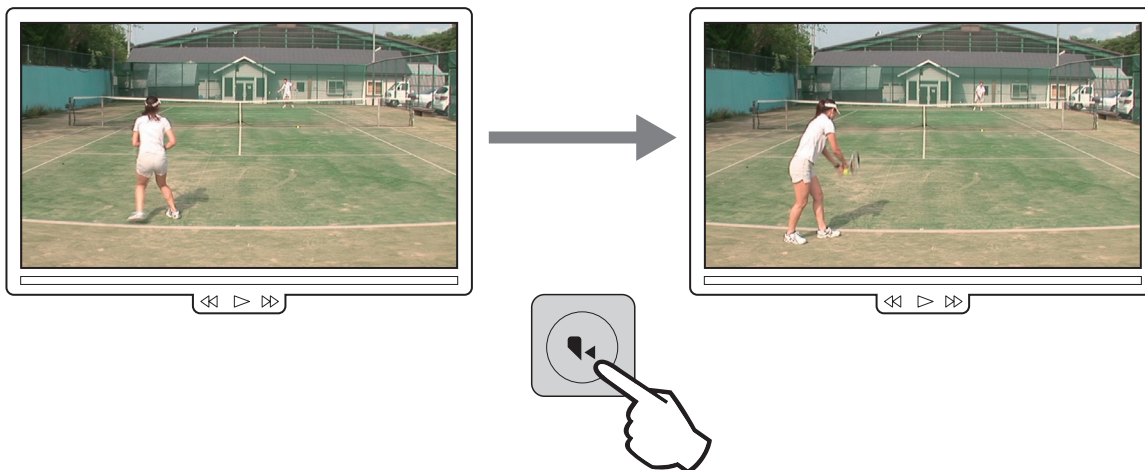


- The screen display will not change when you press the button in screens other than the MARK screen. You can check the added marking information in the MARK screen.

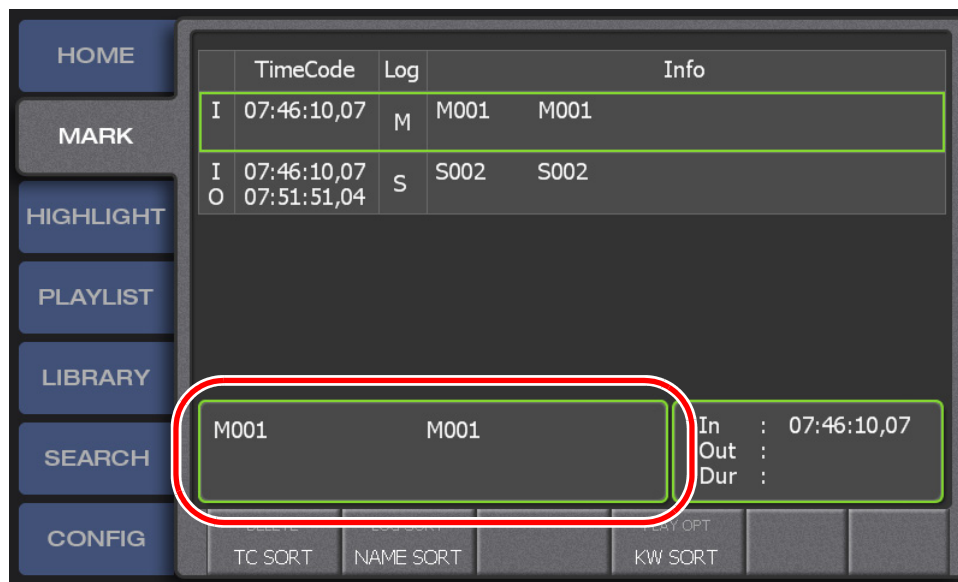


NOTE: Marks are added on the record train. Therefore, when you are making a recording, you can mark live video while you are watching the video from the camera even during a replay or playlist playback.

3. After the ace, press the ← button.



- The controller will cue up to the next previous mark by pressing the **←** button. In addition, a scene, whose Out point is set as the point where the **←** button was pressed while its In point is set as the point where the **Add Mrk** button was pressed in step 2, will also be added. The screen switches to the MARK screen.
 - If you want to select a desired mark, either touch the mark in the MARK screen and press the **Cue Up** button, or use the **←/→** button to select the mark.
4. Press the **Play** button.
 - You can also perform a slo-mo playback with the T-Bar.
 - To return to the live broadcast, press the **Live** button.
 - Press the **Add HL** button to store the replayed scene to the highlight.
 5. Select a mark, and then touch the property panel.



6. Enter logging information.
 - For information on how to enter logging information, see ["Entering the logging information" on page 75](#).
 - If there is no time for entering detailed information, you can enter only the rating by pressing the [Ctrl] + [Space] keys with a keyboard connected.

About the cursor colors

The K2 Dyno Controller shows the item status with cursors in three colors. The meanings of the cursor colors are as follows. Not only in the MARK screen, the cursor colors are common in all of the screens.

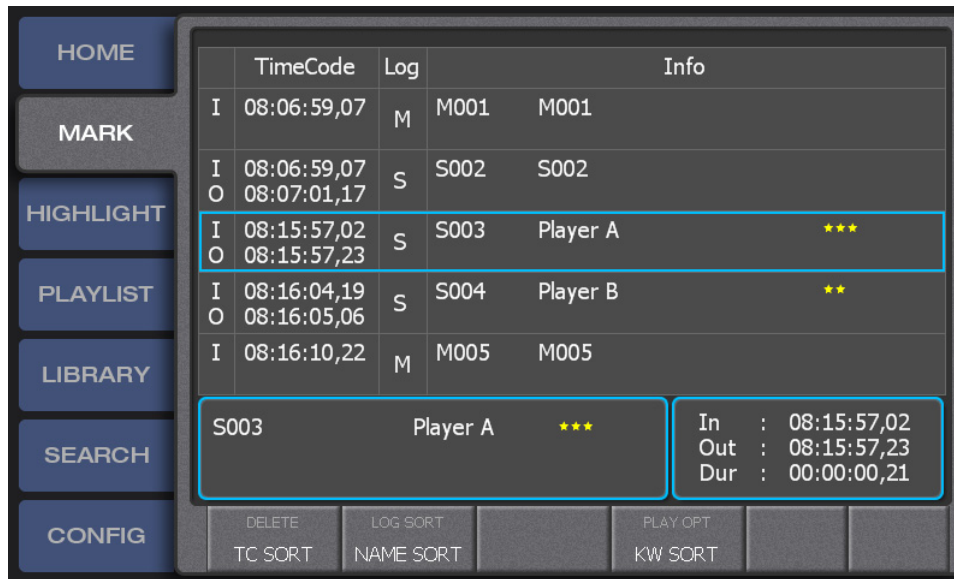
- Blue cursors indicate that the item is selected.
- Green cursors indicate that the item is being replayed.
- Red cursors indicate that the In point of the item is being cued up.
- Dashed cursors indicate that the item is being cued up or played in another playback channel.

Storing and playing scenes in a highlight

You can store especially important scenes to a highlight.

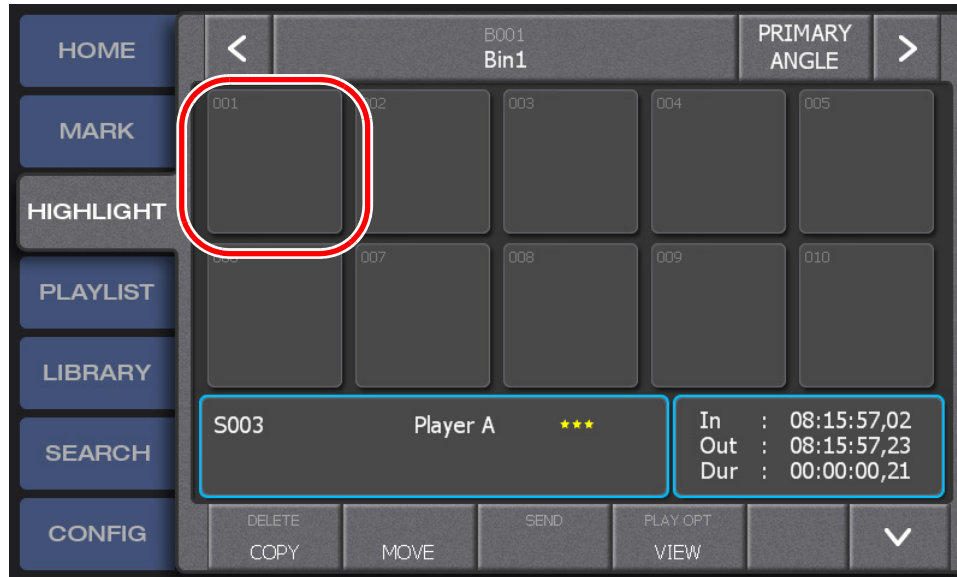
A bin provides boxes called shot boxes which allow you to save highlight items by adding items to these boxes.

1. Touch and select a mark or scene you want to store to the highlight.
 - The property panel shows the currently selected item.



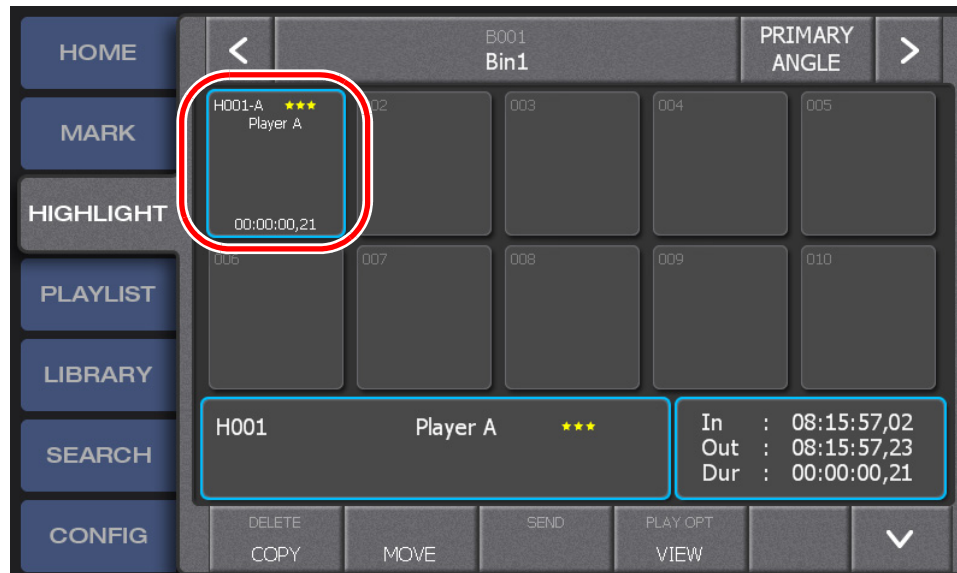
2. Touch the **HIGHLIGHT** tab to display the HIGHLIGHT screen.
 - The current bin is expanded. By default, "Bin1" is expanded.
3. Touch the shot box to which you want to store the selected scenes/marks.
 - You can manage the highlight items according to the positions of the shot boxes; for example, by collecting the Player A scenes to the left side and collecting the Player B scenes to the right side.

- You can also press the **Add HL** button to store a scene. For button operations, the shot box to store the scenes cannot be specified.



4. Touch and select the highlight item you want to play.

- When the HIGHLIGHT screen is displayed, you can also press the \leftarrow/\rightarrow button to select a previous/next item.



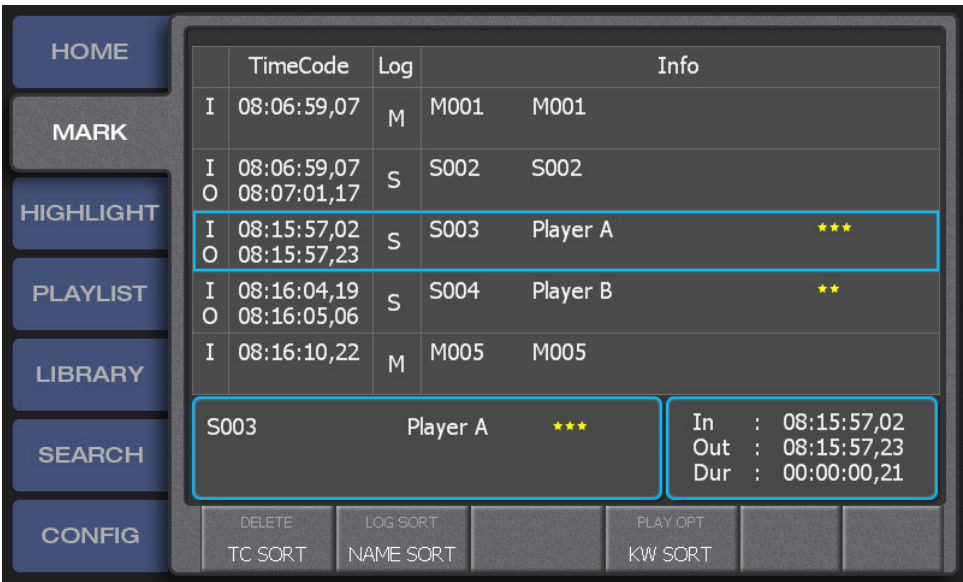
5. Press the **Cue Up** button, and then press the **Play** button.

- You can also perform a slo-mo playback with the T-Bar.
- If you selected a highlight item by pressing the \leftarrow/\rightarrow button in Step 4, the controller will start a cueing up operation as soon as you selected the previous/next item.

Creating and playing a playlist

This section describes how to store an item as an event of the playlist and play it all the way from the beginning. For more information on how to edit transitions and audio, see ["Editing a Playlist" on page 97](#).

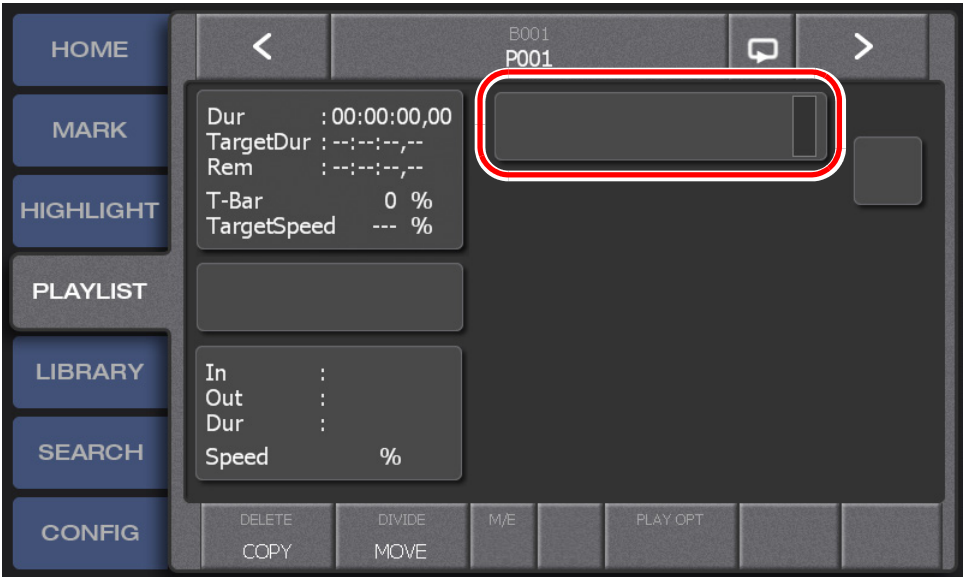
- 1. Select an item you want to store to the playlist.
 - The property panel shows the currently selected item.



- 2. Touch the **PLAYLIST** tab to display the **PLAYLIST** screen, and then touch the event box.

Button operation

Press the **Add PL** button.



3. Repeat Steps 1 and 2 to store items as necessary.



4. Touch the first event, and then press the **Cue Up** button.

Button operation

Press the **PL** button as many times as necessary (up to three times).

- If the start point is not cued up by pressing the **PL** button once, try pressing the button consecutively as many times as necessary. If you press the button up to three times, the PLAYLIST screen appears having the first event cued up.
- Pressing the **PL** button in other screens displays the PLAYLIST screen. Press this in the PLAYLIST screen to perform the following: if there is a playback pointer in the playlist, the controller cues up to the beginning of the playlist, and if there is no playback pointer in the playlist, the playback pointer is moved to the point where the playlist stopped its playback for the last time.

5. Press the **Play** button.

- You can also perform a slo-mo playback with the T-Bar.
- Pressing the **←/→** button during a playback begins a playback of the previous/next event.
- Pressing the **←** button after pressing the **Fn** button cues up to a point just before the In point of the event in playback and performs a playback passing the In point. Pressing the **→** button after pressing the **Fn** button cues up to a point just before the Out point of the event in playback and performs a playback passing the Out point.

Playback

This chapter consists of the following:

- "Components in the HOME screen" on page 52
- "Starting and stopping a recording" on page 53
 - "Live playback" on page 53
 - "Stopping a recording" on page 54
- "Replay" on page 55
- "Switching cameras" on page 56
 - "Switching camera angles" on page 56
 - "Replaying the same scene with another angle" on page 57
- "On-air preview mode and multi-channel mode" on page 57
 - "Playback operations in the on-air preview mode" on page 58
 - "Switching the operation target channel in the multi-channel mode" on page 60
 - "Synchronizing the playback status for multiple channels in the multi-channel mode (Gang mode)" on page 61
- "Transferring the channel control" on page 62
 - "Offering the channel control (Offer mode)" on page 62
 - "Obtaining the channel control" on page 63
- "Checking the contents of the Recycle Bin (trash box)" on page 63

Components in the HOME screen

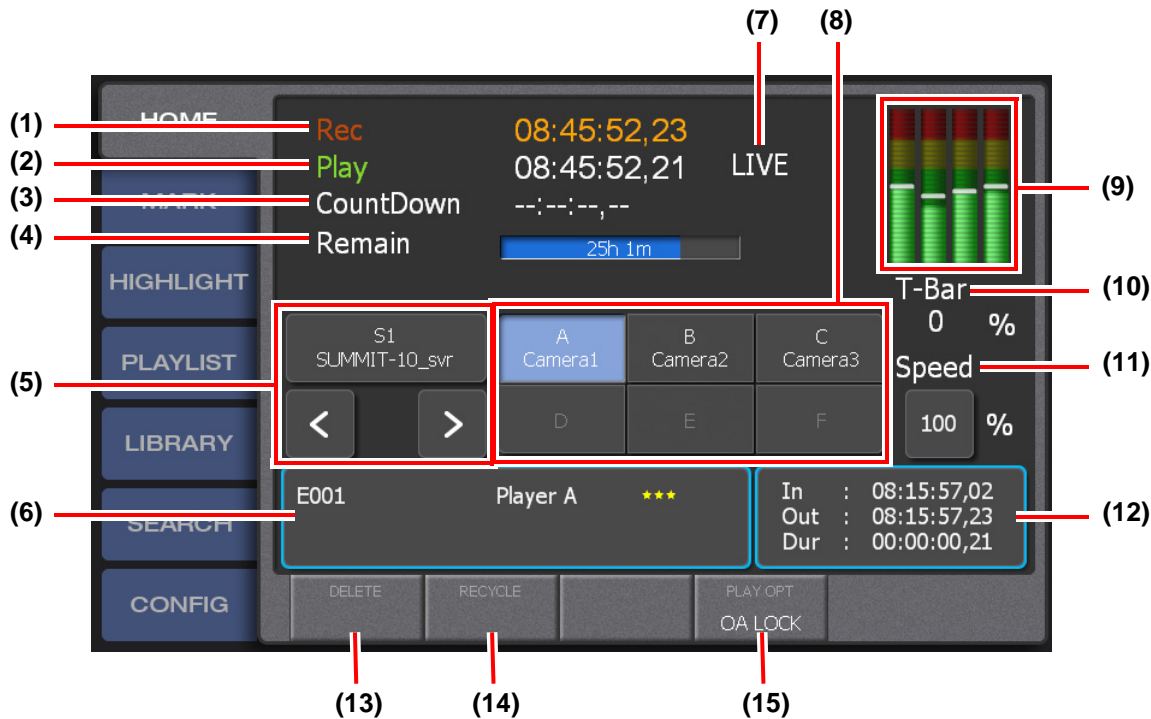
The HOME screen is a screen for viewing basic information such as the timecode for the recording data, playback item remaining time, and selected camera.

- 1. Touch the **HOME** tab.

Button operation

Press the **Shift** button, and then press the **Local** button.

- The HOME screen appears. For more information about the indication meanings and individual panel functions, see the following table. To perform functions (indicated by the shaded area in the table) that are displayed at the top of the menu panels shown at the bottom of the screen, press the **Shift** button, and then touch the desired menu panel. For more information on how to use the **Shift** button, see ["About Shift button operations"](#) on page 19.



No.	Name	Function
(1)	Rec	Shows the timecode for the recording data.
(2)	Play	Shows the timecode for the playback data.
(3)	CountDown	Shows the remaining time when playing a highlight or playlist.
(4)	Remain	Shows the free space in the Summit with the blue progress bar and time display, and shows its usage with the gray progress bar.
(5)	Summit selection	Shows the name of the accessing Summit. For a local Summit, the Summit name is shown in white. When a remote access to a network Summit, the Summit name is shown in orange. You can select a Summit by touching the panel or </>.

No.	Name	Function
(6)	Property panel	Shows the number and name of the selected item. The item number is prefixed with an alphabet indicating the item type: <ul style="list-style-type: none"> • "M" indicates that the item has only the In point. • "S" indicates that the item has the In and Out points. • "H" indicates a highlight. • "E" indicates that the item is stored in a playlist. • "P" indicates a playlist. If you touch the panel to enter logging information for the selected item, the entered information is also displayed in the property panel.
(7)	Status	Shows the playback status: <ul style="list-style-type: none"> • LIVE: Performing a live playback. • JOG: Performing a rewind or fast forward operation with the JOG knob. • PLAY: Playing an item, such as a highlight or playlist. • VARIABLE: Playing an item with the T-Bar operation. • STOP: The playback is stopped. • CUED: Cued up and stopped. • MM: Performing a reverse playback to the target position.
(8)	Camera selection	You can switch the angles by touching the panel.
(9)	Audio level indicator	Shows the audio level of the player for the current playback. The audio level for the audio track you selected in "PANEL" on the CONFIG screen is displayed. For information on how to set the audio track to display, see "Panel settings (the confirmation dialog setting, audio level meter setting)" on page 148.
(10)	T-Bar	Shows the T-Bar position.
(11)	Speed	Shows the playback speed. You can specify the playback speed by touching the panel.
(12)	In/Out/Dur panel	Shows the selected item's timecodes of the In and Out points, and its duration.
(13)	DELETE	Deletes the selected item.
(14)	RECYCLE	Displays the "Recycle Bin" (trash box). For more information, see "Checking the contents of the Recycle Bin (trash box)" on page 63.
(15)	PLAY OPT	Displays the play option setting screen. For more information about the settings, see "Play option settings" on page 158.
	OA LOCK/ OA UNLOCK	Turns on or off the on-air lock. While the lock is enabled, "ON-AIR LOCK" is displayed at the center of the screen disabling operations to change the playback status, such as cueing up and replaying of the item, operations with the T-Bar or JOG knob, and camera angle changes.

Starting and stopping a recording

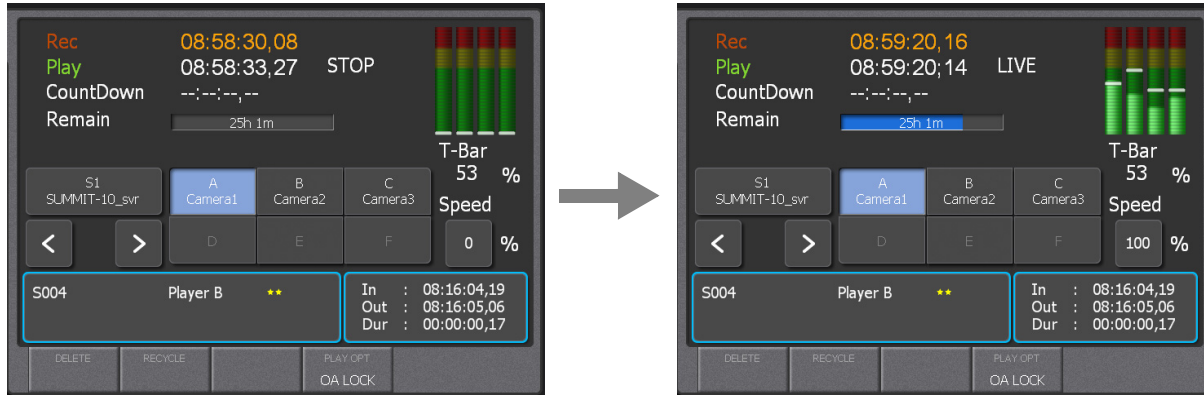
Live playback

The data recorded in the Summit is played with the minimum time difference.

1. Check the camera angle.

2. Press the **Live** button.

- The recording begins, and "LIVE" is displayed in the HOME screen.
- The **Live** button will light up in red during a live playback.



NOTE: If you touch **OA LOCK** that is displayed at the bottom of the **HOME** screen, operations to change the playback status, such as cueing up and replaying of the item, operations with the **T-Bar** or **JOG** knob, and camera angle changes are disabled, allowing for prevention of improper operations during a broadcast. To turn off the on-air lock, either touch **OA UNLOCK** or press the **Fn** button and then press the **Stop** button. You can also press the **Live** button to turn off the on-air lock.

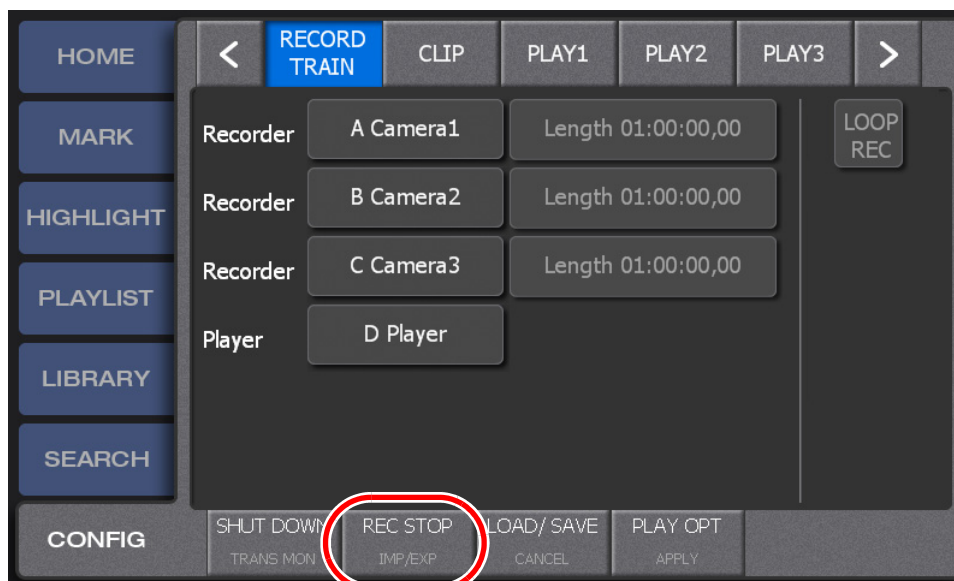
Stopping a recording

The data recording is stopped. It does not stop the item playback.

1. Touch the **CONFIG** tab.

- The **CONFIG** screen appears.

2. Press the **Shift** button, and then touch **REC STOP**.



3. Touch **YES** when a confirmation message is displayed.

Replay

A replay is an operation to go back and play a scene again when an important scene was found during a live playback. You can use the following methods: to search and replay a scene with the JOG knob or to mark a scene in advance for cueing up and replaying it as necessary.

This section describes how to go back and replay a scene using the JOG knob. For information on how to replay a scene by marking and cueing up, see ["Marking and cueing up" on page 69](#).

1. Begin a live playback.
2. When an important scene is found, rotate the JOG knob to the left to go back to the beginning of the scene.
3. Play the scene with the T-Bar.
 - Fully pushing up the T-Bar plays the scene with the 100% speed. If you want to play it at a slower speed, move and fix the T-Bar in a desired position.
 - Pressing the **Play** button plays the scene with the 100% speed.
 - If you operate the JOG knob or T-Bar, In and Out points are added to the record train and they are displayed in the MARK screen.

Switching cameras

This section describes how to switch cameras during a live playback and replay.

NOTE: You can apply effects (Flying M/E), such as dissolves, to the video when replaying a scene or switching cameras during a playlist or highlight playback. To enable Flying M/E, press the **Shift** button and then press the **M/E** button. If a keyboard is connected, you can enable/disable Flying/ME by pressing the **[F1]** key. For more information on how to set the Flying M/E setting, see "[Mix effect settings](#)" on page 146.

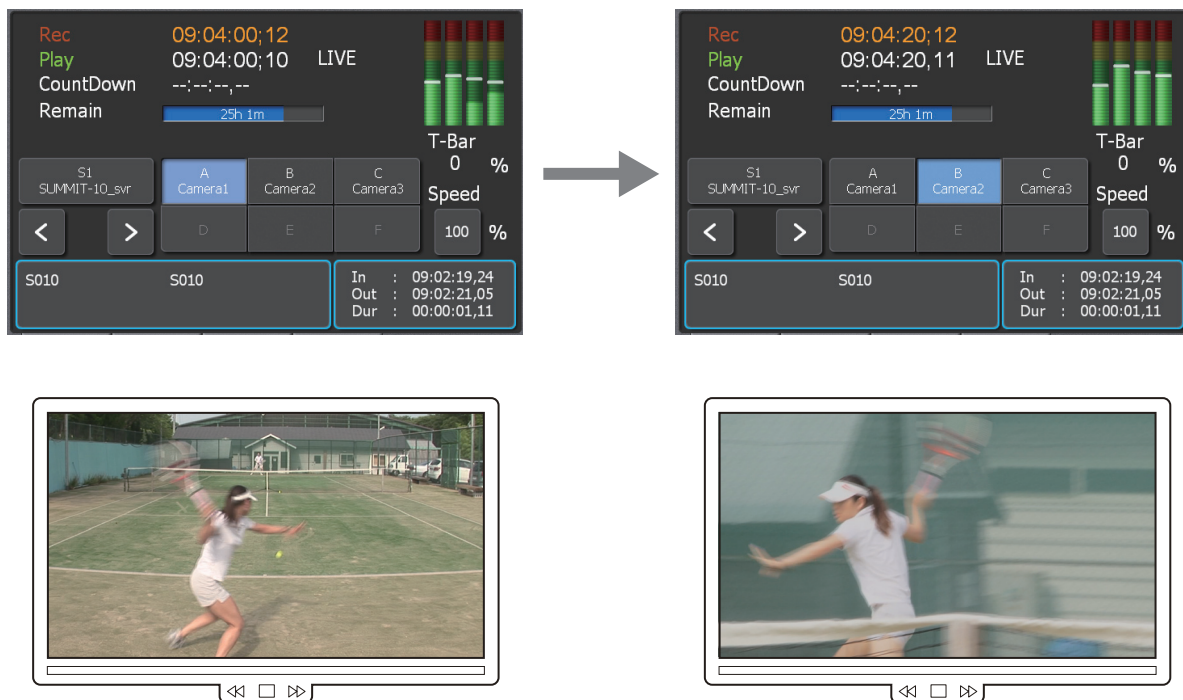
Switching camera angles

You can switch cameras over time. You can also switch the angles through a remote access to a network Summit.

1. Begin a live playback.
2. Touch the camera name panel at a scene in which you want to switch camera angles.

Button operation

Press the **A/B/C** button.



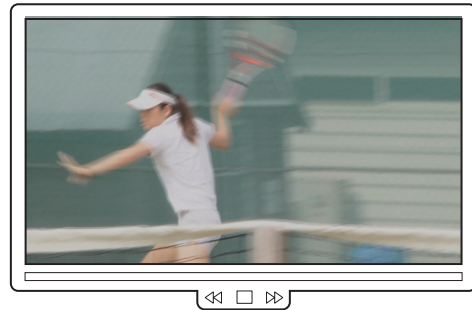
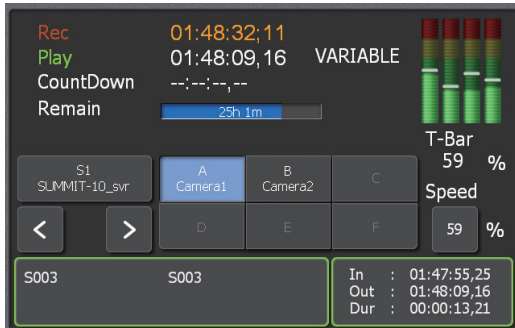
- The button for the selected camera lights up in red.
- To switch the angle to that of a network Summit, touch the Summit name panel to select a Summit, and then switch cameras.

NOTE: The playback speed remains the same even if you switch the camera during a slo-mo playback.

Replaying the same scene with another angle

You can go back and replay a scene from the scene's In point when you switch cameras.

1. Replay the scene.

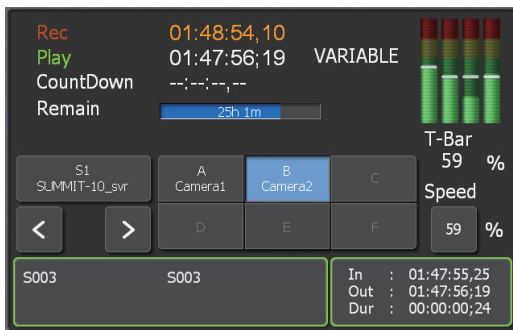


2. Press the **Fn** button and then touch the camera name panel at a scene in which you want to switch camera angles.

Button operation

Press the **Fn** button, and then press the **A/B/C** button.

- The controller will go back to the In point of the scene, and replay the scene with a different angle.



NOTE: The playback speed remains the same even if you switch the camera during a slo-mo playback.

NOTE: If the playback is stopped such as moving the T-Bar back to the 0% position after replaying a scene in step 1, the controller cues up to the In point of the scene after the operation in step 2.

On-air preview mode and multi-channel mode

If two or more channels are assigned as players, you can operate the controller with the option of the on-air preview and multi-channel modes.

The on-air preview mode is a mode to use one channel as a program channel (a channel for an on-air broadcast) while using another channel as a preview channel.

While in the multi-channel mode, you can switch operation targets for multiple channels or synchronize the playback status for multiple channels.

Playback operations in the on-air preview mode

This section describes a flow of playback operations in the on-air preview mode.

NOTE: You must assign channels to be used as program and preview channels to the **PGM (P1)** and **PVW (P2)** buttons beforehand. For more information, see ["Playback operation settings 1 \(the channel settings, player settings\)" on page 142](#).

1. Make sure that the controller is in the on-air preview mode.
 - You can check the current mode in "PLAY1" on the **CONFIG** screen. For more information, see ["Playback operation settings 1 \(the channel settings, player settings\)" on page 142](#).
 - If the controller is in the multi-channel mode, switch to the on-air preview mode by pressing the **PGM** or **PVW** button after pressing the **Shift** button.
 - The program channel becomes the target for operations.
2. Begin a live playback in the program channel.



Program Channel



Preview Channel



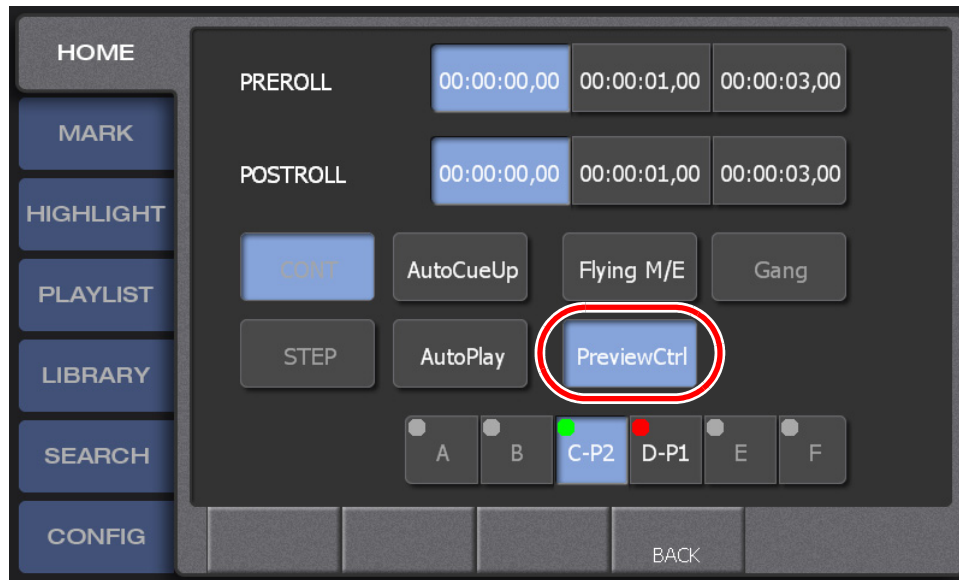
3. Touch **PreviewCtrl** to turn it on in the play options.

Button operation

Press the **P2** button.

- The **P2(PVW)** and **Take** button light up in green while the preview control is turned on.

- When you turn on the preview control, the preview channel becomes the target for all of the operations, such as operations with the **Live** button, T-Bar, or JOG knob. For more information about the play options, see ["Play option settings" on page 158](#).



4. Locate the scene to be broadcasted on air in the preview channel.

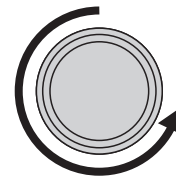
- Locate and put the scene in standby, performing operations such as rewinding the live video in the preview channel, or cueing up to the beginning of a playlist or highlight using the JOG knob. For more information about the detailed operation procedures, see the chapter for each function.



Program Channel

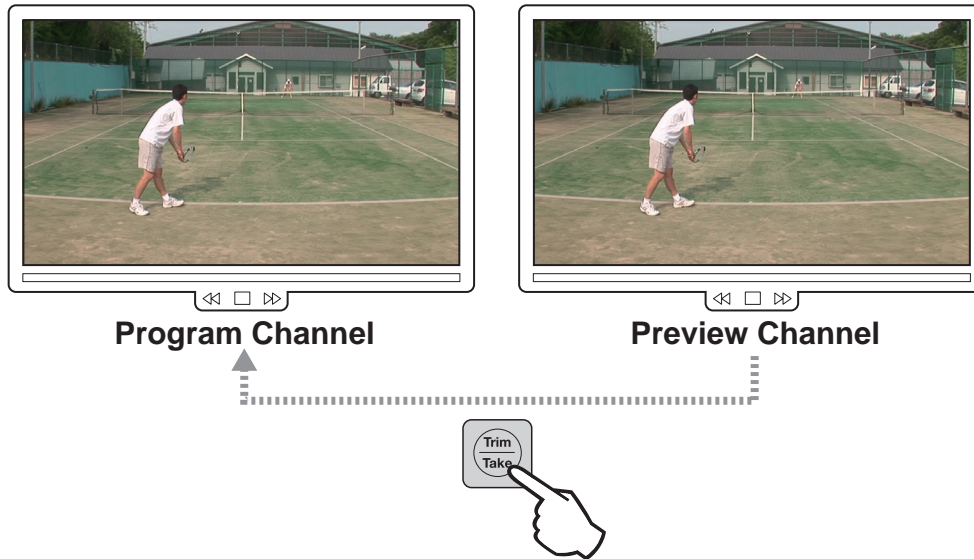


Preview Channel



5. Press the **Take** button.

- The video that is put into standby in the preview channel is loaded and played in the program channel. Even if the video is currently stopped in the preview channel, it will be in a playback state at the same time as the **Take** button is pressed.



- Pressing the **Take** button after pressing the **Fn** button while the preview control is turned on switches video between the preview and program channels. The current video for the program channel is loaded and played in the preview channel at the same time as the video on standby in the preview channel is loaded and played in the program channel.

6. Repeat steps 4 and 5.

- To turn off the preview control, either press the **P1** button or touch **PreviewCtrl** from the play options to turn it off.

Switching the operation target channel in the multi-channel mode

This section describes how to switch the operation target channel in the multi-channel mode.

NOTE: You must assign two channels to be mainly used to the **P1** and **P2** buttons beforehand. For more information, see ["Playback operation settings 1 \(the channel settings, player settings\)" on page 142.](#)

NOTE: You can switch among more than two channels if you operate the controller using an expansion screen. For more information, see ["Play option settings" on page 176.](#)

1. Make sure that the controller is in the multi-channel mode.

- You can check the current mode in "PLAY1" on the CONFIG screen. For more information, see ["Playback operation settings 1 \(the channel settings, player settings\)" on page 142.](#)

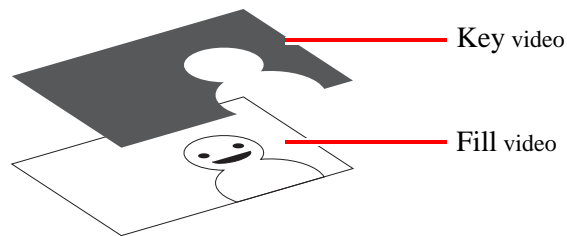
- If the controller is in the on-air preview mode, switch to the multi-channel mode by pressing the **PGM** or **PVW** button after pressing the **Shift** button.
2. Press the **P1** or **P2** button.
 - The operation target channel is switched to the P1 or P2 channel.
 - The button for the selected channel lights up in red.

Synchronizing the playback status for multiple channels in the multi-channel mode (Gang mode)

You can synchronize the playback status for multiple channels by turning on the Gang mode while in the multi-channel mode.

For example, this function can be used when you want to play video from multiple camera angles synchronizing them or when you want to show difference in speed between two ski jumpers by synchronizing the video of the player A and player B from the start point.

It can also be used when you want to apply a mask-like effect by simultaneously playing Key video with transparency information and Fill video you want to composite to the Key video.



This section describes how to play Key and Fill video simultaneously using the Gang mode.

NOTE: You must assign two channels to be mainly used to the **P1** and **P2** buttons beforehand. For more information, see ["Playback operation settings 1 \(the channel settings, player settings\)" on page 142.](#)

NOTE: You must store clips you want to use as Key and Fill video to the highlight beforehand. For more information on how to use the **HIGHLIGHT** screen, see ["Highlight" on page 81.](#)

NOTE: You can synchronize more than two channels if you operate the controller using an expansion screen. For more information, see ["Play option settings" on page 176.](#)

1. Make sure that the controller is in the multi-channel mode.
 - You can check the current mode in "PLAY1" on the CONFIG screen. For more information, see ["Playback operation settings 1 \(the channel settings, player settings\)" on page 142.](#)
 - If the controller is in the on-air preview mode, switch to the multi-channel mode by pressing the **PGM** or **PVW** button after pressing the **Shift** button.

2. Press the **P1** button.
 - The operation target channel is switched to the P1 channel.
3. Display the HIGHLIGHT screen, and cue up the item you want to use as the Key video.
 - For more information about the detailed operation procedures, see ["Storing and playing scenes in a highlight" on page 46](#).
4. Adjust the playback start point of the Key video using the JOG knob.
5. Press the **P2** button.
 - The operation target channel is switched to the P2 channel.
6. Display the HIGHLIGHT screen, and cue up the item you want to use as the Fill video.
7. Adjust the playback start point of the Fill video using the JOG knob.
 - Adjust it according to the playback start point of the Key video you adjusted in step 4.
8. Press the **P1** and **P2** buttons at the same time.
 - The controller enters the Gang mode and the **P1** and **P2** buttons light up in red.
9. Press the **Play** button.
 - The playback status of the Key and Fill video is synchronized.
 - You can also perform a slo-mo playback with the T-Bar.
 - To exit the Gang mode, press the **P1** or **P2** button.

Transferring the channel control

You can transfer the channel control from K2 Dyno Controller to other application program, or obtain the abandoned channel control. For example, you can transfer the channel control to the other program after you cued up to any scene using the K2 Dyno Controller. The other application program can obtain the channel control and continue the edit operation (playback, etc.).

This section describes the operation of transferring the P1 channel control with Dyno Director of Evolution, Inc.

NOTE: *This function cannot be used during the preview control of the on-air preview mode.*

Offering the channel control (Offer mode)

1. Cue up to any scene using the K2 Dyno Controller.
 - Locate and put the scene in standby, performing operations such as rewinding the live video with the JOG knob, or cueing up to the beginning of a playlist or highlight. For more information about the detailed operation procedures, see the chapter for each function.

2. Press the Fn button, and then press the **P1** button.

- The controller enters the Offer mode and no playback operation for the P1 channel is allowed in the K2 Dyno Controller. The **P1** button flashes in yellow, and it changes to flash in red after the operation to obtain the control is performed by Dyno Director.
- You can obtain the channel control again with the K2 Dyno Controller while the **P1** button flashes in yellow.

NOTE: When this function is used in the multi-channel mode, you can offer the channel control assigned to the **P2** button. Press the **P2** button and then cue up to any scene in step 1, and press the Fn button and then press the **P2** button in step 2.

Obtaining the channel control

If the other application program such as Dyno Director abandons the channel control, the **P1** button flashes in yellow. While flashing in yellow, you can obtain the channel control with the K2 Dyno Controller.

1. Press the Fn button, and then press the **P1** button.

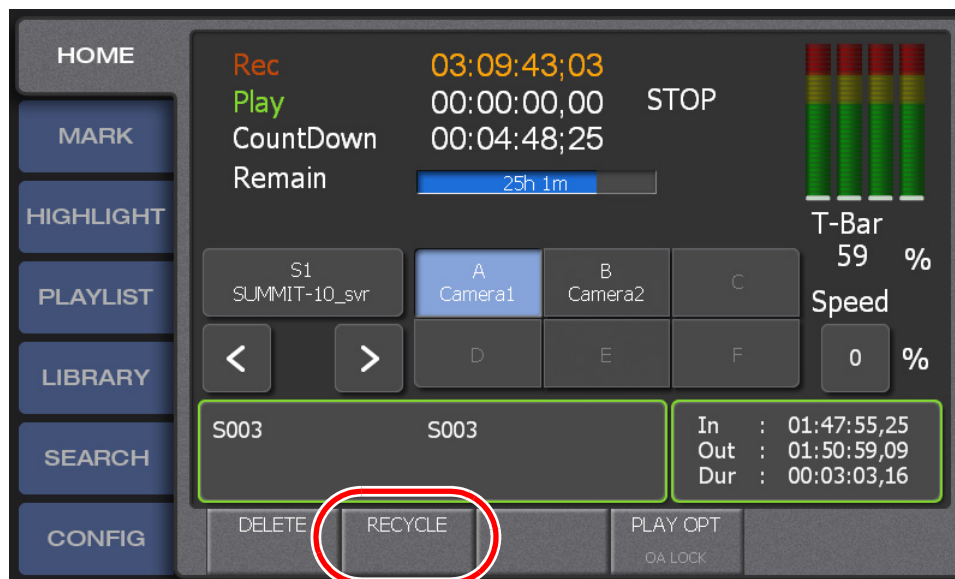
- The **P1** button lights up in green allowing playback operations for the P1 channel.

NOTE: Press the Fn button, and then press the **P2** button to obtain the channel control assigned to the **P2** button in the multi-channel mode.

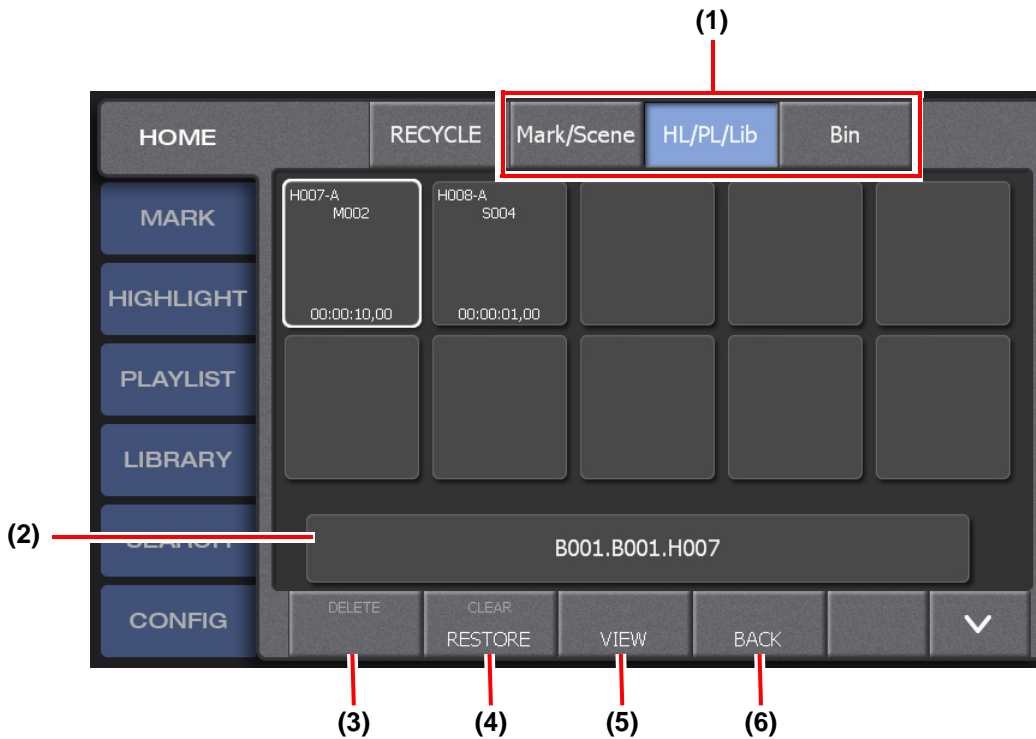
Checking the contents of the Recycle Bin (trash box)

The item deleted in each screen is moved to the Recycle Bin.

1. Press the **Shift** button in the HOME screen, and then touch **RECYCLE**.



- The Recycle Bin appears. For more information about the indication meanings and individual panel functions, see the table below. To perform functions (indicated by the shaded area in the table) that are displayed at the top of the menu panels shown at the bottom of the screen, press the **Shift** button, and then touch the desired menu panel. For more information on how to use the **Shift** button, see ["About Shift button operations" on page 19](#).
- The some of the displayed items are different depending on the item types displayed in the trash box.



No.	Name	Function
(1)	Delete item selection	Choose the item type you want to view in the recycle bin from Mark/Scene , HL/PL/Lib , and Bin .
(2)	Path	Shows the previous path of the selected item where it was located before being deleted. It is not displayed when Mark/Scene is selected.
(3)	DELETE	Erases the selected item completely.
(4)	CLEAR	Erases all of the items in the currently displayed trash box.
	RESTORE	Restores the selected item in the previous location where it was located before being deleted.
(5)	VIEW	It is displayed only when HL/PL/Lib is selected. Toggles the view of a shot box between the thumbnail and keyword views.
(6)	BACK	Returns to the previous screen.

NOTE: In the bin list screen such as recycle bin or highlight bin, the selected bin is displayed with a white line. This indicates that the bin being selected in the touch panel is not synchronized with the one in the expansion screen. For example, when you select "Bin2" on the touch panel and click the **DELETE** button in the expansion screen with "Bin1" in the expansion screen selected, "Bin1" will be deleted. ("Bin2" on the touch screen will not be deleted.)

NOTE: You can set the interval (in minutes) at which items in the Recycle Bin (trash box) are erased completely. For more information, see ["Other settings" on page 153](#).

Marking Function

This chapter consists of the following:

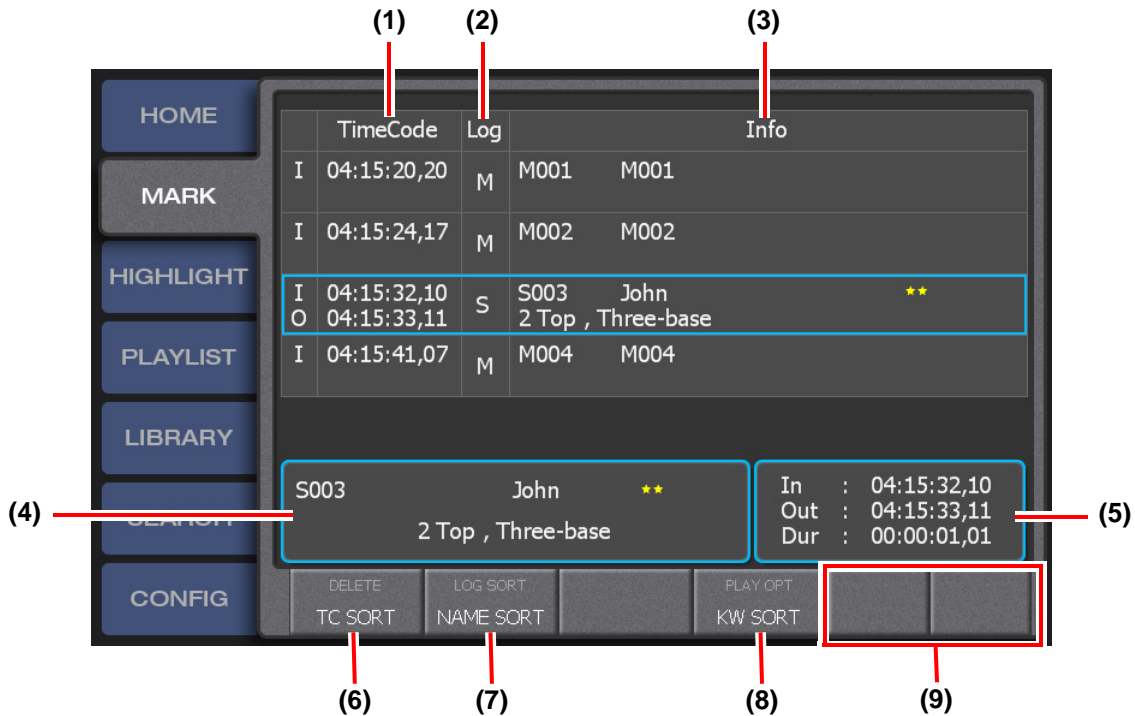
- "Components in the MARK screen" on page 68
- "Marking and cueing up" on page 69
 - "Marking and cueing up" on page 69
 - "About the cursor colors" on page 70
 - "About marking and scenes" on page 71
 - "Cueing up to the previous or next item using the JOG knob (Browse mode)" on page 73
 - "Cueing up an item by specifying it with a number" on page 74
- "Entering the logging information" on page 75
 - "Entering information with the touch panel" on page 75
 - "Entering information with shortcuts" on page 77
- "Trimming" on page 78

Components in the MARK screen

The MARK screen is a screen for listing the information of the In and Out points that were marked on the record train.

1. Touch the **MARK** tab.

- The MARK screen appears. For more information about the indication meanings and individual panel functions, see the following table. To perform functions (indicated by the shaded area in the table) that are displayed at the top of the menu panels shown at the bottom of the screen, press the **Shift** button, and then touch the desired menu panel. For more information on how to use the **Shift** button, see ["About Shift button operations" on page 19.](#)



No.	Name	Function
(1)	TimeCode	Shows the timecodes of the In point and/or the Out point.
(2)	Log	Shows "M" for only the In point is added, and "S" for both the In point and the Out point are added.
(3)	Info	Shows the number and name of the item. By default, the number and name of an item (M or S indicating the item type + number) are same. If the item has logging information entered, it also displays the logging information.

No.	Name	Function
(4)	Property panel	Shows the number and name of the selected item. The item number is prefixed with an alphabet indicating the item type: <ul style="list-style-type: none"> • "M" indicates that the item has only the In point. • "S" indicates that the item has the In and Out points. • "H" indicates a highlight. • "E" indicates that the item is stored in a playlist. • "P" indicates a playlist. You can also touch the panel to enter logging information for the selected item.
(5)	In/Out/Dur panel	Shows the selected item's timecodes of the In and Out points, and its duration.
(6)	DELETE	Deletes the selected item.
	TC SORT	Sorts the marks by their timecodes. Every touch switches the In point sorting order to be ascending or descending.
(7)	LOG SORT	Sorts the marks by their log (M or S) types.
	NAME SORT	Sorts the marks by their item names.
(8)	PLAY OPT	Displays the play option setting screen. For more information about the settings, see "Play option settings" on page 158 .
	KW SORT	Sorts the marks by their keywords entered in the logging information.
(8)	Scroll button	Touch this to scroll the mark panel display when there are more than five marks stored.

Marking and cueing up

You can immediately cue up and replay a scene as necessary by previously marking a scene in which an event is likely to occur during a live playback.

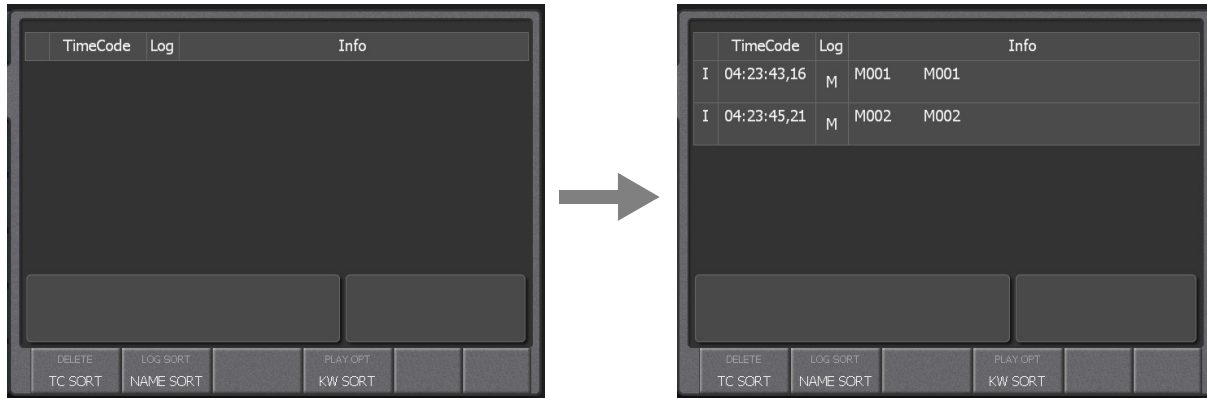
For example, marking every scene when the pitcher comes to the set position, during a baseball broadcast, allows you to cue up and replay the marked scene immediately when any event such as a hit occurs.

Marking and cueing up

1. Begin a live playback.

2. Press the **Add Mrk** button at the desired scene.

- The screen display will not change when you press the button in screens other than the MARK screen. You can check the added marking information in the MARK screen.



NOTE: Marks are added on the record train. Therefore, when you are making a recording, you can mark live video while you are watching the video from the camera even during a replay or playlist playback.

3. Touch the mark you want to cue up, and then press the **Cue Up** button.

Button operation

Press the \leftarrow/\rightarrow button to select the mark you want to cue up.

- When the HOME screen is displayed, pressing the \leftarrow/\rightarrow button displays the MARK screen.
- For the button operation, the selected mark is cued up automatically.

4. Press the **Play** button.

- You can also perform a slo-mo playback with the T-Bar.

NOTE: The "auto cue up function" for cueing up a mark just by selecting a mark with a touch operation and the "auto play function" for cueing up and additionally playing the selected mark are available. For more information about the settings, see ["Play option settings" on page 158](#).

NOTE: In step 3, if you press the **Shift** button and then press the \leftarrow/\rightarrow button, the controller performs a reverse playback to the In point of the next previous or next mark. The pre-roll for this reverse playback can be set in the CONFIG screen. For more information, see ["Playback operation settings 3 \(settings for the mark point movement, cut point pre-roll, and lever engagement\)" on page 145](#).

About the cursor colors

The K2 Dyno Controller shows the item status with cursors in three colors. The meanings of the cursor colors are as follows. Not only in the MARK screen, the cursor colors are common in all of the screens.

- Blue cursors indicate that the item is selected.

- Green cursors indicate that the item is being replayed.
- Red cursors indicate that the item is being cued up.
- Dashed cursors indicate that the item is being cued up or played in another playback channel.

About marking and scenes

If the **Add Mrk** button is pressed, an In point is marked on the record train. If you perform the following operations, In and Out points are marked on the record train allowing you to handle them as a scene.

- If you press the **Add Mrk** button during a live playback and cue up the video with the **←** button:

In this case, two items are added to the list: a marked item whose In point is set as the point where the **Add Mrk** button was pressed, and a scene item whose In point is set as the point where the **Add Mrk** button was pressed while its Out point is set as the point where the **←** button was pressed.

Timecode when the **Add Mrk** button was pressed

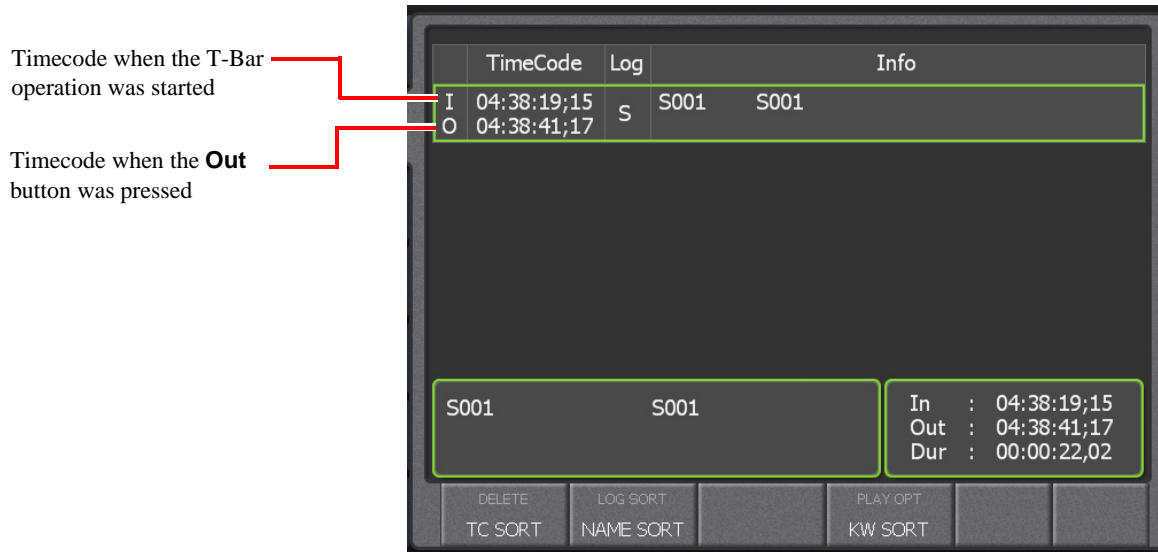
Timecode when the **←** button was pressed

	TimeCode	Log	Info	
I	04:05:32,18	M	M001	M001
I	04:05:32,18	S	S002	S002
O	04:05:42,03			

S002	S002	In : 04:05:32,18
		Out : 04:05:42,03
		Dur : 00:00:09,15

DELETE	LOG SORT		PLAY OPT		
TC SORT	NAME SORT		KW SORT		

- If you perform a reverse playback with the JOG knob and play the video with the T-Bar:
In this case, the controller automatically enters the trim mode. The In point is set as the point where you began to operate the T-Bar while the Out point is set as the point where you stop the playback moving the T-Bar back to the 0% position. However, the Out point is not fixed and it will be updated when you operate the T-Bar again. To fix the Out point, press the **Out** button.



NOTE: If you press the **Live** button after operating the JOG knob or T-Bar, the Out point is set at the point where the button was pressed and the controller returns to the live playback.

NOTE: A scene is not created even when you operate the JOG knob or T-Bar during a live playback if **Auto Scene** is set to **OFF** in "CLIP" of the CONFIG screen. For more information, see "[Clip settings](#)" on page 141.

- If you press the **In/Out** button during a live playback:
In this case, the controller automatically enters the trim mode. A scene that has a temporary Out point will be created, setting the point where the **In** button was pressed as the In point. After that, if you press the **Out** button, the point where you pressed the button will be fixed as the Out point.

NOTE: Pressing the **Cue Up** button after pressing the **In** or **Out** button during a live playback cues up to the point where the **In** point was pressed.

- If you press the **In/Out** button while playing the record train:
In this case, the controller automatically enters the trim mode. A scene that has a temporary Out point will be created, setting the playback timecode where the **In** button was pressed as the In point. After that, if you press the **Out** button at the desired scene after you operate the JOG knob or replay the scene, the playback timecode where you pressed the button will be fixed as the Out point.

NOTE: If you press the **Out** button without pressing the **In** button during a live playback or while playing the record train, the timecode when the button was pressed is set as the **Out** point, which automatically adds the **In** point with the default duration. For more information on how to set the default duration, see ["Clip settings" on page 141](#).

NOTE: If you want to modify the **In** and **Out** points of a created scene, see ["Trimming" on page 78](#).

NOTE: Pressing the **In/Out** button, during a replay of a scene you cued up, updates the **In/Out** point with the playback timecode where the button was pressed.

NOTE: While playing a scene, the playback will not be stopped even after passing the **Out** point until you perform an operation to change the playback status.

NOTE: **In** and **Out** points added on the record train as marks or scenes are not protected. Therefore, these **In** and **Out** points will be deleted when a **LoopRec** operation is performed on the record train. Save important scenes in a highlight or library as clips or turn off the **LoopRec** setting. For more information on how to set **LoopRec**, see ["Changing the channel configuration" on page 23](#).

Cueing up to the previous or next item using the JOG knob (Browse mode)

In the Browse mode, you can use the JOG knob to quickly cue up to the previous or next item.

1. Select an item.

- Select any item in the **MARK**, **HIGHLIGHT**, **LIBRARY**, **PLAYLIST**, or **SEARCH** screen. For the **PLAYLIST** screen, select an event.

NOTE: For operations in the expansion screen, the selection is invalid if the selected item is not shown on the touch panel even if it is displayed in the expansion screen.

2. Press the **Shift** button, and then press the **Brws** button.

- The controller enters the Browse mode and the **Brws** button lights up in green. During the Browse mode, the normal operations to rewind/fast forward with the JOG knob are disabled.

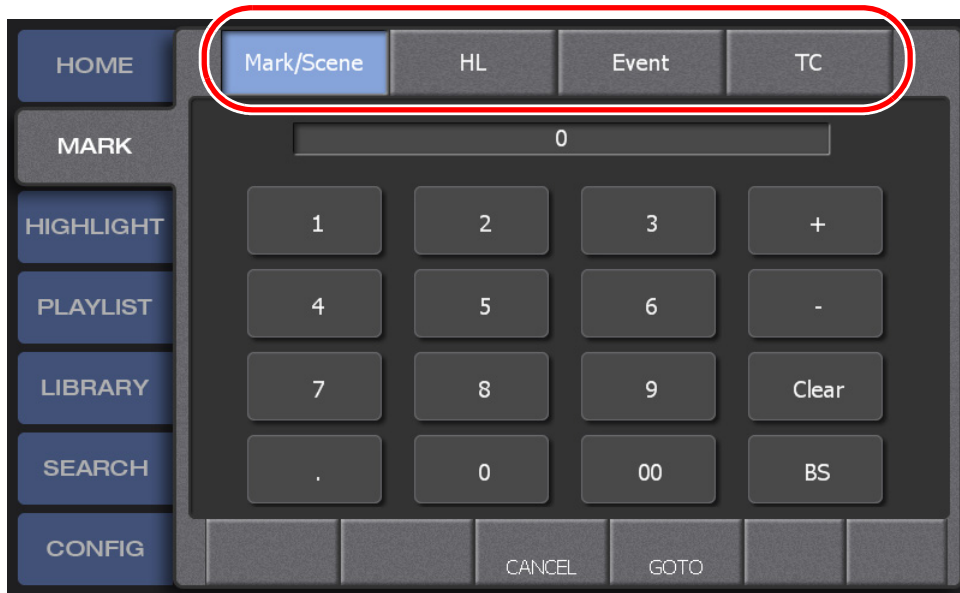
3. Rotate the JOG knob to the right or left.

- The playback pointer moves to the previous or next items consecutively for cueing up from the one you selected in step 1. If you selected an event in step 1, the playback pointer moves to the previous or next event for cueing up.
- To exit the Browse mode, press the **Shift** button, and then press the **Brws** button.

Cueing up an item by specifying it with a number

You can cue up an item by entering its number or timecode.

1. Press the **Goto** button.
 - The Goto screen appears.
2. Select the target item.
 - To enter the timecode, touch **TC**.



3. Enter the number or timecode, and then press **GOTO**.

Entering the logging information

Adding marks during a live playback may result in a large number of marks. You can enter information such as names, keywords, or ratings, so that important scenes can be identified easily.

NOTE: Keywords and icons in logging information can be edited for import, e.g. on an external PC. For more information about editing and importing keywords, see ["Editing and storing keywords" on page 159](#).

Entering information with the touch panel

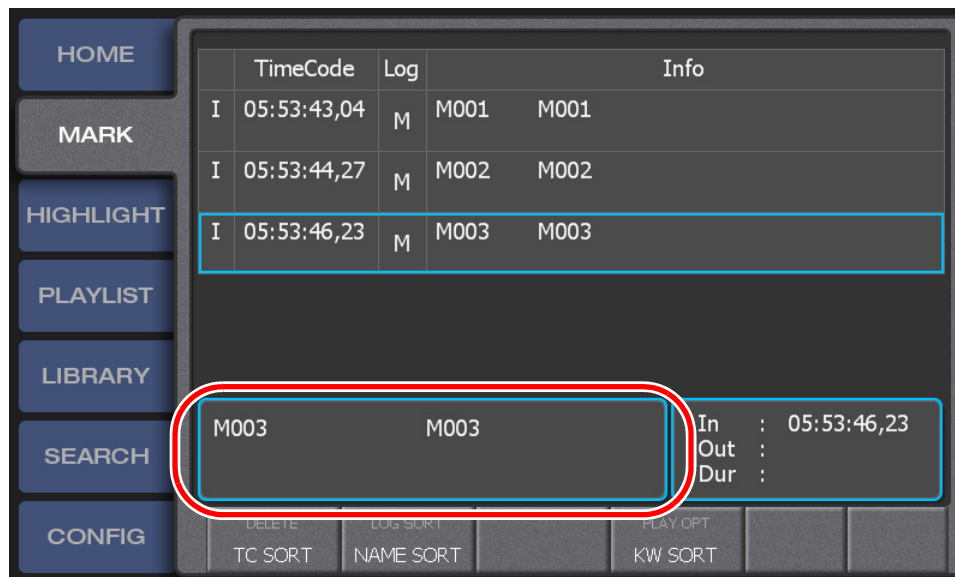
1. Display the MARK screen, and then touch and select the mark for which you want to enter information.

Button operation

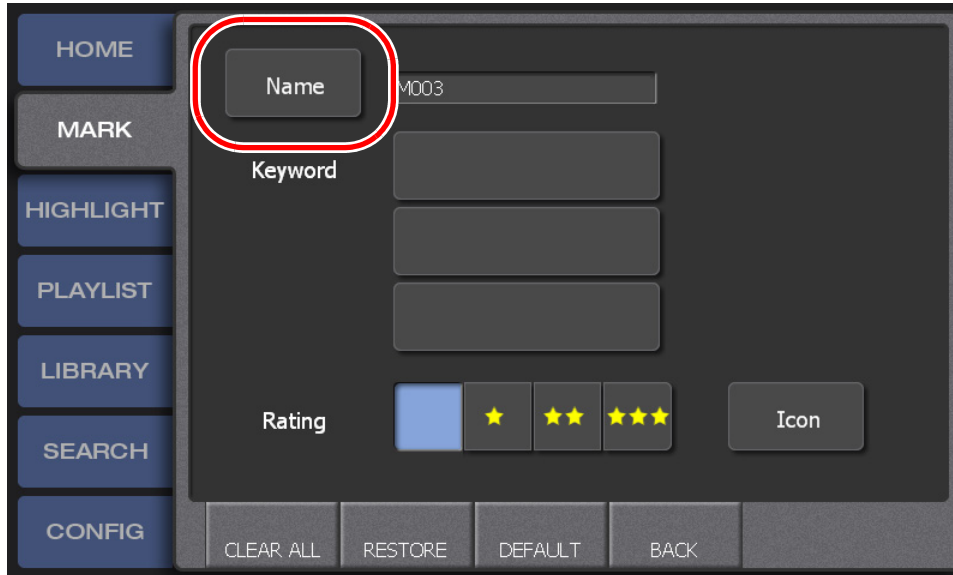
Press the \leftarrow/\rightarrow button to select the mark for which you want to enter information.

- When the HOME screen is displayed, pressing the \leftarrow/\rightarrow button displays the MARK screen.

2. Touch the property panel.



3. Touch **Name**.



- If your K2 Dyno Controller is connected to a keyboard, a name can be entered directly.
4. Select a name.
- You can switch the categories by touching **</>** at the top of the touch panel. In addition, you can move one level up in the directory by touching the category name panel at the top of the touch panel.
 - Category names are displayed in orange and each keyword is displayed in white. To choose a category, double-touch the category.
 - To enter a name that is not listed in the panel, touch **KEYBOARD** at the bottom of the panel and enter the desired characters.
5. Touch the "Keyword" panel.
6. Enter a keyword.
- You can switch the categories by touching **</>** at the top of the touch panel. In addition, you can move one level up in the directory by touching the category name panel at the top of the touch panel.
 - Category names are displayed in orange and each keyword is displayed in white. To choose a category, double-touch the category.
 - Up to three keywords can be entered in a row.

- To enter a keyword that is not listed in the panel, touch **KEYBOARD** at the bottom of the panel and enter the desired characters.



7. From "Rating", touch and select the number of the rating.
8. Touch **Icon**, and then select an icon.
9. Touch **BACK** to return.
 - Touch **CLEAR ALL** to delete the entered logging information.
 - Touch **RESTORE** to restore the logging information prior to editing.
 - Touch **DEFAULT** to store the current logging information as default. If you store the default logging information, the stored logging information will be set to a mark when adding one. You can check and set the default logging information in "NAME" of the CONFIG screen. For more information, see ["Default logging settings" on page 155](#).

Entering information with shortcuts

You can enter logging information with shortcuts when a keyboard is connected to the K2 Dyno Controller. You can enter information with the following shortcuts after selecting the mark for which you want to enter logging information.

NOTE: Use number keys on the main keyboard when entering a number with shortcuts. You cannot enter a number with a numerical keypad.

- Press the [Ctrl] + [4] keys to enter a name.
- Press the [Ctrl] + [1]/[2]/[3] keys to enter the keyword 1, keyword 2 or keyword 3.
- Press the [Ctrl] + [Space] keys to enter a rating. Press the [Ctrl] + [Space] keys one time to enter one star (★), press the keys two times to enter two stars (★★), press the keys three times to enter three stars (★★★), and press the keys four times to delete the entered stars.

Trimming

You can modify the In/Out point of a scene.

NOTE: A marked item with only an In point cannot be trimmed.

1. Display the MARK screen, and then touch and select the scene you want to trim.

Button operation

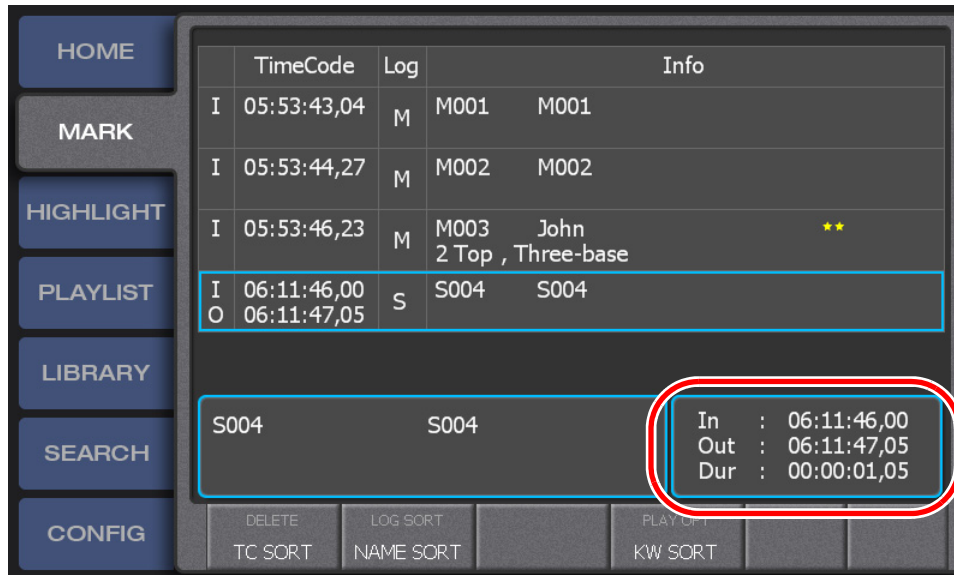
Press the \leftarrow/\rightarrow button to select the scene for which you want to trim.

- When the HOME screen is displayed, pressing the \leftarrow/\rightarrow button displays the MARK screen.

2. Touch the In/Out/Dur panel.

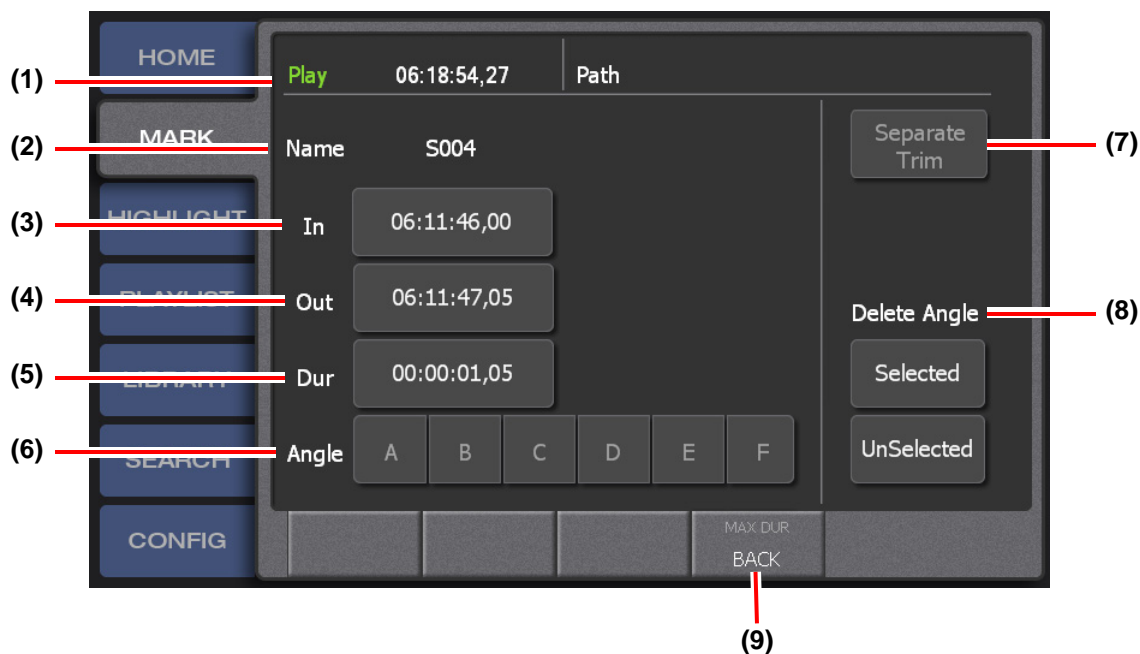
Button operation

Press the **Shift** button, and then press the **Trim** button.



- The controller enters the trim mode. In the trim mode, the **In**, **Out**, and **Trim** buttons light up in yellow.
- For the button operation, the controller cues up to the In point location of the selected scene.

- The trim mode screen appears. For more information about the indication meanings and individual panel functions, see the following table. To perform functions (indicated by the shaded area in the table) that are displayed at the top of the menu panels shown at the bottom of the screen, press the **Shift** button, and then touch the desired menu panel. For more information on how to use the **Shift** button, see ["About Shift button operations" on page 19](#).



No.	Name	Function
(1)	Play	Shows the timecode of the playback pointer.
(2)	Name	Shows the name of the item to be trimmed.
(3)	In	Shows the timecode of the In point. Touch the panel to edit the timecode of the In point of a scene.
(4)	Out	Shows the timecode of the Out point. Touch the panel to edit the timecode of the Out point of a scene.
(5)	Dur	Shows the duration of the scene. Touch the panel to edit the duration of a scene.
(6)	Angle	Not available.
(7)	Separate Trim	Not available.
(8)	Delete Angle	Not available.
(9)	MAX DUR	Set the duration of the scene to "11:59:59,28".
	BACK	Returns to the previous screen.

- Touch the panel you want to edit from the In, Out, or Dur panel, enter the timecode, and then touch **ENTER**.

Button operation

Either operate the JOG knob or play a scene, and press the **In/Out** button at the desired scene while watching the monitor.

- Setting the In/Out point changes the duration automatically.
- Editing the duration automatically changes the timecode of the Out point.
- Pressing the **In/Out** button sets the playback timecode, at the point when the button is pressed, as the In/Out point.
- When you set the **In/Out** point (when you press the **In/Out** button), the respective button lights up in green.
- If you press the **Take** button, the trim mode is finished to return to the previous screen.

Highlight

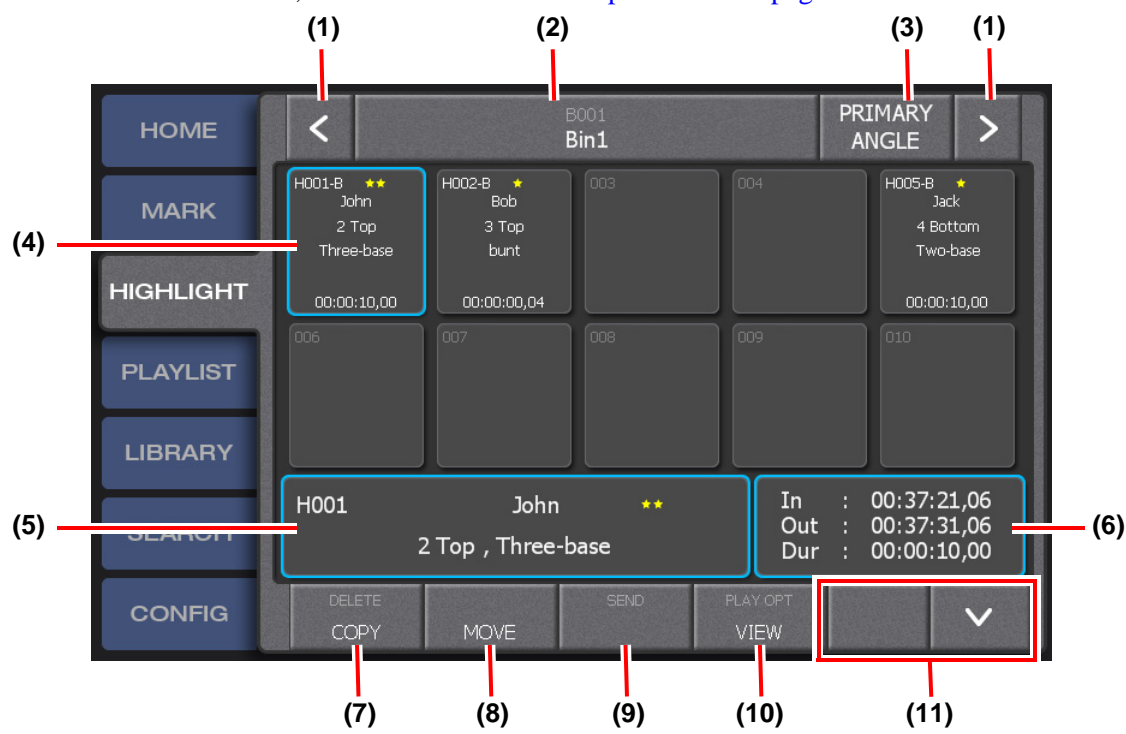
This chapter consists of the following:

- "Components in the HIGHLIGHT screen" on page 82
- "Storing and removing scenes in a highlight" on page 84
 - "About shot boxes" on page 84
 - "Storing scenes to a highlight" on page 84
 - "Removing stored scenes in a highlight" on page 85
- "Match frame operations from highlights to the record train" on page 86
- "Trimming in a highlight" on page 86
- "Managing highlight bins" on page 89
 - "Creating a new bin" on page 89
 - "Editing bin names" on page 91
- "Setting bookmarks in a highlight" on page 91
 - "Setting bookmarks" on page 91
 - "Jumping to a bookmark" on page 92
- "Transferring items (SEND function)" on page 93
 - "Transferring an item to a specified location" on page 93
 - "Checking the transfer progress" on page 94

Components in the HIGHLIGHT screen

Items stored in a highlight are managed in a bin and remain saved until the session is deleted. A bin provides boxes called shot boxes which allow you to save highlight items by adding items to these boxes. The HIGHLIGHT screen displays the list of highlights in the selected bin. By default, a highlight bin named "Bin1" is expanded.

- 1. Touch the **HIGHLIGHT** tab.
- The HIGHLIGHT screen appears. For more information about the indication meanings and individual panel functions, see the following table. To perform functions (indicated by the shaded area in the table) that are displayed at the top of the menu panels shown at the bottom of the screen, press the **Shift** button, and then touch the desired menu panel. For more information on how to use the **Shift** button, see ["About Shift button operations" on page 19.](#)



No.	Name	Function
(1)	< / >	Touch this to move to another highlight bin.
(2)	Bin name / Bin number	Shows the number and name of the displayed highlight bin. Touch this to move one level up in the directory and select a highlight bin to be displayed.
(3)	Angle	Shows the current angle . Touch this to switch angles for changing the angles for all the items at the same time. Switching angles is available only for highlight items stored from the MARK screen. Highlight items have recording data from different camera angles, but Mark, Scene and Library do not. However, highlight Items stored from a mark/scene automatically have data from different angles, but highlight items stored from a library do not.

No.	Name	Function
(4)	Shot box	Shows the highlights saved in the bin. Items can be stored in any position as you like. The shot box number is shown at the top. If you store an item in a shot box, the camera angle (for example, "H001-A") and name/rating/icon of the item are displayed. At the bottom, its duration is displayed. In the middle part, its keyword or thumbnail image is displayed, which can be switched by touching VIEW . Shot box text is displayed in orange while any item is being stored or if no item is stored for the current angle.
(5)	Property panel	Shows the number and name of the selected item. The item number is prefixed with an alphabet indicating the item type: <ul style="list-style-type: none"> • "M" indicates that the item has only the In point. • "S" indicates that the item has the In and Out points. • "H" indicates a highlight. • "E" indicates that the item is stored in a playlist. • "P" indicates a playlist. If you touch the panel to enter logging information for the selected item, the entered information is also displayed in the property panel.
(6)	In/Out/Dur panel	Shows the selected item's timecodes of the In and Out points, and its duration.
(7)	DELETE	Deletes the selected item.
	COPY	Select a shot box that has an item stored, touch COPY , and then touch a blank shot box to copy the selected shot box.
(8)	MOVE	Select a shot box that has an item stored, touch MOVE , and then touch a blank shot box to move the selected shot box.
(9)	SEND	Copies the selected item to the destination that you set in "NETWORK" on the CONFIG screen. For more information about the settings, see "Transferring items (SEND function)" on page 93 .
(10)	PLAY OPT	Displays the play option setting screen. For more information about the settings, see "Play option settings" on page 158 .
	VIEW	Toggles the view of a shot box between the thumbnail and the keyword.
(11)	Scroll button	Touch this to scroll the shot box view up or down.

NOTE: While the playback pointer is on a selected highlight item, you can acquire the image as a thumbnail by pressing the **In** button after pressing the **Fn** button when the button was pressed.

Storing and removing scenes in a highlight

You can store an important scene as a highlight.

The recording data for an item that is stored in a shot box is saved in a bin as a clip and will not be overwritten even if the LoopRec setting is turned on. The data to be saved is the recording data (by default, including the recording data from other camera angles) and the thumbnail of a scene. All of the data will be deleted from the HIGHLIGHT screen of the K2 Dyno Controller and from the Summit when the session is deleted.

About shot boxes

A shot box is a box where an item is stored. It includes the following features:

- You can store items in any shot box of a highlight. For example, you can manage the stored scenes according to their positions; by collecting the player A scenes to the left side and collecting the player B scenes to the right side.
- After storing an item to a shot box, its animation thumbnail is created automatically for a thumbnail view and quick playback of the animation on the shot box.
- You can copy/move the stored items to another shot box.

Storing scenes to a highlight

1. Display the MARK screen, and then touch and select the mark or scene you want to store to the highlight.

Button operation

Press the ←/→ button to select the mark or scene you want to store to the highlight.

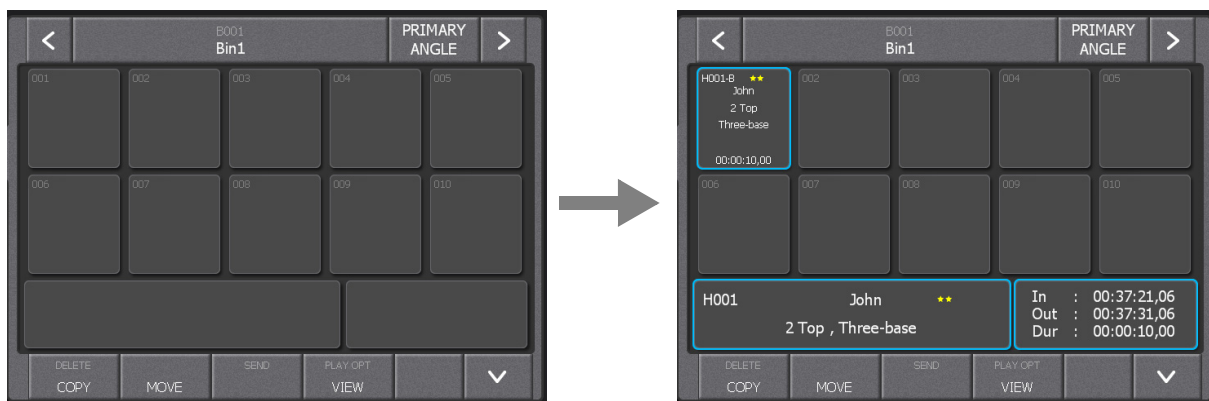
2. Display the HIGHLIGHT screen, and then touch the shot box to which you want to store the item.

Button operation

Press the **Add HL** button.

- If you press the **Add HL** button, the item is stored to the shot box located to the right of the shot box with the highest number among the currently stored boxes. Use the touch panel when you want to specify where to store the item.

- When you store a marked item (with only an In point) to a shot box, the Out point is set automatically using the default duration. For more information on how to set the default duration, see ["Clip settings" on page 141](#).



- Touching **VIEW** switches the display of the middle parts in shot boxes between keywords and thumbnail images. A thumbnail is created at the 16th frame from the In point of a scene. If you want to change a thumbnail image, play the selected highlight item, and at the desired scene, press the **Fn** button and then press the **In** button.

NOTE: If you press a blank shot box with an item (for example, a mark or scene) selected, the selected item is stored to the highlight. If you touch a shot box that has an item already stored, the item stored in the shot box is selected.

NOTE: Items stored in a playlist or library can also be stored in a highlight. In step 1, choose an item in the **PLAYLIST** (while displaying items in a bin), **LIBRARY**, or **SEARCH** screen.

Removing stored scenes in a highlight

1. Touch and select the shot box you want to remove in the **HIGHLIGHT** screen.

Button operation

In the **HIGHLIGHT** screen, press the **←/→** button to select the shot box you want to remove.

2. Press the **Shift** button, and then touch **DELETE**.
3. Touch **YES**.

Match frame operations from highlights to the record train

When the playback pointer is on a highlight item, you can make the playback pointer jump to the same timecode position on the record train for the current angle. It is useful such as when you want to check the video before or after the selected highlight item.

1. Touch an item in the HIGHLIGHT screen, and then press the **Cue Up** button.
 - When the HIGHLIGHT screen is displayed, you can press the \leftarrow/\rightarrow button to select and cue up at the same time.
 - The controller cues up to the In point of the selected item.
2. Press the **Shift** button, and then press the **Match** button.
 - The playback pointer is moved to the same timecode position on the record train for the current angle.

NOTE: If you press the **Cue Up** button after step 2, the playback pointer moves back to the In point location of the selected highlight item.

NOTE: Match frame operations are available while in the trim mode, as well. For trimming operations with the playback pointer on a highlight item, you can switch to trimming on the record train by pressing the **Match** button after pressing the **Shift** button. Also, you can move the playback pointer to the highlight item by pressing the **Cue Up** button while trimming on the record train.

Trimming in a highlight

You can use the following methods for trimming in a highlight: to trim an item move the playback pointer to a highlight item stored as a clip, or to trim In/Out points move the playback pointer to the record train side. This section describes a case for trimming In/Out points on the record train side.

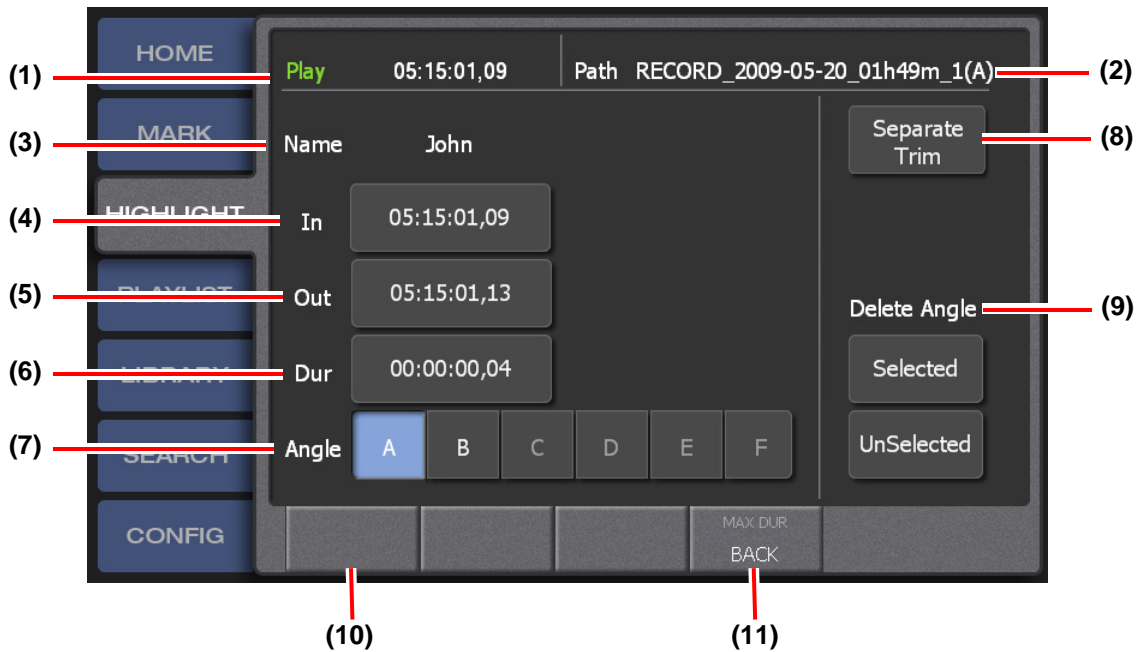
1. Touch and select the item you want to trim in the HIGHLIGHT screen.

Button operation

In the HIGHLIGHT screen, press the \leftarrow/\rightarrow button to select the item you want to trim.

2. Press the **Shift** button, and then press the **Trim** button.
 - The controller cues up to the In point location on the record train side of the selected item.
 - The controller enters the trim mode. In the trim mode, the **In**, **Out**, and **Trim** buttons light up in yellow.

- The trim mode screen appears. For more information about the indication meanings and individual panel functions, see the following table. To perform functions (indicated by the shaded area in the table) that are displayed at the top of the menu panels shown at the bottom of the screen, press the **Shift** button, and then touch the desired menu panel. For more information on how to use the **Shift** button, see ["About Shift button operations" on page 19](#).



No.	Name	Function
(1)	Play	Shows the timecode of the playback pointer.
(2)	Path	Shows information about the target to be trimmed. If the playback pointer is on the record train, it shows text such as "RECORD_20XX-XX-XX_...", and if the playback pointer is on the highlight item, it shows the name of the item.
(3)	Name	Shows the name of the item to be trimmed.
(4)	In	Shows the timecode of the In point. Touch the panel to edit the timecode of the In point.
(5)	Out	Shows the timecode of the Out point. Touch the panel to edit the timecode of the Out point.
(6)	Dur	Shows the duration of the item. Touch the panel to edit the duration.
(7)	Angle	Changes the camera angle for the item to be trimmed.
(8)	Separate Trim	Allows you to trim each camera angle data separately when trimming a highlight item that has recording data from multiple camera angles. If you perform trimming after turning it on, the result of your editing will be reflected only to the trimmed camera angle.
(9)	Delete Angle	Touch Selected to remove the recording data for the selected camera angle from the protection target. Touch UnSelected to remove the recording data for the camera angles, other than the selected one, from the protection target.

No.	Name	Function
(10)	GET THUMB	It is shown only when the playback pointer is on a highlight item, and the item is currently cued up. From between the In and Out points of the highlight item, an image at the playback pointer's position when you touch this panel is acquired as a thumbnail.
(11)	MAX DUR	Sets the item duration to "11:59:59,28".
	BACK	Returns to the previous screen.

NOTE: For a highlight item stored from a playlist or event, the property edit screen for playlists appear instead of the trim mode screen for highlights. For more information, see ["Editing the property of a playlist" on page 112](#).

3. Touch the panel you want to edit from the In, Out, or Dur panel, enter the timecode, and then touch **ENTER**.

Button operation

Either forward/rewind the item using the JOG knob or play the scene, and press the **In/Out** button at the desired scene.

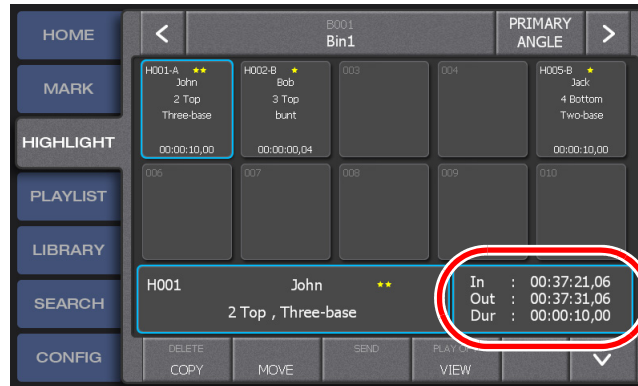
- Setting the In/Out point changes the duration automatically.
- Editing the duration automatically changes the timecode of the Out point. When you want to change the duration with the Out point timecode fixed, you must clear the In point timecode beforehand.
- Pressing the **In/Out** button sets the playback timecode, at the point when the button is pressed, as the In/Out point.
- When you set the In/Out point (when you press the **In/Out** button), the respective button lights up in green.
- If you press the **Take** button, the trim mode is finished to return to the previous screen.

NOTE: For the button operation, you can also perform trimming using the operation in step 3 without performing the step 2 operation after step 1 (without displaying the trim mode screen). In this case, the result of your editing for trimming will be reflected to all of the angles.

NOTE: If the timecodes of the In and Out points are already different in each angle, you can turn off *Separate Trim* to perform trimming by the same variation values for each angle. Touch the In/Out/Dur panel, touch "+" or "-", and then enter values.

NOTE: When you trim an item, its protection range is also trimmed accordingly. If the *LoopRec* setting is turned on, depending on the state of the record train or the available space of the Summit, trimming that involves extension of the duration may not be possible.

NOTE: Touch the In/Out/Dur panel in step 2 if you want to perform trimming moving the playback pointer to the highlight item. Because no trimming to expand the interval between In and Out points is allowed for this method, it is useful when you do not want an In or Out point to be moved.



You can switch the position of the playback pointer on the record train or on a highlight item using the match frame function. For more information about the match frame function, see ["Match frame operations from highlights to the record train"](#) on page 86.

Managing highlight bins

You can store the stored items in a highlight as clips in a bin. By default, a highlight bin named "Bin1" is expanded.

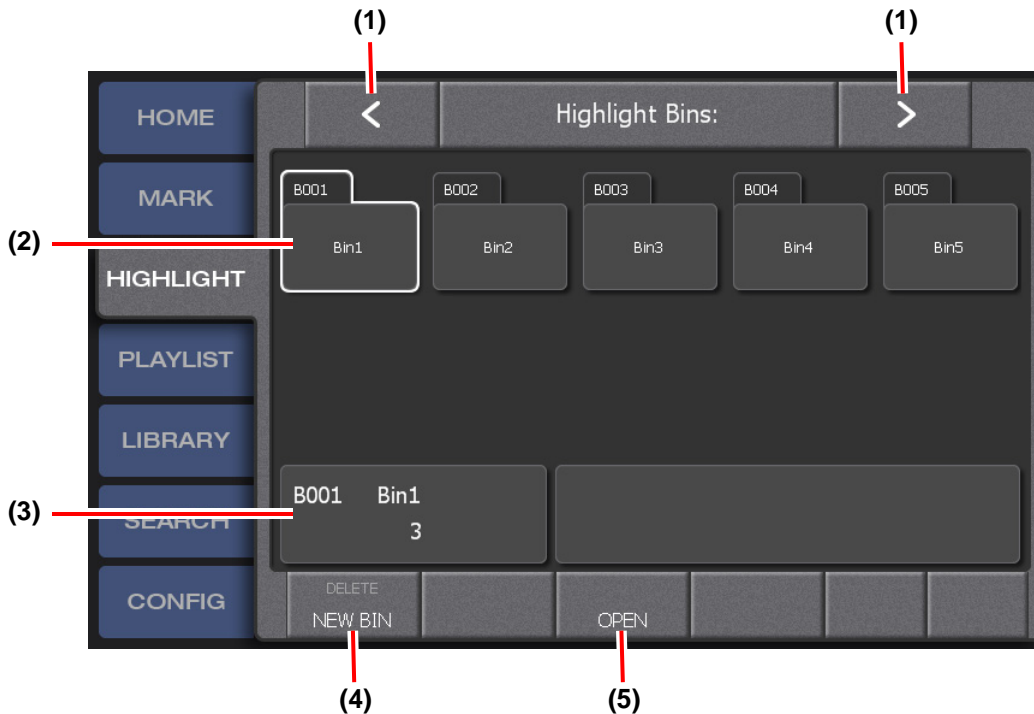
Creating a new bin

You can manage highlights by creating bins and switching them to store highlights by category.

1. Touch the bin number/bin name panel in the HIGHLIGHT screen.



- The screen moves one level up in the directory to show the list of highlight bins. For more information about the indication meanings and individual panel functions, see the following table. To perform functions (indicated by the shaded area in the table) that are displayed at the top of the menu panels shown at the bottom of the screen, press the **Shift** button, and then touch the desired menu panel. For more information on how to use the **Shift** button, see ["About Shift button operations" on page 19.](#)



No.	Name	Function
(1)	< / >	Not available.
(2)	Bin folder	Shows a bin. Double-touching a bin folder expands the folder.
(3)	Bin property	Shows the bin number, name, and the number of items saved directly under the bin. Touch this to change the name of the bin.
(4)	DELETE	Deletes the selected bin.
	NEW BIN	Creates a new bin.
(5)	OPEN	Expand the selected bin.

NOTE: In the bin list screen such as recycle bin or highlight bin, the selected bin is displayed with a white line. This indicates that the bin being selected in the touch panel is not synchronized with the one in the expansion screen. For example, when you select "Bin2" on the touch panel and click the **DELETE** button in the expansion screen with "Bin1" in the expansion screen selected, "Bin1" will be deleted. ("Bin2" on the touch screen will not be deleted.)

- Touch **NEW BIN**.
- Touch **No** to enter the bin number, and touch **Name** to enter the bin name.

- You can either select a bin name from the panel or touch **KEYBOARD** to enter a bin name directly.
- Bin names previously edited, such as on an external PC can be imported to the K2 Dyno Controller. For more information on how to import bin names, see ["Importing/Exporting keywords or icons" on page 161](#).

4. Touch **FINISH**.

NOTE: There are two ways to move between highlight bins. One way is to touch the bin number/bin name panel (step 1), and from the highlight bin list, double-touch the highlight bin to which you want to move.

Another is to touch < or > in the screen in step 1 to move to the next highlight bin to the left or right. For example, to move from "Bin1" to "Bin4", touch > three times.

Editing bin names

If you edit bin names, such as on an external PC in advance and import them to the K2 Dyno Controller, they are displayed on the panel when setting a bin name, which allows you to enter a bin name just by touching the panel. The procedures for editing bin names are similar to those for editing keywords. For more information, see ["Editing and storing keywords" on page 159](#).

Setting bookmarks in a highlight

You can set bookmarks for any shot box display screen. It is useful to view any desired or blank shot box quickly when you have many items stored.

Setting bookmarks

1. Display the shot box display screen to which you want to set a bookmark.



2. Press the **Goto** button.

- The Goto screen appears.



3. Press the **Fn** button, and then press the **A/B/C** button.

- A bookmark is set to the screen you displayed in step 1.
- You can set up to six bookmarks. To set more than three bookmarks, press the **Fn** button, press the **Shift** button, and then press the **D/E/F** button.

Jumping to a bookmark

1. Press the **Goto** button.

- The Goto screen appears.



2. Press the **A/B/C** button.

- The controller jumps to the bookmark set for the **A/B/C** button.
- If bookmarks are set for the **D/E/F** button, press the **Shift** button, and then press the **D/E/F** button.



Transferring items (SEND function)

You can transfer your highlight, playlist, and library data edited in the K2 Dyno Controller to any specified location.

NOTE: An item transferred by the SEND function will automatically have a file name such as "Item name + (camera angle)". If you want to transfer an item specifying a file name, see ["Backing up items by exporting them" on page 166](#).

Transferring an item to a specified location

NOTE: You must set the transfer destination and the File Type (container format) for items in CONFIG screen beforehand. For more information, see ["Setting the file type" on page 149](#) and ["Network settings" on page 150](#).

NOTE: Items can be transferred including the guard band part you set in "CLIP" on the CONFIG screen. For more information, see ["Clip settings" on page 141](#).

1. Select an item you want to transfer.

- You can select an item in the HIGHLIGHT, LIBRARY, PLAYLIST (while displaying items in a bin), or SEARCH screen.

2. Press the **Shift** button, and then touch **SEND**.

Button operation

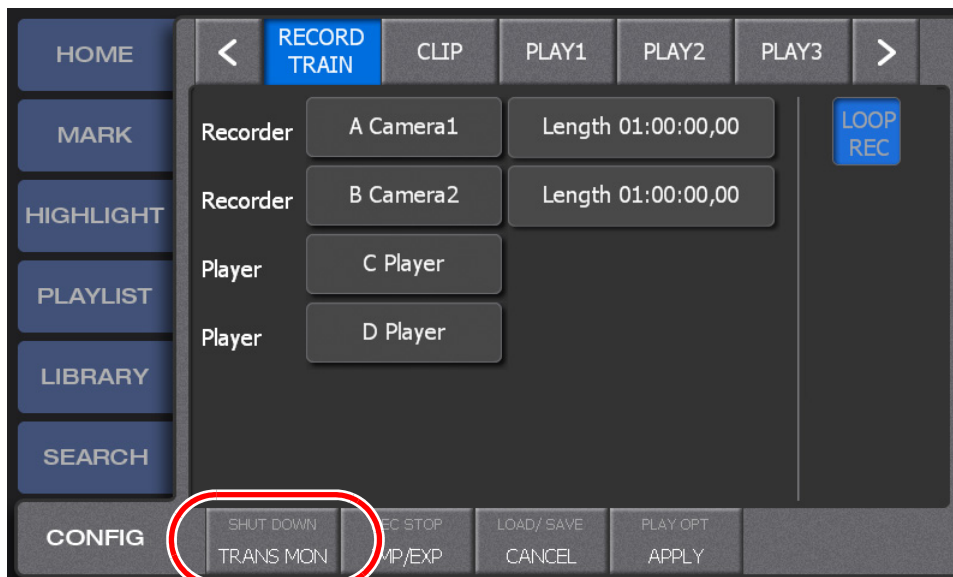
Press the **Shift** button, and then press the **Send** button.



- The data, including the audio, video, and timecodes of the selected item, is copied to the transfer destination specified in "NETWORK" on the CONFIG screen. The data to be copied may be limited depending on the transfer destination.
- Data is copied in the background, which allows you to perform other operations even while your data is being copied.

Checking the transfer progress

1. Touch the **CONFIG** tab to display the CONFIG screen.
2. Touch **TRANS MON**.



- The transfer progress is listed.

HOME	STATUS	SRC DEST	DATE
MARK	Failed	SUMMIT-10_svr.B001.B001.H001(A) SUMMIT-10.SUMMIT-10	5/28/2009 4:06:55 AM
HIGHLIGHT	Failed	SUMMIT-10_svr.B001.B001.H001(A) SUMMIT-10.SUMMIT-10	5/28/2009 4:09:33 AM
PLAYLIST		SUMMIT-10_svr.B001.B001.H001(A) SUMMIT-10.SUMMIT-10	5/28/2009 4:09:25 AM
LIBRARY	52%	SUMMIT-10_svr.B001.B001.H001(A) SUMMIT-10.SUMMIT-10	5/28/2009 4:09:45 AM
SEARCH	Invalid	SUMMIT-10_svr.B001.B001.H001(A) SUMMIT-10.SUMMIT-10	5/28/2009 4:09:25 AM
CONFIG	DELETE	DELETE ALL	BACK

- "STATUS" column shows the transfer progress.
 - The transfer progress is shown as a percentage. When transferring is complete, the item is removed from the list.
 - When the transfer progress is canceled, "Aborted" is displayed.
 - When the transfer progress is failed because of an error, "Failed" is displayed.
 - When the item cannot be transferred because the transfer setting has a problem, "Invalid" is displayed. Check the setting of the File Type (container format) for items and the transfer destination. For more information, see ["Setting the file type" on page 149](#) and ["Network settings" on page 150](#).
- In the "SRC DEST" column, each first line shows the pass of the transfer source, file name as well as the camera angle, and each second line shows the pass of transfer destination.
- The "DATE" column shows the date when the transfer was performed.

Editing a Playlist

This chapter consists of the following:

- "Components in the PLAYLIST screen" on page 98
- "Storing and deleting scenes in a playlist" on page 100
 - "Storing events to a playlist" on page 100
 - "Deleting events from a playlist" on page 100
- "Match frame operations from playlists to the record train" on page 101
- "Trimming in a playlist" on page 101
- "Adding a transition/audio cross fade" on page 105
- "Editing the audio" on page 105
 - "Expanding the audio of a selected event to the previous and next events (audio split)" on page 105
- "Playing events in a playlist" on page 107
 - "Playing a playlist" on page 107
 - "Playing a playlist according to target duration" on page 109
- "Managing playlists" on page 112
 - "Creating a new playlist" on page 112
 - "Editing the property of a playlist" on page 112
 - "Switching playlists" on page 114
 - "Storing a playlist to another playlist as an event" on page 116
 - "Managing playlists in a bin" on page 118

Components in the PLAYLIST screen

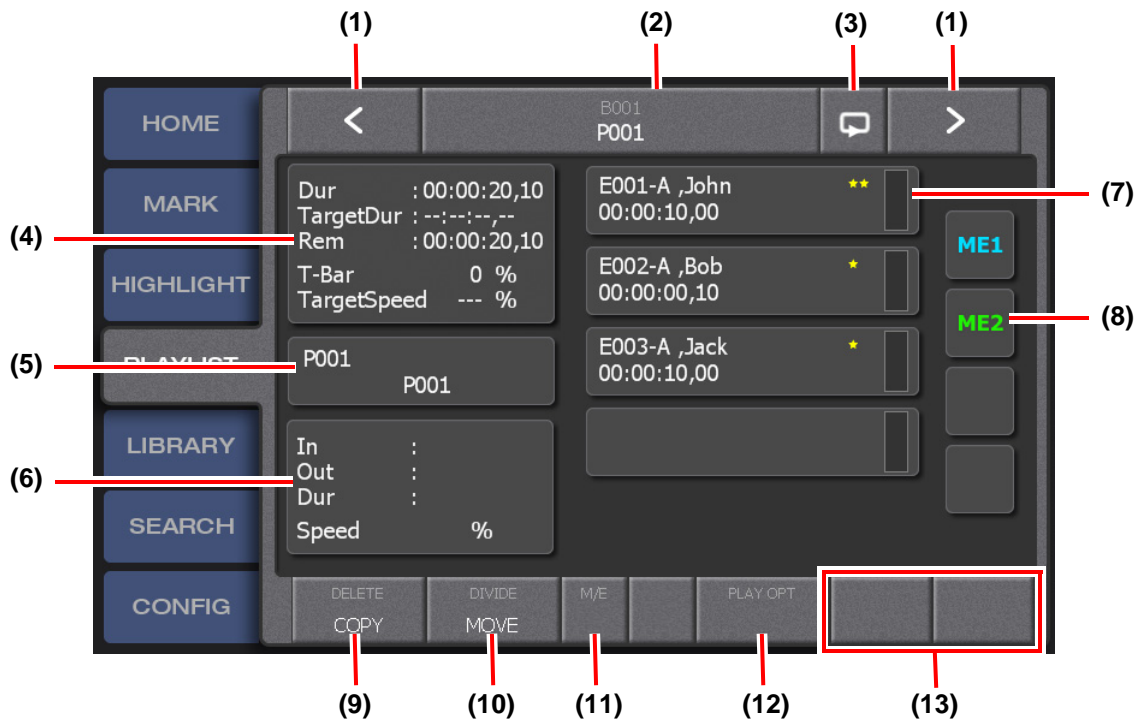
The PLAYLIST screen is a screen for creating and editing a playlist. A scene, that comprises a playlist, is called an event. Playlists are managed as clips in a bin and remain saved until the session is deleted. By default, playlists are saved in a playlist bin named "Bin1".

1. Touch the **PLAYLIST** tab.

Button operation

Press the **PL** button.

- The PLAYLIST screen appears. The PLAYLIST screen is an edit screen for the currently selected playlist. For more information on how to switch playlists and manage them, see ["Managing playlists" on page 112](#).
- For more information about the indication meanings and individual panel functions in the PLAYLIST screen, see the following table. To perform functions (indicated by the shaded area in the table) that are displayed at the top of the menu panels shown at the bottom of the screen, press the **Shift** button, and then touch the desired menu panel. For more information on how to use the **Shift** button, see ["About Shift button operations" on page 19](#).



No.	Name	Function
(1)	< / >	Touch this to move to another playlist when there are multiple playlists.
(2)	Bin number/Playlist name	Shows the number and name of the bin to which the displayed playlist belongs. Touch this to move one level up in the directory switching the playlist to be shown.

No.	Name	Function
(3)	Loop	Turn this on to perform a loop playback when playing a playlist. To stop the loop playback, press the Stop button.
(4)	Playlist property panel	Shows the following information about the currently displayed playlist: <ul style="list-style-type: none"> • Dur: Shows the total duration for the playlist. • TargetDur: Shows the duration set as the actual time range for the playback. • Rem: Shows the remaining time of the playlist during a playlist playback. • T-Bar: Shows the current T-Bar position. • TargetSpeed: Shows the playback speed percentage for playing a playlist within the target duration. It can be used as a guideline of the playback speed.
(5)	Property panel	Shows the number, name, and logging information of the selected item.
(6)	Event property panel	Shows the selected event's timecodes of the In and Out points, duration, and playback speed. The playback speed is not available in version 1.1. Please wait for the future version upgrade information.
(7)	Event panel	Events are stored here. A new name as an event, such as "E001-A", is given to an item that is stored as an event. When an item is stored, the panel shows the event number, event name (the item name before storing to a playlist), logging information, and duration. During a playback, a progress bar is shown for each event.
(8)	Effect panel	Touch this to set the mix effect. Every touch changes the effect pattern. For more information on how to set the mix effect settings, see "Mix effect settings" on page 146 . It also shows if the audio split is set or not. For more information on how to set the audio split, see "Expanding the audio of a selected event to the previous and next events (audio split)" on page 105 .
(9)	DELETE	Deletes the selected event.
	COPY	Select an event, touch COPY , and then touch an event panel to copy the selected event.
(10)	DIVIDE	Touch this to divide the event during an event playback setting the point as the cut point.
	MOVE	Select an event, touch MOVE , and then touch an event panel to move the selected event.
(11)	M/E	Sets the mix effect for switching events from the selected one to the next one. Every touch on M/E switches the effect pattern.
(12)	PLAY OPT	Displays the play option setting screen. For more information about the settings, see "Play option settings" on page 158 .
(13)	Scroll button	Touch this to scroll the event panel display when there are more than four events stored in a playlist.

Storing and deleting scenes in a playlist

You can edit important scenes to create a playlist. A scene, that is stored in a playlist, is called an event.

The recording data of an event that is stored in a playlist will not be overwritten even if the LoopRec setting is turned on. Only the angle when storing an item is saved. All of the playlists are deleted when the session is deleted.

Storing events to a playlist

1. Select the item you want to store to the playlist.
 - Items that are stored in a highlight/playlist as well as marks/scenes can be stored.

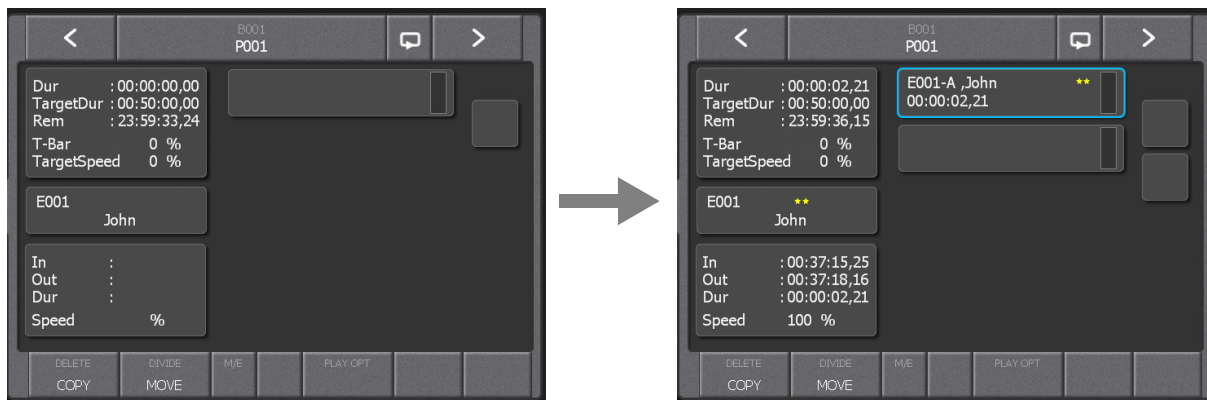
NOTE: A mark and scene cannot be directly stored to a playlist while LoopRec is ON. Store them in a highlight and then store the highlight in a playlist.

2. Touch the event panel in the PLAYLIST screen.

Button operation

Press the **Add PL** button.

- The item is stored as the last one after the currently stored events.
- When you store a marked item (with only an In point) as an event, the Out point is set automatically using the default duration. For more information on how to set the default duration, see ["Clip settings" on page 141](#).



NOTE: If you want to insert a new event in a position of any stored item, select an item to store, touch **COPY** in the PLAYLIST screen, and then touch the event panel where you want to insert the item.

Deleting events from a playlist

1. Touch and select the event you want to delete in the PLAYLIST screen.

Button operation

In the PLAYLIST screen, press the **←/→** button to select the event you want to delete.

2. Press the **Shift** button, and then touch **DELETE**.

3. Touch **YES**.

Match frame operations from playlists to the record train

When the playback pointer is on a playlist, you can make the playback pointer jump to the same timecode position on the record train for the current angle. It is useful such as when you want to check the video before or after the selected event.

1. Touch an event in the PLAYLIST screen, and then press the **Cue Up** button.
 - When the PLAYLIST screen is displayed, you can press the \leftarrow/\rightarrow button to select and cue up at the same time.
 - The controller cues up to the In point of the selected event.
2. Press the **Shift** button, and then press the **Match** button.
 - The playback pointer is moved to the same timecode position on the record train for the current angle.

***NOTE:** If you press the **Cue Up** button after step 2, the playback pointer moves back to the In point location of the selected event.*

***NOTE:** Match frame operations are available while in the trim mode, as well. For trimming operations with the playback pointer on a playlist, you can switch to trimming on the record train side by pressing the **Match** button after pressing the **Shift** button. You can also move the playback pointer back to the playlist by pressing the **Cue Up** button while trimming on the record train side.*

Trimming in a playlist

You can use the following methods for trimming in a playlist; to trim an event moving the playback pointer to the playlist side, or to trim In/Out points of an event moving the playback pointer to the record train side. This section describes a case for trimming In/Out points of an event on the record train side.

***NOTE:** After an item is stored in a playlist, trimming the event item will not be reflected to the original item.*

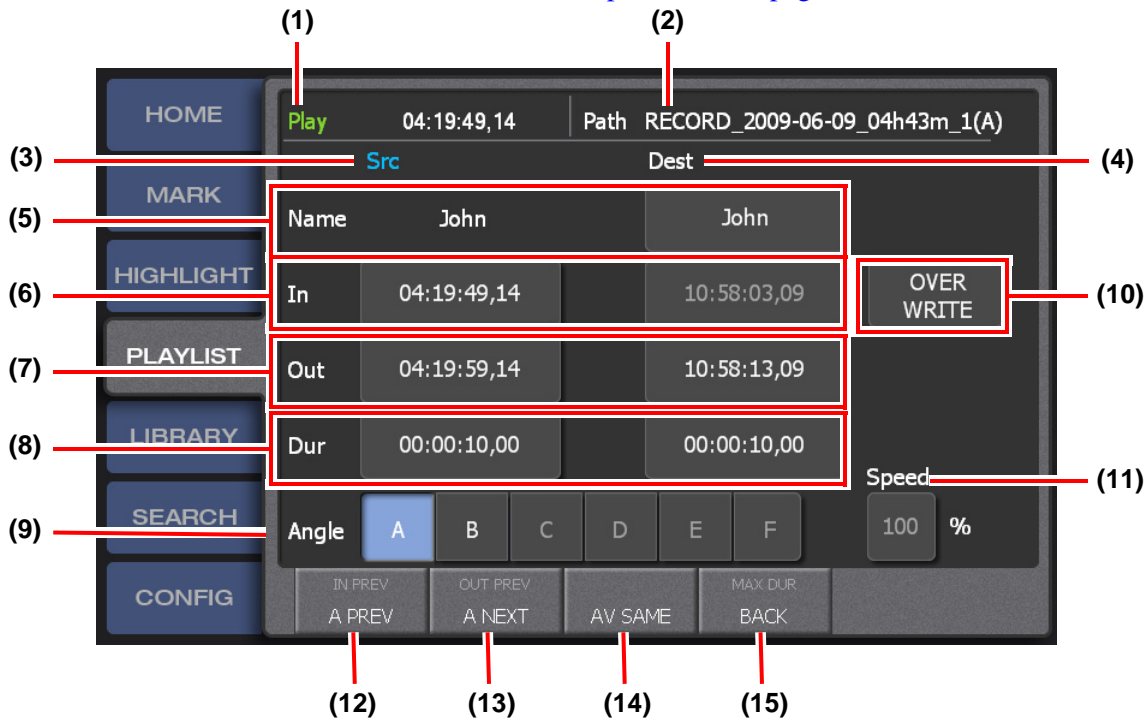
1. Touch and select the event you want to trim in the PLAYLIST screen.

Button operation

In the PLAYLIST screen, press the \leftarrow/\rightarrow button to select the event you want to trim.

2. Press the **Shift** button, and then press the **Trim** button.
 - The controller cues up to the In point location on the record train side of the selected event.
 - The controller enters the trim mode. In the trim mode, the **In**, **Out**, and **Trim** buttons light up in yellow.

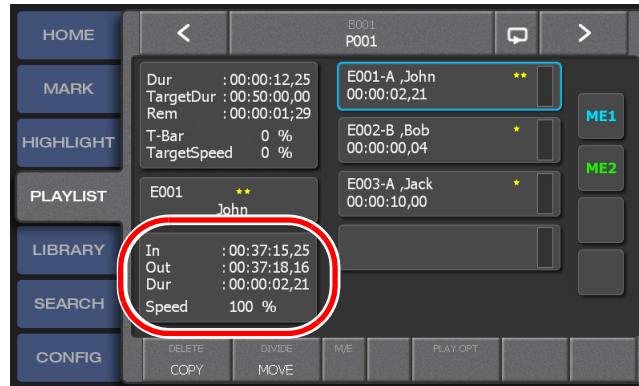
- The trim mode screen appears. For more information about the indication meanings and individual panel functions, see the following table. To perform functions (indicated by the shaded area in the table) that are displayed at the top of the menu panels shown at the bottom of the screen, press the **Shift** button, and then touch the desired menu panel. For more information on how to use the **Shift** button, see ["About Shift button operations" on page 19](#).



No.	Name	Function
(1)	Play	Shows the timecode of the playback pointer.
(2)	Path	Shows information about the target to be trimmed. If the playback pointer is on the record train, it shows text such as "RECORD_20XX-XX-XX_...", and if the playback pointer is on the playlist item, it shows the name of the event.
(3)	Src	Shows the timecode on the record train. If the playback pointer is on the record train, the "Src" text is displayed in blue. If you press the Cue Up button, the playback pointer is moved to the playlist and the playlist becomes the target for trimming.
(4)	Dest	Shows the timecode on the playlist. If the playback pointer is on a playlist, the "Dest" text is displayed in blue. If you press the Match button after pressing the Shift button, the playback pointer is moved onto the record train and the record train becomes the target for trimming.
(5)	Name	Sets the event name. Touch the panel to select a name from the stored ones, or touch KEYBOARD to enter a name directly.
(6)	In	Shows the timecodes of the In point for both the record train and playlist. Touch the panel to enter and change the timecodes. To edit the timecode for the playlist, touch OVER WRITE to turn it on.

No.	Name	Function
(7)	Out	Shows the timecodes of the Out point for both the record train and playlist. The timecode for the playlist is shown with reference to the timecode of the In point. Touch the panel to enter and change the timecodes.
(8)	Dur	Shows the duration for both the record train and playlist. Touch the panel to enter and change the duration.
(9)	Angle	If any recording data from other camera angles is available, you can switch camera angles.
(10)	OVER WRITE	Turn this on to overwrite the previous and next events while trimming, which keeps the total duration of the playlist unchanged. For example, when an event is trimmed to cut short the Out point by 1 second, the In point of the next event is extended by 1 second.
(11)	Speed	It is not available in version 1.1. Please wait for the future version upgrade information.
(12)	IN PREV	Shows a preview of how events are switched from the previous one. By default, touching this cues up to the point 1 second before the cut, and the playback is performed in a normal speed. The pre-roll can be set in the CONFIG screen. For more information, see "Playback operation settings 3 (settings for the mark point movement, cut point pre-roll, and lever engagement)" on page 145.
	A PREV	Extends the audio data of the selected event to the previous event. For more information, see "Expanding the audio of a selected event to the previous and next events (audio split)" on page 105.
(13)	OUT PREV	Shows a preview of how events are switched to the next one. By default, touching this cues up to the point 1 second before the cut, and the playback is performed in a normal speed. The pre-roll can be set in the CONFIG screen. For more information, see "Playback operation settings 3 (settings for the mark point movement, cut point pre-roll, and lever engagement)" on page 145.
	A NEXT	Extends the audio data of the selected event to the next event. For more information, see "Expanding the audio of a selected event to the previous and next events (audio split)" on page 105.
(14)	AV SAME	Cancels the audio split. For more information, see "Expanding the audio of a selected event to the previous and next events (audio split)" on page 105.
(15)	MAX DUR	Sets the item duration to "11:59:59,28".
	BACK	Returns to the PLAYLIST screen.

NOTE: Touch the event property panel in step 2 if you want to perform trimming by moving the playback pointer to the playlist side. Because no trimming to expand the interval between In and Out points is allowed for this method, it is useful when you do not want an In or Out point to be moved.



You can switch the position of the playback pointer on the record train or on a playlist using the match frame function. For more information about the match frame function, see ["Match frame operations from playlists to the record train" on page 101](#).

3. Touch the panel you want to edit among the In, Out, or Dur panel, enter the timecode, and then touch **ENTER**.

Button operation

Either manipulate or play the item that is cued up using the JOG knob, and press the **In/Out** button at the desired scene while watching the monitor.

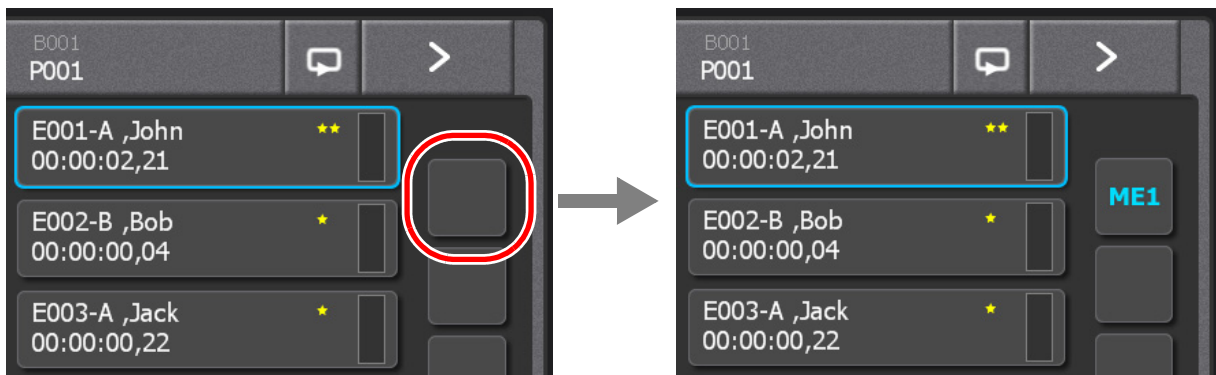
- To edit the In point in Dest (for the playlist), you need to touch **OVER WRITE**.
- Setting the In/Out point changes the duration automatically.
- Editing the duration (Dur) automatically changes the timecode of the Out point.
- Pressing the **In/Out** button sets the playback timecode, at the point when the button is pressed, as the In/Out point.
- When you set the **In/Out** point (when you press the **In/Out** button), the respective button lights up in green.
- If you press the **Take** button, the trim mode is finished to return to the previous screen.

Adding a transition/audio cross fade

You can apply a transition, such as dissolves, to an event switch by selecting it from the M/E patterns. With the K2 Summit Production Client and K2 Dyno Controller, dissolve effects can be applied easily using only one channel.

NOTE: There are six M/E patterns available to choose from, and you can set the settings for each pattern about the transition type, whether or not to enable the audio cross fade, and the transition duration. For more information on how to set the settings, see ["Mix effect settings" on page 146](#).

1. Display the playlist you want to edit in the PLAYLIST screen.
2. Touch the M/E panel between the events to which you want to apply effects.
 - Every touch changes the M/E pattern.
 - You can also set the M/E pattern by selecting the event, pressing the **Shift** button, and then touching the **M/E**.



NOTE: If you cannot select the M/E pattern you want to set, check the setting in "M/E" on the CONFIG screen. For more information, see ["Mix effect settings" on page 146](#).

NOTE: You can also set M/E to a whole playlist at a time. To do so, touch the playlist property panel to select the M/E pattern.

Editing the audio

Expanding the audio of a selected event to the previous and next events (audio split)

You can expand the audio of a selected event to the previous and next events, while setting the selected one as the center.

1. Touch and select the event of which audio track is to be expanded in the PLAYLIST screen.

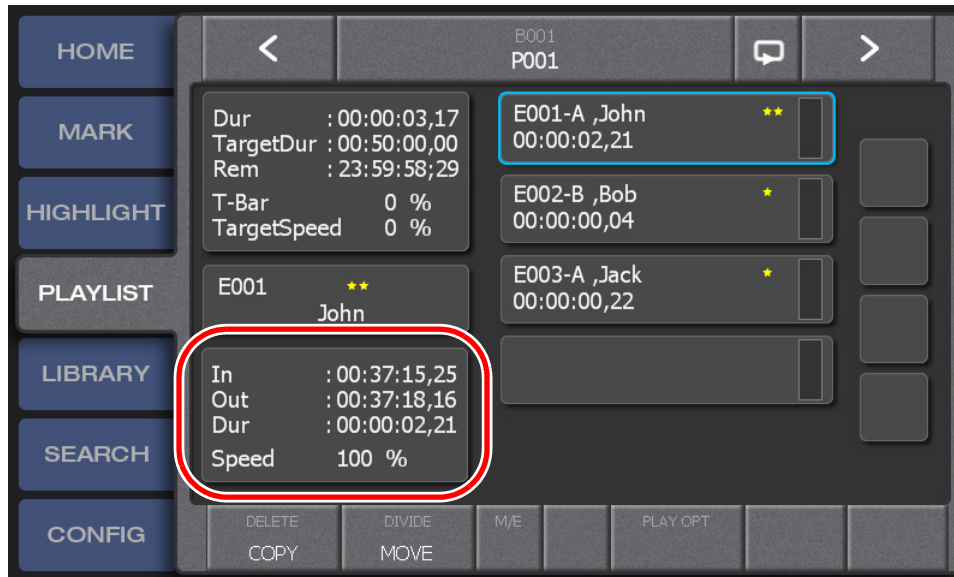
Button operation

In the PLAYLIST screen, press the \leftarrow/\rightarrow button to select the event of which audio track is to be expanded.

2. Touch the event property panel.

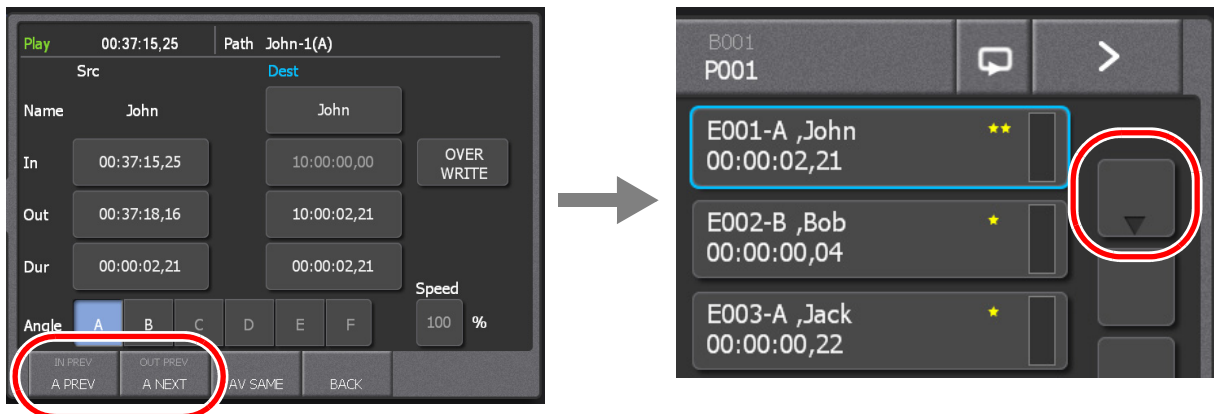
Button operation

Press the **Shift** button, and then press the **Trim** button.



- The trim mode screen appears. For more information about the screen components, see ["Trimming in a playlist" on page 101](#).
3. Touch **A PREV/A NEXT** by the number of events to be expanded.
- Touching **A PREV** expands the audio of the selected event to the In point of the previous event.
 - Touching **A NEXT** expands the audio of the selected event to the Out point of the next event.
 - For example, double-touching **A NEXT** expands the audio of the selected event to the event after the next one.
 - The speed of the expanded audio is not changed.
 - If you want to cancel the audio split, display the trim mode screen by selecting the event of which audio track is expanded, and then touch **AV SAME**.

- When you return to the PLAYLIST screen, the M/E panel shows the ▲/▼ mark.



NOTE: The audio data to be expanded is obtained from the record train. When unprotected audio data is deleted by a LoopRec operation, you cannot use the audio split.

Playing events in a playlist

Playing a playlist

1. Display the PLAYLIST screen, select the first event in the playlist, and then press the **Cue Up** button.

Button operation

Press the **PL** button as many times as necessary (up to three times).

- For a button operation, pressing the **PL** button in other screens displays the PLAYLIST screen. Press it in the PLAYLIST screen to perform the following: if there is a playback pointer in the playlist, the controller cues up to the beginning of the playlist, and if there is no playback pointer in the playlist, the playback pointer is moved to the point where the playlist stopped its playback for the last time.

- Touch and select a desired event, and then press the **Cue Up** button to perform a playback from any midpoint in a playlist.



2. Press the **Play** button.

- The controller starts to play the playlist from the selected event.
- You can also perform a slo-mo playback with the T-Bar.
- During an event playback, either pressing the **Cue Up** button after selecting another event or selecting an event with the **←/→** button starts the playback of the selected event, even from the midpoint of an event.

- Pressing the ← button after pressing the **Fn** button cues up to a point just before the In point of the event in playback and performs a playback passing the In point. Pressing the → button after pressing the **Fn** button cues up to a point just before the Out point of the event in playback and performs a playback passing the Out point.



NOTE: You cannot switch camera angles while playing a playlist.

NOTE: If you change the playback speed with the T-Bar, the audio playback speed is also changed in accordance with the T-Bar position. As for the audio, you can set the controller to mute it if the playback speed is not 100%. For more information about the setting, see ["Playback operation settings 1 \(the channel settings, player settings\)" on page 142.](#)

Playing a playlist according to target duration

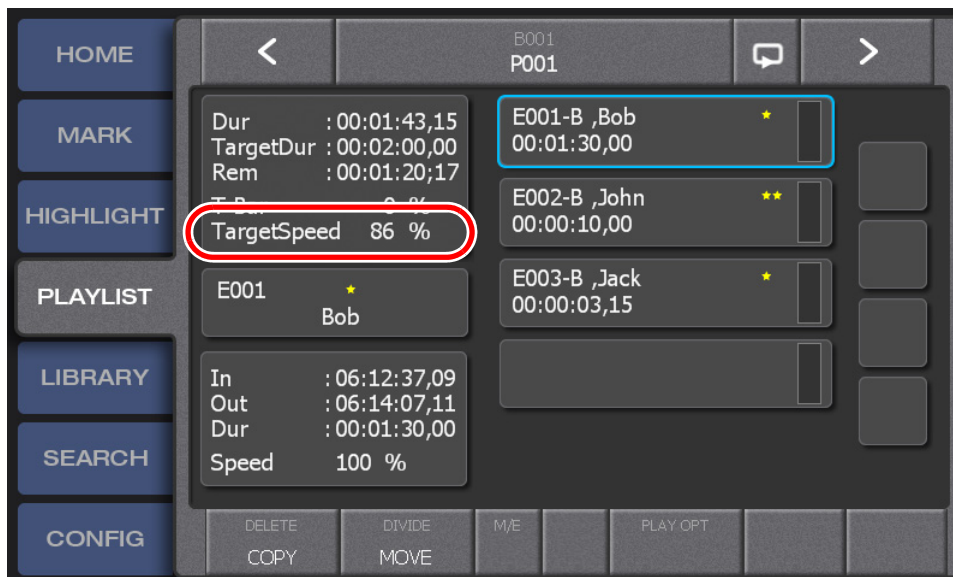
If you set target duration, Target Speed is displayed. Target Speed is a playback speed to have a playlist finished within a target duration.

This section describes how to play a playlist, adjusting its playback speed while using Target Speed as a guideline.

1. Display the PLAYLIST screen, and touch the playlist property panel.



2. Touch the TargetDur panel to enter the target duration.
3. Touch **ENTER**, and then touch **BACK** to return to the PLAYLIST screen.
 - The target speed is displayed.



4. Select the first event in the playlist, and then press the **Cue Up** button.

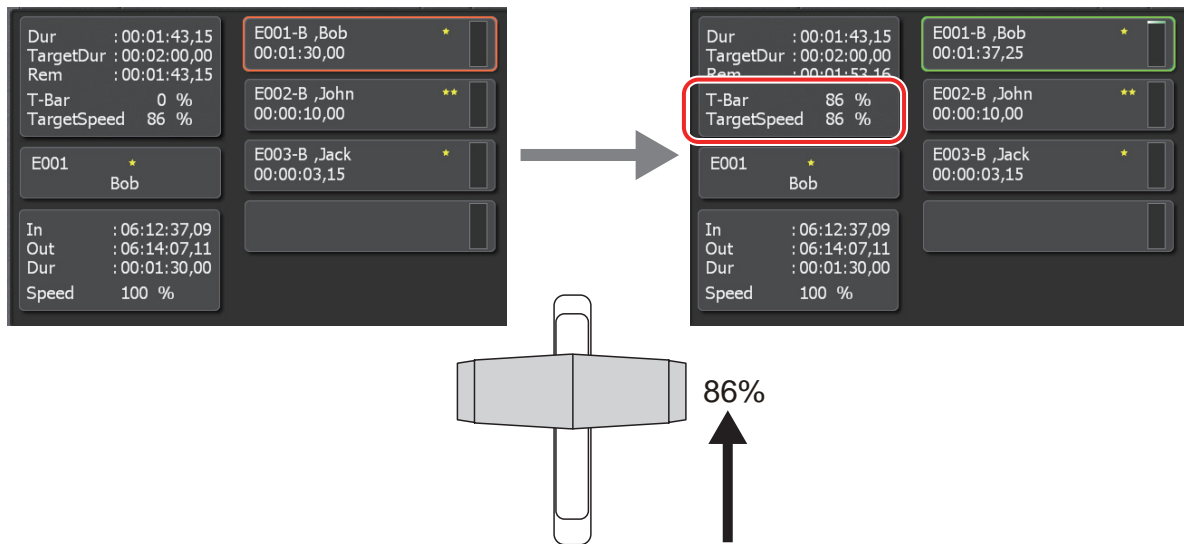
Button operation

Press the **PL** button as many times as necessary (up to three times).

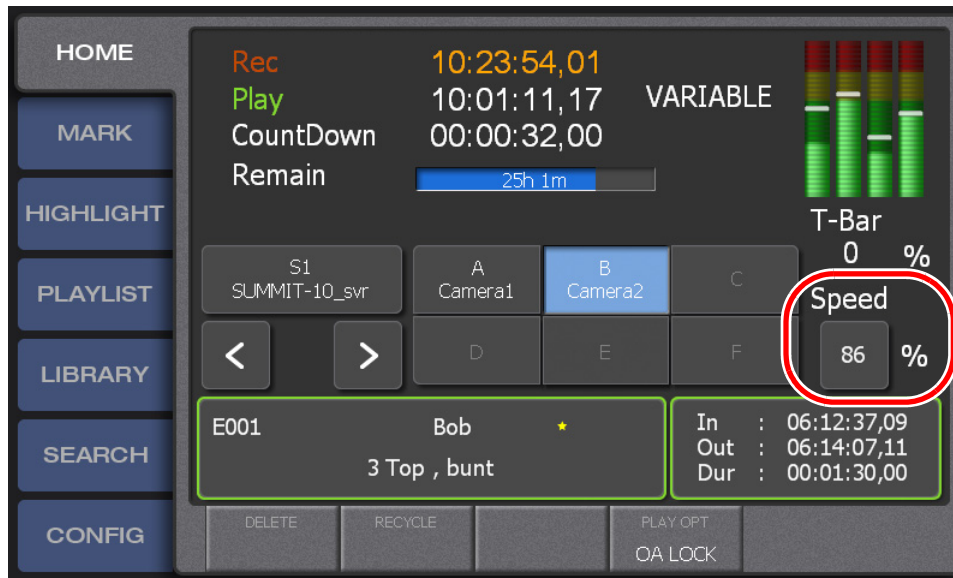
- For the button operation, press the **PL** button in the PLAYLIST screen to perform the following: if there is a playback pointer in the playlist, the controller cues up to the beginning of the playlist, and if there is no playback pointer in the playlist, the playback pointer is moved to the point where the playlist stopped its playback for the last time.



- Check "TargetSpeed" and push up the T-Bar while checking the position in "T-Bar".



NOTE: You can play your video at a specified speed by displaying the **HOME** screen and entering a speed directly after touching the **Speed** panel.



Managing playlists

You can manage playlists as clips in a bin. You can also add a playlist to another playlist as a sequence clip.

Creating a new playlist

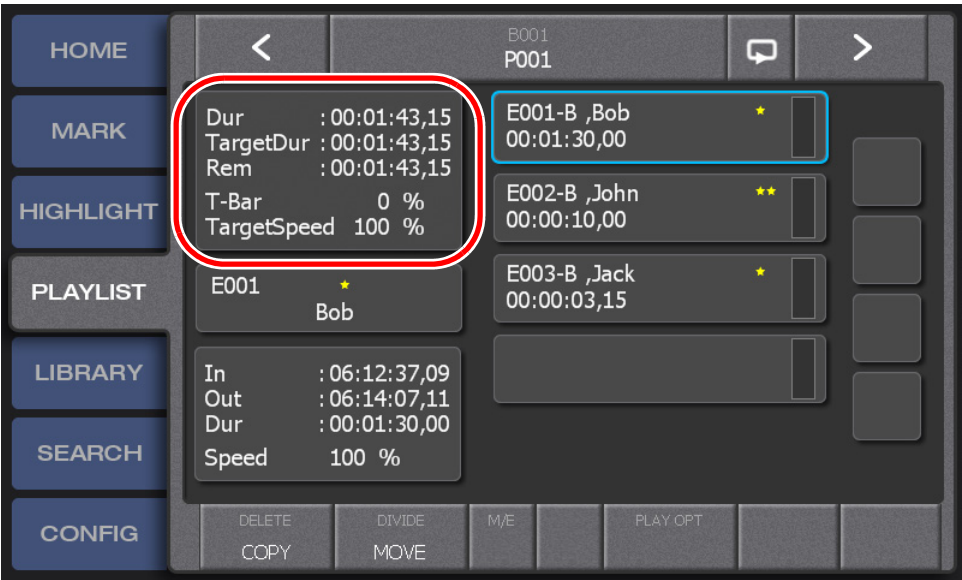
You can create a new playlist other than the one that is displayed in the **PLAYLIST** screen.

1. Press the **Shift** button, and then press the **New PL** button.
 - A new playlist is created and expanded.

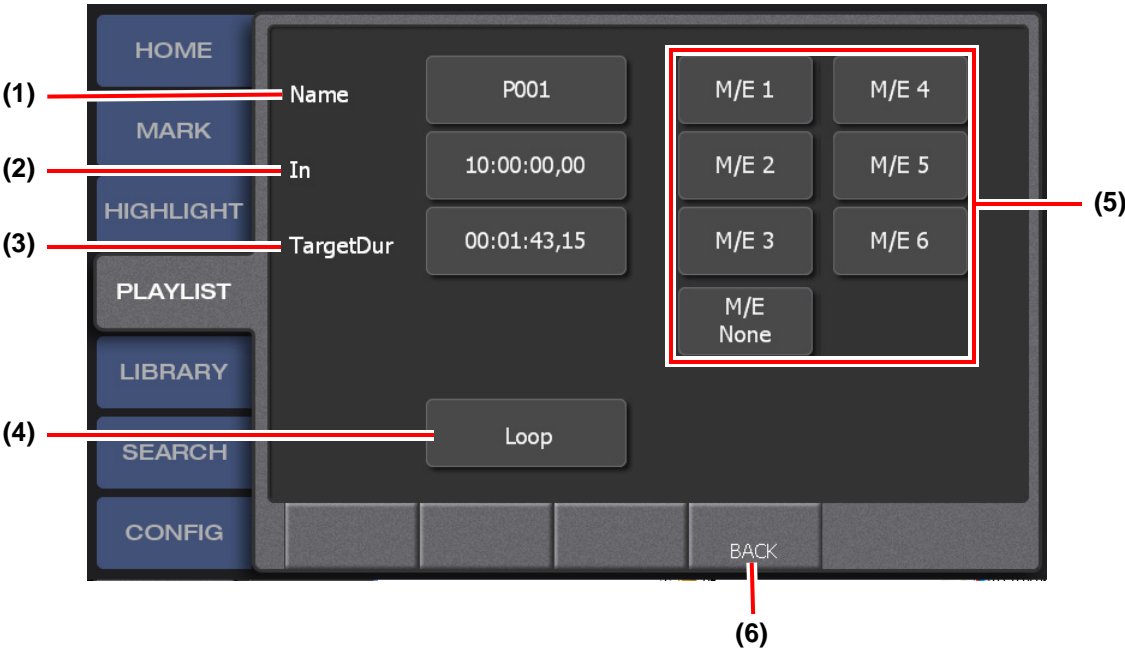
Editing the property of a playlist

You can set the name, In point, and target duration of a playlist.

1. Display the playlist you want to edit in the PLAYLIST screen, and then touch the playlist property panel.



- The property edit screen appears. For more information about the indication meanings and individual panel functions, see the following table. To perform functions (indicated by the shaded area in the table) that are displayed at the top of the menu panels shown at the bottom of the screen, press the **Shift** button, and then touch the desired menu panel. For more information on how to use the **Shift** button, see ["About Shift button operations" on page 19](#).



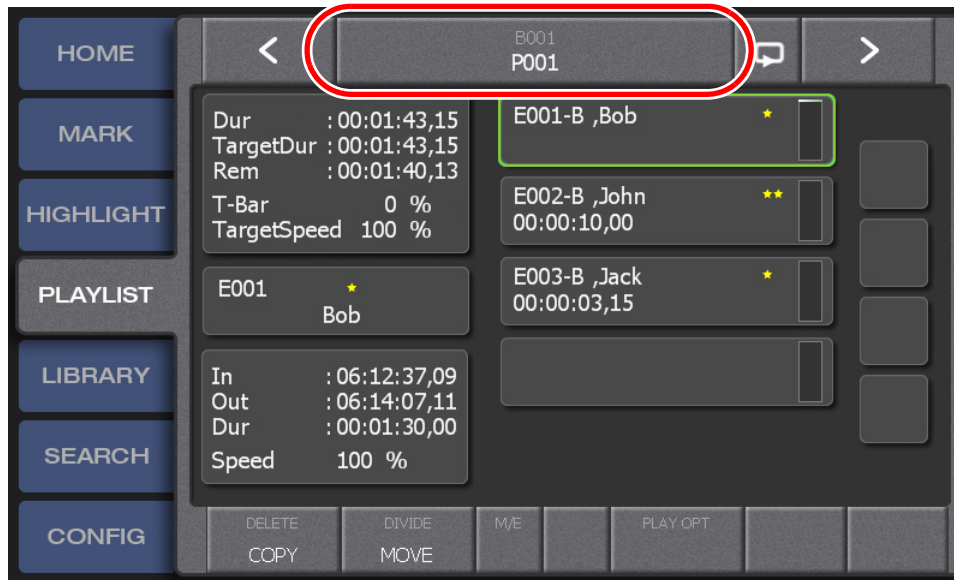
No.	Name	Function
(1)	Name	Sets the playlist name. Touch the panel to select a name from the stored ones, or touch KEYBOARD to enter a name directly.
(2)	In	Shows the In point timecode of the originally stored event in the playlist side. Touch the panel to enter and change the timecode.
(3)	TargetDur	TargetSpeed is shown in the PLAYLIST screen if you enter the duration required for the on-air broadcast. Touch the panel to enter and change the duration. To cancel it, touch Clear in the duration entry screen.
(4)	Loop	Turn this on to perform a loop playback when playing a playlist. To stop the loop playback, press the Stop button.
(5)	M/E pattern selection	Sets the effects to be used for switching stored events in a playlist at a time.
(6)	BACK	Returns to the PLAYLIST screen.

NOTE: If you cannot select the M/E pattern you want to set, check the setting in "M/E" on the CONFIG screen. For more information, see ["Mix effect settings" on page 146](#).

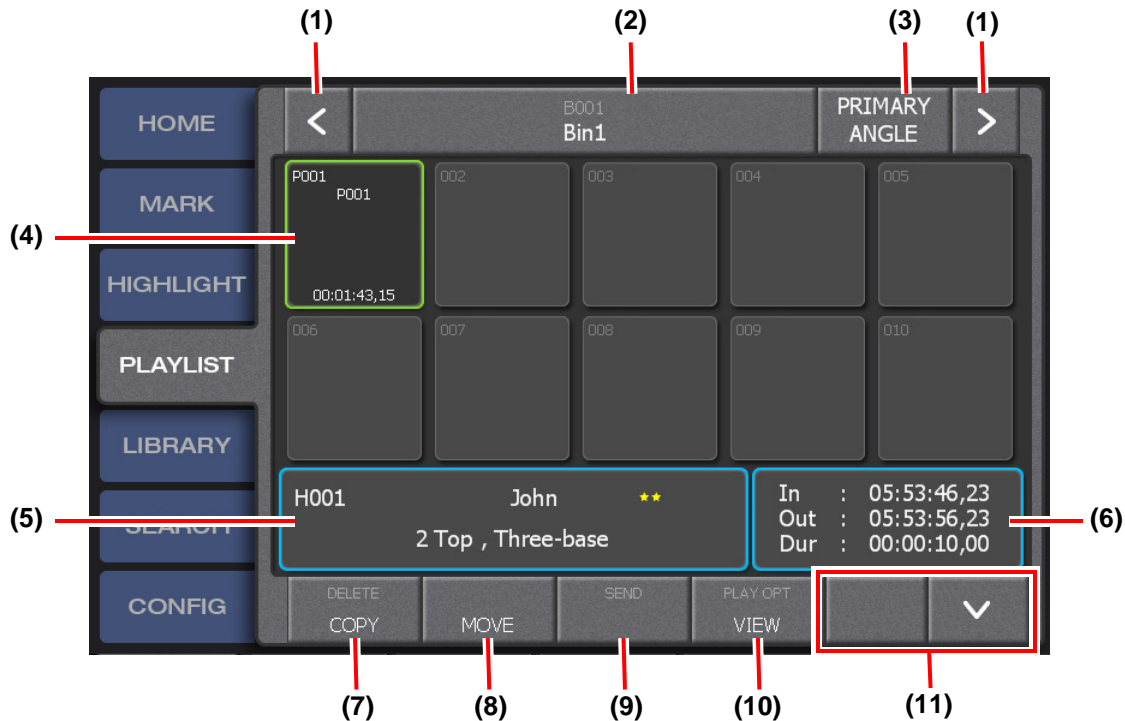
2. After editing the information by touching each panel, touch **BACK**.

Switching playlists

1. Touch the bin number/playlist name panel in the PLAYLIST screen.



- The list of the playlists in the bin is displayed. For more information about the indication meanings and individual panel functions, see the following table. To perform functions (indicated by the shaded area in the table) that are displayed at the top of the menu panels shown at the bottom of the screen, press the **Shift** button, and then touch the desired menu panel. For more information on how to use the **Shift** button, see ["About Shift button operations" on page 19](#).



No.	Name	Function
(1)	< / >	Touch this to move to another playlist bin when there are multiple playlist bins.
(2)	Bin No. / Bin name	Shows the number and name of the displayed playlist bin. Touch this to move one level up in the directory and select a playlist bin to be displayed.
(3)	Angle	Not available.
(4)	Shot box	Shows the playlists that are saved in the bin. Double-touching a shot box expands the playlist. Shot box text is displayed in orange if the playlist has no event stored and has not been edited before.
(5)	Property panel	Shows the number and name of the selected item. The item number is prefixed with an alphabet indicating the item type: <ul style="list-style-type: none"> "M" indicates that the item has only the In point. "S" indicates that the item has the In and Out points. "H" indicates a highlight. "E" indicates that the item is stored in a playlist. "P" indicates a playlist. If you touch the panel to enter logging information for the selected item, the entered information is also displayed in the property panel.

No.	Name	Function
(6)	In/Out/Dur panel	Shows the selected item's timecodes of the In and Out points, and its duration.
(7)	DELETE	Deletes the selected item.
	COPY	Touch a shot box that has a scene stored, touch COPY , and then touch a blank shot box to copy the selected shot box.
(8)	MOVE	Touch a shot box that has a scene stored, touch MOVE , and then touch a blank shot box to move the selected shot box.
(9)	SEND	Copies the selected item to the destination that you set in "NETWORK" on the CONFIG screen. For more information about the settings, see "Transferring items (SEND function)" on page 93 .
(10)	PLAY OPT	Displays the play option setting screen. For more information about the settings, see "Play option settings" on page 158 .
	VIEW	Toggles the view of a shot box between the thumbnail and the logging information.
(11)	Scroll button	Touch this to scroll the shot box view up or down.

2. Double-touch the playlist you want to switch to.

Button operation

Touch and select the playlist, and then press the **Shift** button, and then press the **Open** button.

- The selected playlist is expanded.

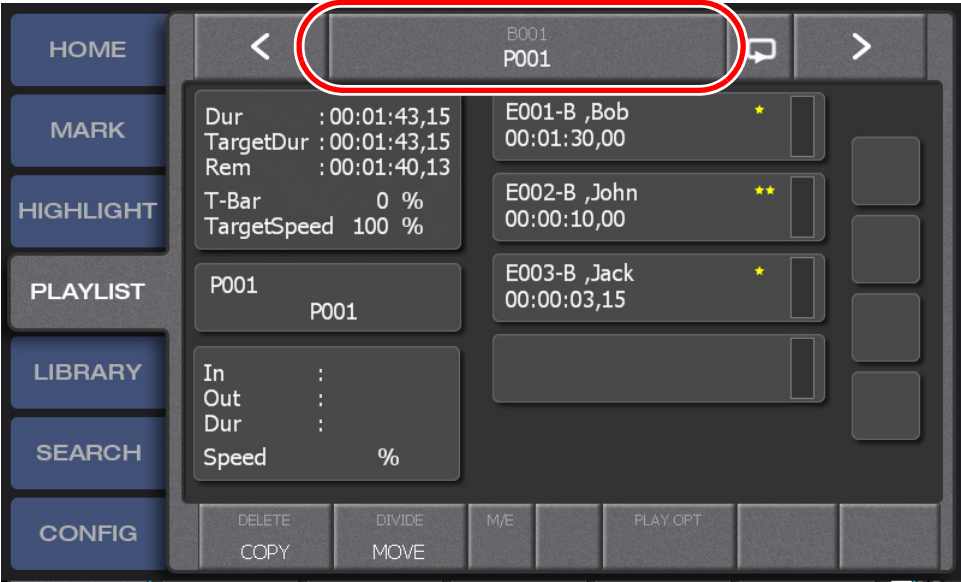
NOTE: *If there are multiple playlists, you can also switch playlists in the following way: Touch < or > in the screen for step 1 to move to the next playlist to the left or right.*

Storing a playlist to another playlist as an event

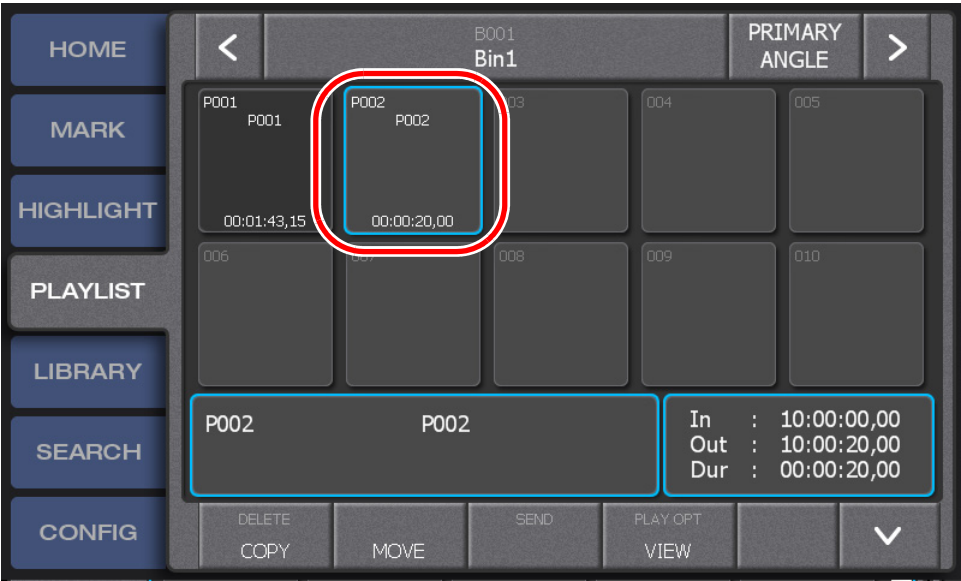
You can add an edited playlist into another playlist.

1. Display the destination playlist in the PLAYLIST screen.

2. Touch the bin number/playlist name panel.

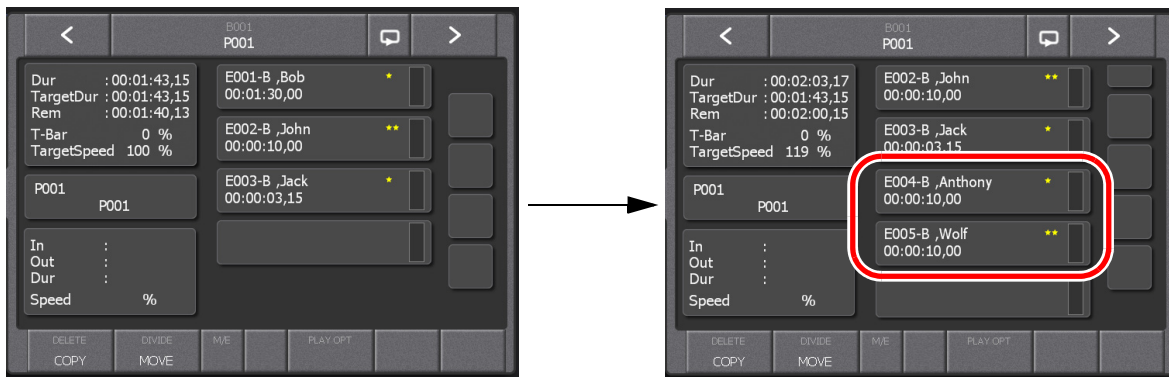


3. Touch and select the playlist to be nested.



4. Press the **Add PL** button.

- The events stored in the nested playlist are added to the destination playlist.



NOTE: If you want to add a playlist on a network Summit, perform the operations after copying it to the local Summit.

Managing playlists in a bin

You can manage playlists as clips in a bin. By default, playlists are saved in a playlist bin named "Bin1".

The procedures to create bins and to edit bin names are the same as those in a highlight. For more information about the operation procedures, see ["Managing highlight bins" on page 89](#).

Library Function

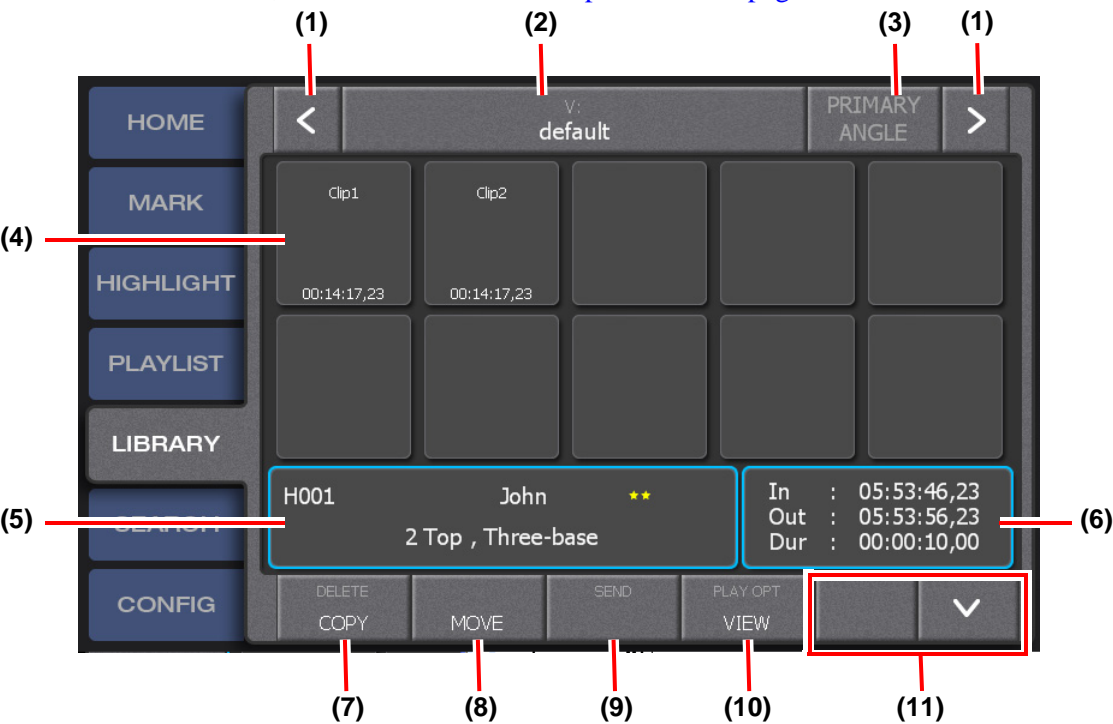
This chapter consists of the following:

- "Components in the LIBRARY screen" on page 120
- "Storing and removing scenes in a library" on page 121
 - "Storing items in a library" on page 121
 - "Removing stored scenes in a library" on page 122
- "Managing library bins" on page 122
 - "Creating a new bin" on page 122
 - "Playing a clip created in another application" on page 124
- "Setting bookmarks in a library" on page 125

Components in the LIBRARY screen

Items saved in a library are managed as clips in a bin on the local Summit, and remain saved along with the recording data and logging information even after the session is deleted. The LIBRARY screen displays the list of items in the selected bin. By default, a bin named "default" is expanded.

- 1. Touch the **LIBRARY** tab.
- The LIBRARY screen appears. For more information about the indication meanings and individual panel functions, see the following table. To perform functions (indicated by the shaded area in the table) that are displayed at the top of the menu panels shown at the bottom of the screen, press the **Shift** button, and then touch the desired menu panel. For more information on how to use the **Shift** button, see ["About Shift button operations" on page 19.](#)



No.	Name	Function
(1)	< / >	Touch this to move to another bin on the local Summit.
(2)	Path	Shows the path for the currently displayed bin. Touch this to move one level up in the directory and select a bin to be displayed.
(3)	Angle	Not available.
(4)	Shot box	Shows the items that are saved in the bin. Items can be stored in the alphabetical order of the item name. At the top, the name (camera angle) of the item are displayed. At the bottom, its duration is displayed. In the middle part, displaying/hiding the thumbnail image can be switched by touching VIEW . Shot box text is displayed in orange while any item is being stored. When storing is complete, the shot box text is displayed in white.

No.	Name	Function
(5)	Property panel	Shows the type and number of the selected item. The item number is prefixed with an alphabet indicating the item type: <ul style="list-style-type: none"> • "M" indicates that the item has only the In point. • "S" indicates that the item has the In and Out points. • "H" indicates a highlight. • "E" indicates that the item is stored in a playlist. • "P" indicates a playlist. If you touch the panel to enter logging information for the selected item, the entered information is also displayed in the property panel.
(6)	In/Out/Dur panel	Shows the selected item's timecodes of the In and Out points, and its duration.
(7)	DELETE	Deletes the selected item.
	COPY	Touch a shot box that has a scene stored, touch COPY , and then touch a blank shot box to copy the selected shot box.
(8)	MOVE	Not available.
(9)	SEND	Sends the selected item to the destination that you set for "NETWORK" in the CONFIG screen. For more information, see "Transferring items (SEND function)" on page 93 .
(10)	PLAY OPT	Displays the play option setting screen. For more information about the settings, see "Play option settings" on page 158 .
	VIEW	Toggles the view of a shot box to display/hide the thumbnail.
(11)	Scroll button	Touch this to scroll the shot box view up or down.

Storing and removing scenes in a library

Items saved in a library are saved as clips in a library bin, and will not be deleted even if the session is deleted. By default, items are saved in a bin named "default" on the local Summit. In addition, the LIBRARY screen will not be updated even if a new session is created and a bin is expanded in the same state as you store items.

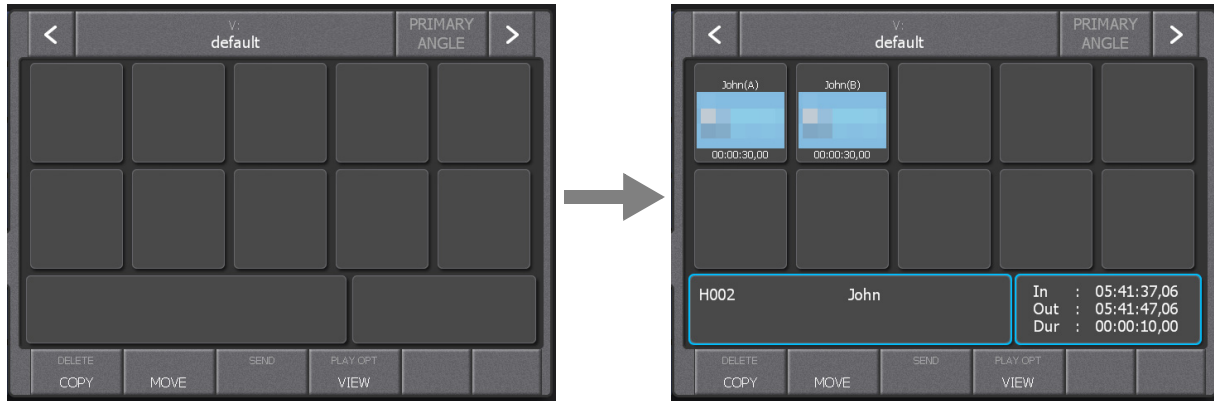
Storing items in a library

1. Select the item you want to store in the library.
 - Items that are stored in a highlight or playlist as well as marks/scenes can be stored.
2. Display the LIBRARY screen, and then touch a blank shot box.

Button operation

Press the **Shift** button, and then press the **Add Lib** button.

- When you store a highlight item that has recording data from multiple camera angles in a library, the data from each camera angle is stored as a separate library item by default.



NOTE: When you touch a shot box that has an item being stored in the library, the text part is displayed in orange. Once storing is complete, a new shot box is created temporarily to the right of the shot box you touched, however, the shot box is no longer displayed if you return to the **LIBRARY** screen after viewing another screen. In addition, items stored in the library is automatically sorted in alphabetical order.

NOTE: If you press a blank shot box with any item selected, the selected item is stored in the library. If you touch a shot box that has an item already stored, the item stored in the shot box is selected.

Removing stored scenes in a library

1. Touch and select the shot box you want to remove in the **LIBRARY** screen.

Button operation

In the **LIBRARY** screen, press the \leftarrow/\rightarrow button to select the shot box you want to remove.

2. Press the **Shift** button, and then touch **DELETE**.
3. Touch **YES**.

NOTE: Library items cannot be trimmed.

Managing library bins

You can manage the saved items in a library as clips in a bin. By default, a bin named "default" on the local Summit is expanded.

The procedures to edit bin names are the same as those in a highlight. For more information about the operation procedures, see ["Managing highlight bins" on page 89](#).

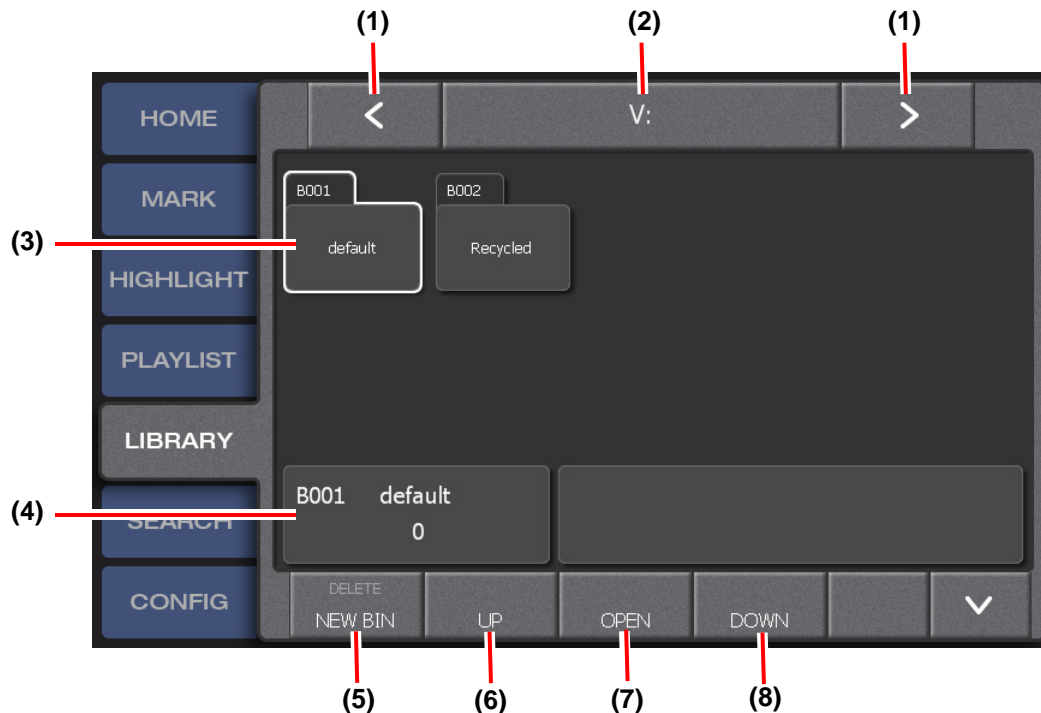
Creating a new bin

You can manage items by creating library bins and switching them to store items by category.

1. Touch the path panel in the LIBRARY screen.



- The screen moves one level up in the directory to show the list of bins in the local Summit. For more information about the indication meanings and individual panel functions, see the following table. To perform functions (indicated by the shaded area in the table) that are displayed at the top of the menu panels shown at the bottom of the screen, press the **Shift** button, and then touch the desired menu panel. For more information on how to use the **Shift** button, see ["About Shift button operations" on page 19](#).



No.	Name	Function
(1)	< / >	Touch this to move to another bin when there are multiple bins in the current directory.
(2)	Path	Shows the path for the currently displayed bin. Touch the panel to move one level up in the directory.
(3)	Bin folder	Shows a bin. Double-touching a bin folder expands the folder.
(4)	Bin property	Shows the bin number, name, and the number of items saved directly under the bin. Touch this to change the name of the bin.
(5)	DELETE	Deletes the selected bin.
	NEW BIN	Creates a new bin.
(6)	UP	Moves one level up in the directory.
(7)	OPEN	Expand the selected bin.
(8)	DOWN	Moves one level down in the directory.

NOTE: In the bin list screen such as recycle bin or highlight bin, the selected bin is displayed with a white line. This indicates that the bin being selected in the touch panel is not synchronized with the one in the expansion screen. For example, when you select "Bin2" on the touch panel and click the **DELETE** button in the expansion screen with "Bin1" in the expansion screen selected, "Bin1" will be deleted. ("Bin2" on the touch screen will not be deleted.)

2. Touch **NEW BIN**.

3. Touch **Name** to enter the bin name.

- You can either select a bin name from the panel or touch **KEYBOARD** to enter a bin name directly.
- Bin names previously edited, such as on an external PC can be imported to the K2 Dyno Controller. For more information on how to import bin names, see ["Backing up items by exporting them" on page 166](#).

4. Touch **FINISH**.

Playing a clip created in another application

You can play a clip created in other application software using the K2 Dyno Controller.

1. Save your created clip on the K2 Summit Production Client.

2. Touch the path panel in the LIBRARY screen.



3. Double-touch the [V:/default] bin.

- The [V:/default] bin is expanded.

4. Choose a clip and perform a playback.

- You can perform similar operations as with other items, including performing a playback or storing items to a playlist.

Setting bookmarks in a library

You can set bookmarks for any shot box display screen. It is useful if you have many items stored and want to view any desired or blank shot box quickly.

The operations to set bookmarks and jump to them are the same as those in a highlight. For more information about the operation procedures, see ["Setting bookmarks in a highlight" on page 91](#).

Search Function

This chapter consists of the following:

- ["Components in the SEARCH screen" on page 128](#)
- ["The search result screen for marks/scenes" on page 128](#)
- ["The search result screen for highlights/playlists, and libraries" on page 130](#)
- ["Entering search conditions" on page 131](#)
- ["Setting a search condition" on page 131](#)
- ["Setting multiple search conditions" on page 134](#)

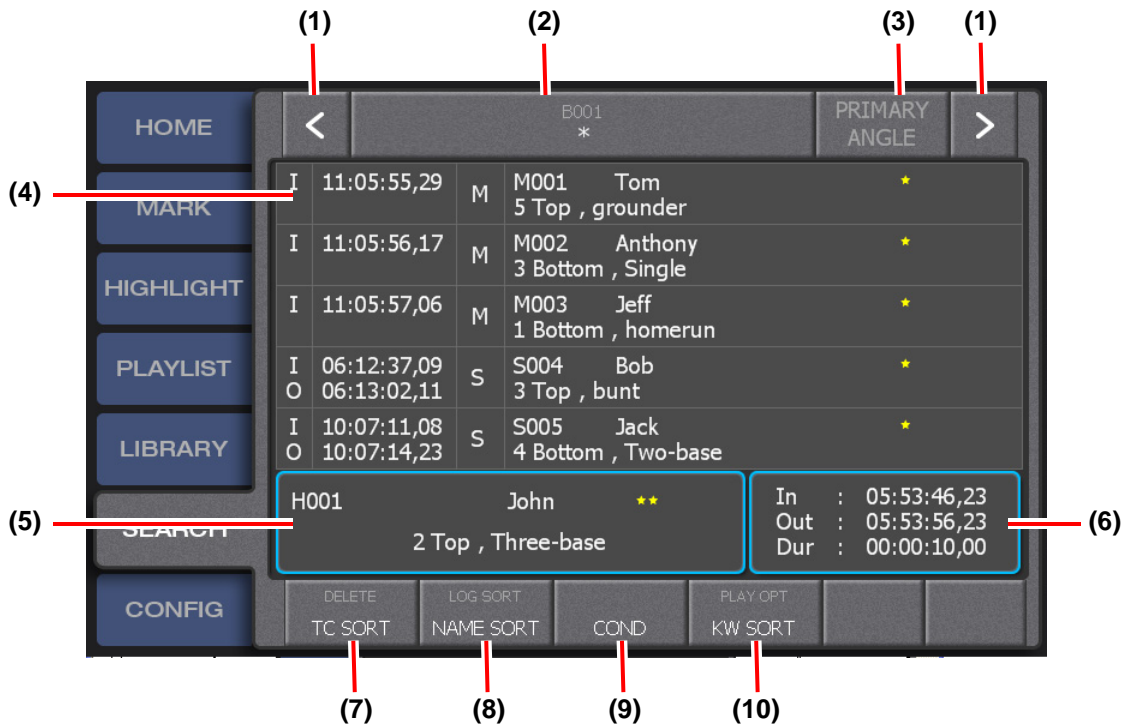
Components in the SEARCH screen

The SEARCH screen is a screen for searching either marks/scenes, highlights/playlists, or libraries by logging information and time codes.

1. Touch the **SEARCH** tab.

- The search result screen appears. The view of the search result screen is different between the mark/scene, highlights/playlists, and libraries search result screens.
- For more information about the indication meanings and individual panel functions, see the following table. To perform functions(indicated by the shaded area in the table) that are displayed at the top of the menu panels shown at the bottom of the screen, press the **Shift** button, and then touch the desired menu panel. For more information on how to use the **Shift** button, see ["About Shift button operations" on page 19](#).

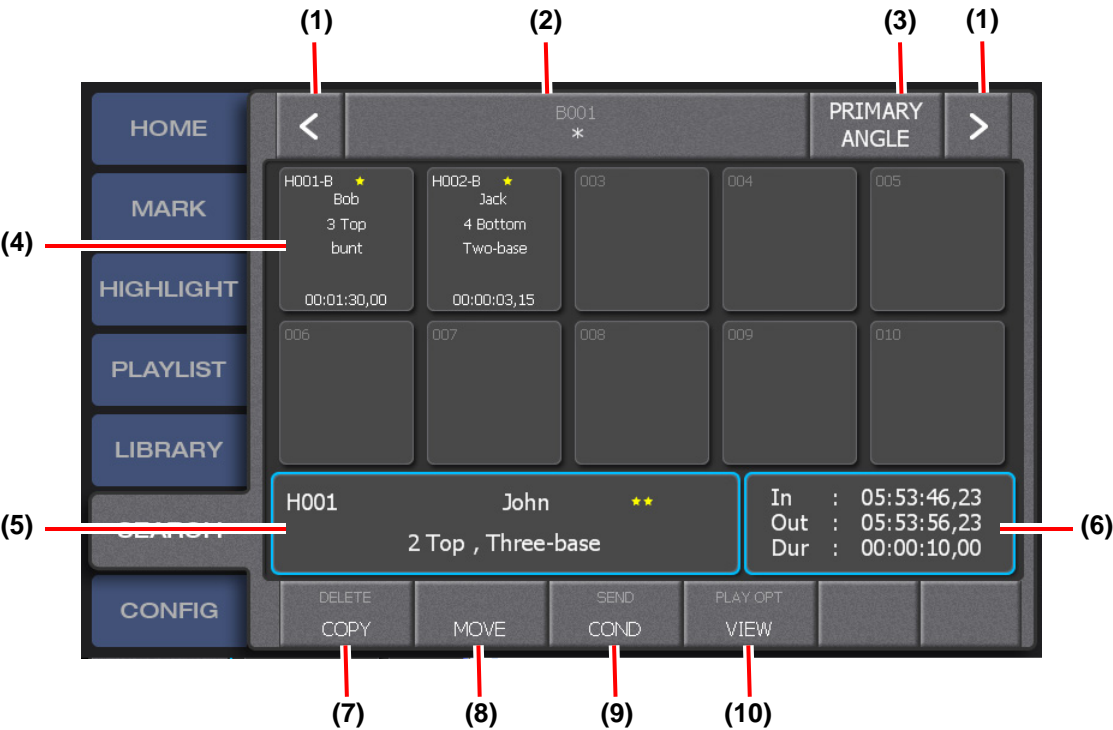
The search result screen for marks/scenes



No.	Name	Function
(1)	< / >	Touch this to move to another bin when there are multiple bins in the current directory.
(2)	Bin number / Bin name	Shows the number and name of the displayed SEARCH bin. Touch this to move one level up in the directory and select a SEARCH bin to be displayed.
(3)	Angle	Not available.
(4)	Search result list	Shows the list of the search results.

No.	Name	Function
(5)	Property panel	Shows the type and number of the selected item. The item number is prefixed with an alphabet indicating the item type: <ul style="list-style-type: none"> • "M" indicates that the item has only the In point. • "S" indicates that the item has the In and Out points. • "H" indicates a highlight. • "E" indicates that the item is stored in a playlist. • "P" indicates a playlist. If you touch the panel to enter logging information for the selected item, the entered information is also displayed in the property panel.
(6)	In/Out/Dur panel	Shows the selected item's timecodes of the In and Out points, and its duration.
(7)	DELETE	Deletes the selected item.
	TC SORT	Sorts the search results by their timecodes.
(8)	LOG SORT	Sorts the search results by their log (M or S) types.
	NAME SORT	Sorts the search results by names entered for the items.
(9)	COND	Displays the search condition list screen.
(10)	PLAY OPT	Displays the play option setting screen. For more information about the settings, see "Play option settings" on page 158 .
	KW SORT	Sorts the search results by keywords entered for the items.

The search result screen for highlights/playlists, and libraries



No.	Name	Function
(1)	< / >	Touch this to move to another bin when there are multiple bins in the current directory.
(2)	Bin number / Bin name	Shows the number and name of the displayed SEARCH bin. Touch this to move one level up in the directory and select a SEARCH bin to be displayed.
(3)	Angle	Shows the current angle of the highlight items. Touch this to switch angles for changing the angles for all the highlights at the same time. Switching angles is available only for highlight items that have recording data from different camera angles.
(4)	Search result list	Shows the list of the search results.
(5)	Property panel	Shows the type and number of the selected item. The item number is prefixed with an alphabet indicating the item type: <ul style="list-style-type: none">• "M" indicates that the item has only the In point.• "S" indicates that the item has the In and Out points.• "H" indicates a highlight.• "E" indicates that the item is stored in a playlist.• "P" indicates a playlist. If you touch the panel to enter logging information for the selected item, the entered information is also displayed in the property panel.
(6)	In/Out/Dur panel	Shows the selected item's timecodes of the In and Out points, and its duration.

No.	Name	Function
(7)	DELETE	Deletes the selected item.
	COPY	Touch a shot box that has a scene stored, touch COPY , and then touch a blank shot box to copy the selected shot box.
(8)	MOVE	Touch a shot box that has a scene stored, touch MOVE , and then touch a blank shot box to move the selected shot box.
(9)	SEND	Copies the selected item to the destination that you set in "NETWORK" on the CONFIG screen. For more information about the settings, see " Transferring items (SEND function) " on page 93.
	COND	Displays the search condition list screen.
(10)	PLAY OPT	Displays the play option setting screen. For more information about the settings, see " Play option settings " on page 158.
	VIEW	Toggles the view of a shot box between the thumbnail and the logging information.

Entering search conditions

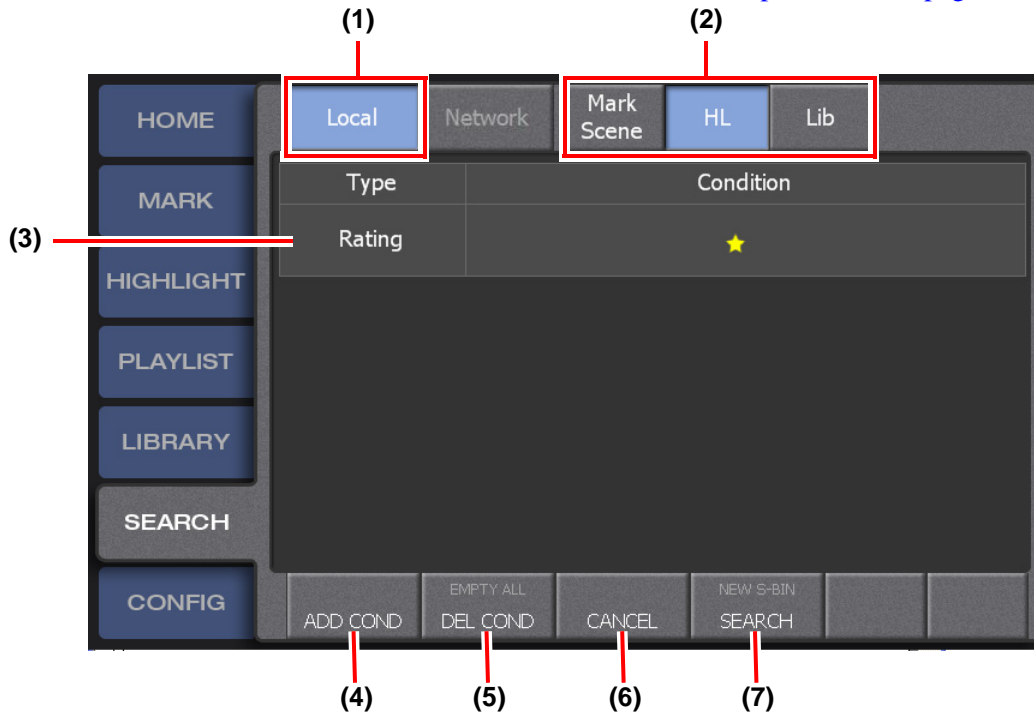
You can search marks/scenes, highlight items/playlists, or library items by entering search conditions.

Search conditions can be set in advance. Any item that matches the condition(s) is added to the search result, which allows you to immediately check items as necessary and to smoothly perform cueing up and JOG operations for the searched items.

Setting a search condition

1. Display the SEARCH screen, and then touch **COND**.

- The search condition list screen appears. For more information about the indication meanings and individual panel functions, see the following table. To perform functions (indicated by the shaded area in the table) that are displayed at the top of the menu panels shown at the bottom of the screen, press the **Shift** button, and then touch the desired menu panel. For more information on how to use the **Shift** button, see ["About Shift button operations" on page 19](#).



No.	Name	Function
(1)	Search Summit	The local Summit is to be searched.
(2)	Search item selection	Select from Mark , Scene , HL , or Lib . If HL is selected, playlists and highlights are searched. If Lib is selected, libraries are searched. HL and Lib can be selected at the same time.
(3)	Search condition list	Shows the list of the set search conditions.
(4)	ADD COND	Sets a search condition.
(5)	EMPTY ALL	Deletes all of the search conditions.
	DEL COND	Deletes the selected condition.
(6)	CANCEL	Discards the new setting you set and returns to the search result screen. It is not displayed when the setting is not changed.
(7)	NEW S-BIN	Creates a new SEARCH bin.
	SEARCH	Changes the search condition settings.

2. Touch **ADD COND**.

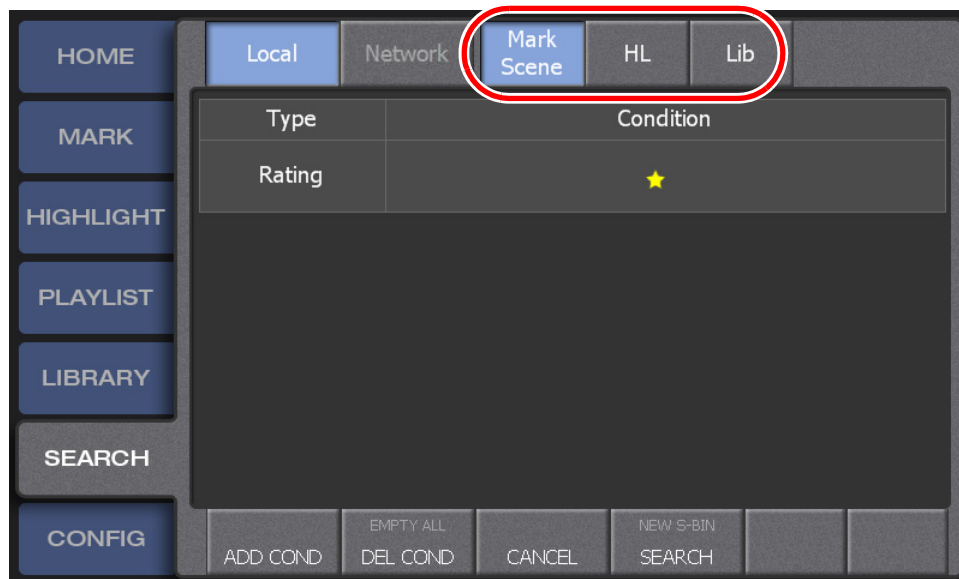
3. Touch the category to which you want to set a search condition, and then enter a condition.

- The search condition you set will be added to the search condition list screen.

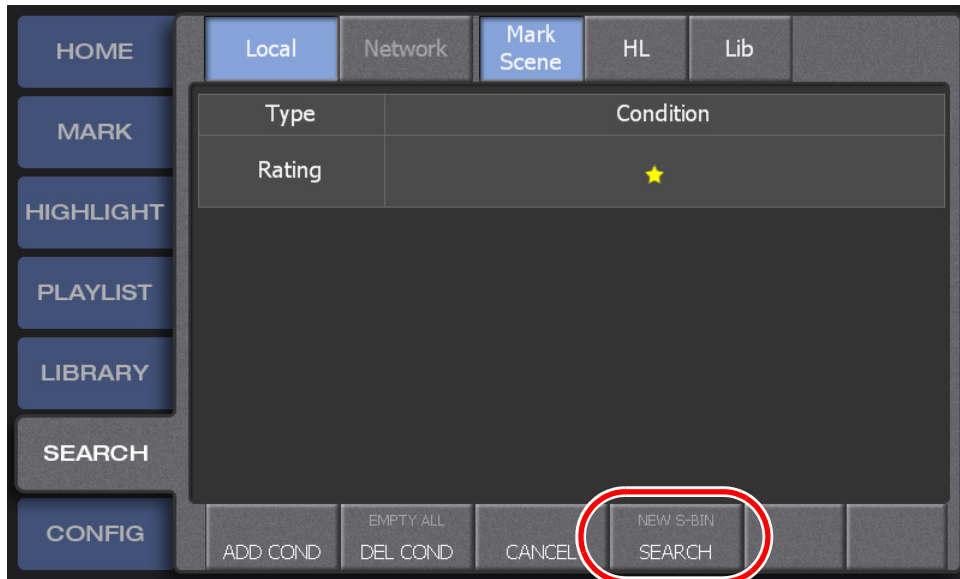
- If a search condition with the same category is added, an "or" search is performed, and if a search condition with a different category is added, an "and" search is performed.



4. Select the search item.



5. Touch **SEARCH**.



- During a session, items matching the search condition(s) you set will be constantly added to the search result screen.

Setting multiple search conditions

A bin, where search results are collected, is called a Search bin. You can set search conditions for each Search bin by creating multiple Search bins. For example, you can collect the important scenes of the player A as Search bin A, and those of the player B as Search bin B.

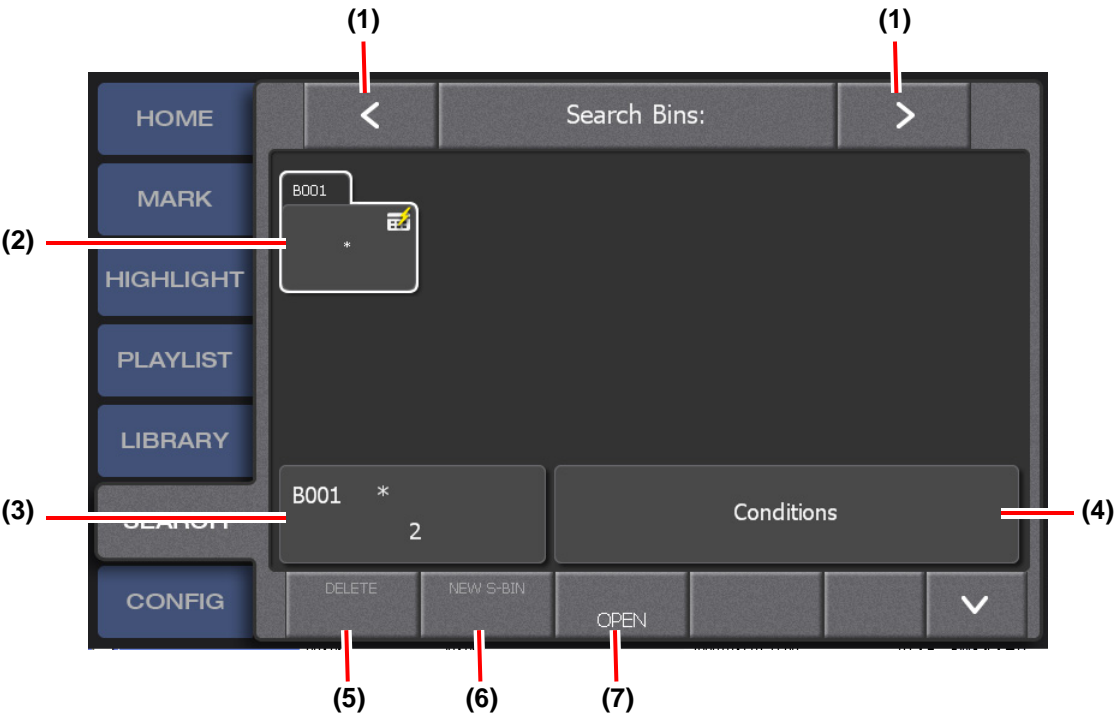
When creating a new SEARCH bin, the following procedures can be used: either to set search conditions after creating a SEARCH bin, or to change search conditions of the existing SEARCH bin to create a new SEARCH bin.


For creating a new SEARCH bin and setting search conditions

1. Display the SEARCH screen, and then touch the bin number/bin name panel.



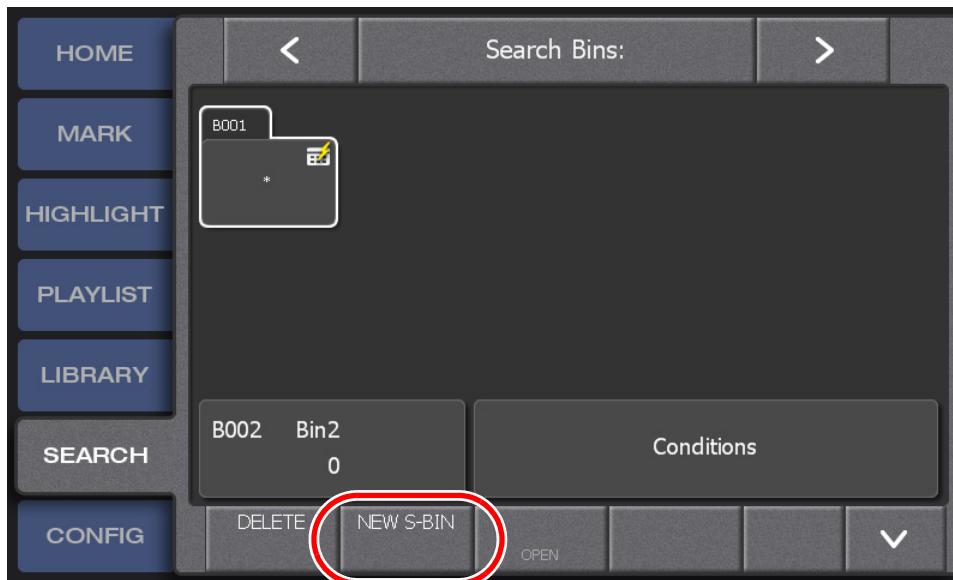
- The bin management screen appears. For more information about the indication meanings and individual panel functions, see the following table. To perform functions (indicated by the shaded area in the table) that are displayed at the top of the the menu panels shown at the bottom of the screen, press the **Shift** button, and then touch the desired menu panel. For more information on how to use the **Shift** button, see ["About Shift button operations" on page 19](#).



No.	Name	Function
(1)	< / >	Not available.
(2)	Bin folder	Shows the contents of the bin. A SEARCH bin appears with the  icon. Double-touching a bin folder expands the folder.
(3)	Bin property	Shows the bin number, name, and the number of items saved directly under the bin.
(4)	Search bin condition confirmation	If the selected bin is a SEARCH bin, "Conditions" is displayed. Touching this panel displays the search condition list screen.
(5)	DELETE	Deletes the selected bin.
(6)	NEW S-BIN	Creates a new SEARCH bin.
(7)	OPEN	Expand the selected bin.

NOTE: In the bin list screen such as recycle bin or highlight bin, the selected bin is displayed with a white line. This indicates that the bin being selected in the touch panel is not synchronized with the one in the expansion screen. For example, when you select "Bin2" on the touch panel and click the **DELETE** button in the expansion screen with "Bin1" in the expansion screen selected, "Bin1" will be deleted. ("Bin2" on the touch screen will not be deleted.)

2. Press the **Shift** button, and then touch **NEW S-BIN**.

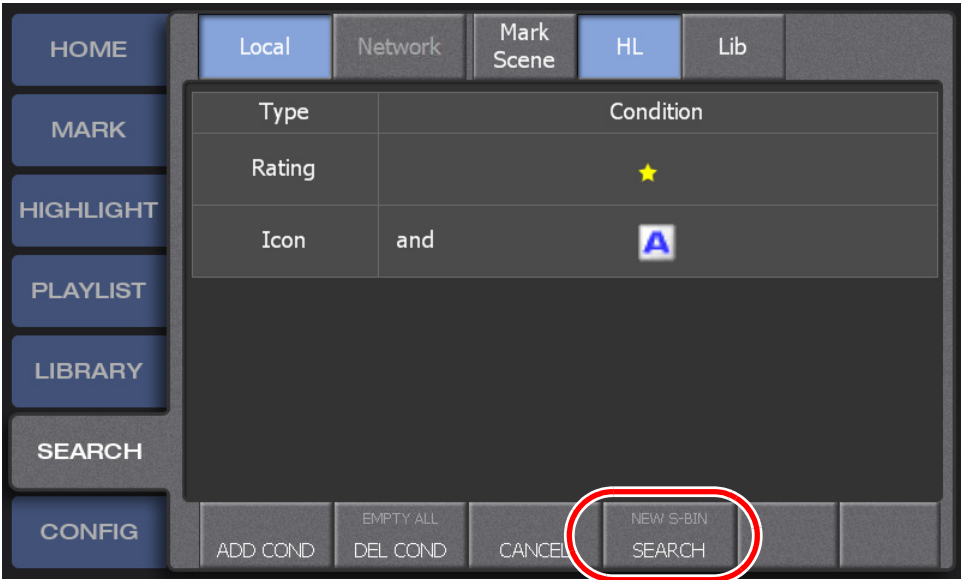


- A new SEARCH bin is created.

3. Enter a search condition.

- For more information on how to enter search conditions, see steps 2 through 4 in ["Setting a search condition" on page 131](#).

4. Touch **SEARCH**.



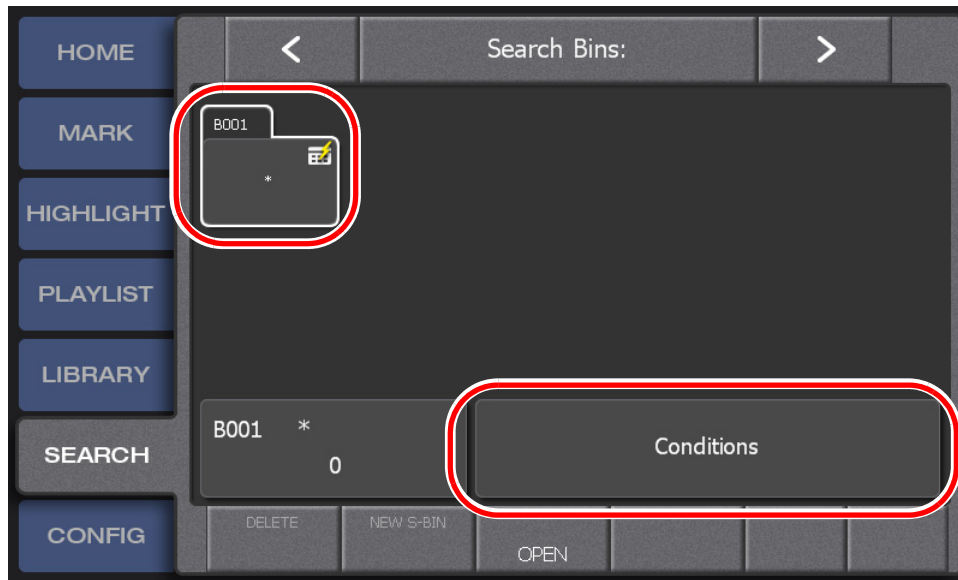
- The search conditions are set in the new SEARCH bin.

For creating a new SEARCH bin by changing search conditions of the existing SEARCH bin

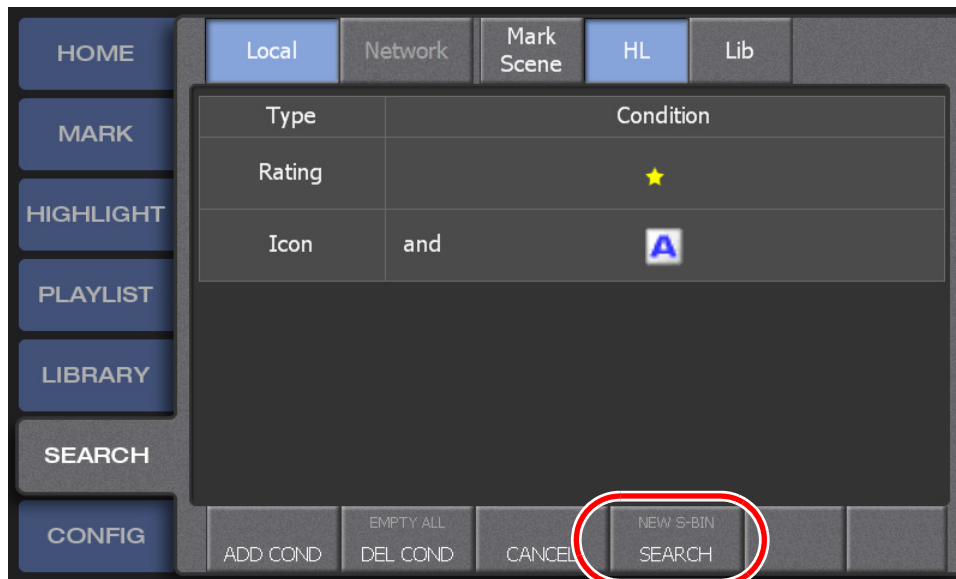
1. Display the SEARCH screen, and then touch the bin number/bin name panel.



2. Select a SEARCH bin, and then touch the "Conditions" panel.



3. Enter search conditions.
 - For more information on how to enter search conditions, see steps 2 through 4 in ["Setting a search condition" on page 131](#).
4. Press the **Shift** button, and then touch **NEW S-BIN**.



- A new SEARCH bin is created using the search conditions you set.

Settings

This chapter consists of the following:

- "Controller settings" on page 140
 - "Record train length allocation settings" on page 140
 - "Clip settings" on page 141
 - "Playback operation settings 1 (the channel settings, player settings)" on page 142
 - "Playback operation settings 2 (the JOG speed settings, pre-roll/post-roll definitions)" on page 144
 - "Playback operation settings 3 (settings for the mark point movement, cut point pre-roll, and lever engagement)" on page 145
 - "Playback operation settings 4 (the operation channel lock setting)" on page 146
 - "Mix effect settings" on page 146
 - "Panel settings (the confirmation dialog setting, audio level meter setting)" on page 148
- "Setting the file type" on page 149
- "Network settings" on page 150
- "Deleting a session" on page 152
- "Other settings" on page 153
- "Audio level settings" on page 154
- "Default logging settings" on page 155
- "Exporting a log" on page 157
- "Checking the version" on page 158
- "Play option settings" on page 158
- "Editing and storing keywords" on page 159
 - "Editing keywords" on page 159
 - "Importing/Exporting keywords or icons" on page 161
- "Importing/Exporting" on page 164
 - "Importing the CONFIG information" on page 164
 - "Exporting the CONFIG information" on page 165
 - "Backing up items by exporting them" on page 166
 - "Restoring items by importing them" on page 168
- "Calibration" on page 169

Controller settings

You can change various settings for the K2 Dyno Controller to suit your preferences in the CONFIG screen. The settings can be exported to a USB storage device to import them to another K2 Dyno Controller. For information about importing and exporting settings in the CONFIG screen, see ["Importing the CONFIG information" on page 164](#).

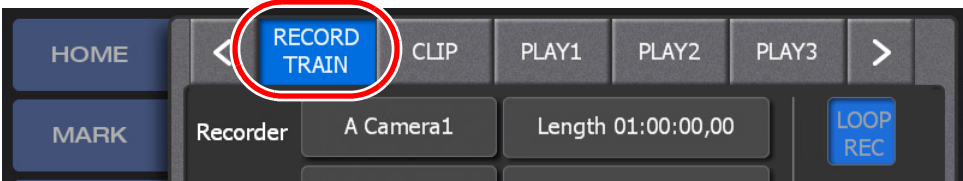
- 1. Touch the **CONFIG** tab.
 - The CONFIG screen appears. For information about the indication meanings and individual panel functions in each setting screen, refer to the description for each setting.
 - In order to reflect the settings, touch **APPLY**. If you want to cancel and undo the change(s), touch **CANCEL**.

Record train length allocation settings

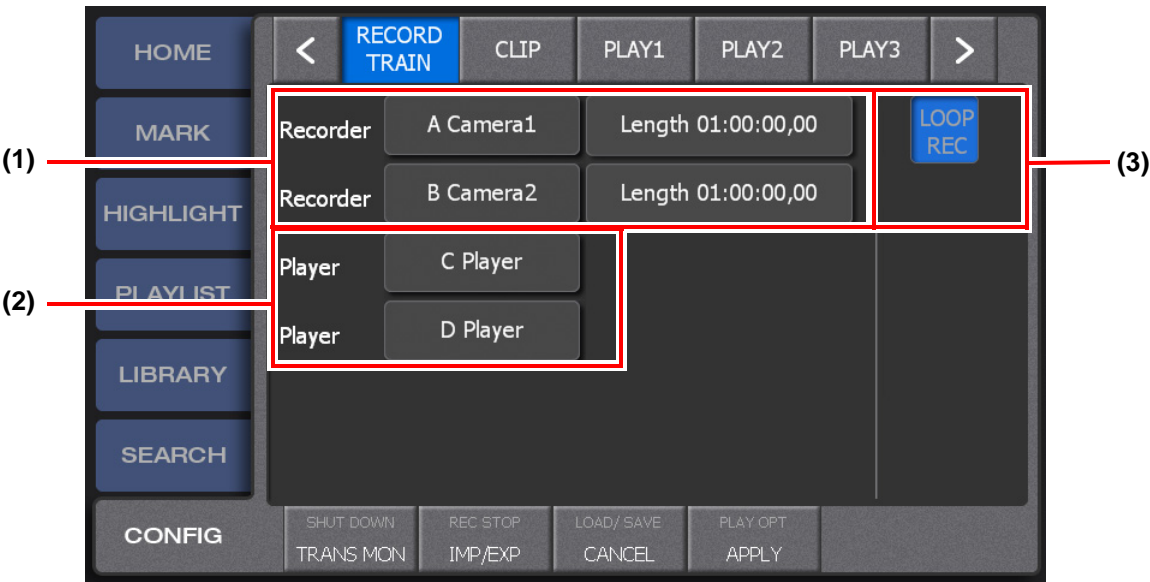
The maximum recording time for each train can be set by entering the timecode.

***NOTE:** The Train Length setting only indicates the maximum recording time. The actual available recording time depends on the remaining space in the Summit.*

- 1. Touch < or > in the CONFIG screen, and then touch **RECORD TRAIN**.



- 2. Set items.
 - For information about the indication meanings and individual panel functions, see the following table.



No.	Name	Function
(1)	Recorder	Touch a camera name panel to change its camera name. If LOOP REC is turned on, you can set the maximum recording time for each train by touching a train length panel and entering the timecode. The train length must be set as values of 00:06:00,00 or longer.
(2)	Player	Touch a player name panel to change its player name.
(3)	LOOP REC	Indicates whether the LoopRec setting is turned on in the current session.

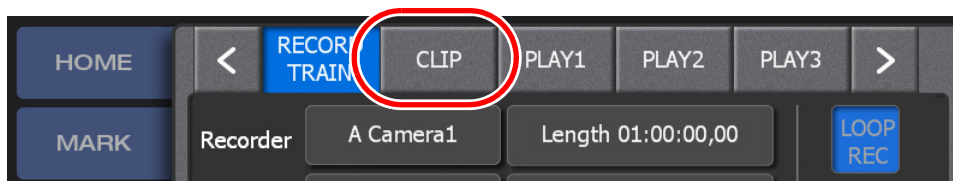
3. Touch **APPLY**.

- When you touch **APPLY**, the settings are reflected.
- When you touch **CANCEL**, the settings are restored to the settings before changes were made.

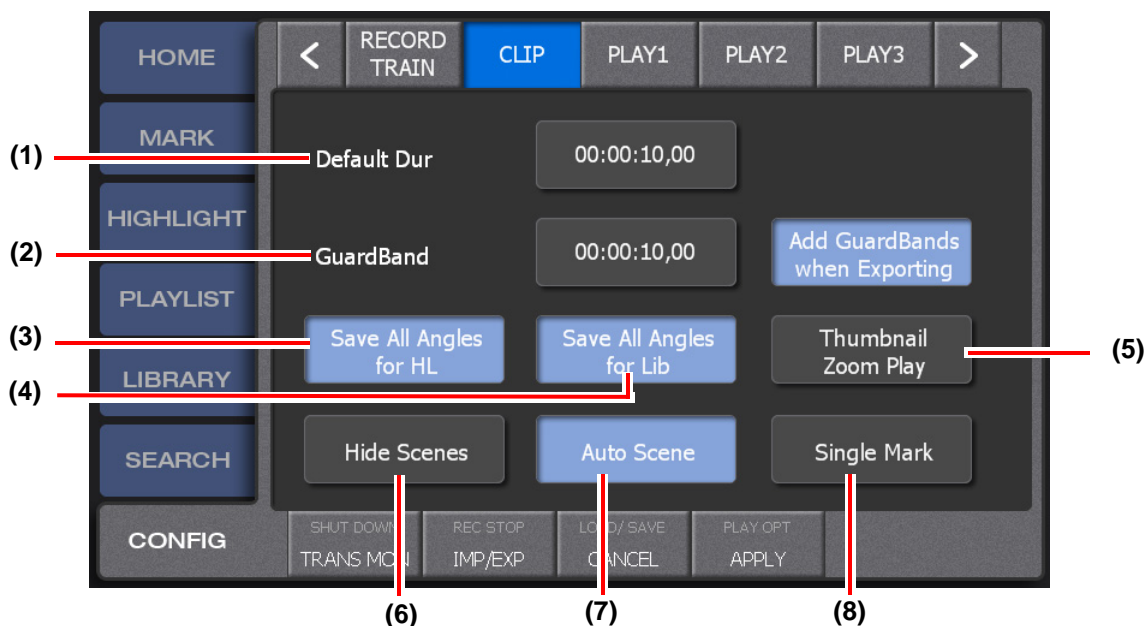
Clip settings

You can set settings for clips.

1. Touch < or > in the CONFIG screen, and then touch **CLIP**.



2. Set items.



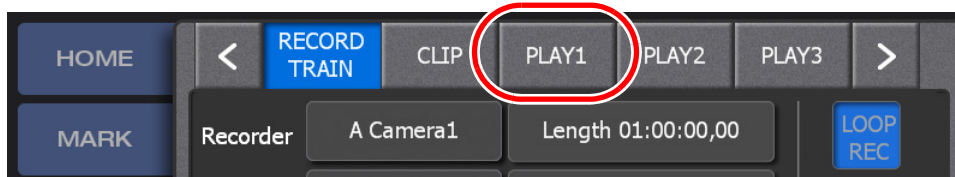
No.	Name	Function
(1)	Default Dur	Touch the timecode to change the default duration for clips by entering a value. This setting will be reflected as the duration in cases where you store a mark with only the In point to a highlight/playlist, or you press the Out button without pressing In button to create a scene during a live playback or while playing the record train.
(2)	GuardBand	Touch the timecode to change the guard band length for clips by entering a value. The guard band is a function to protect recording data for a scene that is stored in a highlight, library, or playlist from being overwritten by a LoopRec operation. Turn on Add GuardBands when Exporting to transfer items including their guard band parts with the SEND function.
(3)	Save All Angles for HL	Turn this on to store recording data for all angles when storing an item in a highlight. Turn this off if you want to store only the Primary angle.
(4)	Save All Angles for Lib	Turn this on to store recording data for all angles when storing an item in a library. Turn this off if you want to store only the Primary angle.
(5)	Thumbnail Zoom Play	When a scene is stored to a highlight/playlist/library, a thumbnail is created with the image of 16th frame from the In point and it will be protected along with its recording data. Turn this on to enable zooming a thumbnail by pressing the Shift button and touching a shot box with a thumbnail shown.
(6)	Hide Scenes	Hides scene items in the list on the MARK screen.
(7)	Auto Scene	Turn this on to automatically create a scene when the JOG knob is operated during a live playback. The In point is set as the point where the operation is switched from the JOG knob to the T-Bar operation, while the Out point is set as the point where the operation using the JOG knob or T-Bar is switched back to a live playback. If it is turned off, no scene is created even if the JOG knob or T-Bar is operated during a live playback.
(8)	Single Mark	Limits the number of marked items that can be added in a session to only one. If the Add Mrk button is pressed more than once, a mark point is update every time the button is pressed.

3. Touch **APPLY**.

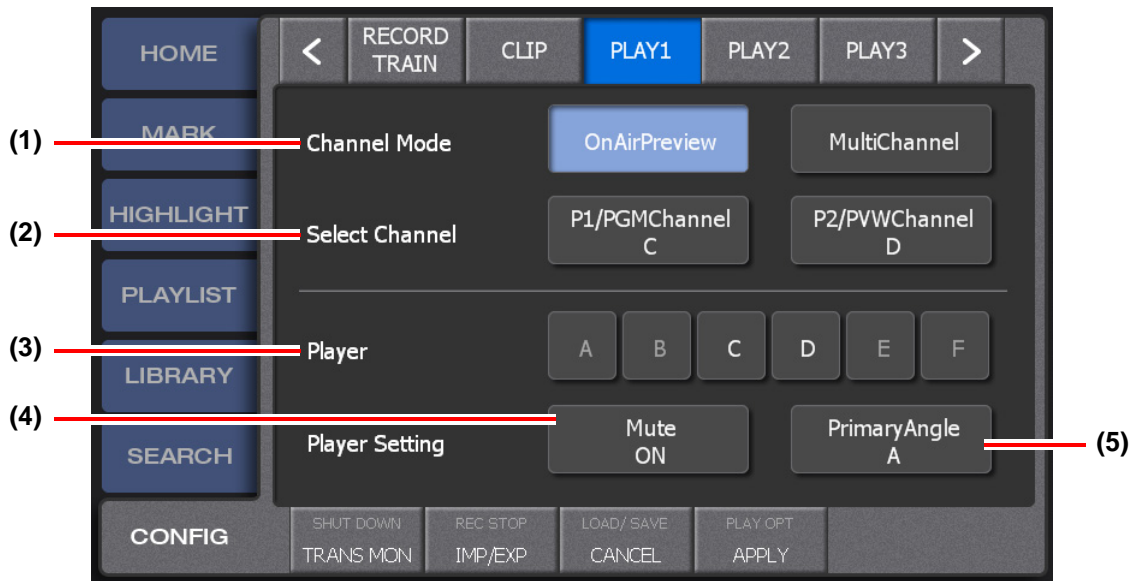
- When you touch **APPLY**, the settings are reflected.
- When you touch **CANCEL**, the settings are restored to the settings before changes were made.

Playback operation settings 1 (the channel settings, player settings)

1. Touch < or > in the CONFIG screen, and then touch **PLAY1**.



2. Set items.



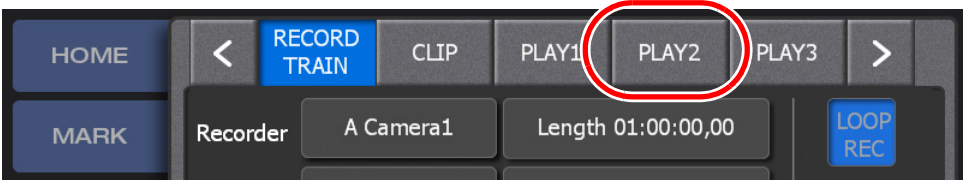
No.	Name	Function
(1)	Channel Mode	Switches between the on-air preview and multi-channel modes. The settings in Select Channel depend on the selected mode.
(2)	Select Channel	If you select OnAirPreview in "Channel Mode", select the channels to be used for an on-air broadcast and for a preview. Touch P1/PGMChannel to assign the channel to be used as the program channel (the channel for an on-air broadcast) to the P1 button, and touch P2/PVWChannel to assign the channel to be used as the preview channel to the P2 button. Every touch switches the channel specified as the player. If you select MultiChannel in "Channel Mode", assign the channels to be mainly used as the program channels to the P1/P2 button.
(3)	Player	Selects the player to be set in "Player Setting".
(4)	Audio mute selection	Selects the settings for audio playbacks when playing items with the player you selected in "Player" with the T-Bar operation. <ul style="list-style-type: none"> • Mute OFF: Audio is also played. • Mute ON: Audio is muted. • Mute w/o 100%: Audio is muted when the playback speed is not 100%.
(5)	Primary Angle selection	Selects the recording data (recorder) to be assigned to the player selected in "Player". Every touch switches the channel specified as the recorder. This setting is valid only if you set it as soon as a new session is started. If you set it during a session, the setting will be valid from the next session.

3. Touch **APPLY**.

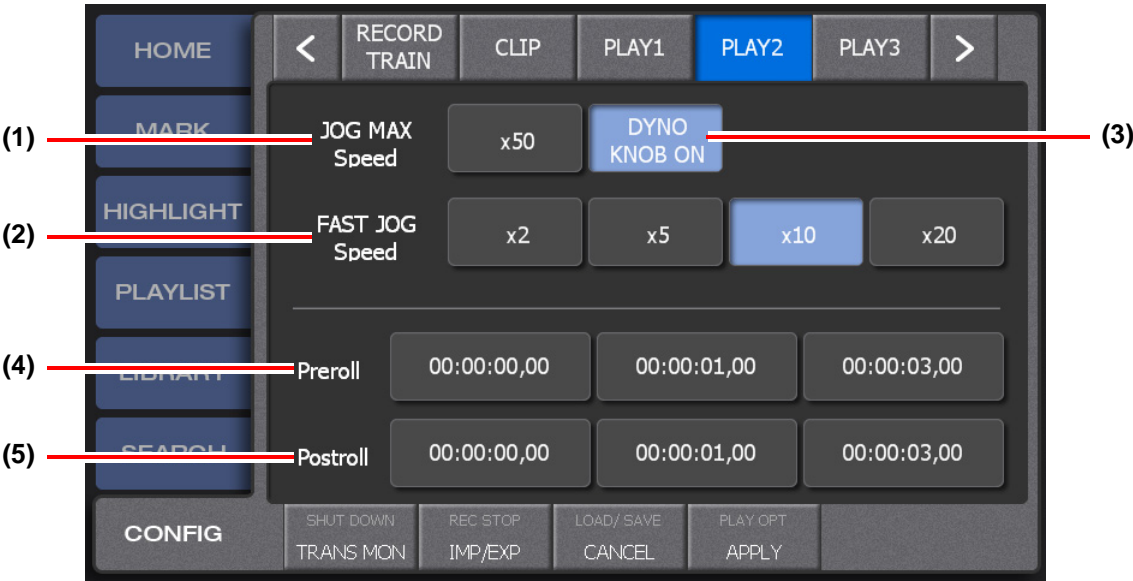
- When you touch **APPLY**, the settings are reflected.
- When you touch **CANCEL**, the settings are restored to the settings before changes were made.

Playback operation settings 2 (the JOG speed settings, pre-roll/post-roll definitions)

1. Touch < or > in the CONFIG screen, and then touch **PLAY2**.



2. Set items.



No.	Name	Function
(1)	JOG MAX Speed	Sets the maximum speed for JOG knob operations, including the speed in the Fast JOG mode. Touch the panel to enter a value.
(2)	FAST JOG Speed	Selects the jog speed for the Fast JOG mode. The jog speed is set to the speed multiplied by the selected value in reference to the normal JOG speed.
(3)	DYNO KNOB	Set whether or not to automatically switch modes between the normal JOG mode and Fast JOG mode. If it is turned on, the normal JOG mode is automatically switched to the Fast JOG mode when the JOG speed has changed suddenly during a JOG operation.
(4)	Preroll	Selects up to three pre-roll patterns. Touch the panel to enter a value. You must set a value of 00:00:10,00 or shorter.
(5)	Postroll	Selects up to three post-roll patterns. Touch the panel to enter a value. You must set a value of 00:00:10,00 or shorter.

3. Touch **APPLY**.

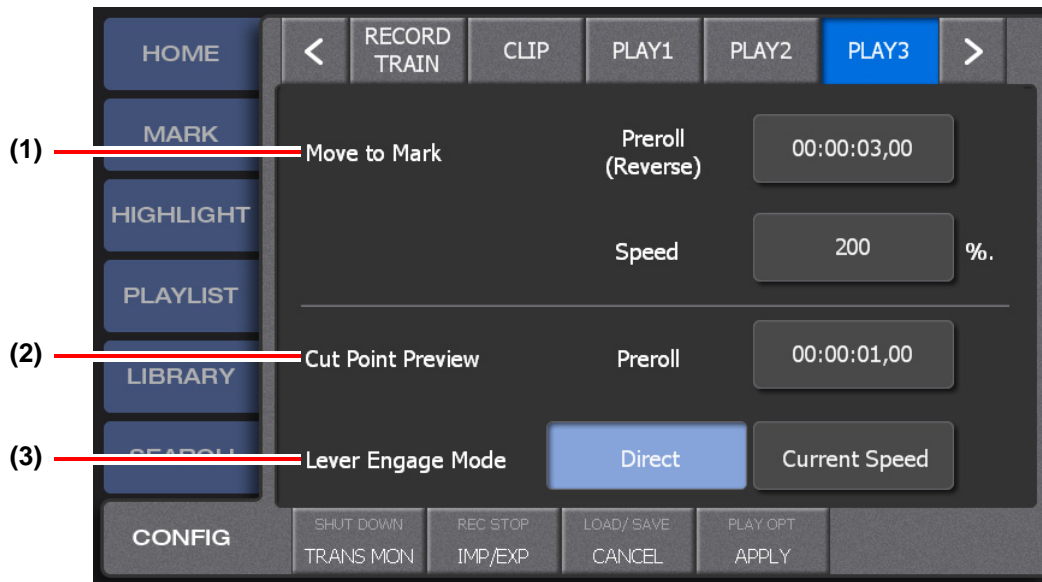
- When you touch **APPLY**, the settings are reflected.
- When you touch **CANCEL**, the settings are restored to the settings before changes were made.

Playback operation settings 3 (settings for the mark point movement, cut point pre-roll, and lever engagement)

1. Touch < or > in the CONFIG screen, and then touch **PLAY3**.



2. Set items.



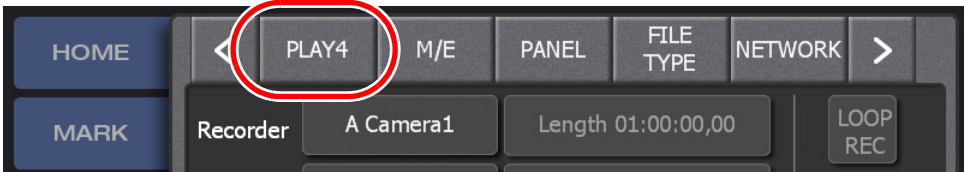
No.	Name	Function
(1)	Move To Mark	In "Preroll", set the pre-roll for a reverse playback to the In point of the previous/next item when pressing the ←/→ button after the Shift button. Touch the panel to enter a value. In "Speed", set the speed for a reverse playback to the In point of the previous/next item when pressing the ←/→ button after the Shift button. Touch the panel to enter a value.
(2)	Cut Point Preview	Sets the pre-roll when IN PREV/OUT PREV is touched in the trim mode. Touch the panel to enter a value. You must set a value of 00:00:10,00 or shorter.
(3)	Lever Engage Mode	Select Direct to reflect the T-Bar operation to the playback speed immediately after you operate the T-Bar. Select Current Speed to reflect the T-Bar operation when it is set faster than the current speed.

3. Touch **APPLY**.

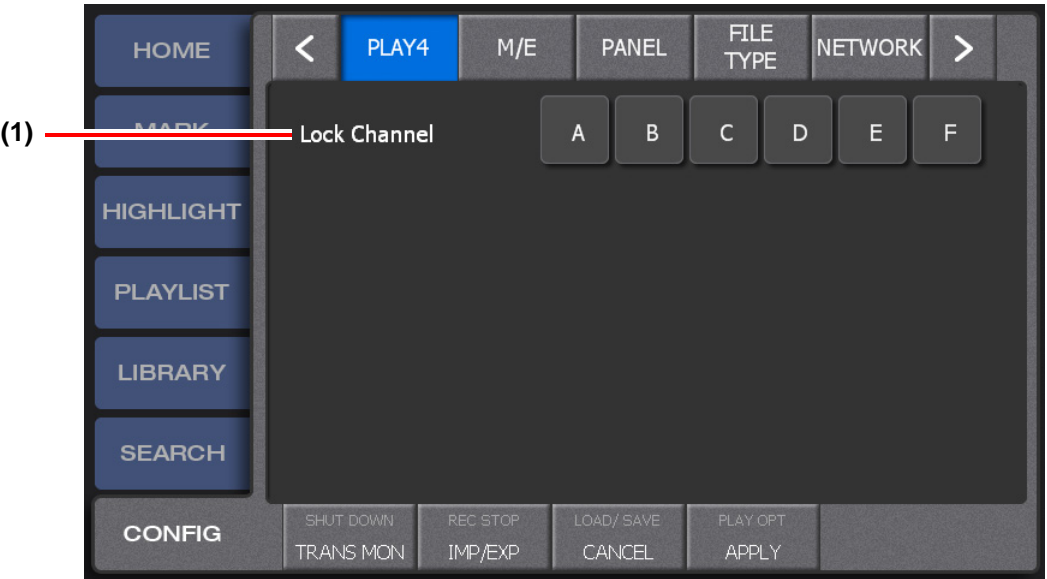
- When you touch **APPLY**, the settings are reflected.
- When you touch **CANCEL**, the settings are restored to the settings before changes were made.

Playback operation settings 4 (the operation channel lock setting)

1. Touch < or > in the CONFIG screen, and then touch **PLAY4**.



2. Set the item.

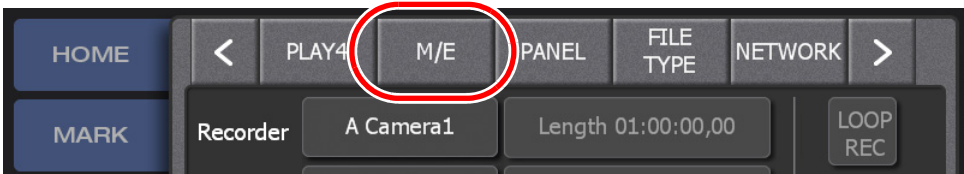


No.	Name	Function
(1)	Lock Channel	The channel selected here is set so that it cannot be selected from this K2 Dyno Controller. For example, if the C and D channels are available in the multi-channel mode and you want the first K2 Dyno Controller to use the C channel while you want the second K2 Dyno Controller to use the D channel, you can set your controller so that the D channel cannot be selected from the first K2 Dyno Controller. Because the channel that another user is operating cannot be selected, you can prevent the channel from being operated by mistake.

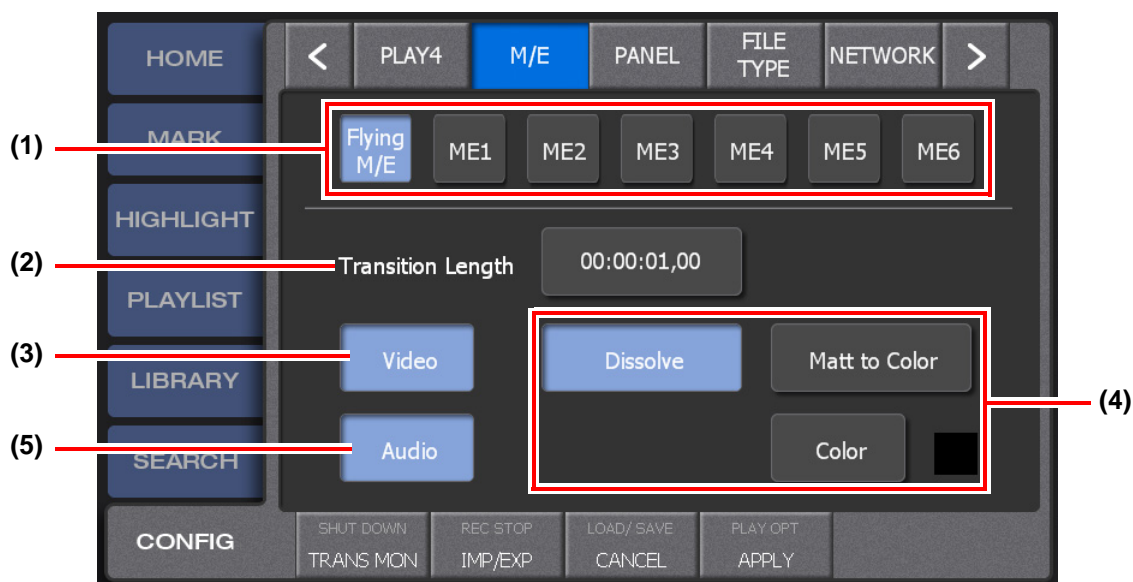
Mix effect settings

You can set the settings for the Flying M/E and six M/E about the transition type, whether or not to enable the audio cross fade, and the transition duration.

1. Touch < or > in the CONFIG screen, and then touch **M/E**.



2. Set items.



No.	Name	Function
(1)	M/E selection for settings	Selects the M/E you want to set. Flying M/E is an effect for switching angles or changing cue up points.
(2)	Transition Length	Sets the M/E duration. Touch the panel to enter a value. You must set a value of 00:00:02,00 or shorter.
(3)	Video	Switches whether or not to enable the video transition.
(4)	Effect selection	Selects the video transition type. When you select Matt to Color , touch the Color panel to select a color.
(5)	Audio	Switches whether or not to enable the audio cross fade.

NOTE: The following operations enable/disable Flying M/E:

- Switching angles while replaying an item: Enable
- Changing cue up points: Enable
- Cueing up an item during a live playback: Disable
- Switching angles during a live playback: Disable
- Switching to a live playback while replaying an item: Disable

NOTE: If the same settings are set for different M/Es, the second M/E will be skipped when you choose an M/E pattern in the PLAYLIST screen. For example, if the same settings are set for M/E3 and M/E4, the M/E patterns are switched as follows: M/E1 -> M/E2 -> M/E3 -> M/E5 -> M/E6 -> M/E1.

NOTE: M/E with both "Video" and "Audio" turned off will be skipped when you choose an M/E pattern in the PLAYLIST screen. It is useful when you want to remove unnecessary patterns from the M/E choices.

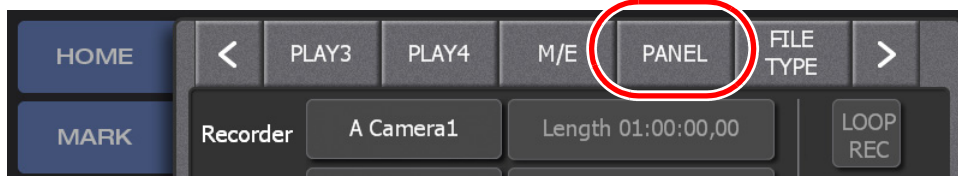
NOTE: If you made any changes to the "M/E" settings in the CONFIG screen during a session, it will not be reflected to the M/Es that are already being used in a playlist. If the settings are different between before and after the changes, the M/E panel text in the PLAYLIST screen is displayed in yellow. However, if the M/E setting prior to the change matches another M/E, its M/E number is displayed.

3. Touch **APPLY**.

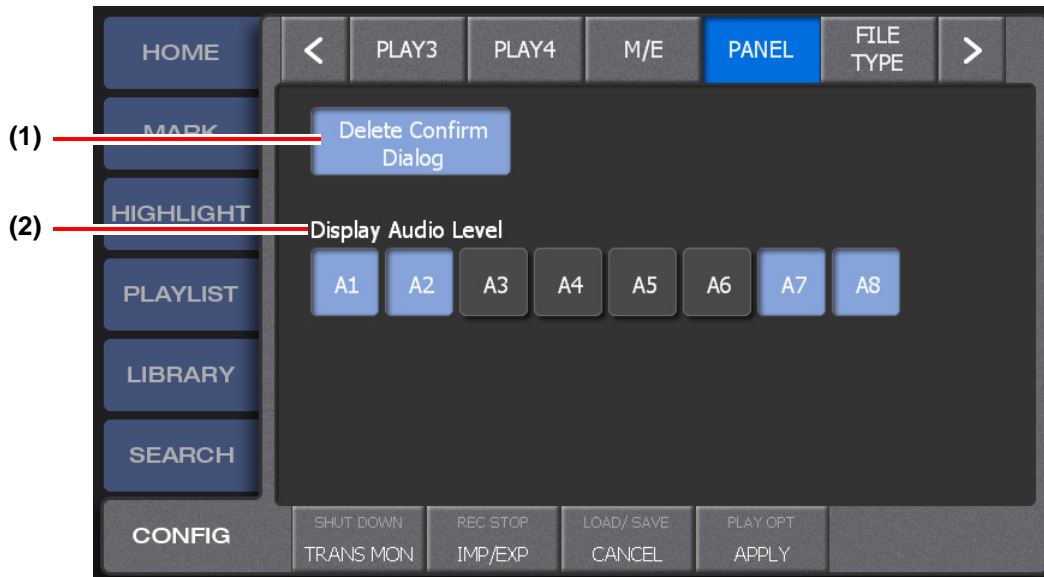
- When you touch **APPLY**, the settings are reflected.
- When you touch **CANCEL**, the settings are restored to the settings before changes were made.

Panel settings (the confirmation dialog setting, audio level meter setting)

1. Touch < or > in the CONFIG screen, and then touch **PANEL**.



2. Set items.



No.	Name	Function
(1)	Delete Confirm Dialog	Sets whether or not to display the confirmation dialog when an item is deleted.
(2)	Display Audio Level	Selects the audio track(s) for the audio level meters to be displayed in the HOME screen.

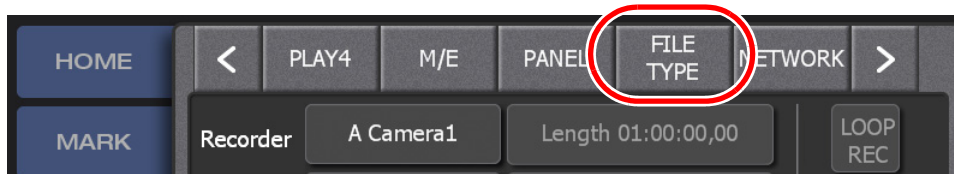
3. Touch **APPLY**.

- When you touch **APPLY**, the settings are reflected.

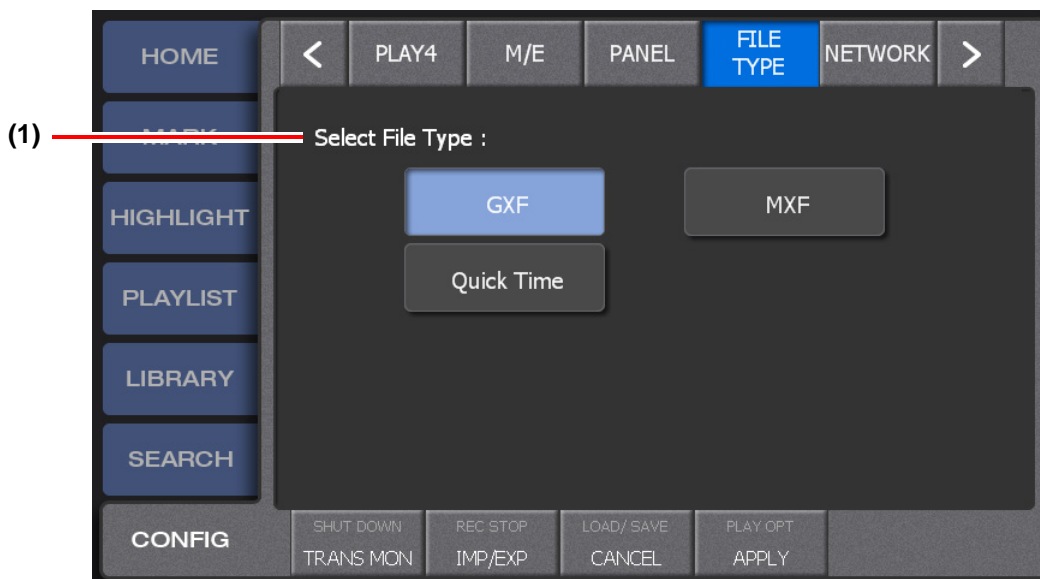
- When you touch **CANCEL**, the settings are restored to the settings before changes were made.

Setting the file type

1. Touch < or > in the CONFIG screen, and then touch **FILE TYPE**.



2. Set the item.



No.	Name	Function
(1)	Select File Type	<p>Touch and select the File Type (container format) when transferring items to another location.</p> <p>However, the following restrictions apply to the File Type (container format) when transferring items:</p> <ul style="list-style-type: none"> • Only transfer in GXF format can be performed if the LoopRec setting is turned on. Transfer in MXF or Quick Time format cannot be performed. • Playlists can be transferred only in GXF format. Transfer in MXF or Quick Time format cannot be performed. • Files in Quick Time format can be transferred only to a USB storage device connected the local Summit.

3. Touch **APPLY**.

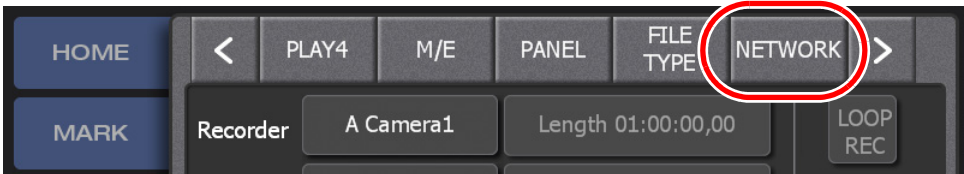
- When you touch **APPLY**, the settings are reflected.
- When you touch **CANCEL**, the settings are restored to the settings before changes were made.

Network settings

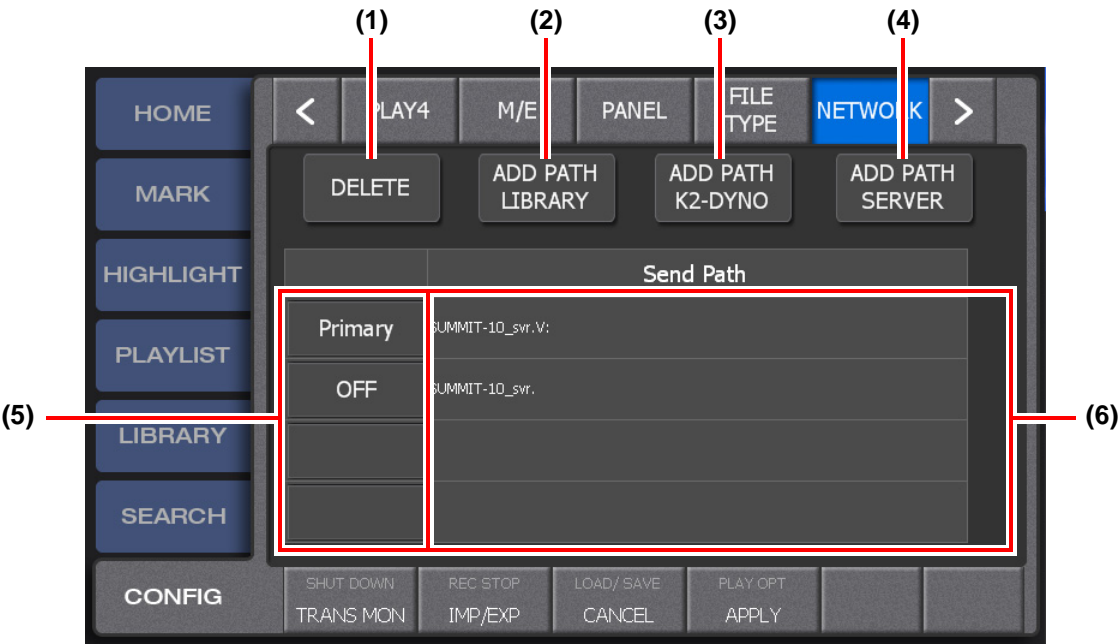
You can set the destinations to which data is sent when you touch **SEND** or press the **Send** button after pressing the **Shift** button in the respective screens. (SEND function)

The data sent by touching **SEND** or by SEND function will be saved with a file name that is given automatically. You need to export your data if you want to specify a file name. For information about exporting, see ["Backing up items by exporting them" on page 166](#).

- 1. Touch < or > in the CONFIG screen, and then touch **NETWORK**.



- 2. Set items.



No.	Name	Function
(1)	DELETE	Deletes the selected pass.
(2)	ADD PATH LIBRARY	Selects a folder in the local Summit. Touching this displays the V drive in the local Summit. Touch DOWN or UP to specify a directory, select the folder you want to set as the destination, and then touch OPEN . * Touching DOWN after selecting a folder opens the folder moving one level down in the directory, while touching OPEN after selecting a folder determines the folder as the destination.

No.	Name	Function
(3)	ADD PATH K2-DYNO	Selects a folder in the K2 Dyno Controller or in the USB storage device attached to the K2 Dyno Controller. Touching this displays the folder(s). Touch DOWN or UP to specify a directory, select the folder you want to set as the destination, and then touch OPEN . * Touching DOWN after selecting a folder opens the folder moving one level down in the directory, while touching OPEN after selecting a folder determines the folder as the destination.
(4)	ADD PATH SERVER	Specifies a location including an external device (such as a USB storage device) connected to the local Summit or a folder on the network that can be accessed from the local Summit. Touch this to enter a path from the local Summit. For more information about specifying the path, see "Specifying the ADD PATH SERVER" on page 151 .
(5)	Send setting	Every touch switches between; "OFF", "Primary", and "All". <ul style="list-style-type: none"> • OFF: No data is sent to the pass(es) you turned off. • Primary: Only the angle data you set as primary is sent. • ALL: All of the protected angle data is sent.
(6)	Send Path	Shows the configured path.

3. Touch **APPLY**.

- When you touch **APPLY**, the settings are reflected.
- When you touch **CANCEL**, the settings are restored to the settings before changes were made.

Specifying the ADD PATH SERVER

- Enter the drive name to specify the USB storage device connected to the Summit. For example, when you specify a "temp" folder in the USB memory (Drive: D) connected with the Summit, enter "D:\temp" with the keyboard.
- Enter the computer name to specify the hard disk of the network-connected PC, not the drive letter. For example, when you specify a "temp" folder in the hard disk of the PC network-connected with the Summit, enter "\\Dyno-PC\temp" with the keyboard. (In this case, the computer name is "Dyno-PC", "temp" folder of the PC is connected with the Summit, and the drive letter is "Z")

NOTE: Do not use the drive letter to specify the network-connected destination.

NOTE: The specified folder of the destination PC is not required to be connected during its setting. (It requires to be connected when transferring the data.)

NOTE: Do not specify the local disk (Drive: C, etc.) of the Summit as the destination because of its protection function.

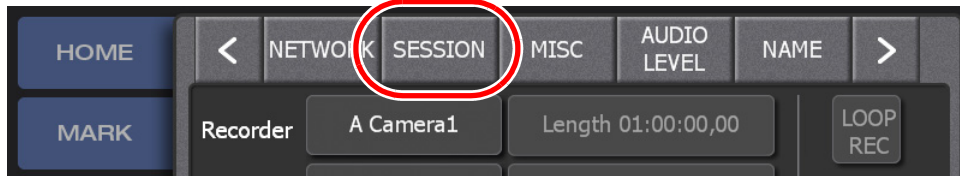
NOTE: The authentication information (user name and password) is required to connect to the drive on the network. Configure the PC to allow connection with the following authentication information in advance.

- User name: Administrator, Password: adminK2, or
- User name: guest, no password

Deleting a session

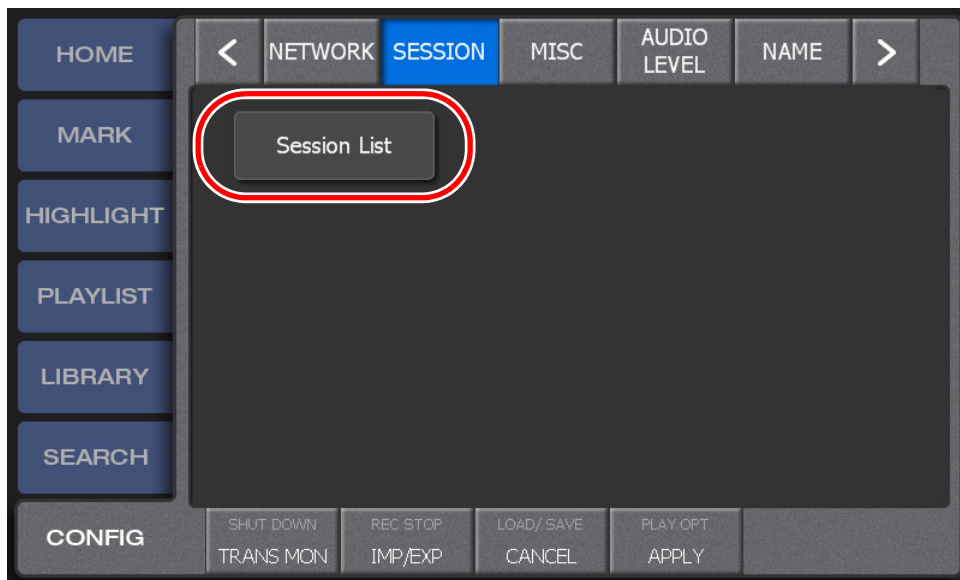
You can select and delete a session on the local or network Summit.

1. Touch < or > in the CONFIG screen, and then touch **SESSION**.



2. Touch **Session List**.

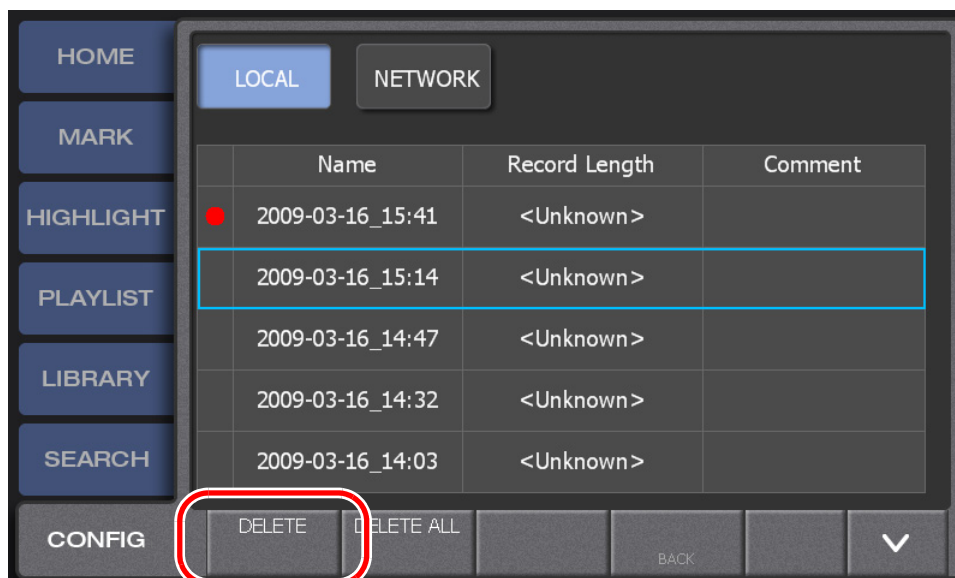
- Touching this displays the list of the sessions saved on the Summits. Currently used sessions are shown with red circular symbols.



3. Select a session, press the **Shift** button, and then touch **DELETE**.

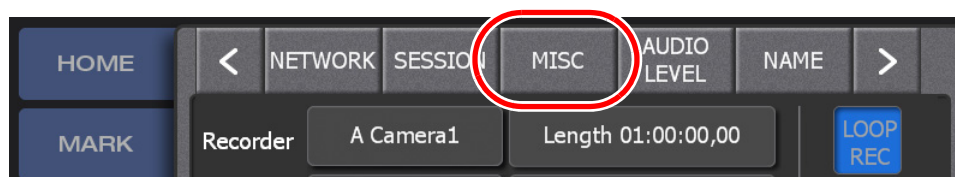
- Touching **LOCAL** displays the list of sessions on the local Summit. Touching **NETWORK** displays the list of sessions on both the local Summit and the network Summit.

- If you touch **DELETE ALL** after pressing the **Shift** button, all the sessions shown in the list can be deleted. However, currently used sessions cannot be deleted.

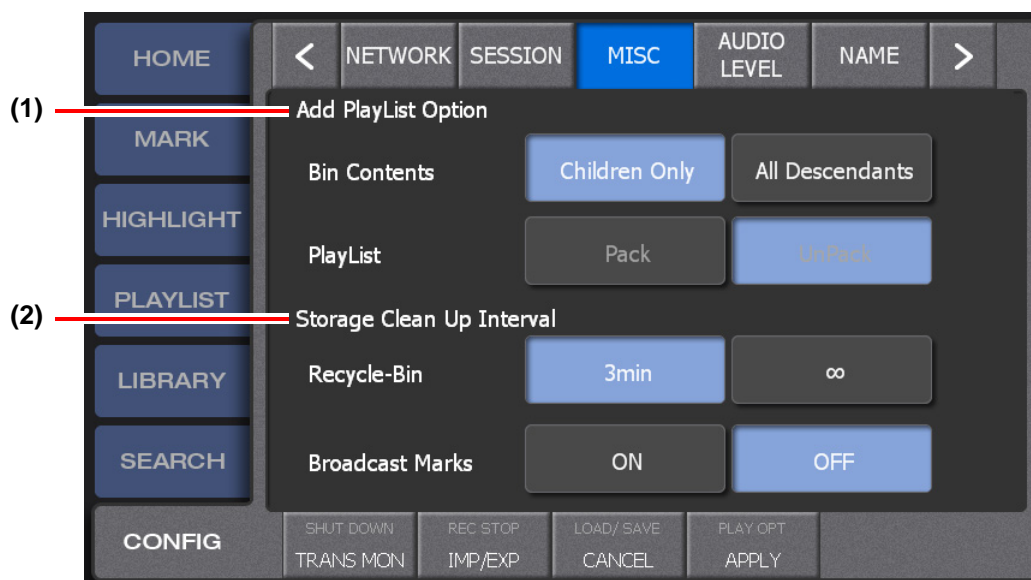


Other settings

1. Touch < or > in the CONFIG screen, and then touch **MISC**.



2. Set items.



No.	Name	Function
(1)	Add PlayList Option	<p>Sets the setting for adding events to a playlist.</p> <p>In "Bin Contents", set the option when the Add PL button is pressed after selecting a bin. If you select Children Only, the item(s) directly under the selected bin are added to a playlist. If you select All Descendants, all the items under the selected bin, including those in the sub folder(s), are added to a playlist. However, sub folders cannot be created in a highlight bin or SEARCH bin while in the simple mode of version 1.1 and All Descendants is disabled.</p> <p>In "PlayList", select the option either to add a playlist with its events expanded or to add a playlist as a single event, when you add a playlist to another playlist, creating nested playlists. In version 1.1, a playlist is always added with its events expanded and Pack is disabled. Please wait for the future version upgrade information.</p>
(2)	Storage Clean Up Interval	<p>In "Recycle-Bin", select the interval (in minutes) at which data is erased completely. Deleted items are saved in the recycle bin first and then erased completely after a certain period of time. If you select ∞, data is not erased automatically.</p> <p>In "Broadcast Marks", set the option for adding a mark. If you select ON, mark information is added to the mark lists for all the K2 Dyno Controllers in the same session when you press the Add Mrk button.</p>

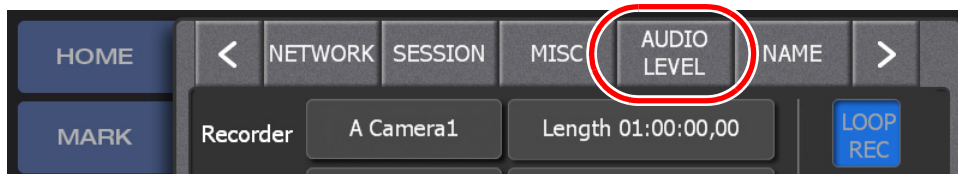
3. Touch **APPLY**.

- When you touch **APPLY**, the settings are reflected.
- When you touch **CANCEL**, the settings are restored to the settings before changes were made.

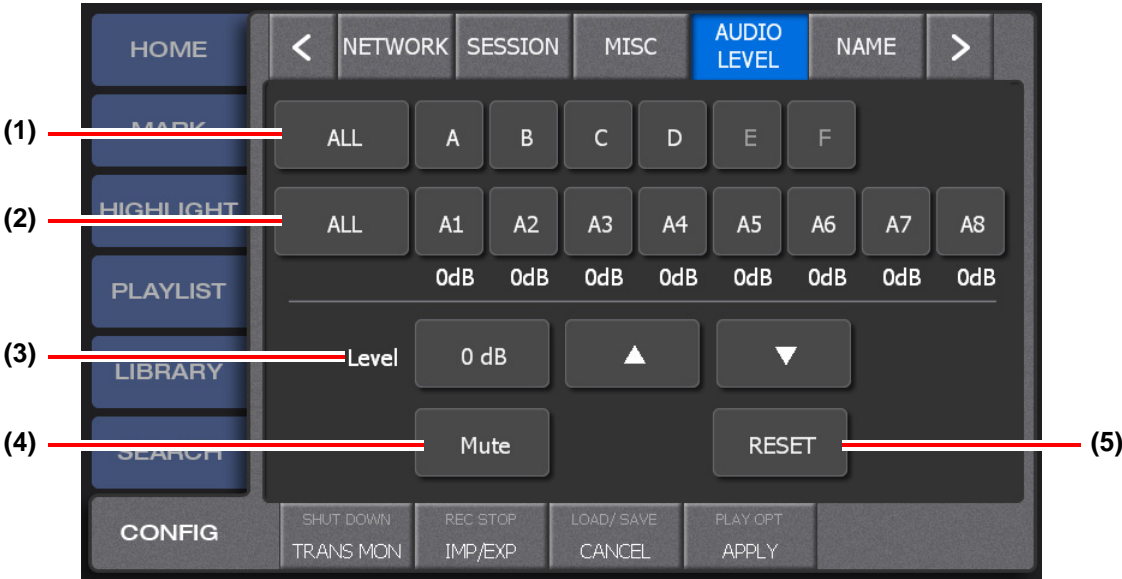
Audio level settings

You can the adjust audio level for each channel and audio track, respectively.

1. Touch < or > in the CONFIG screen, and then touch **AUDIO LEVEL**.



2. Set items.



No.	Name	Function
(1)	Channel selection	Selects the channel(s) to be set. Touching ALL switches between all selected and all deselected. Multiple selection is also available.
(2)	Audio track selection	Selects the audio track(s) to be set. Touching ALL switches between all selected and all deselected. Multiple selection is also available.
(3)	Level	Shows the audio level. Touching ▲/▼ adjusts the audio level by 1dB. You can also enter a value directly by touching the audio level panel. The value can be set within a range of 24 to -40dB.
(4)	Mute	Mutes the audio. You can mute the audio without changing the set values even when the audio levels for the selected channels or audio tracks are not the same.
(5)	RESET	Restores all the audio levels to 0dB.

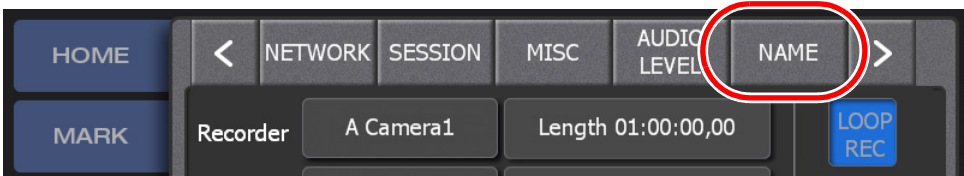
3. Touch **APPLY**.

- When you touch **APPLY**, the settings are reflected.
- When you touch **CANCEL**, the settings are restored to the settings before changes were made.

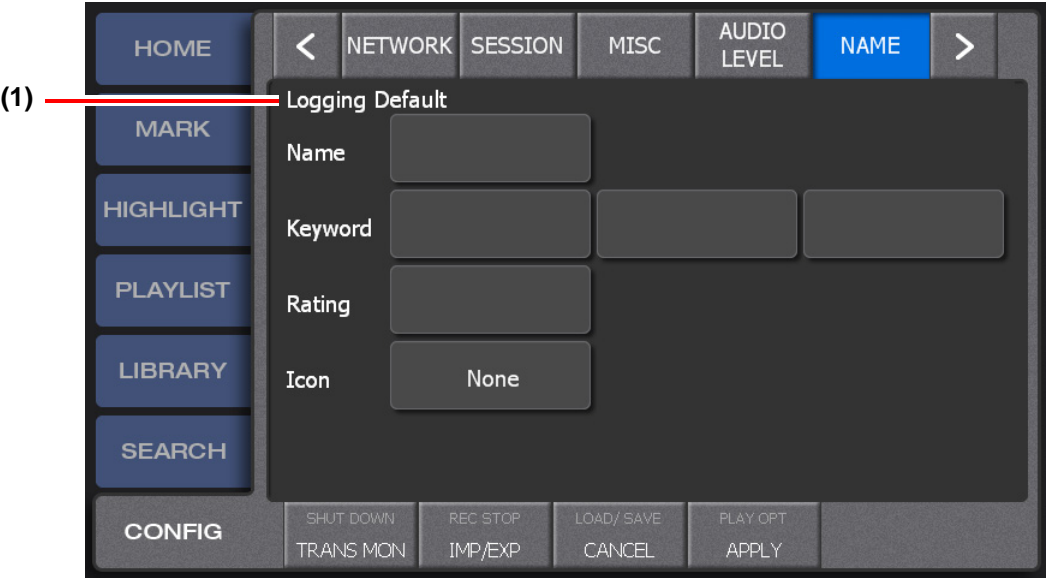
Default logging settings

You can set the default logging information. If you store the default logging information, the stored logging information will be set to a mark when adding one.

1. Touch < or > in the CONFIG screen, and then touch **NAME**.



2. Set items.



No.	Name	Function
(1)	Logging information	Sets the logging information to store as default. Touching the Name, Keyword, or Icon panel opens the entry screen. You can either select an item from the panel or touch KEYBOARD to enter text directly.

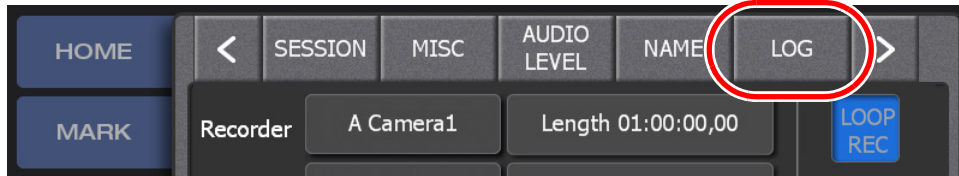
3. Touch **APPLY**.

- When you touch **APPLY**, the settings are reflected.
- When you touch **CANCEL**, the settings are restored to the settings before changes were made.

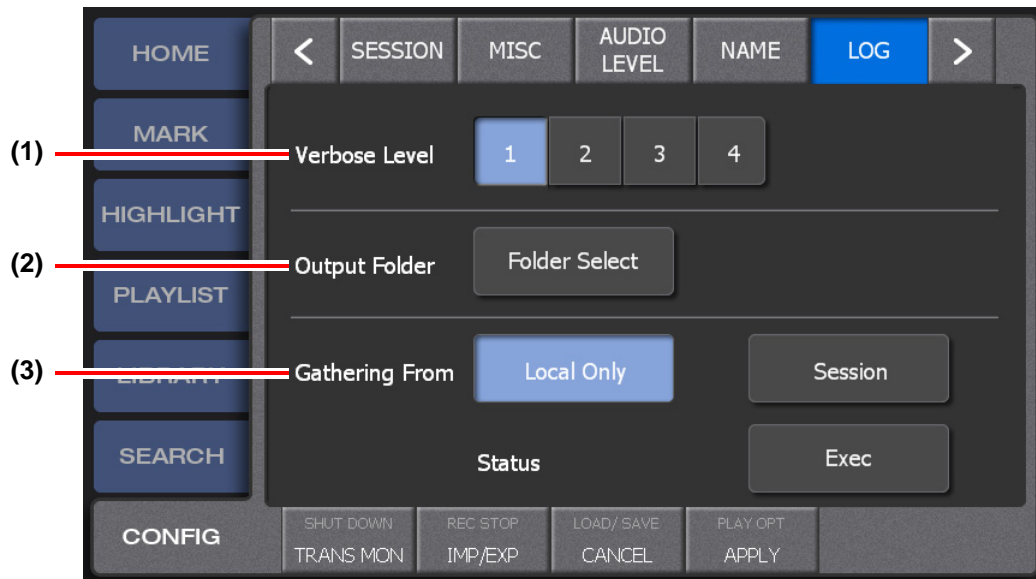
Exporting a log

You can output an operation log. Use this to clarify the cause of a trouble.

1. Touch < or > in the CONFIG screen, and then touch **LOG**.



2. Set items.



No.	Name	Function
(1)	Verbose Level	Sets the log output level. A more detailed log is output as you increase the value.
(2)	Output Folder	Touch the panel to specify the folder to which a log is output.
(3)	Gathering From	Sets the source(s) from which a log is collected. If you select Local Only , a log for operations, only on the K2 Dyno Controller that you are currently working on, is output. If you select Session , a log for operations on all the controllers is output even when multiple K2 Dyno Controllers are connected.

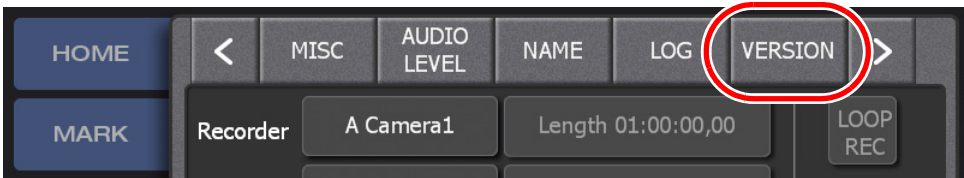
3. Touch **Exec**.

- To cancel the output, touch **Cancel**.

Checking the version

You can check the version of your K2 Dyno Controller.

- 1. Touch < or > in the CONFIG screen, and then touch **VERSION**.

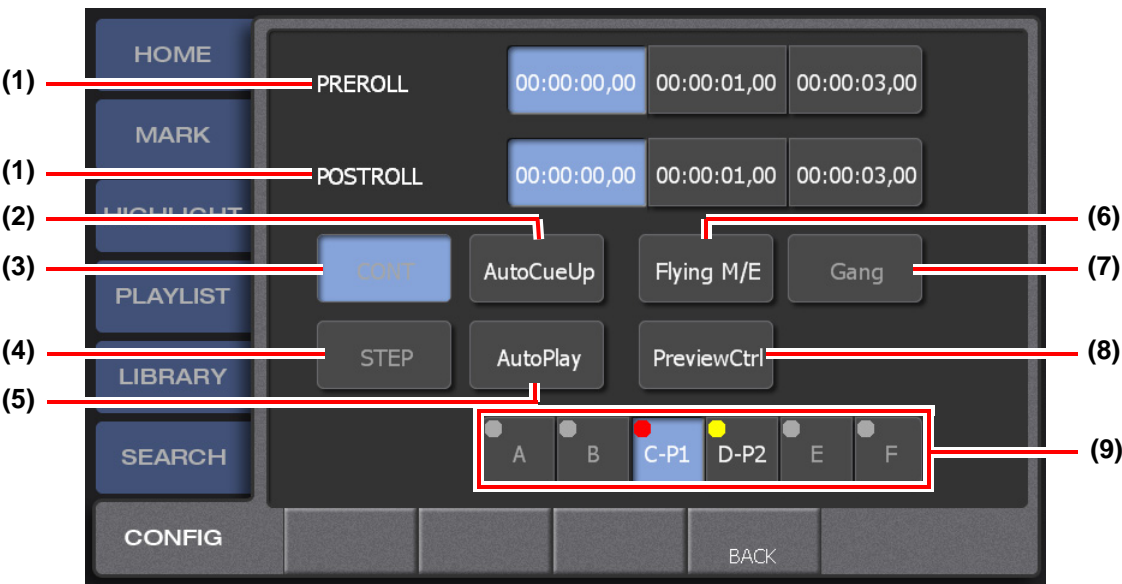


- The version information is displayed.

Play option settings

The options can be set from the main screen of HOME/MARK/HIGHLIGHT/PLAYLIST/LIBRARY/SEARCH/CONFIG.

- 1. Press the **Shift** button, and then touch **PLAY OPT**.
 - The settings are common, from whichever screen you set them.
- 2. Set items.



No.	Name	Function
(1)	PREROLL POSTROLL	Selects from the 3 patterns. You can set a value in "PLAY2" on the CONFIG screen. For more information on how to set the values, see "Playback operation settings 2 (the JOG speed settings, pre-roll/post-roll definitions)" on page 144.
(2)	AutoCueUp	Turn this on to cue up an item when it is selected.
(3)	CONT	Turn this on to play the stored events continuously during a playlist playback.

No.	Name	Function
(4)	STEP	Turn this on to stop the playback every time after storing a single event during a playlist playback. It is not available in version 1.1. Please wait for the future version upgrade information.
(5)	AutoPlay	Turn this on to cue up and play an item when it is selected.
(6)	Flying M/E	Turn this on to apply M/E when switching angles or changing cue up points. During a live playback, M/E is not applied even if this setting is turned on. For information on how to set the Flying M/E, see "Mix effect settings" on page 146 . If a keyboard is connected, you can enable/disable Flying/ME by pressing the [F1] key.
(7)	Gang	Sets the option in the multi-channel mode. If you turn the Gang mode on, operations with the T-Bar or JOG knob are synchronized in the multiple channels selected from the channel selection panel. For example, if you turn Gang on and select channel C and D, and press the T-Bar up to the 50% position, the video for both the C and D channels is played at the 50% speed. For more information about the multi-channel mode and the Gang mode, see "Synchronizing the playback status for multiple channels in the multi-channel mode (Gang mode)" on page 61 .
(8)	PreviewCtrl	Sets the option in the on-air preview mode. If you turn this on, the channel you set as the preview channel is set as the operation target. The preview channel is set using "PLAY1" on the CONFIG screen. For more information about the playback operation in the on-air preview mode, see "Playback operations in the on-air preview mode" on page 58 .
(9)	Channel selection	If PreviewCtrl is turned on, the channel of the preview channel is selected. If Gang is turned on, select multiple channels of which operations are to be synchronized.

Editing and storing keywords

You can edit the selection panel to be displayed when you enter names/keywords/ icons of logging information, bin names, or playlist names.

These data is in XML format and is edited using a dedicated editor software.

Editing keywords

NOTE: You must install *KeywordEditor* on the PC to be used for editing beforehand.

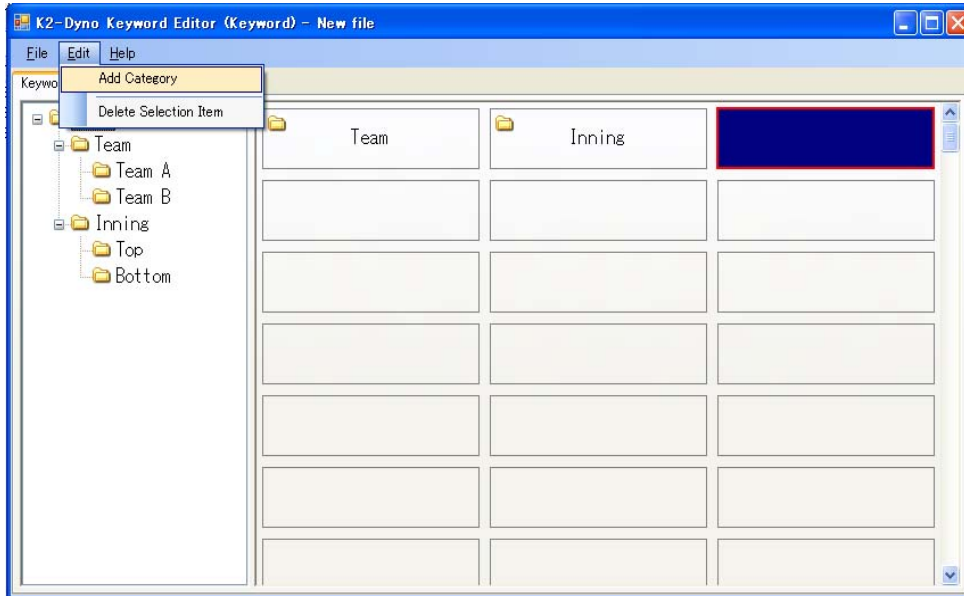
Keyword editing

You can edit the selection panel to be displayed for names/keywords of logging information, bin names, or playlist names. If you want to edit it on an external PC, save your edited file in a external storage device that can be connected via USB.

1. Double-click and run LoggingEditor.exe.

- You can also click the **start** menu, and then click **K2 Dyno → Keyword Editor** to run it.

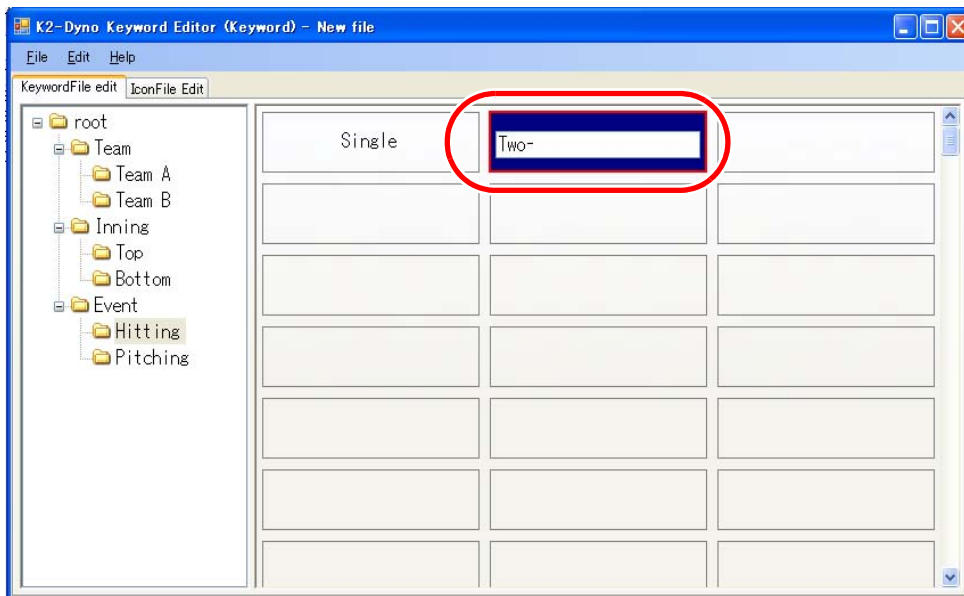
2. Click **Edit→Add Category** in the menu bar to create a category folder.



- A category folder is created.
- If you want to edit an existing file, click **File→Open file...** in the menu bar to select a file.

3. Click the panel, and then enter a keyword.

- You can enter up to 12 single-byte characters.



- If you want to delete a category folder or keyword, select the panel and click **Edit→Delete Selection Item** in the menu bar.

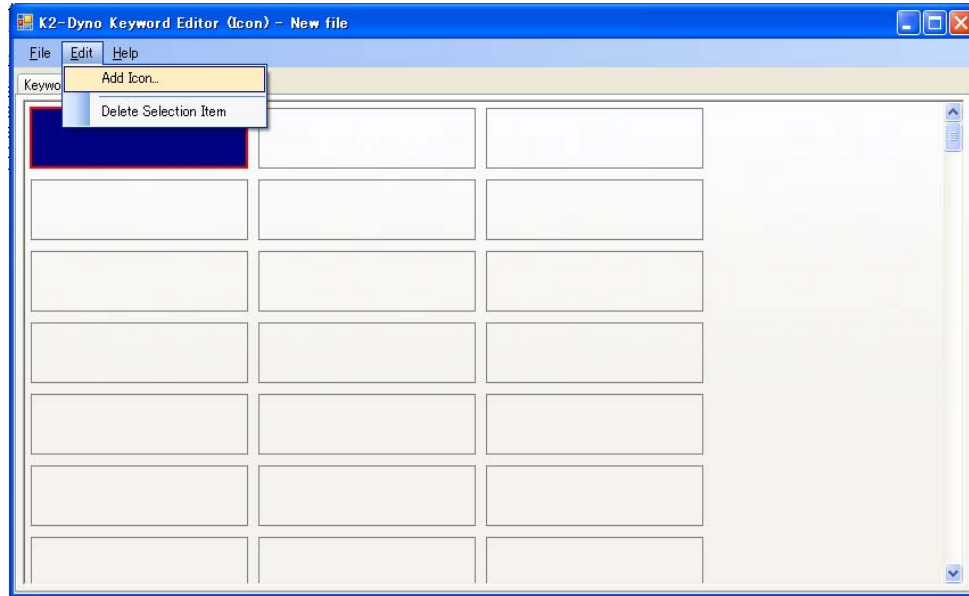
4. Click **File→Save as...** in the menu bar to name and save the file.

- If you want to overwrite the existing file, click **Save**.

Icon editing

You can edit the selection panel to be displayed for icons of logging information.

1. Double-click and run LoggingEditor.exe.
 - You can also click the **start** menu, and then click **K2 Dyno → Keyword Editor** to run it.
2. Click the **IconFile Edit** tab.
3. Select the panel, and then click **Edit→Add Icon** in the menu bar.



- If you want to edit an existing file, click **File→Open file...** in the menu bar to select a file.
4. Select an image file, and then click Open.
 - An image file is stored as a bitmap file of 16 x 16 dots with 256 colors. An image file with a larger size is reduced.
 - If you want to delete an icon, select the panel and click **Edit→Delete Selection Item** in the menu bar.
 5. Click **File→Save as...** in the menu bar to name and save the file.
 - If you want to overwrite the existing file, click **Save**.

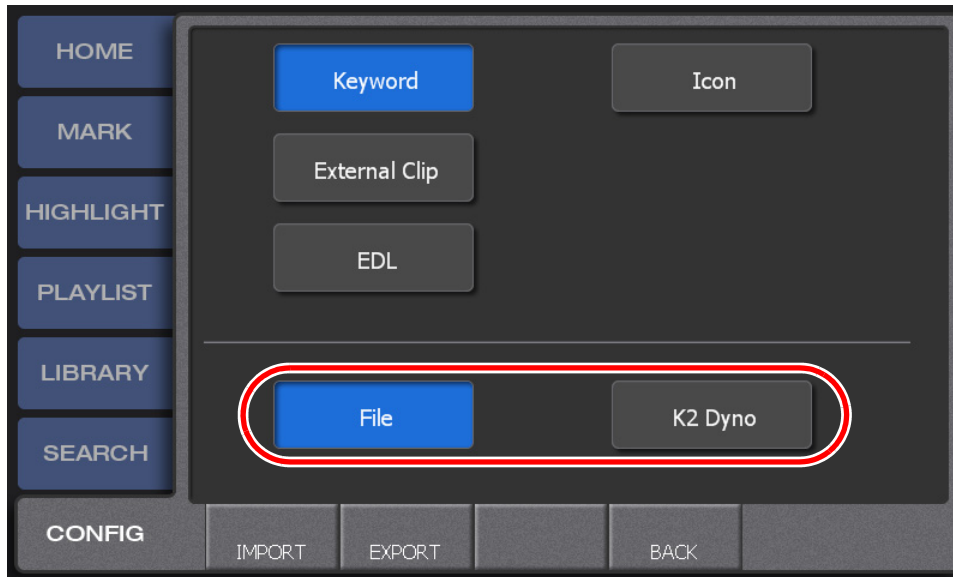
Importing/Exporting keywords or icons

You can import/export edited keyword or icon files via USB. When the K2 Dyno Controller is connected to another controller via a network, you can import/export the data directly.

Importing keywords or icons

1. Touch **IMP/EXP** in the CONFIG screen.
2. Touch and select **Keyword** or **Icon**.

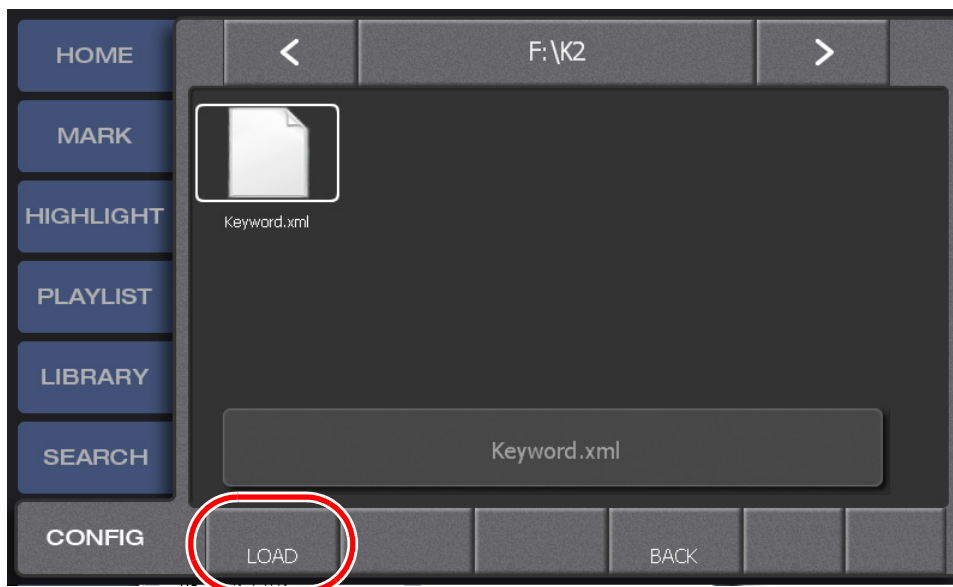
3. Select the destination to save the file to import.



4. Touch **IMPORT**.

5. Select a file, and then touch **LOAD**.

- Double-touching a folder expands the folder. You can move one level up in the directory by touching the pass panel at the top of the screen.

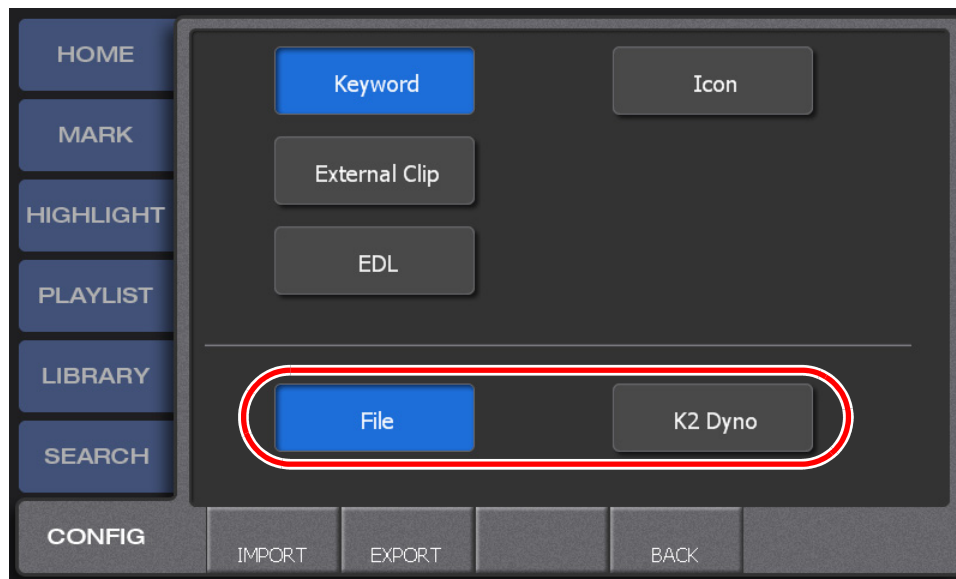


- The edited keyword(s) or icon(s) will then appear in the selection panel.



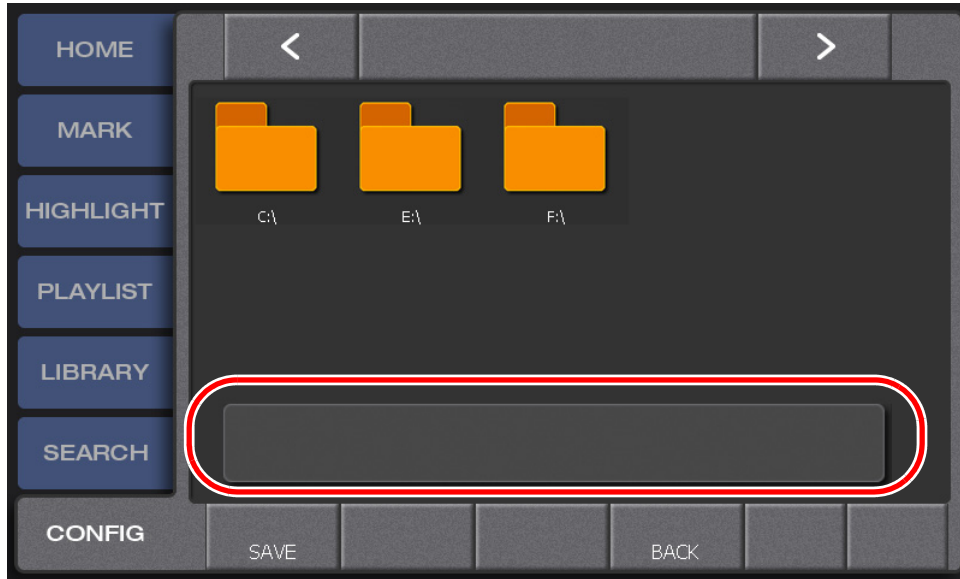
Exporting keywords or icons

1. Touch **IMP/EXP** in the CONFIG screen.
2. Touch and select **Keyword** or **Icon**.
3. Select the export destination.



4. Touch **EXPORT**.

5. Touch the file name panel to enter a file name, and then touch **ENTER**.



6. Select a location and then touch **SAVE**.

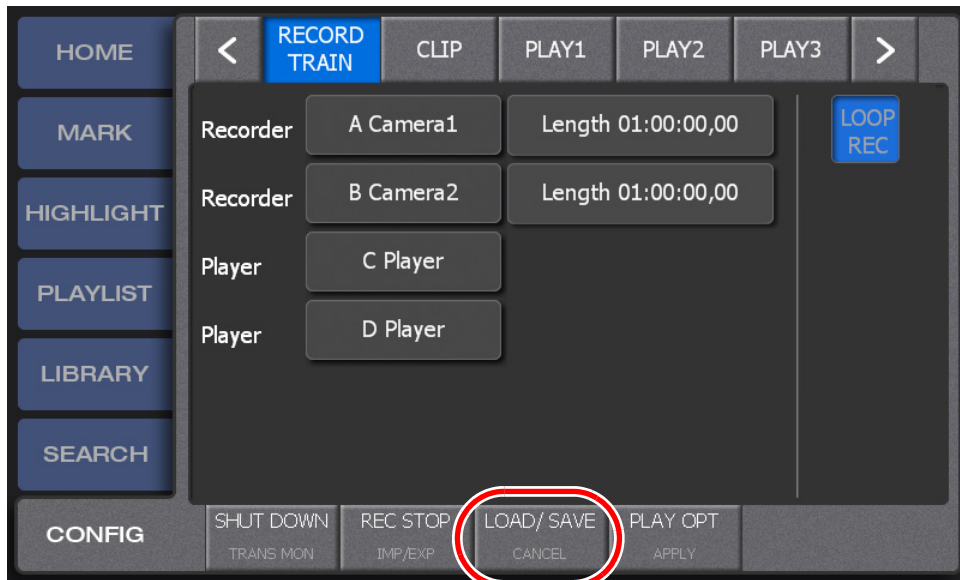
Importing/Exporting

You can import/export various data, such as CONFIG information you set in the setting screens, edited keywords/icons, or clips.

For information on how to import/export keywords and icons, see ["Importing/Exporting keywords or icons" on page 161](#).

Importing the CONFIG information

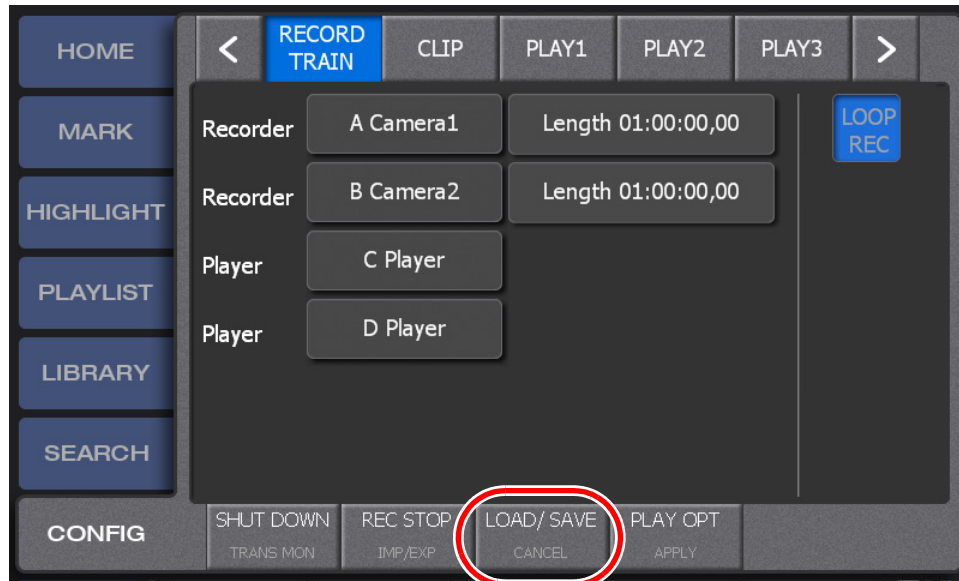
1. Press the **Shift** button in the CONFIG screen, and then touch **LOAD/SAVE**.



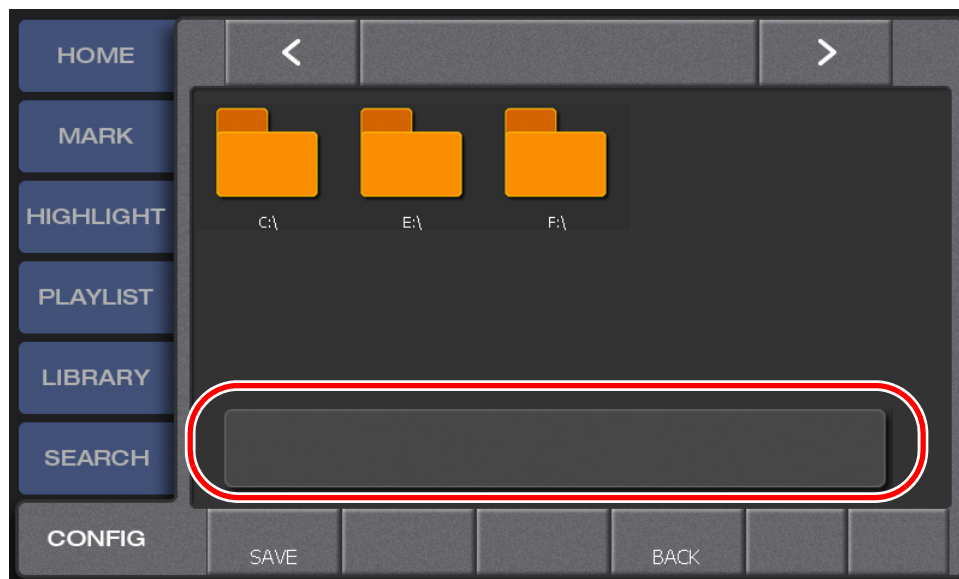
2. Touch the **Load Config** button.
3. Select a file and then touch **LOAD**.

Exporting the CONFIG information

1. Press the **Shift** button in the CONFIG screen, and then touch **LOAD/SAVE**.



2. Touch the **Save Config** button.
3. Touch the file name panel to enter a file name, and then touch **ENTER**.



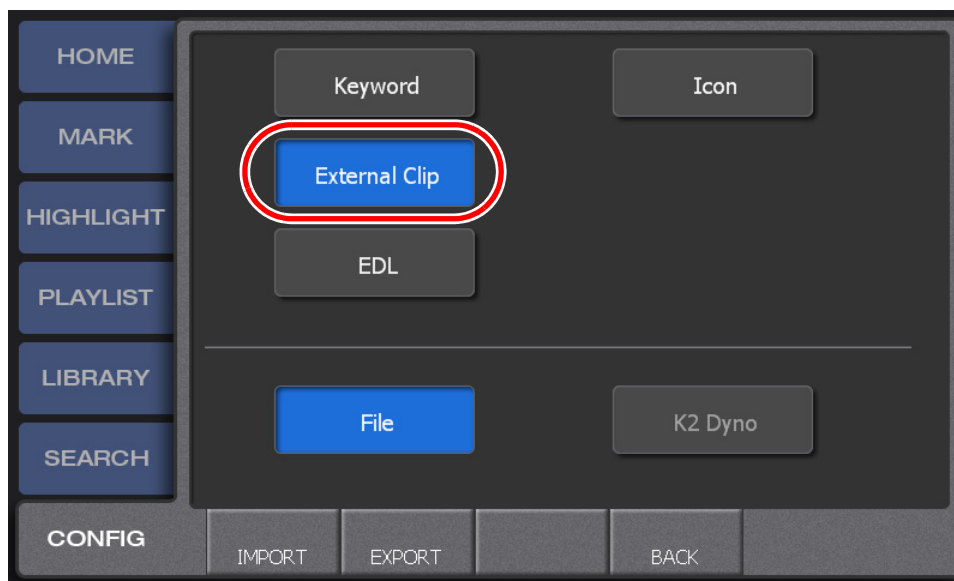
4. Select a file and then touch **SAVE**.

Backing up items by exporting them

You can back up the highlight, playlist, and library data you edited in the K2 Dyno Controller by exporting it to an external storage device connected via USB or a network Summit.

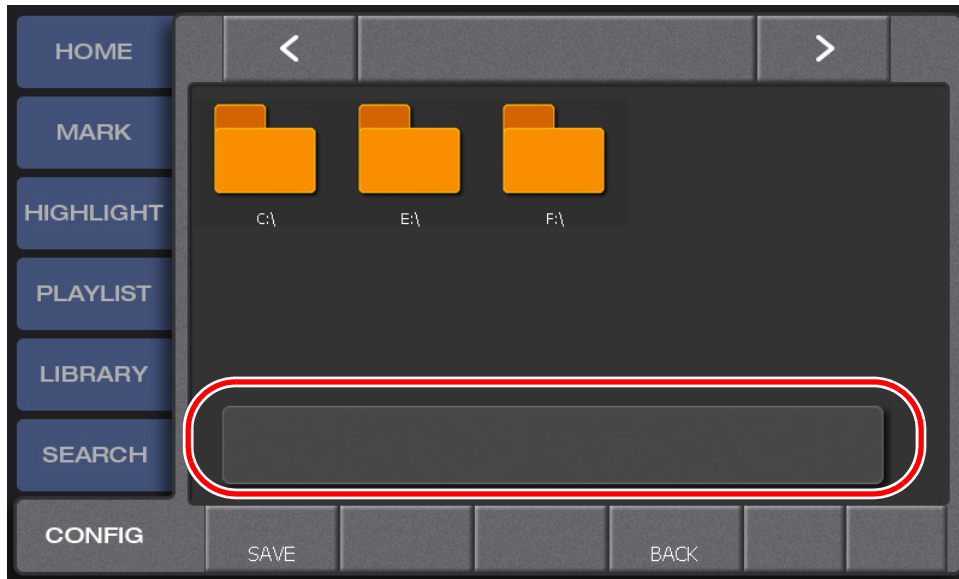
NOTE: You must set the *File Type (container format)* for exporting items in **CONFIG** screen beforehand. For more information, see ["Setting the file type" on page 149](#).

1. Select the item you want to export.
2. Display the **CONFIG** screen, and then touch **IMP/EXP**.
3. Touch and select **External Clip**.



4. Touch **EXPORT**.

5. Touch the file name panel to enter a file name, and then touch **ENTER**.



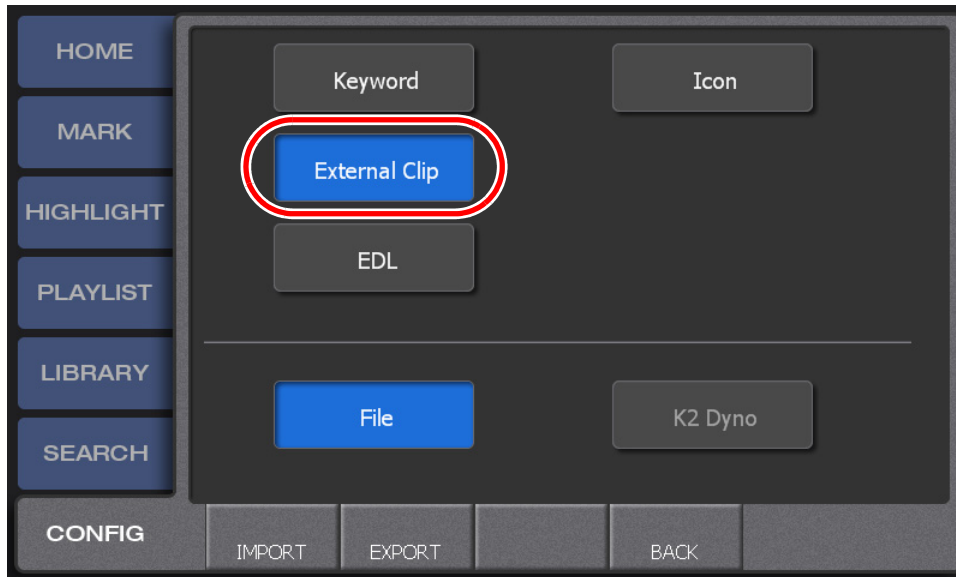
6. Select a location and then touch **SAVE**.

- The data, including the audio, video, and timecodes of the selected item, is copied to the destination. The copied data may be limited depending on the destination.
- Data is copied in the background, which allows you to perform other operations even while your data is being copied.

Restoring items by importing them

You can restore video or music sources saved in a USB storage device importing them to a library.

1. Touch **IMP/EXP** in the CONFIG screen.
2. Touch **External Clip**.

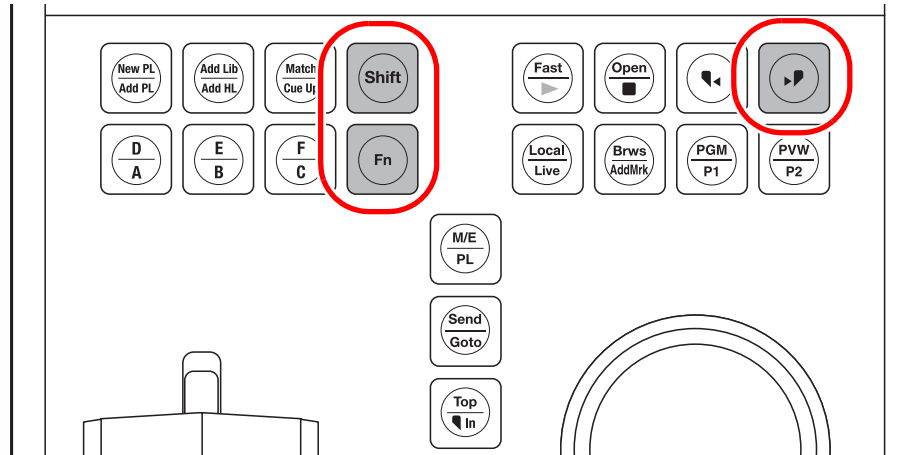


3. Touch **IMPORT**.
4. Select the file you want to export.
 - Double-touching a folder expands the folder. You can move one level up in the directory by touching the pass panel at the top of the screen.
5. Touch **LOAD**.
 - The data, including the audio, video, and timecodes, is copied to the current bin at the local Summit. The data to be copied may be limited depending on the device to import from.
 - Data is copied in the background, which allows you to perform other operations even while your data is being copied.

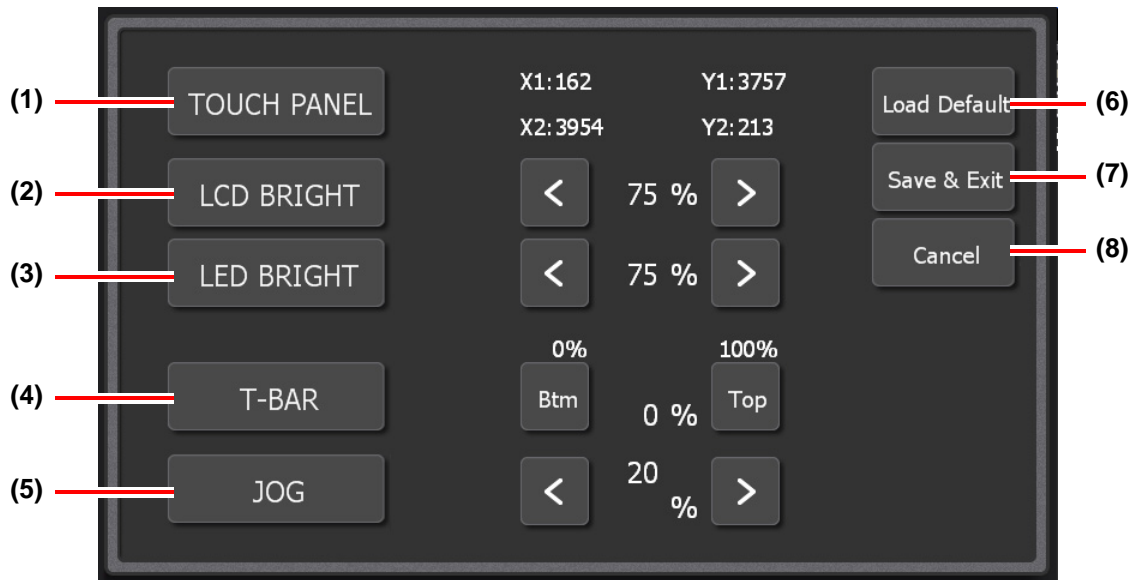
Calibration

You can adjust LED brightness of the button, the position of T-Bar, and the idle of JOG knob to suit your environment or preferences.

1. Press the **Shift**, **Fn**, and **→** buttons at the same time.



2. Set items.



No.	Name	Function
(1)	TOUCH PANEL	Corrects the touch panel. Touching the panel displays cross-shapes at the upper left and lower right corners of the screen. Touch them to correct the touch panel, respectively.
(2)	LCD BRIGHT	Adjusts the screen brightness. Touch </> to adjust.
(3)	LED BRIGHT	Adjusts the button brightness. Touch </> to adjust.

No.	Name	Function
(4)	T-BAR	The 0% and 100% positions of bar operations can be fine-tuned. Operate the T-Bar to move it to the position you want to set as 0%, and then touch Btm . Similarly, touch Top at the position to set as "100%".
(5)	JOG	Sets the idle of the JOG knob. Touch </> to adjust. The idle becomes smaller as you decrease the value.
(6)	Load Default	Restores the default settings.
(7)	Save & Exit	Saves the settings and exits the calibration.
(8)	Cancel	Discards the settings and exits the calibration.

Connecting a Second Display

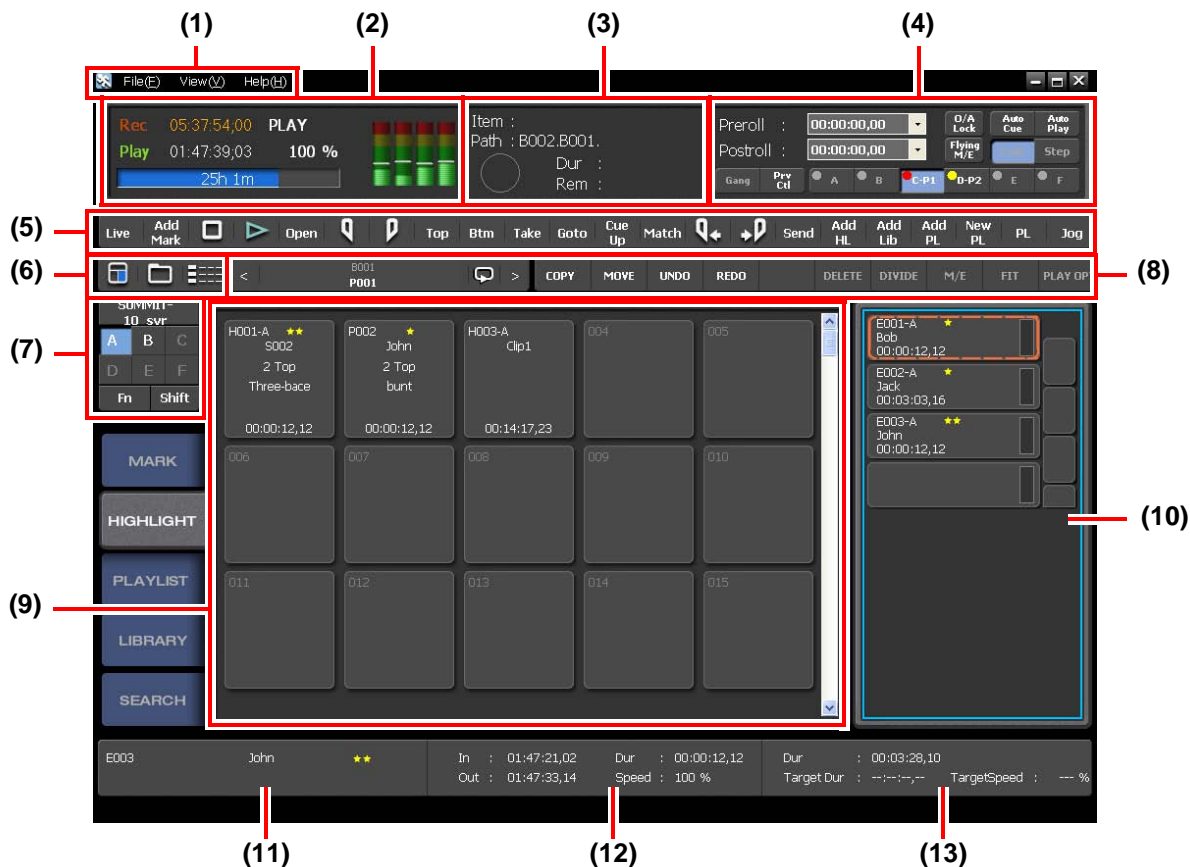
This chapter consists of the following:

- ["Components in the expansion screen" on page 172](#)
 - ["Menu bar" on page 174](#)
 - ["System information" on page 174](#)
 - ["Playback item information" on page 175](#)
 - ["Play option settings" on page 176](#)
 - ["Controller button" on page 177](#)
 - ["Display switch" on page 178](#)
 - ["Summit/camera selection" on page 179](#)
 - ["Jog" on page 179](#)

Components in the expansion screen

If you connect a display with 1024 x 768 resolution or more, the expansion screen is displayed on the display. You can perform many of the operations that you perform in the K2 Dyno Controller using only the expansion screen.

For information about the indication meanings and individual panel functions, see the following table.

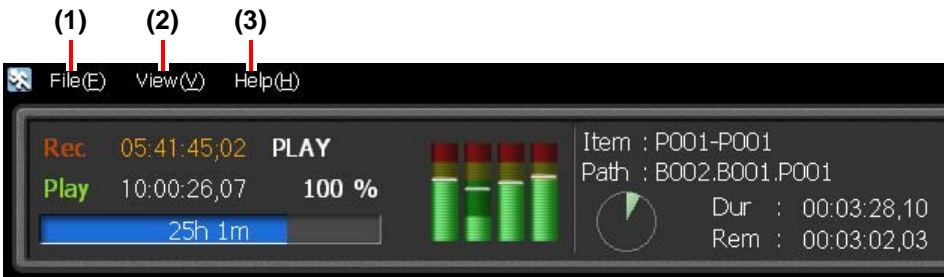


No.	Name	Function
(1)	Menu bar	Performs operations such as displaying the CONFIG screen or changing the view of the expansion screen. For more information, see "Menu bar" on page 174 .
(2)	System information	Shows the status of the recording and playback data. For more information, see "System information" on page 174 .
(3)	Playback item information	Shows the information for the item that is being played. For more information, see "Playback item information" on page 175 .
(4)	Play option settings	Sets the settings such as the pre-roll/post-roll setting. For more information, see "Play option settings" on page 176 .
(5)	Controller button	Provides the same functions as the operation buttons on the K2 Dyno Controller. For more information, see "Controller button" on page 177 .

No.	Name	Function
(6)	Display switch	Switches the active operation to either the controller panel or the playlist panel. Also changes the list view method of individual events in a highlight, library, or playlist. For more information, see "Display switch" on page 178 .
(7)	Summit/camera selection	Shows the information including the name of the accessing Summit and the angle of the selected camera for the live playback. For more information, see "Summit/camera selection" on page 179 .
(8)	Panel menu	Shows the menus that are displayed at the top and bottom of the individual screen on the touch panel of the K2 Dyno Controller. For more information about the menu functions, see the respective chapters.
(9)	Controller panel	Performs the same operations as with the touch panel of the K2 Dyno Controller. Click the desired tab to switch the screens. When the MARK, HIGHLIGHT, PLAYLIST (while displaying items in a bin), LIBRARY, or SEARCH screen is displayed, you can select an item you want to edit from the list and add it to the playlist panel using drag and drop operation. For more information on how to use the MARK screen, see "Marking Function" on page 67 . For more information on how to use the HIGHLIGHT screen, see "Highlight" on page 81 . For more information on how to use the PLAYLIST screen, see "Editing a Playlist" on page 97 . For more information on how to use the LIBRARY screen, see "Library Function" on page 119 . For more information on how to use the SEARCH screen, see "Search Function" on page 127 .
(10)	Playlist panel	Click this panel to store an event and to set a mix effect. In the expansion screen, you can store the selected item to the event panel using drag and drop operation. For more information on how to edit and play a playlist, see "Editing a Playlist" on page 97 .
(11)	Property panel	Shows the type and number of the selected item. The item number is prefixed with by an alphabet indicating the item type: <ul style="list-style-type: none"> • "M" indicates that the item has only the In point. • "S" indicates that the item has the In and Out points. • "H" indicates a highlight. • "E" indicates that the item is stored in a playlist. • "P" indicates a playlist. If you click the panel to enter logging information for the selected item, the entered information is also displayed in the property panel.
(12)	In/Out/Dur/Speed panel	Shows the selected item's timecodes of the In and Out points, and its duration. When a playlist event is selected, the playback speed is also displayed.
(13)	Playlist property panel	Shows the following information about the currently displayed playlist: <ul style="list-style-type: none"> • Dur: Shows the total duration for the playlist. • Target Dur: Shows the duration set as the actual time range for the playback. • Target Speed: Shows the playback speed percentage for playing a playlist within the target duration. It can be used as a guideline of the playback speed.

NOTE: Depending on the resolution and size of your second display, text entry areas are displayed at the upper right corner of the screen and below the "Summit/camera selection" part. They can be used as temporary notes although they cannot be saved.

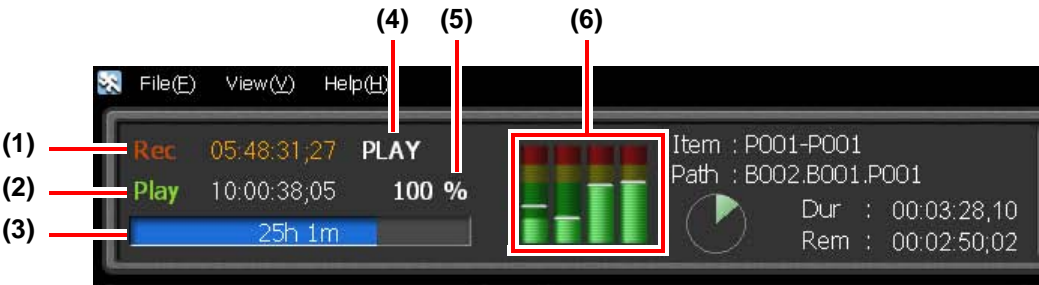
Menu bar



No.	Name	Function
(1)	File	Click this and select "Config" to display the CONFIG screen. For information about the CONFIG screen, see "Settings" on page 139. Click this and select "Recycle" to display the list of items in the Recycle Bin (trash box). Click this and select "Exit" to close the expansion screen.
(2)	View	Click this and select "Home" to display/hide the system information, playback item information, and play option settings. Click this and select "Controller" to display/hide the controller panel. By clicking this and selecting "TimeCodeDisplay" → "Left" or "Right", you can view the system/playback item information and play option settings at the top of the expansion screen switching their positions between left and right.
(3)	Help	Click this and select "Help" to display the Help. Click this and select "About" to display the version information.

NOTE: The Help can be displayed only in the expansion screen. It cannot be displayed in the touch panel of the K2 Dyno Controller.

System information



No.	Name	Function
(1)	Rec	Shows the timecode for the recording data.
(2)	Play	Shows the timecode for the playback pointer.

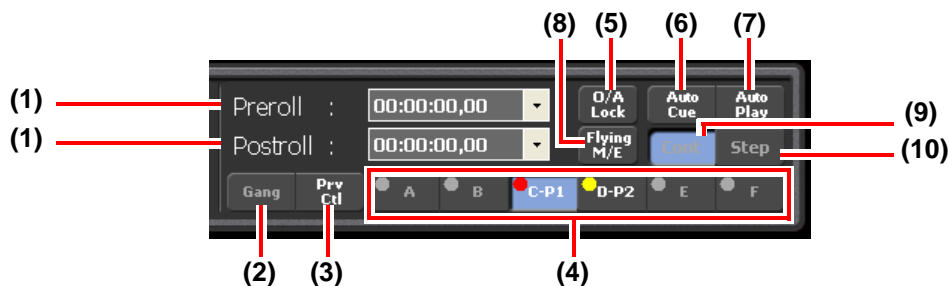
No.	Name	Function
(3)	Remain	Shows the free space in the Summit with a blue progress bar and time display, and shows its usage with a gray progress bar.
(4)	Status	Shows the playback status <ul style="list-style-type: none"> • LIVE: Performing a live playback. • JOG: Performing a rewind or fast forward operation with the JOG knob. • PLAY: Playing an item, such as a highlight or playlist. • VARIABLE: Playing an item with the T-Bar operation. • STOP: The playback is stopped. • CUED: Cued up and stopped. • MM: Performing a reverse playback to the target position.
(5)	Speed	Shows the playback speed.
(6)	Audio level indicator	Shows the audio level of the player for the current playback. The audio level for the audio track you selected in "PANEL" on the CONFIG screen is displayed. For information on how to set the audio track to display, see "Panel settings (the confirmation dialog setting, audio level meter setting)" on page 148.

Playback item information



No.	Name	Function
(1)	Item	Shows the name of the item that is being played or cued up.
(2)	Path	Shows the location of the item that is being played or cued up.
(3)	Circular progress bar	Shows the progress of the playback, assuming that the time range of the item, that is being played or cued up, is 100.
(4)	Dur	Shows the duration of the item that is being played or cued up.
(5)	Rem	Shows the remaining time of the item that is being played or cued up.

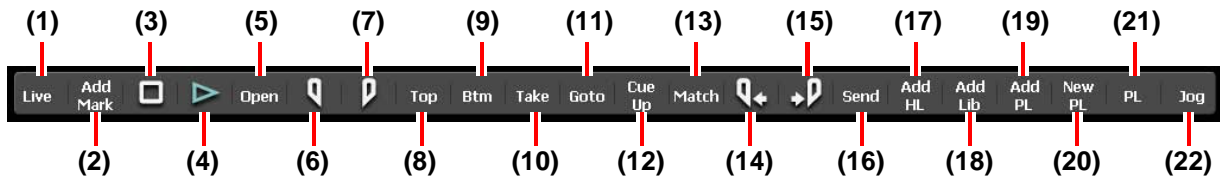
Play option settings



No.	Name	Function
(1)	Preroll Postroll	Click the list to select the setting from the three patterns. You can set a value in "PLAY2" on the CONFIG screen. For more information about setting a value, see "Playback operation settings 2 (the JOG speed settings, pre-roll/post-roll definitions)" on page 144.
(2)	Gang	Sets the option in the multi-channel mode. If you turn the Gang mode on, operations with the T-Bar or JOG knob are synchronized in the multiple channels selected from the channel selection panel. For example, if you turn Gang on and select channel C and D, and press the T-Bar up to the 50% position, the video for both the C and D channels is played at the 50% speed. For more information about the multi-channel mode and the Gang mode, see "Synchronizing the playback status for multiple channels in the multi-channel mode (Gang mode)" on page 61.
(3)	Prv Ctl	Sets the option in the on-air preview mode. If you turn this on, the channel you set as the preview channel is set as the operation target. The preview channel is set using "PLAY1" on the CONFIG screen. For more information about the playback operation in the on-air preview mode, see "Playback operations in the on-air preview mode" on page 58.
(4)	Channel selection	If Prv Ctl is turned on, the channel of the preview channel is selected. If Gang is turned on, select the multiple channels whose operations are to be synchronized.
(5)	O/A Lock	Turns on or off the on-air lock. While it is turned on, operations to change the playback status, such as cueing up, playback operations, T-Bar or JOG knob operations, and camera angle changes, are disabled.
(6)	Auto Cue	Turn this on to cue up an item when it is selected.
(7)	Auto Play	Turn this on to cue up and play an item when it is selected.
(8)	Flying M/E	Turn this on to apply M/E when switching angles or changing cue up points. During a live playback, M/E is not applied even if this setting is turned on. For information on how to set the Flying M/E, see "Mix effect settings" on page 146. If a keyboard is connected, you can enable/disable Flying/ME by pressing the [F1] key.
(9)	Cont	Turn this on to play the stored events continuously during a playlist playback.

No.	Name	Function
(10)	Step	Turn this on to stop the playback every time after storing a single event during a playlist playback. This cannot be selected in version 1.1. Please wait for the future version upgrade information.

Controller button



No.	Name	Function
(1)	Live	Plays the recording data with the minimum time difference.
(2)	Add Mark	Adds a mark on the record train.
(3)	Stop	Stops the playback.
(4)	Play	Plays the item with the 100% speed.
(5)	Open	Press this while an item is selected to create a new playlist and stores the item to the playlist. Press this while a bin or playlist is selected to open the bin or playlist.
(6)	In	Adds the In point of a mark/scene, or changes the In point when trimming a highlight/event.
(7)	Out	Adds the Out point of a mark/scene, or changes the Out point when trimming a highlight/event.
(8)	Top	Press this during an item (Mark, Scene, Highlight, Event, and Library) playback to cue up to the beginning (or the In point, depending on the item) of the item retaining the ongoing playback.
(9)	Btm	Press this during an item (Mark, Scene, Highlight, Event, and Library) playback to cue up to the end of the item retaining the ongoing playback.
(10)	Take	Click this during a playlist playback to begin a playback of the next event. In a text entry or value entry screen, press this to confirm your entry and return to the previous screen. While in the trim mode, it exits the trim mode. If you press this during the on-air preview mode, the item that is put into standby or being played in the preview channel will be loaded and played in the program channel. For information about the on-air preview mode, see "On-air preview mode and multi-channel mode" on page 57 .
(11)	Goto	Cues up to an item by entering a number.
(12)	Cue Up	Cues up to the selected item.
(13)	Match	When the playback pointer is in a highlight or playlist, click the Match button to move to the position with the same timecode as the playback pointer on the record train for the current angle.

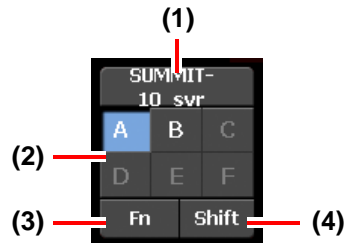
No.	Name	Function
(14)	Move playback pointer (In point)	Moves the playback pointer in the In point direction. The action after the move depends on the current condition. For example, if you press this while cueing up to an item, the controller cues up to the In point of the previous item, and if you press this during an item playback, the controller plays the previous item when the playback pointer moves.
(15)	Move playback pointer (Out point)	Moves the playback pointer in the Out point direction. The action after the move depends on the current condition. For example, if you press this while cueing up to an item, the controller cues up to the In point of the next item, and if you press this during an item playback, the controller plays the next item when the playback pointer moves.
(16)	Send	Copies the selected item to the configured destination. For more information on how to set the destination, see "Transferring items (SEND function)" on page 93 .
(17)	Add HL	Stores the selected item to a highlight. When a bin is selected, all the items in the bin are stored to a highlight.
(18)	Add Lib	Stores the selected item to a library. When a bin is selected, all the items in the bin are stored to a library.
(19)	Add PL	Stores the selected item to a playlist. When a bin is selected, all the items in the bin are stored to a playlist.
(20)	New PL	Creates and displays a new playlist.
(21)	PL	Displays the PLAYLIST screen. Press this in the PLAYLIST screen to perform the following: if a playback pointer is in the playlist, the controller cues up to the beginning of the playlist, and if playback pointer is not in the playlist, the playback pointer moves to the point where the previous playlist stopped its playback.
(22)	Jog	Performs operations that are similar to using the T-Bar/JOG knob, in the "Jog" screen. For information about the "Jog" screen, see "Jog" on page 179 .

Display switch



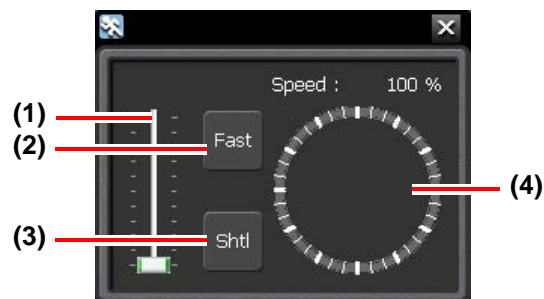
No.	Name	Function
(1)	Switch active panel	Switches the active operation for either the controller panel or the playlist panel.
(2)	Switch list view	Switches the list view of the active panel. When the controller panel is active, every click switches the view to the logging information (shot box) view, thumbnail image (shot box) view, or detailed view of a highlight or library. When the playlist panel is active, every click switches the view to the timecode view or thumbnail image view of the event.

Summit/camera selection



No.	Name	Function
(1)	Summit selection	Shows the name of the accessing Summit. For a local Summit, the Summit name is shown in white. When a remote access to a network Summit, the Summit name is shown in orange. Click this to change the Summit.
(2)	Camera selection	Switches the camera angles, which are assigned to A, B, C, D, E or F. E/F are disabled in version 1.1. Please wait for the future version upgrade information.
(3)	Fn	Turns to the function mode. If you press the Fn button and then press a corresponding button, the button action that is performed may be different from the normal one. For more information, see the operation instructions in each chapter.
(4)	Shift	Enables the functions that are disabled in the panel menu. For more information on how to use the Shift button, see "About Shift button operations" on page 19 .

Jog



No.	Name	Function
(1)	T-Bar	Performs the same operations on the screen as using the T-Bar.
(2)	Fast	Switches to the Fast JOG mode.
(3)	Shtl	Switches to the shuttle mode. The maximum speed for the shuttle mode is 3200%. In the shuttle mode, you can also use the mouse wheel for operations.
(4)	JOG	Performs the same operations on the screen as using the JOG knob.

Chapter 12




















Appendix




















This chapter consists of the following:

- ["Button Operation" on page 182](#)



Button Operation

Operations when you press each button are listed.







	Single Pressing		After Shift pressing	
	Add PL	Add item to Playlist	New PL	Create new Playlist
	Add HL	Add item to Highlight	Add Lib	Add item to Library
	Cue Up	Cue & continue	Match	Match frame to record train
	A	Switch A & continue	D	Switch D & continue
	B	Switch B & continue	E*	Switch E & continue
	C	Switch C & continue	F*	Switch F & continue
	Play	Playback 100% speed	Fast	Fast JOG mode On/Off
	Stop	Stop the playback	Open	Open the bin or Playlist Add selected item to new Playlist
	←	Cue previous & continue	←	Rewind cue previous & stop
	→	Cue next & continue	→	Rewind cue next & stop
	Live	Go LIVE mode, OA unlock	Local	Display HOME screen
	Add Mrk	Add mark	Brws	Switch to Browse mode
	P1	Select P1-ch(Gang Off)	PGM	On-air preview mode/Multi-channel mode toggle
	P2	Select P2-ch(Gang Off)	PVW	On-air preview mode/Multi-channel mode toggle
	PL	Display PLAYLIST (Press 3 times to cue up to the beginning of a playlist.)	M/E	Flying M/E On/Off
	Goto	Open goto window	Send	Transferring items
	In	Mark In	Top	Goto the beginning
	Out	Mark Out	Btm	Goto the ending
	Take	Close, skip, switch to OA	Trim	Enter trim mode, Cancel

	After Fn pressing		After pressing Shift then Fn		Same time pressing with Shift +Fn	
					Add PL	Diagnostics
						
	Cue Up	Cue & stop				
	A	Cue In point & continue	D	Cue In point & continue	A	Firmware Updator
	B	Cue In point & continue	E*	Cue In point & continue		
	C	Cue In point & continue	F*	Cue In point & continue		
	Play	On-Air Lock				
	Stop	On-Air Unlock				
	←	Cue previous & stop				
	→	Cue next & stop			→	Calibration
						
						
	P1	Release/Take P1-ch				
	P2	Release/Take P2-ch				
						
						
	In	Get Thumbnail from the highlight item being played				
						
	Take	Swap channel contents				

* Not available for version 1.1.

P1, P2 same time pressing		
		P1, P2 P1/P2 Gang on

When Goto Window is opened, buttons work as different action

	Single pressing		After Fn pressing	
	A	Goto book mark	A	Set book mark
	B	Goto book mark	B	Set book mark
	C	Goto book mark	C	Set book mark
	After Shift pressing		After pressing Shift then Fn	
	D	Goto book mark	D	Set book mark
	E	Goto book mark	E	Set book mark
	F	Goto book mark	F	Set book mark

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