

SOFTWARE RELEASE NOTES

TITLE: Dveous/MX V3.1.5 Software Release Notes **DOC P/N:** 9302-0025-08
SYSTEM: ADVE5200 Digital Video Effects Systems **DATE:** Aug 26, 2004

APPLICABILITY: V3.1.5 supersedes V2.6.1 Dveous/MX software and is available to load onto any Dveous/HD or Dveous/MX running earlier version of software. Please contact Accom tech support (650-328-3818) before loading this software on your Dveous/MX if there are any questions.

NOTE: V3.1.5 software is an extensive release that incorporates Quad Twin capabilities for both SD and HD machines. Please read the following closely before loading the software.

- 1) *Going from V2.X software to V3.1.5 will erase the RAM and therefore all online effects and setups will be erased. Save all effects and setups to hard or floppy disk before proceeding.*
- 2) *Quad Twin functionality requires a 1G processor on the single board computer. Some earlier machines had a 500M processor. V3.1.5 can be loaded on any machine but the 1G is needed for Quad Twin functionality. Please see end of this document for information regarding checking the processor speed.*
- 3) *The blank "system" button to the left of Acquire has been changed to **Channel Select** and this will toggle between Ch1/2 and Ch3/4. This keycap can be ordered from Accom tech support (part # 3500-1431 \$50.00).*
- 4) *Quad Twin SD can be done in one Dveous/MX chassis with a minimum of 2 transform boards installed. Quad Twin HD requires 2 fully loaded (With INP 2 option) Dveous/MX and Background is not available in Quad Twin HD. Please see accompanying document (9301-0183-00) for more information on Quad Twin setup and operations.*

CHANGES IN V3.1.5 SOFTWARE:

1. **SYSTEM**
 - Added Quad Twin (G2, 3A, 3B, 4A and 4B) channels and full functionality for these channels.
 - Disable Quad Twin on 500M processor systems.
 - Modified the input to work correctly with DD series switchers. This had caused a glitching when switching Aux Bus crosspoints.
 - Expanded BBRAM to 6M which increases allotment of keyframes for on-line effects to over 6000 keyframes.
2. **CHANNEL SELECT** Added this keycap to the left of Acquire to toggle between Ch's 1-2 and Ch's 3-4.
3. **KEY**
 - Fixed Key clip/gain that was broken in V 2.6.1.
 - Implemented Key/Shadow white/video/inv parameters.
4. **OUTPUT SETUP** Changed Timing range to +/- 5000 pixels/lines.

Changed Timing parameters from Coarse/Fine to Lines/Pixels.

Changed “first birthday” default to 0/0 for Lines/Pixels.

Added Channels 3 and 4 to the Config menu as available outputs.

Added 1234 BG Key as (full white key) as an output selection.

NOTE: This function is not available in QUAD TWIN HD.**

5. COMBINER

Added Ch 3 and 4 (1234 Comp) to TFS menu.

Changed TFS source to default to 1234 Comp.

When G2 is selected as Master TFS Combiner is replaced with Combiner. This is used for Combining and Z-Keying between Ch’s 1/2 and 3/4.

6. REMOTE ENABLE Modified CPL to allow for 8 Aux buses.

7. EVENTS Added Keyframe display to this menu.

8. PATH Added Keyframe display to this menu.

9. ENG Display now shows SBC type and processor speed.

Under SETUP-RAM, added a REBOOT parameter. **NOTE:** This Reboot CAN NOT be used when switching from SD/HD or after software load. BOTH of these functions require a FULL power recycle on the chassis.**

Added Quad Twin ON/OFF selector.**

10. EFFECTS Effects Menu shows keyframe status of Ch’ 1-2 or Ch’s3-4 depending on the Channel Select toggle.**

11. FREEZE Freeze buttons will correspond to the channels toggled to under Channel Select.

12. FIELD Added Channels Mode (1/2 or 3/4) for selecting type of Freeze.

13. TIMELINE Timeline will show Channels 1/2 or 3/4 depending on the state of the Channel Select.

14. CURSOR Added Cursors for Channels 3 and 4.

**** There are some versions of 3.1.0 software in the field. These changes are since V3.1.0.**

KNOWN PROBLEMS OR LIMITATIONS:

1. **ENGINEERING** Shaped/Unshaped parameter only works on output 1. (In both SD and HD modes)
2. **SUPERMATTE** Not fully implemented over 70% of Dveous patterns have been enabled (Mattes 53-54, 64 & 69-93 are not yet implemented).
Attributes are not yet implemented.
3. **PERSONALITY** Film Modes are not yet implemented.
4. **OUTPUT SETUP** System currently boots to HD mode. First Birthday will default to HD mode.

In Quad Twin HD mode, you must run an output from chassis 1 (master) to see Channel Outputs 1-2. Chassis 2 (slave) will give you the full combined outputs as well as Channel Outputs 3-4.
5. **TEXTURE** Texture Freeze is not yet implemented.
6. **COMBINER** There is no Background video available when working in Quad Twin HD mode.

Selecting Channels 3 or 4 individually as a TFS source is not available.
7. **CURSOR** In Quad Twin HD the Cursor is in the TargetFramestore.
8. **SYSTEM** In Quad Twin HD you **MUST** feed Outputs 1 (video) and 2 (key) from chassis 1 (master) to Inputs 11 and 12 of Chassis 2 (slave) respectively.

When working in Quad Twin HD, outputs from Master chassis (1) will have Z-Data information on the key which will appear on the video monitor as chroma in the key outputs.

CHECKING THE SBC BOARD

THE SBC (Single Board Computer) installed in the Dveous/MX may be one of 3 types. The first board (part number 9500-0361-00) runs at a speed of 500MHz and this board will not be able to handle the Quad Twin functionality. The second and third boards (part numbers 9500-0418-00 and 9500-0451-00) both run at 1GHz speed and will handle the Quad Twin with no problems.

NOTE: You may still install V3.1 software on the older SBC board but the Quad Twin functionality will be blocked out to this system.

There are 4 ways to tell what board is in your system...

- 1) Call Accom tech support with the serial number of your system and the technician can look up the shipping details.
- 2) Using the diagnostics VGA output, you will be told what the processing speed of your system is during bootup.
- 3) Load V 3.1.5 software and then check in the Engineering Menu and the panel will display the SBC processing speed.
- 4) Visually inspect the back of the unit and use the following diagrams to determine the board in your system. (Facing the rear of the box, the SBC is on the far right)

