










## K2 Dyno Topic Library

The K2 Dyno Topic Library provides several options for finding information and taking it with you. Toolbar buttons     provide access to these options. The toolbar is located in the upper right corner of the Topic Library.

The K2 Dyno Topic Library is qualified with the Internet Explorer® browser and with the Chrome™ browser.

- Print K2 Dyno topics:
  1. In the left panel view, identify the single topic or group of topics to print. A group of topics to print must be a parent topic and its sub-topics.
  2. Select the single topic or parent topic so it is displayed in your browser.
  3. In the Topic Library toolbar, click one of the following:
    - **Print topic** 
    - **Print topic and sub-topics** 
  4. Select your printer options.

***Note: If your printer options support creating a pdf file, you can create a pdf file rather than printing. Consider your bandwidth and system resources if you select a large number of topics. It can take several minutes to create a large pdf file.***

  5. Print or create a pdf file of the topic or topics.
- Download the K2 Dyno Topic Library as:
  - [PDF](#): Supported on all operating systems with a PDF reader application, such as the free Adobe Reader® application.
  - [HTML](#): Supported on Windows® operating systems only. This single file contains the entire Topic Library.
- Navigate the online K2 Dyno Topic Library:
  - Browse the left panel view of topics.
  - In the toolbar located in the upper right corner of the Topic Library, click **Previous topic**  and **Next topic**  to navigate sequentially.
  - In the toolbar, click **Hide Navigation**  to close the left panel and allow a wider reading area for your topic. Click again to open the left panel.
  - Use the links at the bottom of a topic to view related topics:
    - **Related Topics** link to topics related by subject.
    - **Parent Topic** and child topics, such as those below, link to topics related by topic hierarchy.

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## About the K2 Dyno S Replay Controller

The Grass Valley® K2 Dyno® Replay Controller is the heart of a comprehensive set of live production replay tools that are seamlessly integrated for use in file-based production environments.



- [How to print K2 Dyno Topic Library topics](#)
- [How to download the K2 Dyno Topic Library](#)
- [How to navigate the K2 Dyno Topic Library](#)

Access tutorial videos at [https://www.grassvalley.com/products/k2\\_dyno](https://www.grassvalley.com/products/k2_dyno).

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## Introduction

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## What is the K2 Dyno S Replay System?

The K2 Dyno S Replay System is a control system for live event scenarios, with the following features:

- Quickly plays back recorded elements in both real time and slow motion
- Stores recorded segments for playback at a later time
- Assembles recorded segments in a playlist for playback with effect transitions
- Names segments and clips

- Attaches metadata to segments and clips
- Sends clips to other devices for external storage or further editing

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## System description

The K2 Dyno S Replay System has two main components: A K2 system and a K2 Dyno S Replay Controller.

### K2 system



The K2 system can be a K2 Summit Production Client or a K2 Solo Media Server. The K2 Summit system has four video channel connections. Each channel can be configured as either a recorder or a player. The K2 Solo system has two video channel connections, making it one half of a K2 Summit system. With ChannelFlex (a feature of K2 AppCenter Elite), a record channel can be split to record two streams of video.

The K2 Dyno S Replay System supports both 3G and non-3G K2 Summit/Solo systems. The K2 Summit 3G system is pictured here.

A K2 Summit/Solo system can be configured to complete a variety of specialized tasks, as follows:

- 3X Super Slow motion, which records at three times the frame rate for clearer slow motion playback
- 3D activities marrying two record streams to playback as one 3D stream

The Dyno S Replay Controller controls the K2 system video streams no matter how the K2 system is configured.

### K2 Dyno S Replay Controller



Many of the functions of the K2 Dyno S Replay Controller are operated from the large touch screen. Three key elements of the touch screen are Tabs, Slots, and Bins.

Tabs: The column of SoftKeys on the left side of the screen providing access to primary functions.

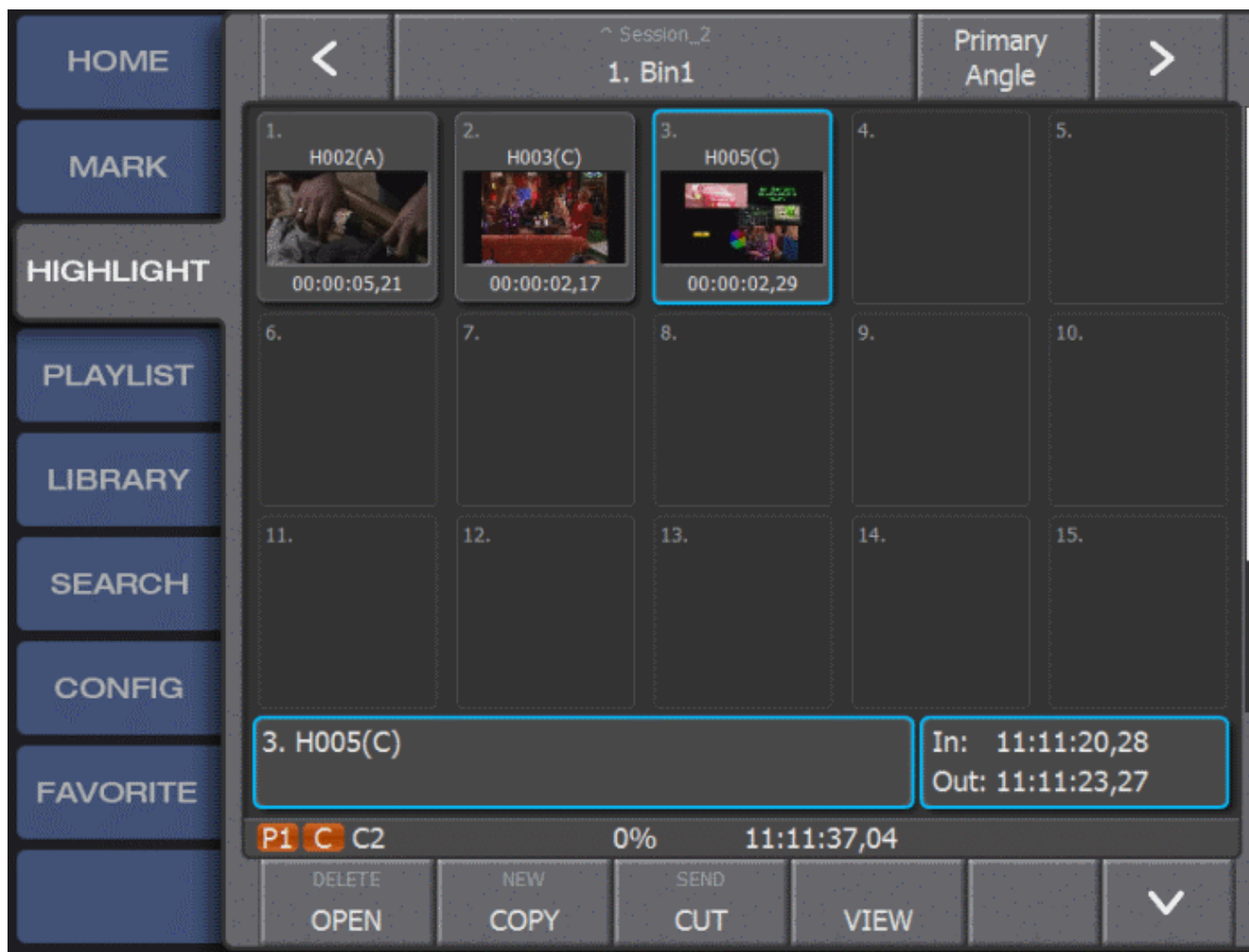
Figure 1. All tabs



Slots: The numbered storage locations for elements viewable under tabs such as highlights and playlists.

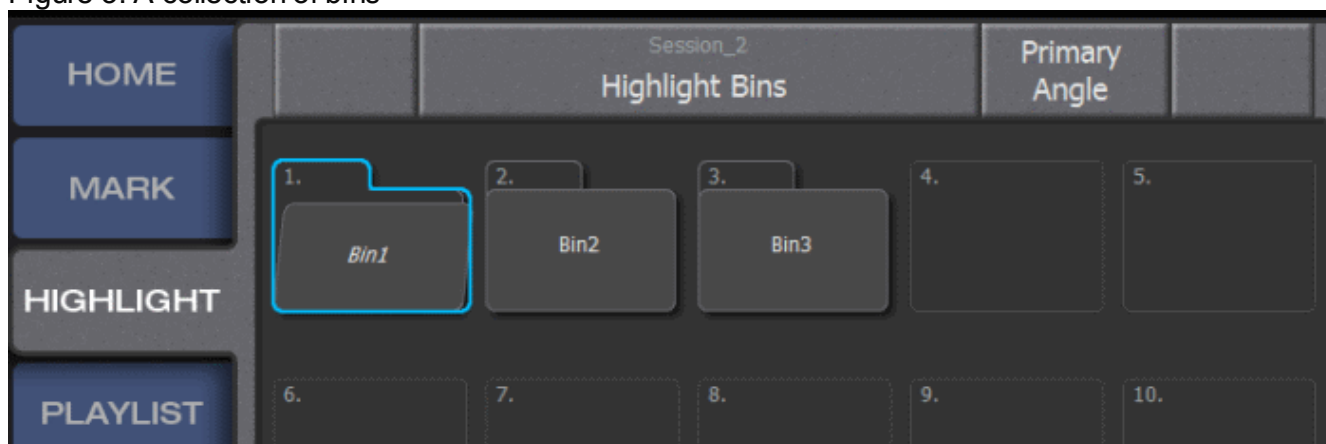
Figure 2. Slots displayed on Highlight screen





Bins: A collection of like items. A bin is similar to a PC Folder. You can have multiple bins with highlights, playlists, or search results. Additional bins are accessed on the touch screen by tapping the bar at the top of the screen that contains a bin name.

Figure 3. A collection of bins



## Key terms

Terms	Description
Session	The bin that holds all the items from a recording period. A session includes record streams, clips, playlists and anything created during the period of

recording. A session is transient; it is not permanent. You can delete a session, but doing so deletes all elements of that period of recording.

Session management is a key item for success in using the K2 Dyno Replay Controller. You can save a session and open another but in so doing you must consider recordable space. The contents of the session might take up a large amount of recordable space, since the session does include the complete record train.

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Clip	A segment of video selected and saved for future use. It can be used for individual playback or for addition to a playlist. It can be configured to save just one record stream or all streams being recorded at the points that defined it.
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## Dyno Startup

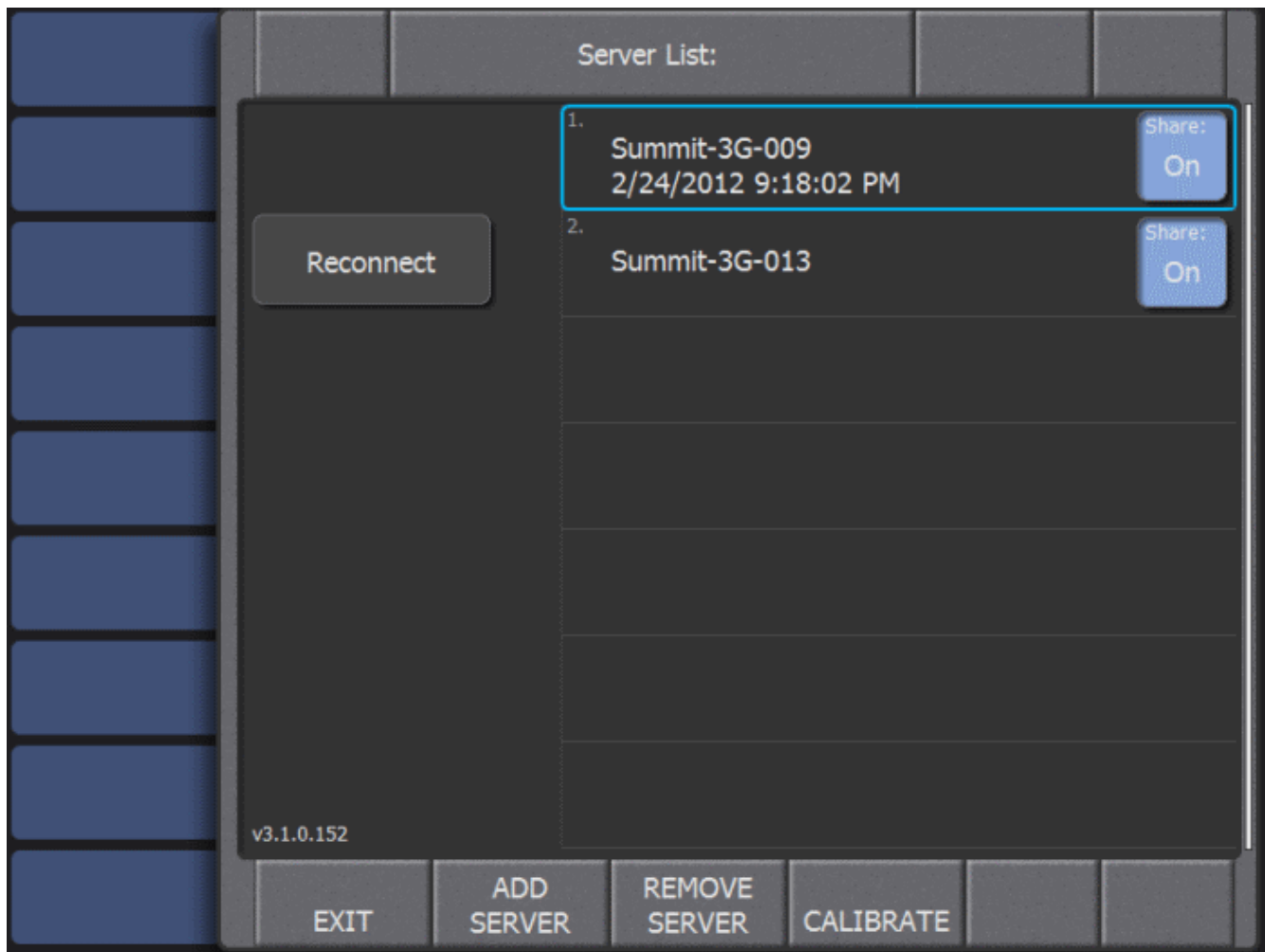
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## Starting up the K2 Dyno S Replay Controller

1. Power on the K2 Summit system. The power button is the round black button on the front plate.
2. Power on the K2 Dyno S Replay Controller. The power switch is located at the back to the right under the protection flap.
3. Log on to K2 AppCenter:
  - Default Username: Administrator
  - Password: adminGV!

**Note: The password is case sensitive.**

Upon successful login, a list of all K2 Summit systems available on the network appears.



The most recently connected K2 Summit system appears at the top of the list.

4. Select **Share** SoftKey to share the local server.
  - If this is not the first time the K2 Summit system and the K2 Dyno S Replay Controller has been paired, K2 Dyno S Replay Controller gives you the option to reconnect to a local server.
  - If K2 Summit system and K2 Dyno S Replay Controller have been previously paired, proceed with your Session.
5. Select **Add Server** SoftKey and type the name of the missing K2 Summit system, if the local K2 Summit system or any K2 Summit system fails to show up in the server registry.
6. For ShareFlex user, type in the K2 Summit system name used in the Host Table.

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## Open or New session

After configuring and choosing Servers, the next screen addresses Session options.

1. If you are entering a previous Session, select the Session to be reactivated and select the **Open** session SoftKey. The record, trains, highlights, and playlists of the Sessions are restored.
2. Select **New Session** SoftKey if you are configuring a new Session. By default, a new Session is created with the same channel configuration as the last Session.

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## About session channels

The centre of the screen is to define the channels of the server. The options available for configuration are limited to the settings on the server.

This setting is found on the server under the K2 AppCenter system flag, then see Channel and Type for the configuration information.

The first column of boxes is the **ON** or **OFF** selections for each channel. When a channel is **OFF**, the K2 Dyno S Replay Controller no longer controls that channel.

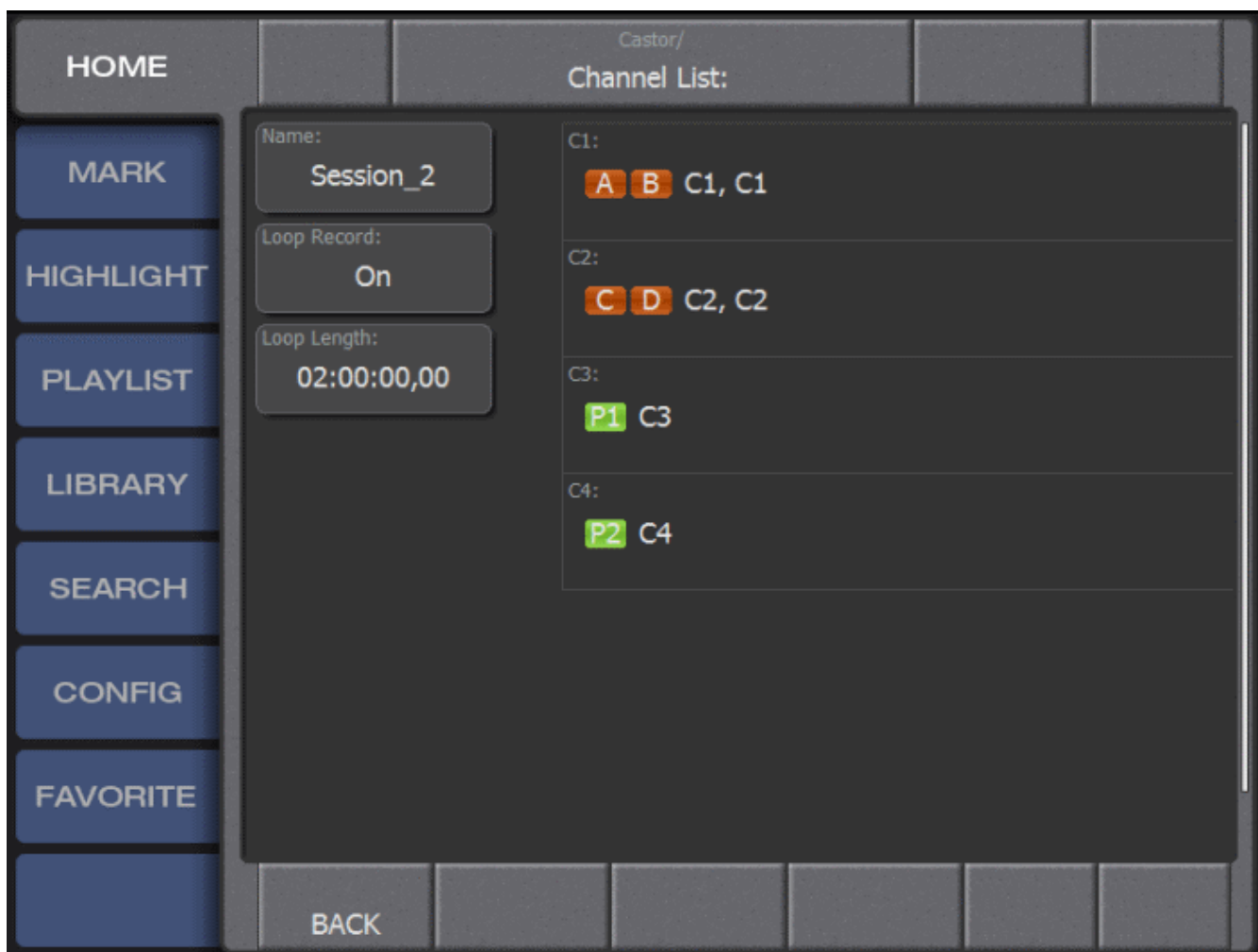
The next column defines the Channel function and, depending on the server setting, the choices can be Player, Recorder, or multichannel recorder.

Pressing **Start** launches the session but it will not place the server in a state of record.

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## Configure Session Channels

1. Select **Session name** SoftKey. A touch-screen keyboard displays.



2. Select the **Name** box, type a name for the session, and then press **Enter**.

3. Set Loop Record as follows:

- a. Set the **Loop Record** box to **On** to recycle record space after a given record duration. The Loop Length box is enabled.
- b. Select the **Loop Length** box and type the record duration before the record train is recycled. You cannot access the record train beyond this point.

When Loop Record is on, unreferenced media is discarded after the specified loop record length.

4. Press **Start** to begin the session.

**Postrequisite:** To turn **Loop Record** on or off while the session is active, on the **CONFIG** screen select **CHAN LIST**.

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## About loop modes in K2, Dyno, and GV STRATUS

Support for loop modes varies on Grass Valley products.

Grass Valley products provide features for putting an asset into a loop mode. Products and their loop modes are as follows:

- K2 AppCenter:
  - Loop play: Allows the clip to play in a continuous loop until stopped.
  - Continuous record: Allows you to specify a fixed-length recording that records continuously. When the fixed length you specify is reached, AppCenter begins to erase the oldest media in 3 minute segments to make room for new media.
- GV STRATUS:
  - Loop play (Loop Playback): Loops the current asset between mark in to mark out.
- K2 Dyno:
  - Loop record (LoopRec): Same as K2 AppCenter Continuous record.

While the GV STRATUS application can access the same K2 Storage as K2 AppCenter and K2 Dyno, the GV STRATUS application does not support a recording loop mode. Therefore, in the GV STRATUS application, do not attempt to access an asset while it is in a loop record mode. The asset can be put into this type of loop mode by K2 Dyno or K2 AppCenter.

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## Deleting a Session during startup

You can delete all non-essential Sessions from the Sessions list as follows:

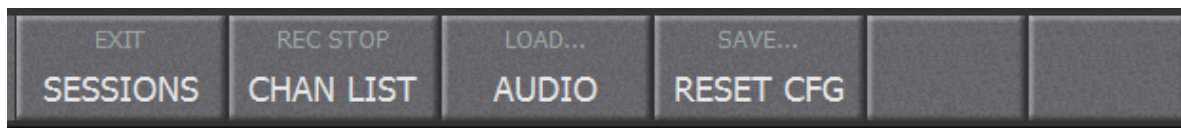
1. Select the session from the list and tap the **DELETE** softkey.
2. To delete all Sessions currently on the server, press **Shift** function of the **DELETE** SoftKey.

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## Deleting a session while in an active session

To recover space, delete the non-active sessions.

1. To delete the non-active sessions while in an active session, open the **CONFIG** screen.
2. Tap **SESSIONS**.



The Sessions list page appears, listing all Sessions currently on the server.

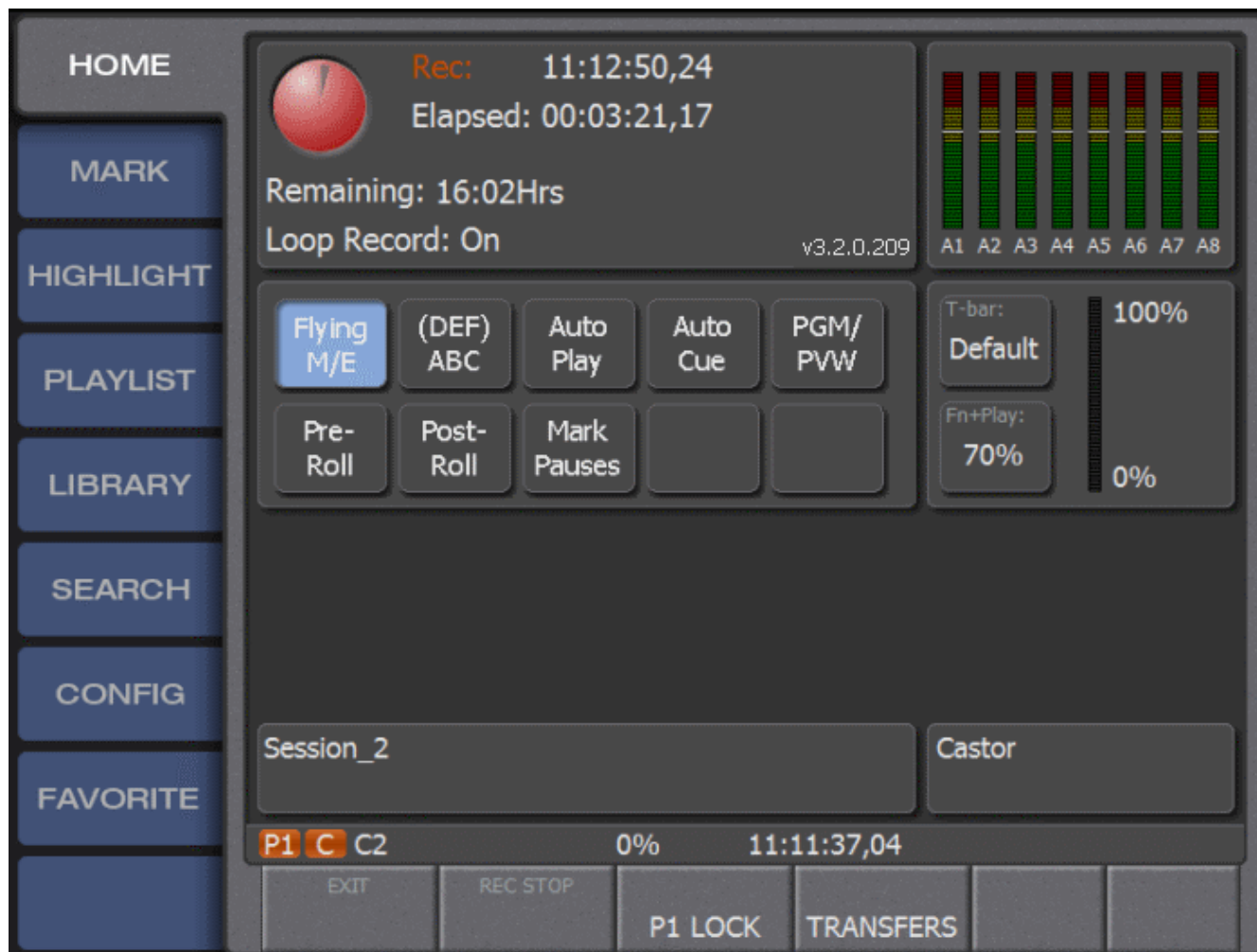
3. Select the session you are deleting and tap **DELETE**. You cannot delete an active session, indicated by the word **in use** in yellow.

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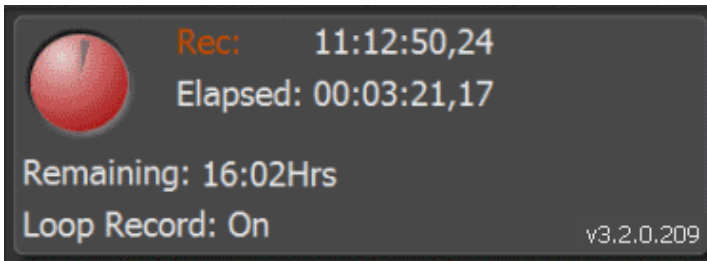
## Home Screen

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## About the Record Status section



On the Home screen, the Record Status section displays key information about the recording status of the Dyno.



Status indicators are as follows:



**Time Dome** Represents the record space available. In continuous record mode, the wedge shape grows as the record space is utilized. The larger the wedge, the smaller the amount of the record space is available.

**Rec:** Red text indicates recording is underway.

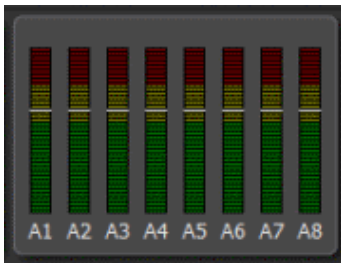
**Elapsed:** The time that has passed since the start of the recording.

**Remaining:** The actual amount of record time available, where this record time is divided across the number of record streams in the configuration.

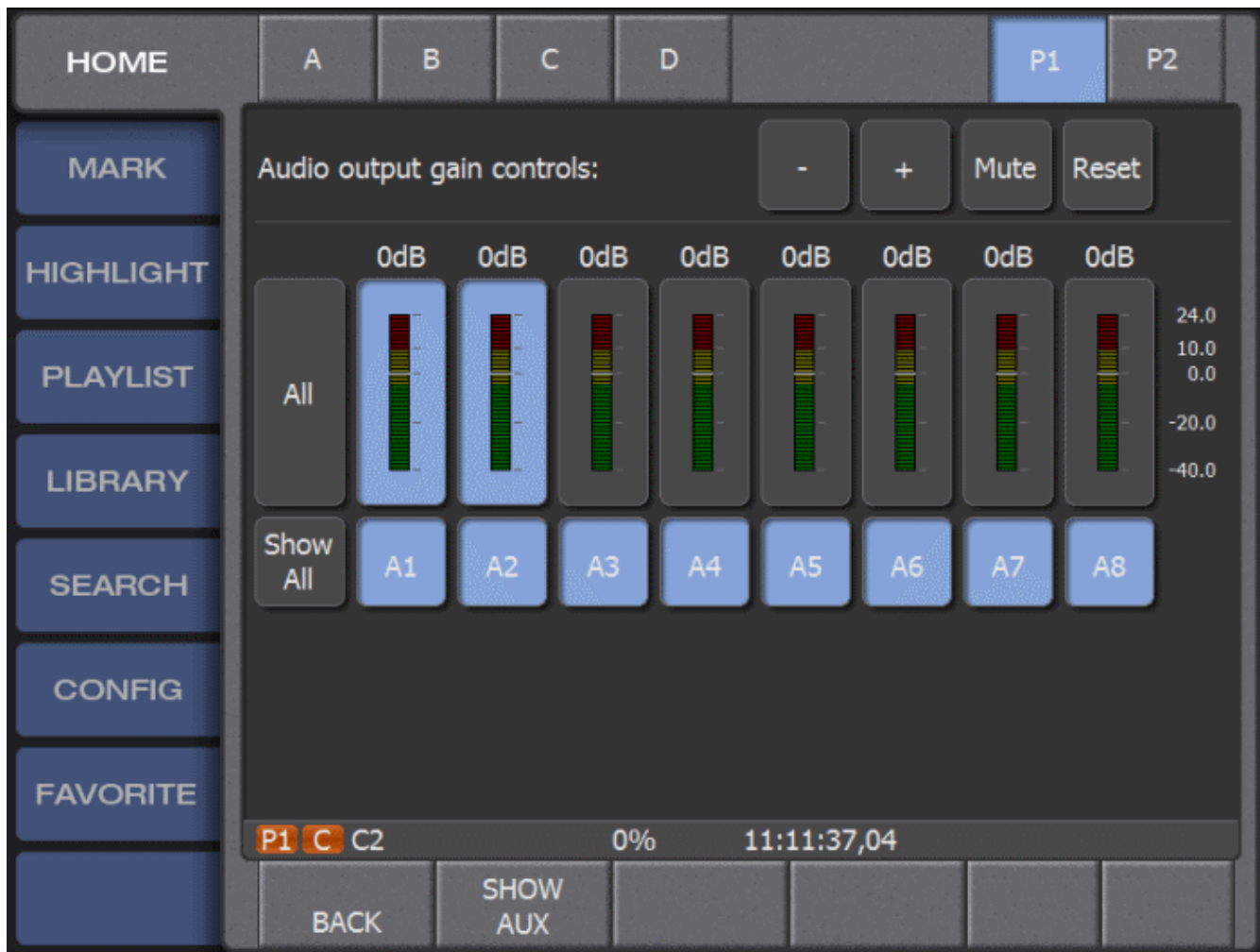
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## Adjusting audio output

1. On the **HOME** screen, tap the audio meters section.



The Audio panel opens.



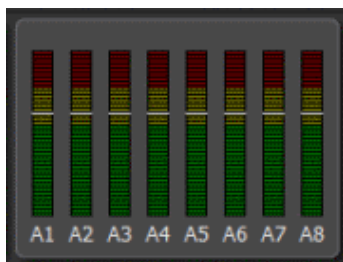
The audio output adjustment is selected by default.

2. Tap audio meters to select the channels you are adjusting.
3. Adjust audio output on the selected channels as follows:
  - Select **+** or **-** to change the audio output level.
  - Select **Mute** to silence the audio output.
  - Select **Reset** to restore both input and output audio to their default levels.

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## Adjusting the audio record levels

1. On the **HOME** screen, tap the audio meters section.



The Audio panel opens.

The audio output adjustment is selected by default.

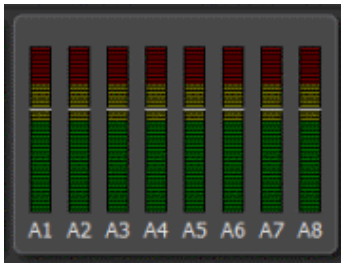


2. Tap audio meters to select the record channels (A,B,C,D) with the record train you are adjusting.
3. Adjust audio record levels on the selected channels as follows:
  - Select **+** or **-** to change the audio record level.
  - Select **Reset** to restore both input and output audio to their default levels.

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## Assigning Aux Channels

1. On the **HOME** screen, tap the audio meters section.



The Audio panel opens.

2. Select **SHOW AUX**. The Aux audio panel opens.



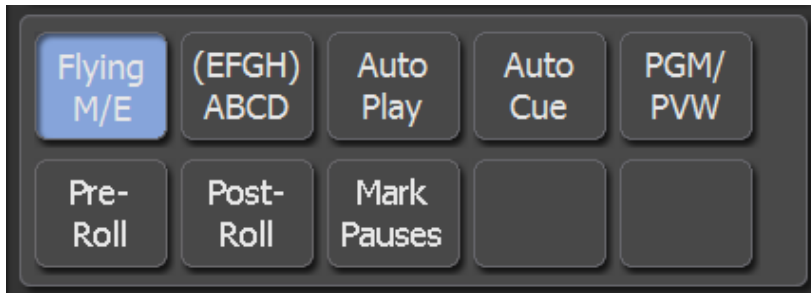
3. Select the pair of channels from the visible audio channels to be the source for Playlists Aux audio.
4. Select **BACK** to return to the Audio panel.

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## Setting Flying M/E

When Flying M/E is selected, you can preset effect transitions between playback channels. Effects are added when switching record streams during the replay of an item.

1. On the **HOME** screen, select **Flying M/E**.



2. To configure the effect for Flying M/E, select **CONFIG | EFFECTS**. The Effects panel opens.
3. For the **Flying ME** option, make changes to the effect duration and effect type as desired.

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## Setting ABCD(EFGH)

This setting grants default status to record channels to **EFGH** to the **ABCD** buttons. It also allows access to the upper channels without using the **Shift** key.

On the **HOME** screen, select **ABCD**.



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## Setting Auto Play

When this setting is selected, any cued element is immediately played.

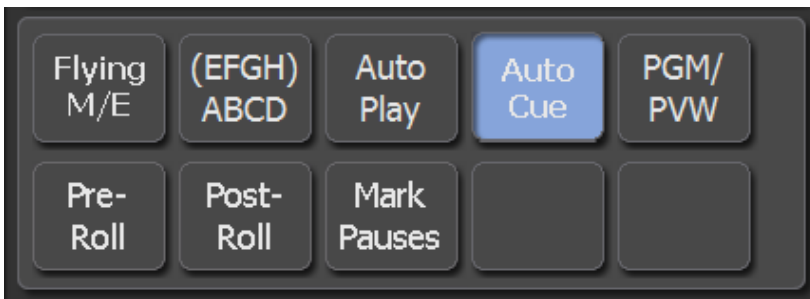
On the **HOME** screen, select **Auto Play**.



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## Setting Auto Cue

When this setting is selected, an item is automatically cued with a tap.  
On the **HOME** screen, select **Auto Cue**.

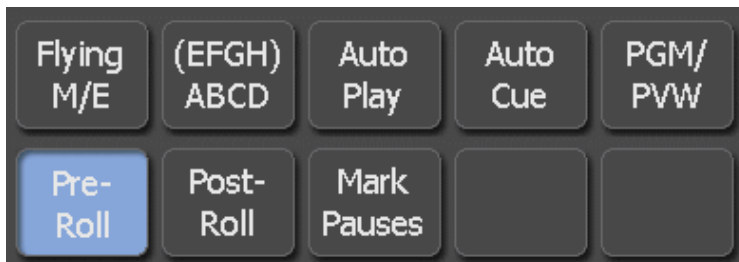


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## Setting Pre-Roll

When this setting is selected, a pre-roll adds to the clip.

1. On the **HOME** screen, select **Pre-Roll**.



**Note:** The **Pre-Roll** and **clip duration** cannot exceed the **guard band duration**.

2. To configure the pre-roll duration, select **CONFIG | CLIP**.

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## Setting Post-Roll

When this setting is selected, a post-roll adds to the clip.

1. On the **HOME** screen, select **Post-Roll**.



**Note:** When the Post-Roll is turned on, the mark out point of the clip is ignored. The playback stops at the end of the guard band marker.

2. To configure the post-roll duration, select **CONFIG | CLIP**.

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## Setting Mark Pauses

When this setting is selected, you can mark clip pauses. Pauses registered in the Marks tab will now act as pause points.

Pauses can also become part of the property of a clip angle, and each angle can have its own pause points.

1. Play a clip, and select **Mark Pauses** on the **HOME** screen.



2. Use the Play button or T-bar to continue playback after the video has stopped.
3. To add a pause point to a clip angle, cue a clip and press Fn+Mark.

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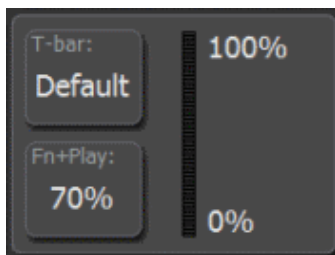
## About the T-bar

The T-bar is a lever bar to control playback speed. When you touch the T-bar, it immediately takes control of the speed of the active player channel. Make sure you do not inadvertently touch the T-bar, as doing so changes the playback speed to the programmed speed of the T-bar. The T-bar can be preset with two playback speed configurations: default and alternate. The positions of bar operations can be fine-tuned.

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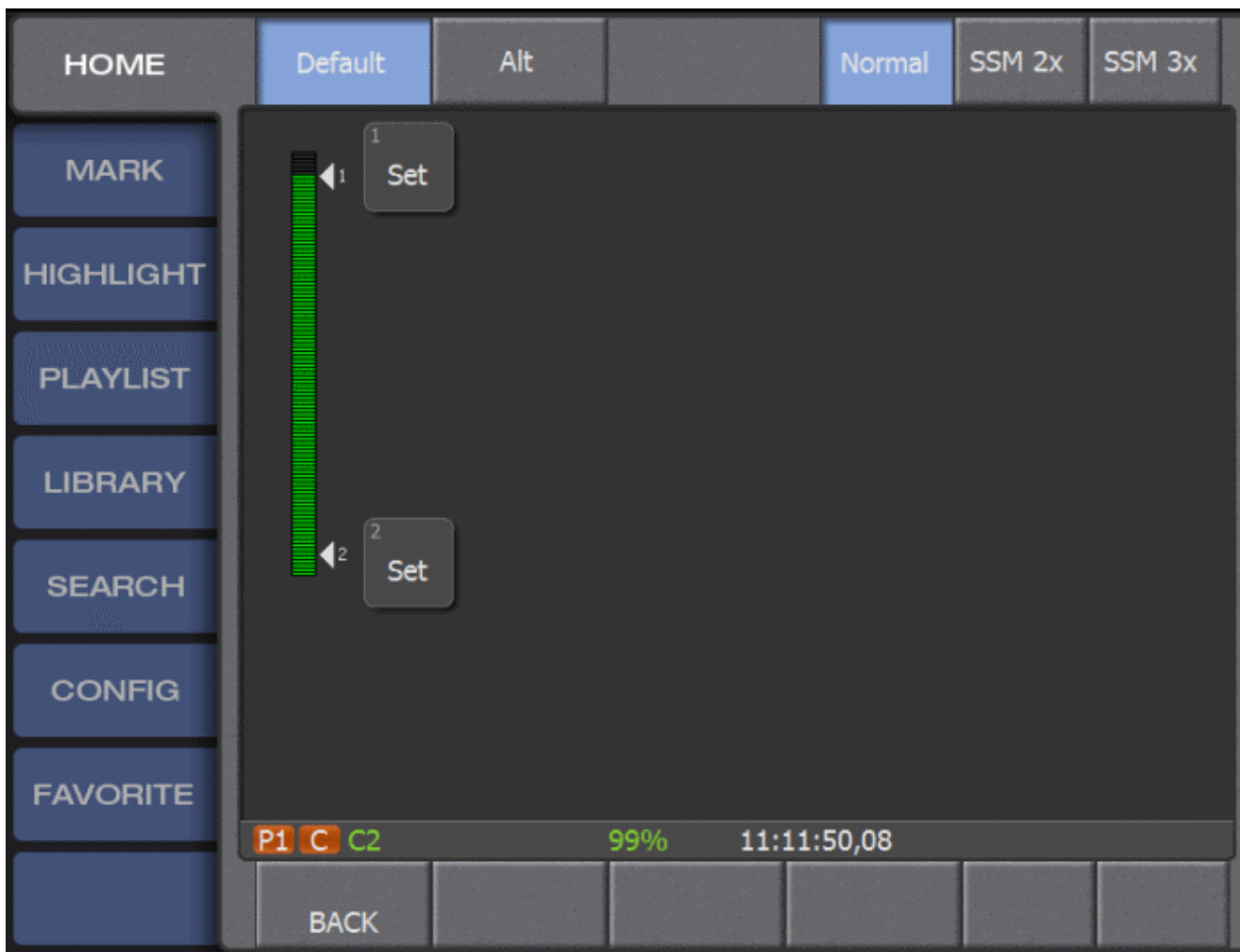
## Configuring T-bar settings: default and alternate

1. On the **HOME** screen, tap the T-bar section.



The T-bar panel opens.

2. To configure default T-bar settings, select **Default**. The T-bar default configuration screen opens.



3. Change default settings as follows:

Option	Description
<b>Maximum speed</b>	Advance the <b>T-bar</b> to set the maximum speed and tap the top <b>Set</b> box.
<b>Minimum speed</b>	Pull the <b>T-bar</b> back to the position of the desired minimum speed and tap the lower <b>Set</b> box.

4. To configure alternative T-bar settings, select **Alt**. The T-bar alternative configuration screen opens.





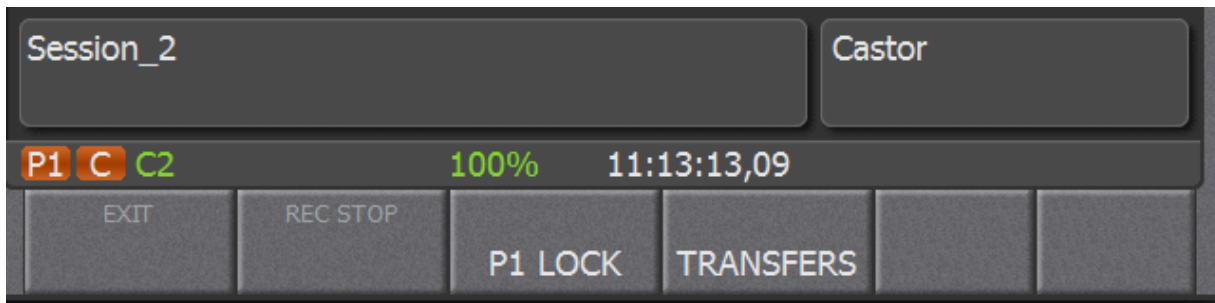
The four **Set** boxes set the custom speeds on the path of the T-bar, as indicated by their position on the graphic range bar.

5. Move the T-bar to a position and tap a **Set** box to change settings as follows:

Option	Description
<b>Highest speed</b>	Tap the top <b>Set</b> box to set the T-bar to top speed position. Select the adjacent speed button and enter a speed in percentage for this T-bar location, then press <b>OK</b> .
<b>Upper middle speed</b>	Move the T-bar down to the top of the middle range and tap the upper middle Set box. Select the adjacent speed button and enter a play back speed in percentage for the middle range of the T-bar, then press <b>OK</b> .
<b>Lower middle speed</b>	Move the T-bar lower down the bottom of the middle of the range and tap the lower middle Set box. The adjacent speed button displays the play back speed in percentage for the middle range of the T-bar.
<b>Lowest speed</b>	Move the T-bar to the lower limit and tap the lowest Set box. Select the adjacent speed button and enter a speed in percentage for this T-bar location, then press <b>OK</b> .

# Stopping all recording processes

Open the **HOME** screen or the **CONFIG** screen, press the **Shift** button, then tap **REC STOP**.



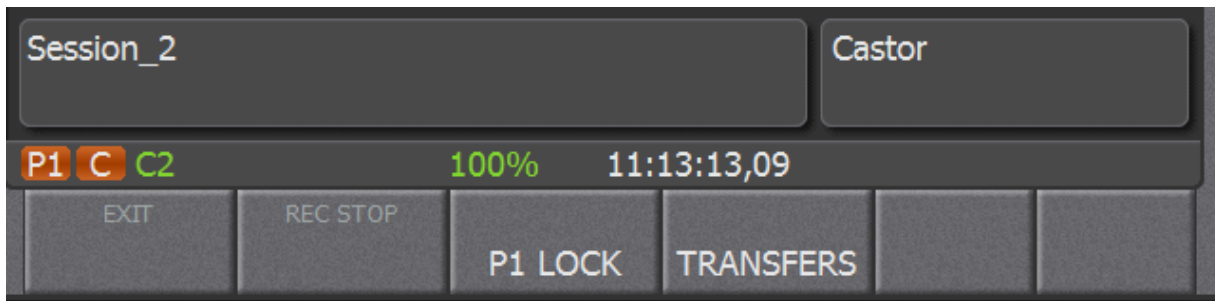
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## Locking player channels

When you lock the active player channel, either P1 or P2, you lock out all playback functions from the Dyno on that channel. It is possible to lock one playback channel and leave the other active or lock both playback channels.

**Note: You cannot lock player channels while channels are ganged. Only P1 or P2 can be selected for locking.**

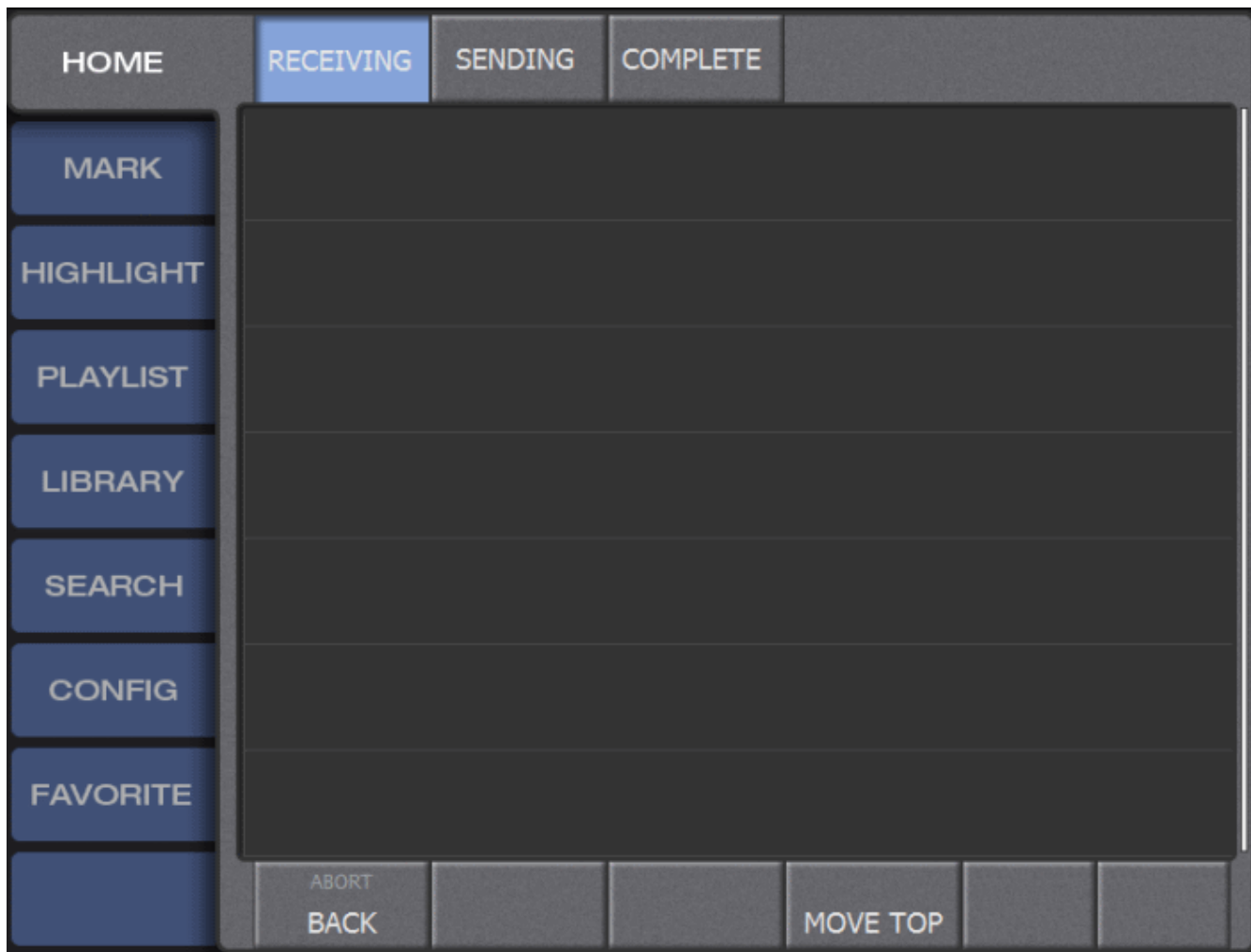
Press the desired **P1** or **P2** button, then on the **HOME** screen, select the SoftKey labeled **P1 LOCK** or **P2 LOCK** accordingly.



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## Monitoring and managing transfers

1. To monitor the transfers of elements both to and from the Dyno, on the **HOME** screen, tap the **TRANSFERS** softkey. The Transfers panel opens.



2. To monitor the transfers functions, select any of the following softkeys:

Option	Description
<b>Receiving</b>	Displays the progress of incoming transfers and their location.
<b>Sending</b>	Monitors transfers that are sent to another location.
<b>Completed</b>	Shows all completed transfers.

3. To manage the transfers functions, select any of the following softkeys:

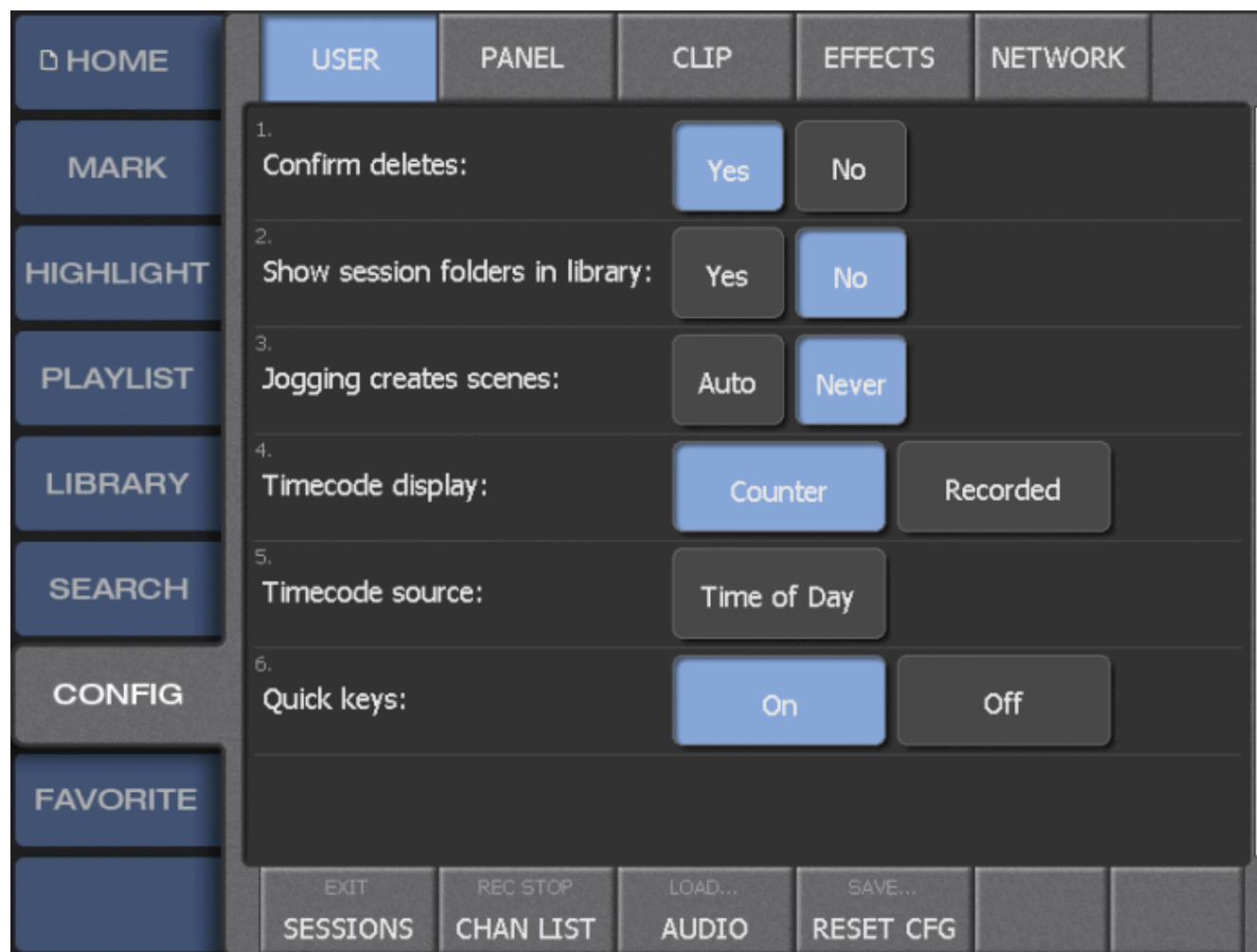
Option	Description
<b>Move Top</b>	Moves selected transfer to the next position in the list of potential transfers.
<b>Abort</b>	Press the <b>Shift</b> function of the <b>Abort</b> softkey to stop any selected transfer.

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## Configuration Screen

## User Panel settings

To access these settings, tap **CONFIG | USER**.



Settings	Description
Confirm deletes	<b>Yes</b> adds an additional prompt before clips are deleted.
Show session folders in library	<b>Yes</b> displays all session folders under the Library tab for navigating purposes.
Jogging creates scenes	<b>Auto</b> creates a mark whenever the Job Knob is used to pause live. Enable <b>SAVE SCENES</b> on the <b>MARK</b> screen.
Timecode display	<b>Counter</b> displays a timecode that begins at <b>0</b> when the record starts. <b>Recorded</b> displays a timecode that begins randomly at any timecode when the record starts.
Timecode source	<b>Time of Day</b> is an internally generated timecode source. <b>Generated</b> is an externally generated timecode source. You can use LTC, ANC VITC, ANC LTC, Preset Generated Timecode, or Windows system clock as the timecode source.
Quick keys	<b>On</b> enables additional keyboard functionality such as <b>i</b> for marking an in

point, **o** for marking an out point and **q** for quick cue.

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## Panel settings

This panel adjusts the controls of the K2 Dyno S Replay Controller. To access these settings, tap **CONFIG | PANEL**.



Settings	Description
Fast-Jog multiplier	Affects the Jog Knob shuttle speed when the <b>Shift Play</b> function is engaged. The multiplier increases the Fast Jog function by 5x, 10x or 20x.
Knob sensitivity	Controls the response of the Jog Knob. <b>Low</b> gives the Jog Knob a more forgiving operation. <b>High</b> gives the Jog Knob a greater sensitivity to becoming active.
Screen brightness	Determines the overall brightness of the screen. Adjusts the brightness for maximum visibility for the lighting of the room in which the Dyno is located. <b>Low</b> is a dim setting and <b>High</b> is the brightest setting.

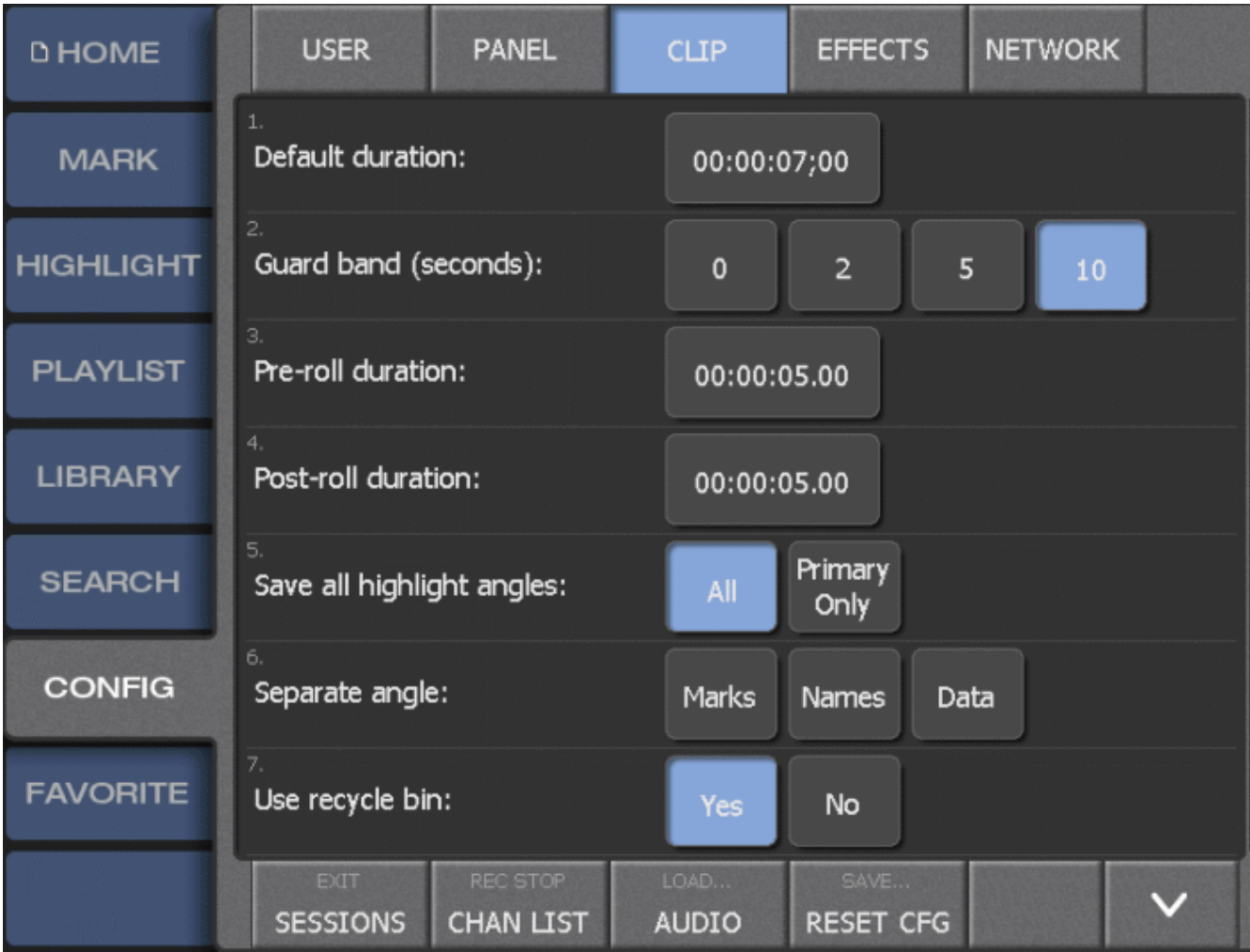


Button brightness	Determines the brightness of the buttons. Adjusts the brightness for maximum visibility for the lighting of the room in which the Dyno is located. <b>Low</b> is a dim setting and <b>High</b> is the brightest setting.
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# Clip settings

To access these settings, tap **CONFIG | CLIP**.



Settings	Description
Default duration	Sets the length of a clip that has only an In point or an Out point.
Guard band (seconds)	Changes the length of material saved outside of a clip, beyond the set in/out points. <b>0</b> provides no extra material. <b>10</b> provides ten seconds of material.
Pre-roll duration	Sets the pre-roll duration of a clip. The pre-roll duration cannot exceed the guard band. You can turn on and off the pre-roll setting at the Home screen.
Post-roll duration	Sets the post-roll duration of a clip. The post-roll duration cannot

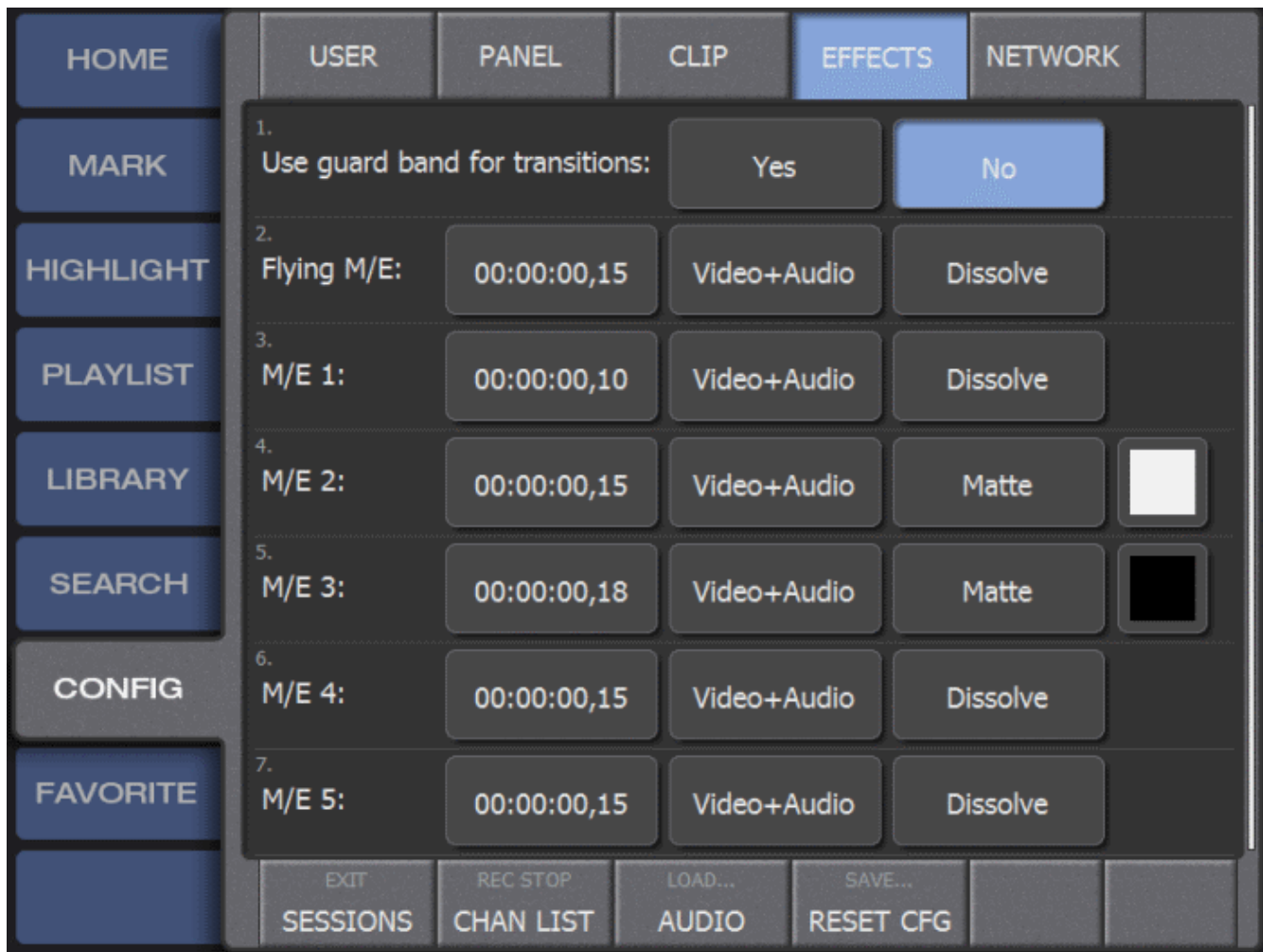
	exceed the guard band. You can turn on and off the post-roll setting at the Home screen.
<b>Save all highlight angles</b>	<b>All</b> saves all the angles recorded of a clip. <b>Primary Only</b> saves only the active angle of a clip.
<b>Separate angle</b>	<b>Marks</b> set mark in/out points for each clip angle. The guard band duration applies to each angle at the time of clip creation. <b>Names</b> set keywords for each clip angle. <b>Data</b> sets data such as ratings for each clip angle.
<b>Use recycle bin</b>	Provides a safety measure when deleting clips. <b>Yes</b> sends the data from the deleted clip to the recycle bin. The bin must be emptied before the clip is permanently deleted. <b>No</b> immediately and permanently deletes a clip selected for deletion.
<b>Clip name seed</b>	Specifies the default root convention automatically applied when creating a highlight. <b>Default</b> assigns the clip a name <i>H</i> (for highlight) then a number in the progression of clips created during a session. <b>Time Code</b> populates the default title with the Time Code or Counter number of the in point of the clip. <b>Record Name</b> populates the default title with the record channel name. <b>Custom</b> allows for the creation of a custom seed name for a clip.
<b>Clip follow mode</b>	This setting specifies the speed that a playlist clip plays when it follows an off speed (300% to 1%) clip. <b>Default Speed</b> restores playback to the speed defined for the following clip, or 100% if no speed is defined. <b>Continue Speed</b> continues at the speed of the preceding clip if the following clip has no speed defined.
<b>Offspeed audio</b>	Specifies audio behavior when playback speed changes. <b>Yes</b> continues the audio during offspeed play, with the resultant change to the pitch of the audio. <b>No</b> mutes the audio during offspeed play.
<b>Save ShareFlex Angles</b>	<b>All</b> saves all the angles recorded of a clip. <b>Primary Only</b> saves only the active angle of a clip.

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## Effects settings

These settings affect the transitions in a playlist.

1. On the **CONFIG** screen, tap **EFFECTS**. The Effects panel opens.



2. To change the transition point, select one of the following **Use guard band for transitions** options:

Option	Description
<b>Yes</b>	Centers transitions at In and Out points, allowing video beyond the set points to be visible.
<b>No</b>	Ensures the transition is completed within the marked points of the clip. This affects the length of the playlist.

3. To change the transition duration for the Flying M/E and each of the five preset effects, do the following:
- In the first column enter a number less than 2:00 seconds but greater than or equal to 2 frames.
  - In the second column make settings as follows:

<b>Video+Audio</b>	Applies the transition to both output audio and video.
<b>Audio Only</b>	Applies the transition to the audio while video cuts.
<b>Video Only</b>	Applies the transition to the video while audio cuts.

- c. In the third column make settings as follows:

<b>Dissolve</b>	Creates a cross fade between the two consecutive events.
<b>Matte</b>	Creates a flash of the selected color between the two events in the list. The

duration of the flash is determined by the effect duration. To select the color, tap the adjacent color box and choose a color from the palette.

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## Configuration Network Tab from Transfer Setup

1. On the **CONFIG** screen, tap **NETWORK**.



2. For **Include guard bands on send**, tap **Yes** to include guard bands when transferring elements to external devices.
3. For **Mount K2 Mapped Drives**, tap **Yes** to automatically mount your K2 mapped drives after the start-up of K2 Summit and K2 AppCenter.
4. Tap **SEND LIST**. The Transfer Destination panel opens and displays all active transfer rules currently set for the Session.
5. To create a new transfer rule, do the following:
  - a. Tap **BROWSE** to specify the destination of the transfer and initiate a new transfer rule.
  - b. Tap **ACCEPT** once you have selected the destination.
6. Configure transfer rules as follows:
  - a. Tap **On** or **Off** to activate or deactivate the transfer rule.
  - b. Tap the second column to transfer a specific or all angles.
  - c. Tap the third column to change the format received at the destination (MXF, GXF, QT).

- d. Tap the fourth column to verify the transfer destination.
7. To create a new destination bin for a transfer, do the following:
  - a. Tap **BROWSE** to select the bin in which you are creating the destination bin.
  - b. Press **Shift** then tap **NEW**. A new destination bin is created.
8. To delete a transfer rule, select the rule to be deleted and then press **Shift** and tap **DELETE**.

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## Revising record and play channel status

To view the current configuration on record and play back channels and revise the current status, on the **CONFIG** screen, tap **CHAN LIST**.



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## Resetting configuration

To resets all configuration screens to their factory default settings, on the **CONFIG** screen tap **RESET CFG**.



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## Exporting the Config information

You can save configuration settings and keywords tables to an external device. You can then load the settings and tables to another K2 Dyno S Replay Controller, or for use later on the same K2 Dyno S Replay Controller.

1. Connect the storage device to one of the USB ports on the front of the server.
2. To navigate and find the external storage device, press **Shift** then from the **CONFIG** screen, tap **SAVE**.
3. Once you have identified the location for storing the settings, tap **ACCEPT** to allow you to configure the files to be created on the external source.

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## Importing the Config information



- 1. Connect the external storage device that contains the configuration file you are importing.
- 2. Press **Shift**, then from the **CONFIG** screen, tap **LOAD**.



- 3. Navigate to the configuration file you are importing.
- 4. Select the configuration file and tap **ACCEPT**.  
The configuration is loaded and the settings are in place.

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Playback

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Queueing both outputs

- 1. To control both playback channels, press **P1 | P2** buttons simultaneously. Both **P1 | P2** is lit in red.



- 2. To control both channels, use playback controls as follows:
  - T-Bar
  - Jog Knob
  - **Play** button

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Playback options

The K2 Dyno S Replay Controller has four playback options:

Table 1. Playback options

Option	Description
The <b>Play</b> button	Plays a recorded element or record stream at 100%. This is the primary way to place any player channel into a playback state. This works on a playlist, on a highlight, and on the active record trains.

Alternate playback speed. Press

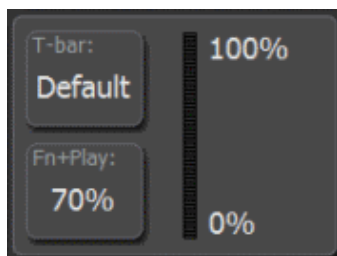
and hold down the <b>Fn</b> key and then press the <b>Play</b> button.	playback speed, as configured from the <b>HOME</b> screen.
T-bar	Immediately takes control of the speed of the active player channel. Make sure you do not inadvertently touch the T-bar, as doing so changes the playback speed to the programmed speed of the T-bar.
Alt T-bar	The T-bar can be preset with two playback speed configurations: default and alternate.

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## Configuring the alternative playback speed

An alternate speed can be pre-programmed into the **Play** button.

1. On the **HOME** screen, in the T-bar section, tap the **Fn+Play** SoftKey.



A number keypad opens.

2. Enter the desired alternate play back speed by percentage.
3. Tap **OK** to set the speed and close the number keypad.

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## PGM/PGM Playback in green and red

When **P1** or **P2** buttons are lit in green and red, do the following:

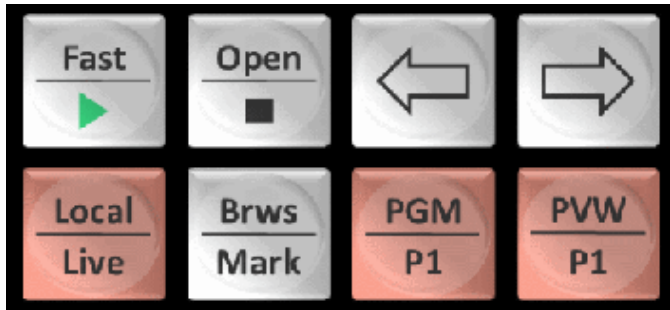


- a. Select **P1** or **P2** buttons from the K2 Dyno S Replay Controller.
- b. Use the Jog Knob to cue the record train on the selected player. Jogging cues only the selected channel.
- c. To affect the selected channel, press the **Play** button on the cued record train.

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## PGM/PGM Playback in red and red

1. Press **P1 | P2** buttons simultaneously to switch to Gang mode.



Both **P1** and **P2** buttons are lit in red

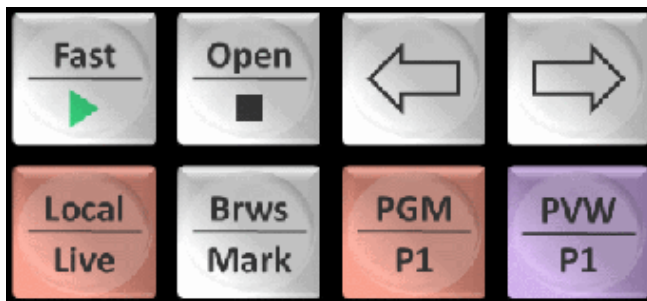
2. Use the Jog Knob to cue the record train. Both player channels are affected.
3. Press the **Play** button while cued back on the train. Both player channels play back in sync.

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## Using PGM or PVW

This setting configures the playback channels as dependent channels. P1 becomes the channel that plays to broadcast. P2 is used to preview or stage the next element to broadcast. Elements cued on P2 (PVW) are transferred to the P1(PGM) by using the **Take** button.

1. Enter **PGM** or **PVW** mode by selecting the softkey on the Home screen or by pressing **Shift | P1**.



In this mode, when a clip is cued, it appears on the P2 channel.

2. Use the Jog Knob to change the in-point of the clip to the point desired.
3. Press the **Take** button from the center stalk.  
The clip is transferred to the P1 channel and play.  
P2 is now ready for cueing the next element.

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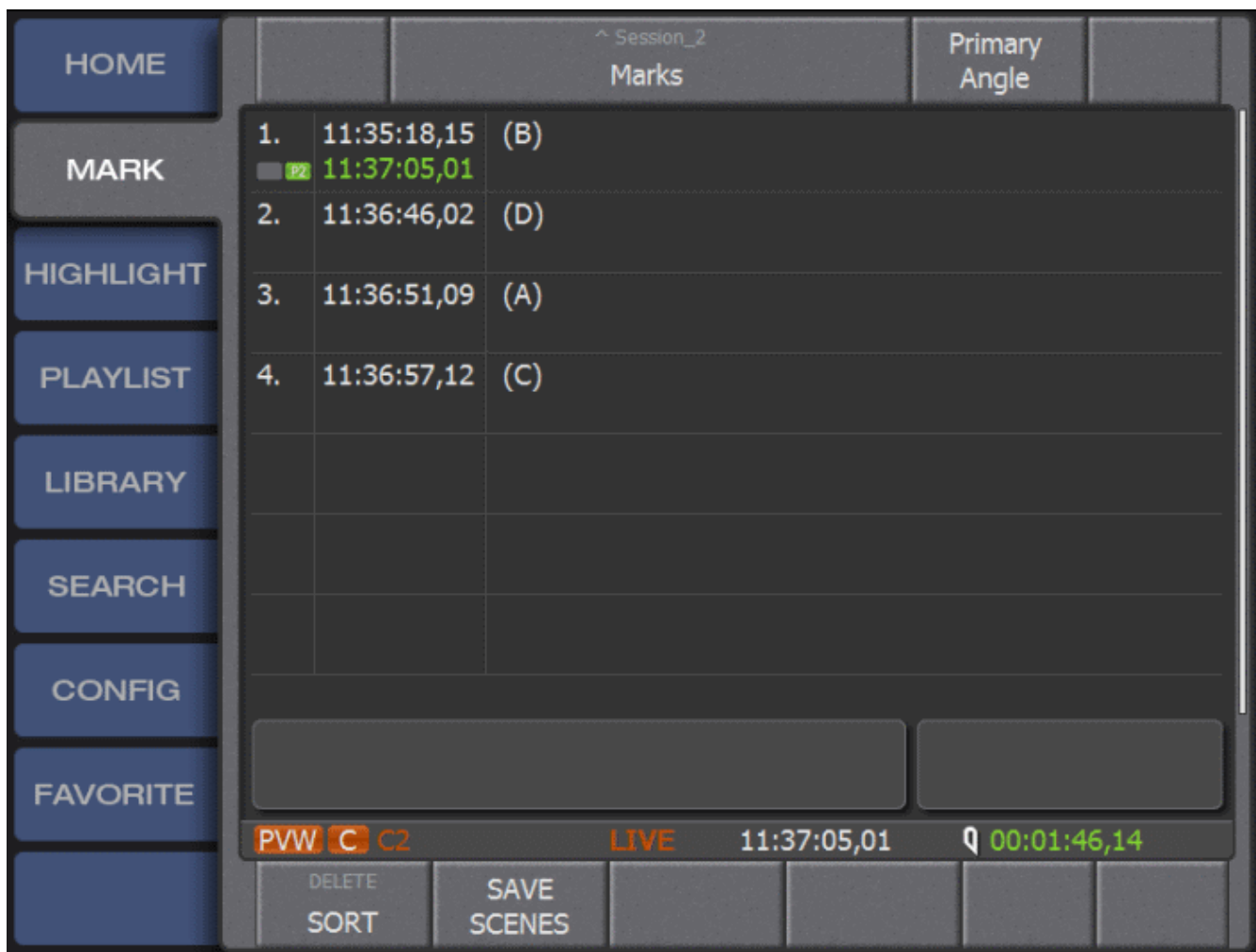
## Going back to Live/Rec

1. To return to the record train at the point of the current record., select your player channel **P1** or **P2** button.
2. Press the **Live** button on the Right Bank of buttons. This takes the player channel to the current available recording of the active angle.

## Marks

## Marking function

1. To create a point at the current point of the active record train regardless of the location of the Player Channel **P1** or **P2**, press the **Mark** button.



2. To view the marks, open the **MARK** screen.
3. To add a mark to the point where the player is cued, press **Mark**.
4. To navigate marks with controller arrow keys, open the **MARK** screen.



- a. From the touch screen select a mark. When it is cued, it is outlined with an orange border.
- b. Press the left arrow button from the right bank of buttons to move the selection up the screen to the older timecoded marks.



- c. Press the right arrow button to move the selection down the screen to the newer or later timecoded marks.



5. To create a Highlight from Marks, select the mark and press the **Add HL** button.  
A clip with default duration is created.

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## Create clips

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## Creating a clip

To create a clip, you must be on an active record channel.



1. Use the Jog Knob to find the point on the record stream where the clip is to begin.
2. On the center stalk, locate and then press **In** button to create the beginning of the clip.
3. Cue the video to the point on the record train that the clip will end.
4. On the center stalk, press **Out** button to end the clip.
5. Once you have entered the In and Out points of your clip, press the **Add HL** button on the left bank. This stores the clip in the next available slot location in the active highlight bin.
6. Alternatively, open the **HIGHLIGHT** screen and do the following:
  - a. Enter the In and Out points of your clip.
  - b. Select the slot location for clip.
  - c. Save the clip in the selected slot location. The clip is saved in a slot location you choose, rather than in the next available slot location only.

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## Trimming IN or OUT

1. To change the In or Out of a created clip, first cue the clip on a player channel P1 or P2.
2. Use the Jog Knob to find the new points for the clip.  
You cannot move outside the cue points on the record train up to the limit of the guard band, as configured when you created the clip.
3. Once the new point is visible on the record train, press the desired **In** or **Out** button. The new point is marked and the new duration of the clip is displayed in the clip's slot changes.

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## Creating a clip with one entry point

You can save a clip by using either an In point only or an Out point only.

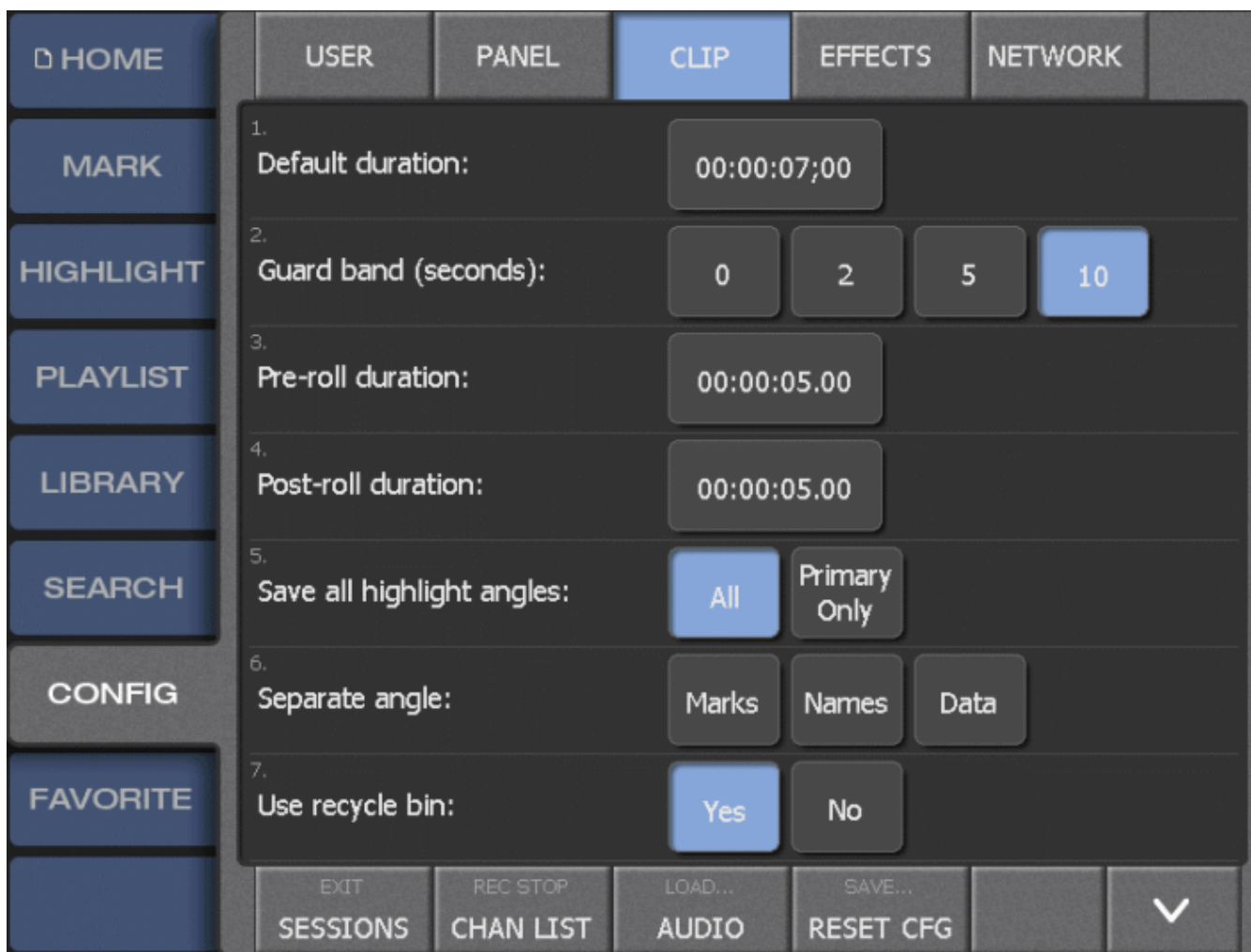
1. Select only an **In** or **Out** point.
2. Press the **Add HL** button or select a slot in the highlight bin to form a default duration clip.

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## Setting the default duration for clips

You can set the length of a clip that has only an in or an out point.

1. On the **CONFIG** screen, tap **CLIP**. The Clip panel opens.



2. Tap the number box to the right of **Default duration**. A number key pad opens.
3. Type in the desired duration of a default clip.
4. Tap **OK** to save settings and close.

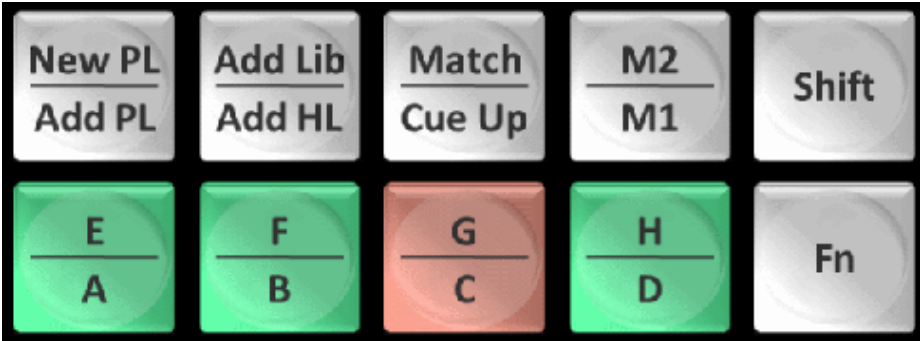
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# Cue replay

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## Cueing a clip

- 1. To cue a selected highlight on the active channel, do the following:



- a. On the **HIGHLIGHT** screen, tap the slot of the desired clip.
  - b. Press the **Cue Up** button from the left bank.
- 2. To cue the clip on the selected player channel using the touch screen, select the clip slot of the desired clip with two taps.
- 3. To return a clip to it's preset in or out points do the following:

Option	Description
Shift   In	Restores the player channel to the In point of the highlight
Shift   Out	Restores the player channel to the preset Out point of the clip

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## Changing angle

- 1. Choose a player Channel, use either **P1** or **P2**.
- 2. To make the corresponding record stream visible on the selected player channel, press a different **A-D** button or it's **Shift** function for angles E-G.

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## Highlights

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## Navigating the Highlight screen

1. Open the **HIGHLIGHT** screen.

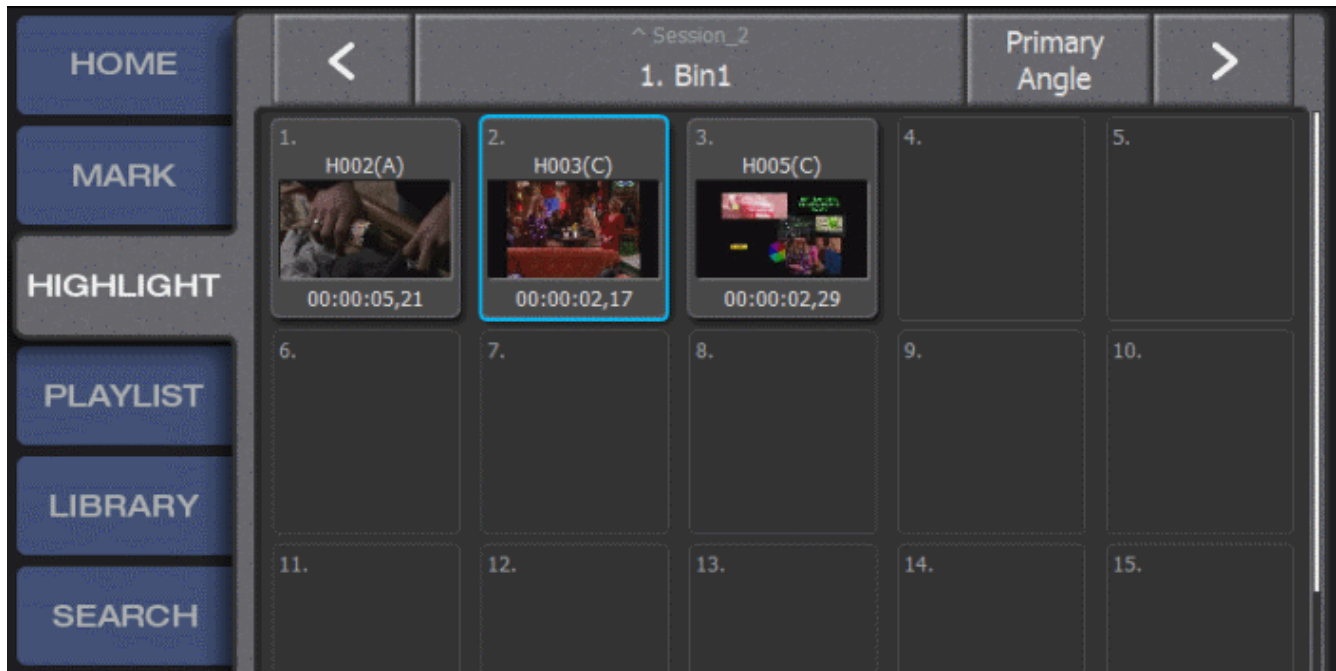


2. Tap the Bin title bar at the top of the screen.  
All available bins are displayed.
3. To open, double-tap a bin. The open bin is now the active bin on the **HIGHLIGHT** screen.

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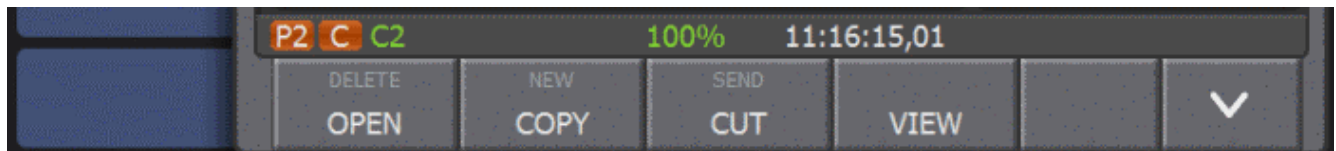
## Changing clip views in a bin

1. Open the **HIGHLIGHT** screen.



By default, a thumbnail with title and duration is displayed for each highlight. The thumbnail picture from the In point of the clip.

2. To additionally display keywords, tap **VIEW**.

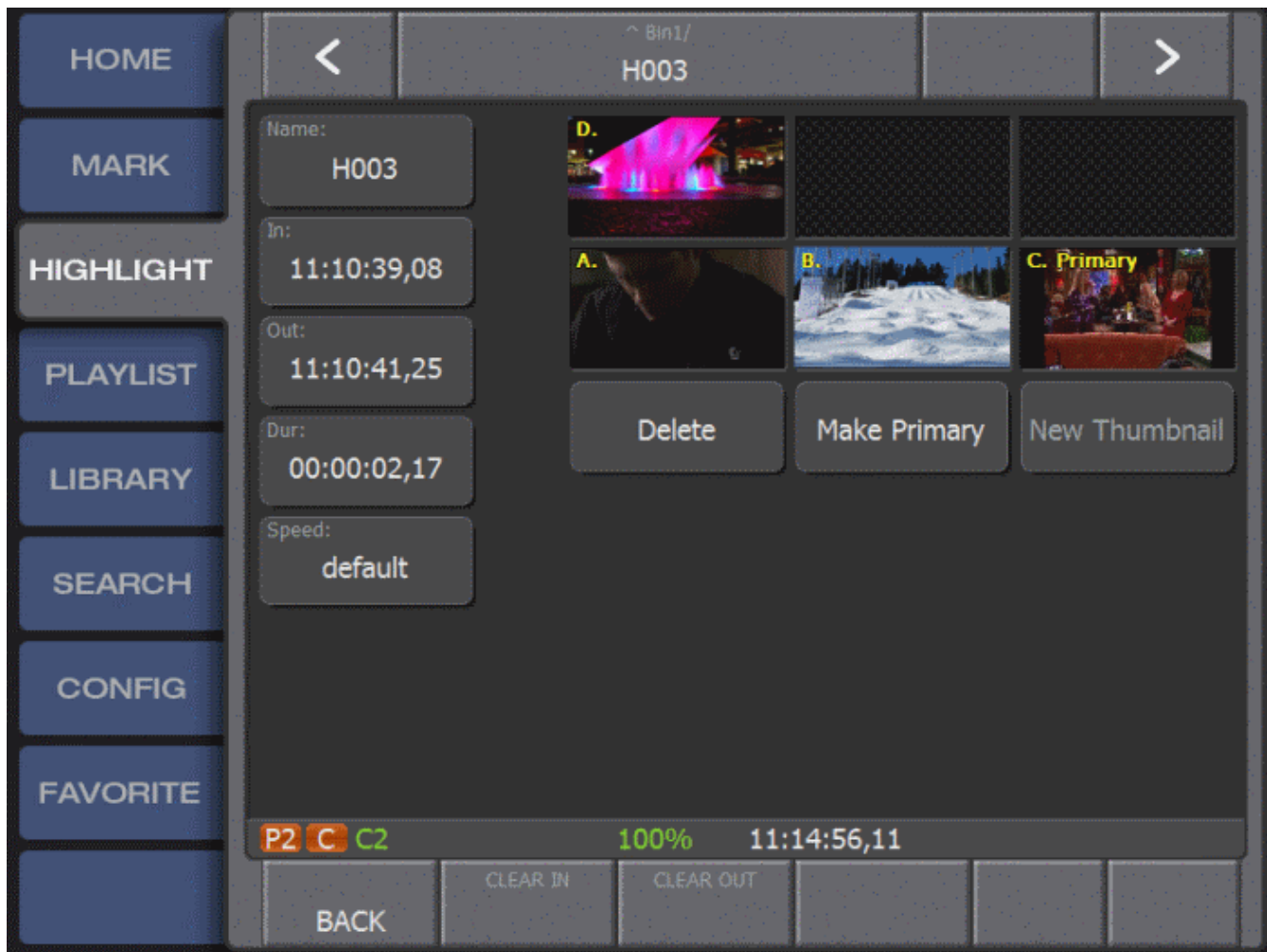


3. To hide the thumbnail and keywords and display only title and duration, tap **VIEW** again.
4. To return to the default view, tap **VIEW** again.

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## Changing the thumbnail

1. Open the **HIGHLIGHT** screen.



2. Cue the highlight with the thumbnail you are changing.
3. With the highlight selected, select the clip properties box in the lower right of the screen.
4. Cue the clip to the frame that is the desired thumbnail.
5. To change the thumbnail for the selected angle, tap the **Thumbnail** softkey which is located below the angle thumbnails.

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## Recalling clips

Clips can be recalled in three ways: slot number, Auto Cue, and Auto Play.

1. To recall a clip by slot number, use the keyboard and type the bin number, type the slot number, and then press **Enter**.
2. To recall a clip by Auto Cue, on the **HOME** screen, select **Auto Cue**. When this setting is selected, an item is automatically cued with one tap.
3. To recall a clip by Auto Play, on the Home page screen, select **Auto Play**. When this setting is selected, any cued element is immediately played. Auto Play requires a double-tap on the slot. When activated, the highlight is cued and immediately played. This allows multiple clips play seamlessly in succession.

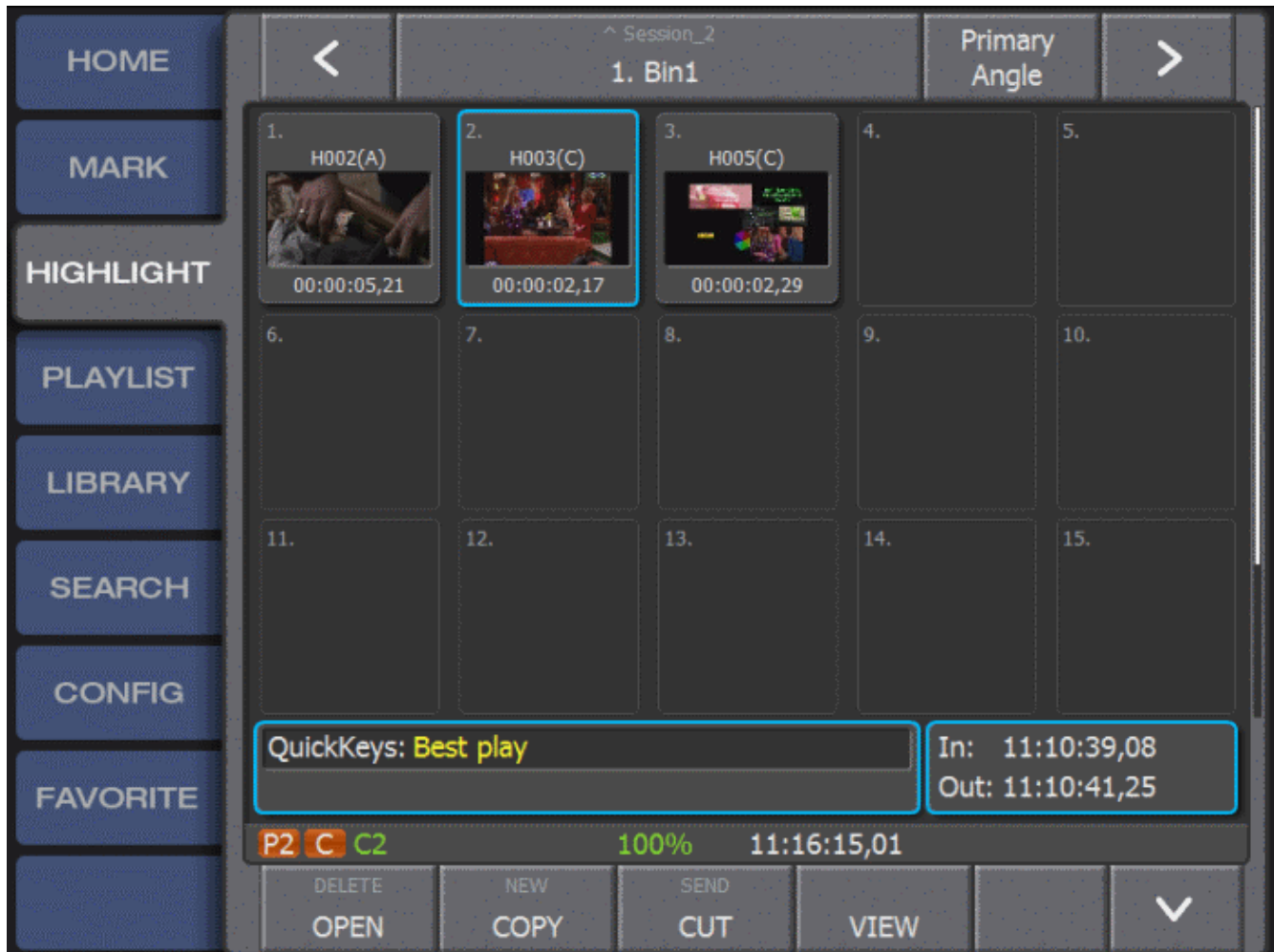
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## Naming a clip

When you create a clip, the K2 Dyno Replay Controller automatically names the clip. Then you can change the clip name as desired.

The automatic name is based on the **CONFIG | CLIP** settings.

1. To change the name of a clip, select the clip and then on the keyboard, press **Enter**.



The clip title bar at the bottom of the screen is changed from the clip name to the word **QuickKeys** and a cursor appears.

2. Type the new name and press **Enter**.

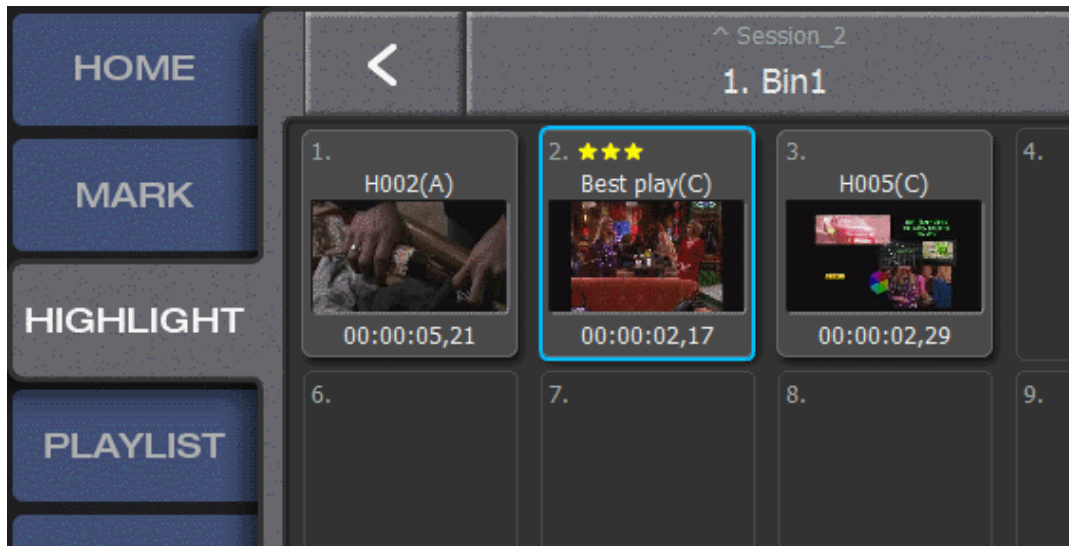
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## Adding Stars

The star rating system allows you to assign up to three stars to a highlight clip.

1. To assign a star to a highlight, select the clip with a tap.





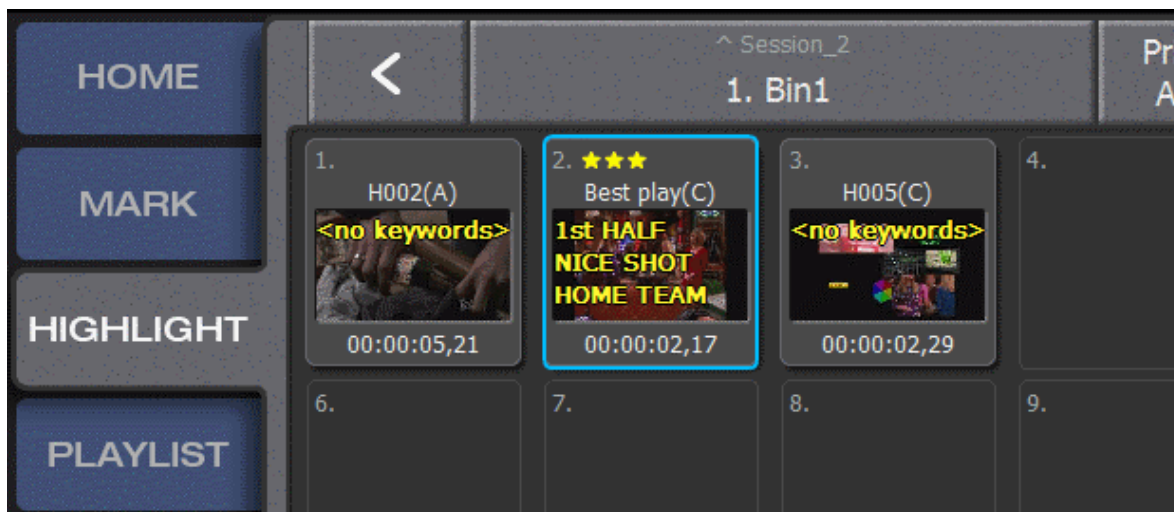
2. To add a star or stars to the clip, on the keyboard, press **F1** one time for each star.
3. To remove all the stars, press **F1** until stars are removed.

**Postrequisite:** You can also add star ratings while adding keywords.

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## Adding keywords

1. Select the clip so that the slot is outlined in blue or cue it on a player channel.



2. Tap the clip title bar on the lower left of the touch screen.  
The first table of keywords opens.
3. Select the desired keyword as follows:
  - If the desired keyword is in the first table of keywords, select the keyword.
  - If the desired keyword is in the second or third table of keywords, first select the table, then select the keyword.

If **Auto Mode** is on, when you select a keyword, the next table of keywords automatically opens.
4. To adjust the star rating, on the keyboard press **F1**.

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## Editing keywords

To build a keyword table, you must create a highlight.

1. While the highlight selected is indicated by the blue outline around the slot, tap the **highlight properties** softkey near the bottom left of the screen.

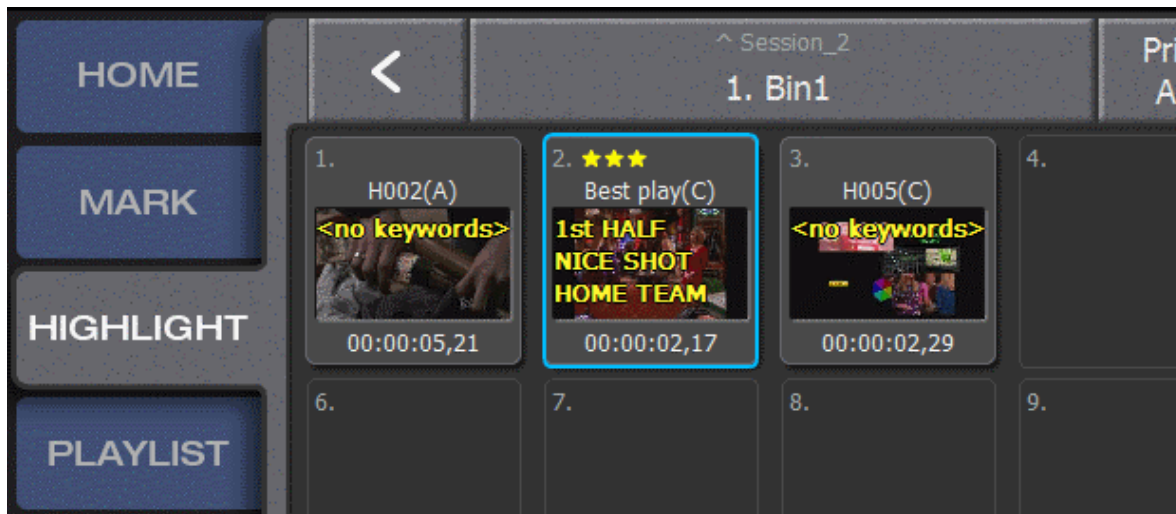


2. To make any changes to the existing keyword tables, select **EDIT** softkey. When you enter the **EDIT** mode, there are 5 tabs across the top of the touch screen.
3. To name the tab, tap the **tab** softkey twice.
  - a. To type the name of the selected tab, you can either use the touch screen keyboard or the standard Dyno keyboard.
4. Once named, press **ENTER** to set the tab name. Tabs are also a means of navigating Keyword numbers. Tab 1 contains slots 1-100, Tab 2 101-200 etc.
5. To delete the keywords and Tab title for the entire active table., select **Clear All** softkey.
6. To enter a keyword, first enter the tab and the first box in the table is defaulted to the name given the tab.
7. Select the box with the tab name. A screen with a series of numbered slots without the / mark in the box is displayed.
8. To name the individual slot, use the touch screen keyboard.
9. To lock in the text, press **ENTER** once the correct keyword has been typed in.

## Setting keyword Fkeys

You can assign a limited number of keywords to keyboard keys F2-F9. This allows quick access to the keywords.

1. Select the clip so that the slot is outlined in blue or cue it on a player channel.



2. Tap the clip title bar on the lower left of the touch screen.  
The first table of keywords appears.
3. Select a keyword and then on the keyboard press an Fkey (F2-F9) when the **Set Fkeys** (which is located on the lower strip) tab is lit. Next to the keywords is the slot number with the Fkey designation in parenthesis.
4. Verify that the correct Fkey is assigned.
5. To save the changes to the Fkeys, deselect **Set Fkeys**.

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## Copying and moving clips

There are several ways to copy and move a clip within the same bin or between bins.

1. To move a clip using tap-and-drag within the current bin, on the **HIGHLIGHT** screen, do the following:
  - a. Tap and hold a clip's slot so that the entire slot is blue.
  - b. While holding down, drag the slot to it's new position.

The clip is moved to the new position.

2. To copy a clip, on the **HIGHLIGHT** screen, do the following:
  - a. Select a clip's slot so that the slot is outlined in blue.
  - b. On the bottom strip, tap **COPY**.
  - c. Select the destination slot location.
  - d. On the bottom strip, tap **PASTE**.

The clip is copied to the destination slot location. The result is two independently editable versions of the clip: one in the original location and one in the destination slot location.

3. To move a clip using cut-and-move, on the **HIGHLIGHT** screen, do the following:
  - a. Select a clip's slot so that the slot is outlined in blue.
  - b. On the bottom strip, tap **CUT**.
  - c. Select the destination slot location.
  - d. On the bottom strip, tap **MOVE**.

The clip is moved to the destination slot location. This allows you to organize bins in a logical manner.

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## Renaming a Highlight bin

1. On the **HIGHLIGHT** screen, double-tap the Bin's title bar at the top of the screen.



All bins on the active server are displayed.

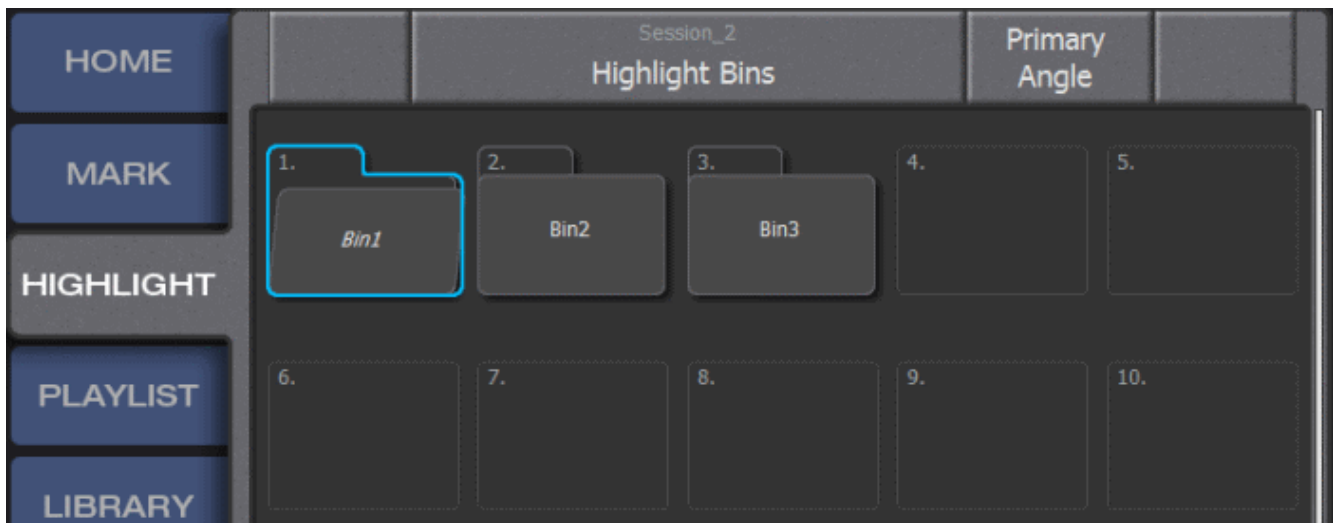
By default, three bins appear. Each bin is represented by a folder icon. You can create additional bins as desired.

2. To name a bin, tap and hold the folder icon until it is outlined in blue.
3. On the keyboard, press **Enter**. The Bin title tab at the bottom of the screen displays QuickKeys.
4. Type the new bin name.
5. On the keyboard, press **Enter** to save the new bin name.

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## Creating a new Highlight bin

1. On the **HIGHLIGHT** screen, double tap the Bin title tab.



The Bins page opens, displaying a collection of folders representing bins.

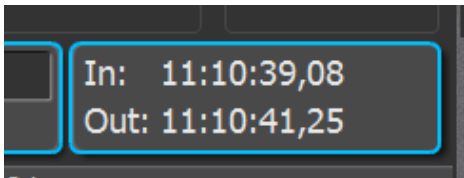
2. From the bottom strip, tap **NEW**.  
A new folder representing a new bin appears in the next available slot.
3. On the keyboard, press **Enter** and the word QuickKeys appears in the Bin title bar.
4. Type the name of the new Bin and then press **Enter**.

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## Changing Primary Angle

When Primary Angle is selected, you must assign the recorded angle that appears.

1. On player channel **P1** or **P2**, cue a created clip.



At the lower left of the touch screen, the clip properties box displays the clip's in and out timecode.

2. Tap the clip properties box.  
Each available angle thumbnail is displayed. The primary angle is indicated by the word **primary** displayed on the thumbnail.
3. To change the primary angle, select the thumbnail of an available angle and tap the **Primary** SoftKey located under the thumbnail panel.

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## Recalling a clip and Match Frame operation from the record train

With this operation, as long as the record train is available, the player channel cues the record train to the cued timecode point. This returns to the record train without the limitations of the clip In point or Out point and allows cueing beyond the guardbands of the clip.

1. Select and cue a clip on a player channel.
2. Press **Shift | Match**.

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## Favorites

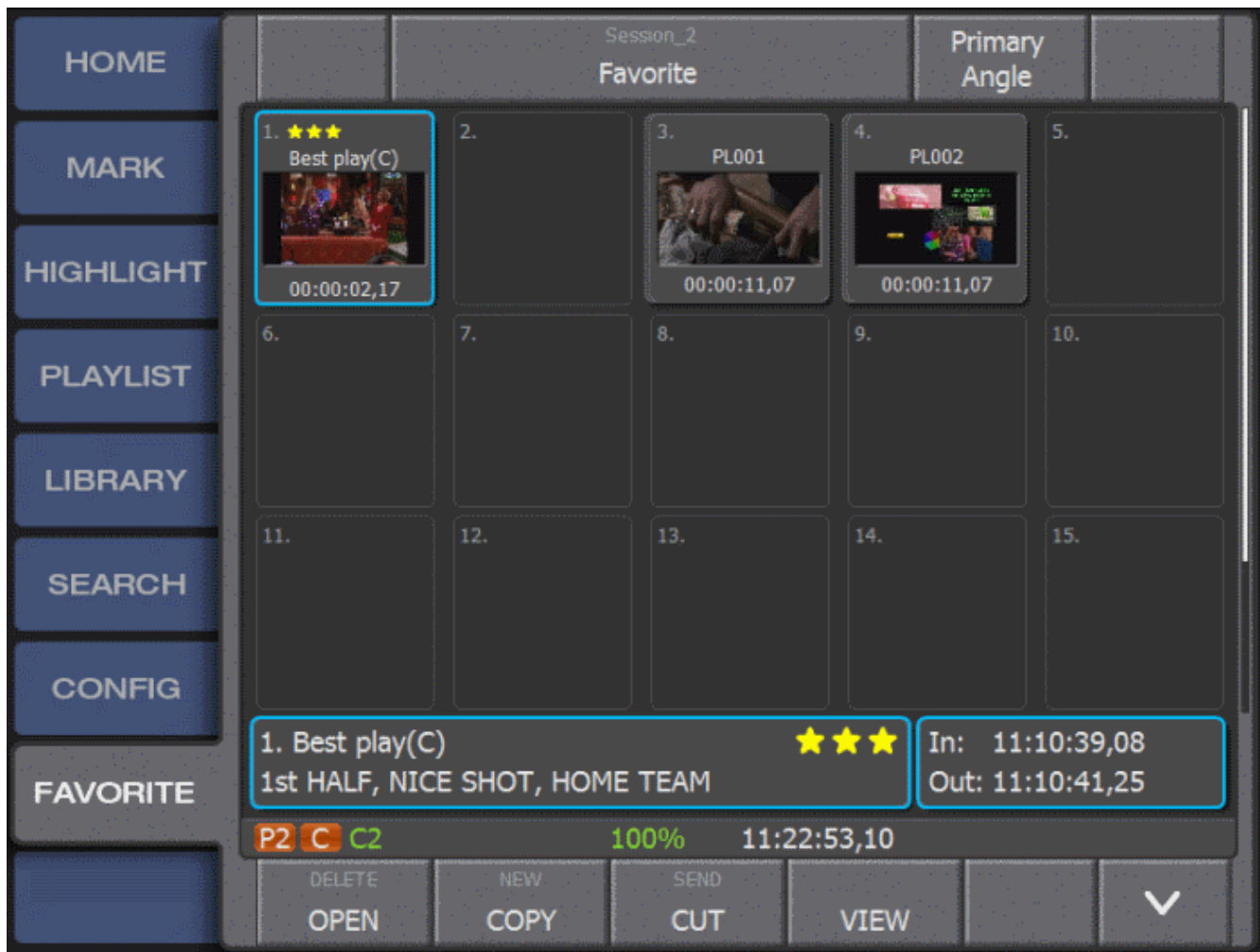
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## Using the Favorites screen

By default, you can select the **FAVORITE** tab to open the Favorite screen. This default behavior changes if you open the Favorite bar, which is displayed on any screen. If the Favorite bar is open, the **FAVORITE** tab is hidden and you cannot open the Favorite screen.

1. Open the **FAVORITE** screen.





2. To add elements such as Highlights, Playlists and Bins, use **CUT | MOVE** or **COPY | PASTE** functions.
3. Move your most useful elements to the top of the bin as desired.
4. Work with elements as follows:

Option	Description
<b>Double tap a bin</b>	Opens the bin
<b>Double tap a playlist</b>	Cues the list and opens the Playlist screen
<b>Double tap a clip</b>	Cues the clip, even if it is located on another server on the network.

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## Opening the Favorite bar

From any screen, you can open the Favorite bar. If the Favorite bar is open, the **FAVORITE** tab is hidden and you cannot open the Favorite screen.

1. To open the Favorite bar, tap-and-drag downward from the Tabs row or the Bin title bar.





2. To open additional slots, tap the Favorite bar and drag left or right.  
You can drag clips from the Favorite bar into a playlist.
3. To close the Favorite bar, tap-and-drag upward.

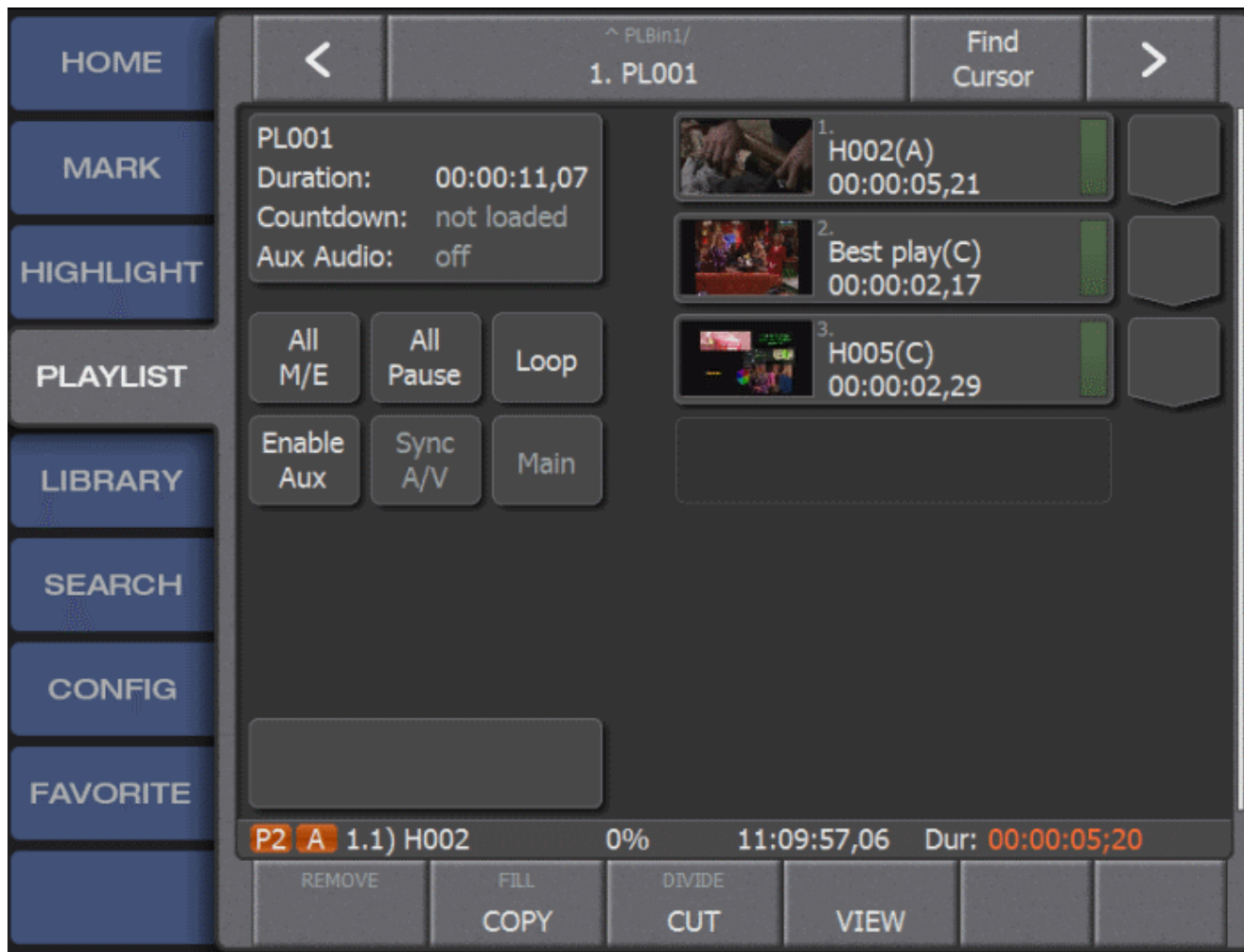
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## Playlists

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## Accessing Playlist mode

To access playlist mode, tap **PLAYLIST**.



- If you have not created any playlists, a playlist with no elements is displayed. You can add elements to the playlist.
- If you have created one or more playlists, the last active playlist is displayed.

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## Creating a new playlist

1. To create a new playlist, press **Shift | New PL**. This clears the current Playlist from the screen and replaces it with an empty playlist.
2. Go to the tab that holds the source clips to be added either Highlight, Library or Search.
3. Select the clips to be added to the playlist.
4. Press **Add PL** to add events to the list.

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## Adding a clip to the end of a playlist

1. Open the **PLAYLIST** screen.

2. Load the playlist (either new or existing) that requires editing.
3. Go to the tab that has the source clips to be added, either Highlight, Library or Search.
4. Tap the clip to be added to the playlist.
5. To add the clip to the end of the active playlist, press **Add PL**.

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## Inserting a clip into the middle of a playlist

1. Open the **PLAYLIST** screen.
2. Load the existing playlist.
3. Tap the event in the list that plays subsequent to where the new clip is to be inserted. The event is highlighted in blue.
4. Go to the tab that holds the source clips to be added such as Highlight, Library or Search.
5. Select the clip to be inserted into the list.
6. To add the clip to the selected location, press **Add PL**.

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## Adding a group of clips to a Playlist

1. Open the **PLAYLIST** screen.
2. Load a new or existing playlist.
3. Go to the tab that holds the source clips to be added either Highlight, Library or Search.
4. To add a series of consecutive clips, tap the first clip in the series.
5. Press and hold the **Shift** button, then tap the last clip in the series. All the clips between these two slots are highlighted in blue.
6. To add the highlighted clips in an order from first to last to the playlist, press **Add PL**.

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## Adding multiple clips to a playlist

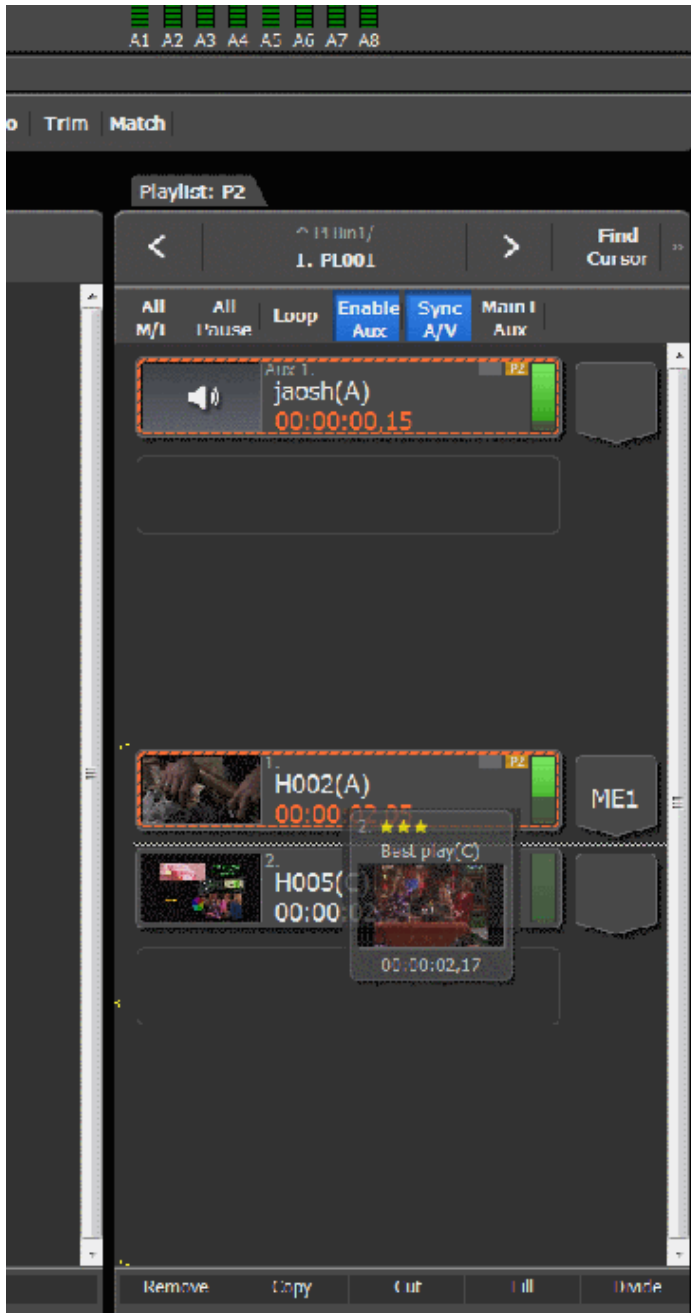
1. Open the **PLAYLIST** screen.
2. Load a new or existing playlist.
3. Go to the tab that holds the source clips to be added either Highlight, Library or Search.
4. To add a series of non-consecutive clips, tap the first clip in the series.
5. Press and hold **Fn**, then tap a series of clips in the order to be added to the playlist.
6. Release **Fn** once all the clips are highlighted in blue.
7. To add all the highlighted clips in order from first to last to the active playlist, press **Add PL**.

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# Moving events in a playlist

You can use either the VGA screen or the touch screen to move playlist events.

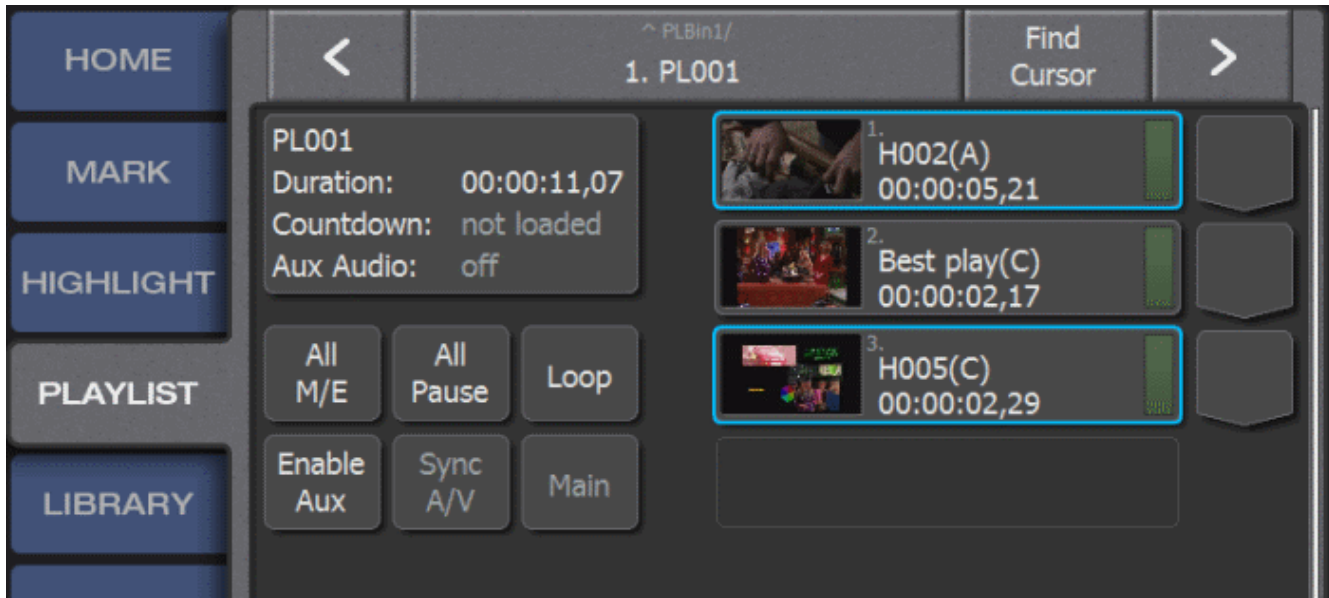
1. To use the VGA screen, do the following:
  - a. Find the playlist panel on the VGA screen that represents the list to be edited.



- b. Drag-and-drop the event to the new location.
2. To use the touch screen, do the following:
  - a. Open the **PLAYLIST** screen.
  - b. If the playlist to be edited is inactive, move the playlist to the active panel.
  - c. Drag the event to be moved to the new location in the list.

## Moving multiple events in a playlist

There are several ways to move multiple events in a playlist.



1. To move consecutive clips, do the following:
  - a. Select **Shift** and select the first and last of a group of consecutive clips. The events are outlined in blue.
  - b. Tap **CUT** to remove the clips from the current playlist location. The SoftKeys change to **MOVE** or **PASTE**.
  - c. Tap the event slot to select the destination location for the events to be moved.
  - d. Tap **MOVE** to insert the events in the list at selected location.
2. To move non-consecutive clips, do the following:
  - a. Press **Fn** and select each clip that you want to move. The events are outlined in blue. To select multiple non-consecutive clips, press and hold **Fn**.
  - b. Tap **CUT** to move the clips from their current playlist location. The SoftKeys change to **MOVE** or **PASTE**.
  - c. Tap the event slot to select the destination location for the events to be moved.
  - d. Tap **MOVE** to insert the events in the list at selected location.

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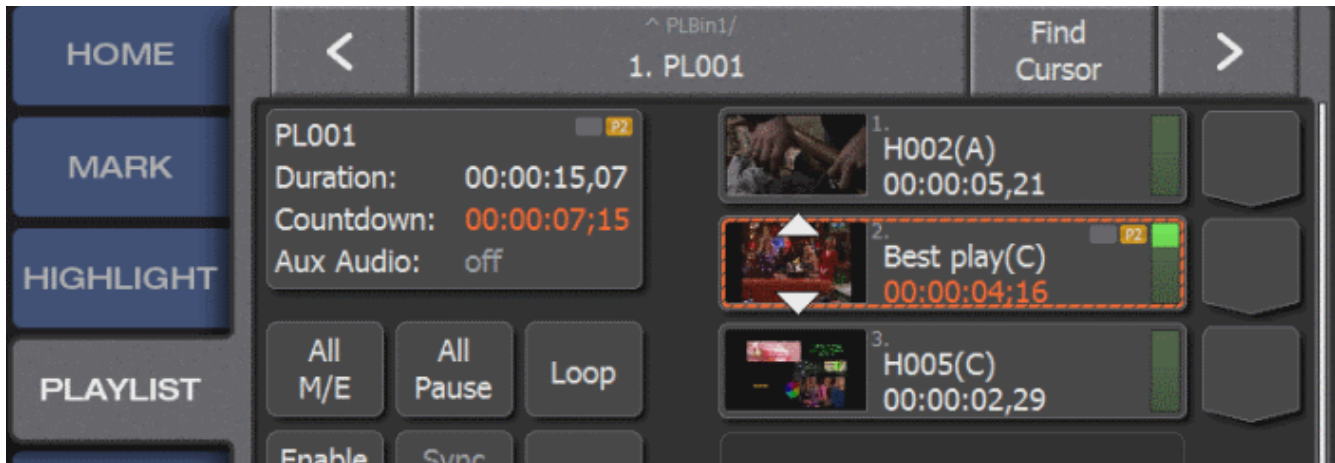
## Shortening a clip in a playlist

1. Open the **PLAYLIST** screen.
2. Cue the playlist to be edited on a playlist channel.
3. To cue the event in the list that you are editing, double-tap the event slot. The event is highlighted in orange.
4. Use the Jog Knob to cue the event within the clip to the new event In point or Out point.
5. Press **In** or **Out** respectively.
6. Press **Add PL**.

The duration of the event is now changed without affecting the original clip in the highlight bin.

## Lengthening a clip in a playlist

1. Open the **PLAYLIST** screen.

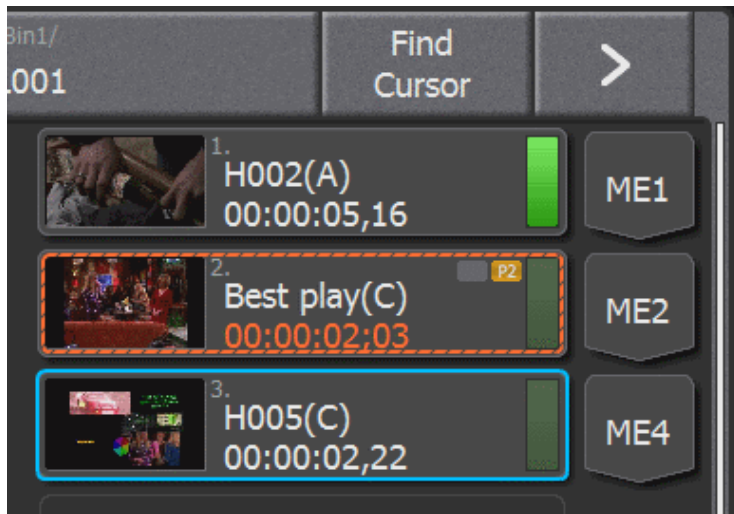


2. Cue the playlist to be edited on a playlist channel.
3. To cue the event in the list that requires editing, double-tap the event slot until it is highlighted in orange.
4. Press **Shift | Trim/Take**.  
On the touch screen, notice that the event is now marked with opposing up and down arrows and the progress bar is extended representing the guardband space that is now available.
5. Use the Jog Knob to cue the event within the clip to the new event In point or Out point.
6. Press **In** or **Out**.
7. Once the new **In** and/or **Out** points have been set, press **Take**.  
The event has a new duration without affecting the original clip in the highlight bin.
8. Alternatively, you may do the following to lengthen a clip in a playlist:
  - a. Repeat Steps 1 to 3 as above.
  - b. Press **Fn+In** to clear an in-point.
  - c. Use the Jog Knob to select a new in-point.
  - d. Press **In** to set a new In point
  - e. Press **Fn+Out** to clear the Out point.
  - f. Use the Jog Knob to select a new Out point.
  - g. Press **Out** to set new Out point. Changes are immediately put into effect.

## Adding M/E transitions to single playlist events

1. Open the **PLAYLIST** screen.





2. Select and cue the playlist to be edited. On the far right of the touch screen is a chevron pointing downward.
3. Tap the chevron of the event prior to the transition required to activate M/E 1.
  - The transition happens after the event is playing and before the next event begins.
4. To cycle through additional M/Es, tap the chevron additional times.

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## Adding M/E transitions to all playlist events

1. Open the **PLAYLIST** screen.
2. Select and cue the playlist to be edited.
3. To add M/E 1 to all events in the active playlist, tap **All M/E**. Each additional tap of **All M/E** cycles through all five of the preset transitions.

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## Deleting a clip from a playlist

1. Open the **PLAYLIST** screen.
2. Select the playlist to be edited so that it is visible on the playlist screen.
3. Tap the event to be deleted so that it is outlined in blue.
4. To delete selected event from the playlist, press **Shift** then tap **REMOVE**.

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## Removing a section of an event in a playlist

1. Open the **PLAYLIST** screen.
2. Select the playlist to be edited so that it is visible on the playlist screen.
3. Cue a clip in the playlist to the point to be divided.
4. To create a new end point for the clip and create a new clip beginning with the newly created end point of

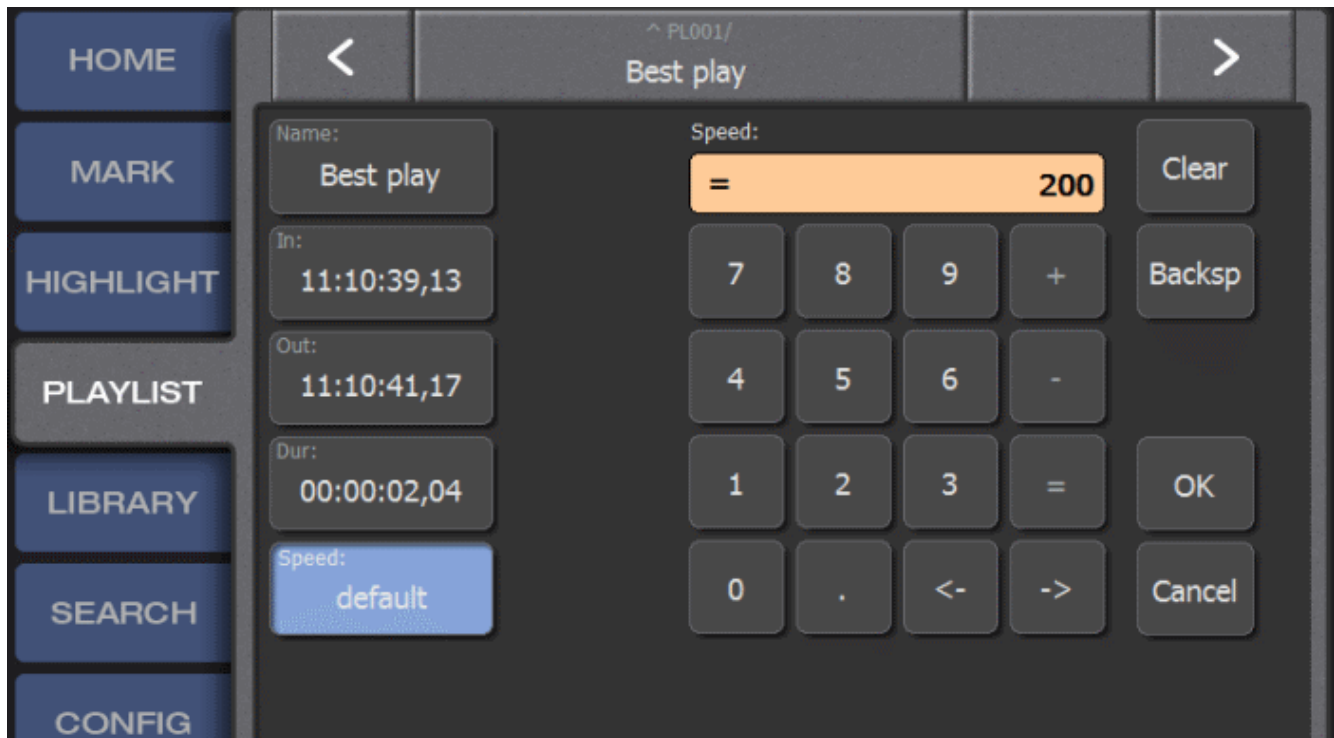
the previous clip, press **Shift** then tap **DIVIDE**.

5. Cue the new event to the new In point for the clip and press **In**.

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## Changing the speed of an event in a playlist

1. Open the **PLAYLIST** screen.

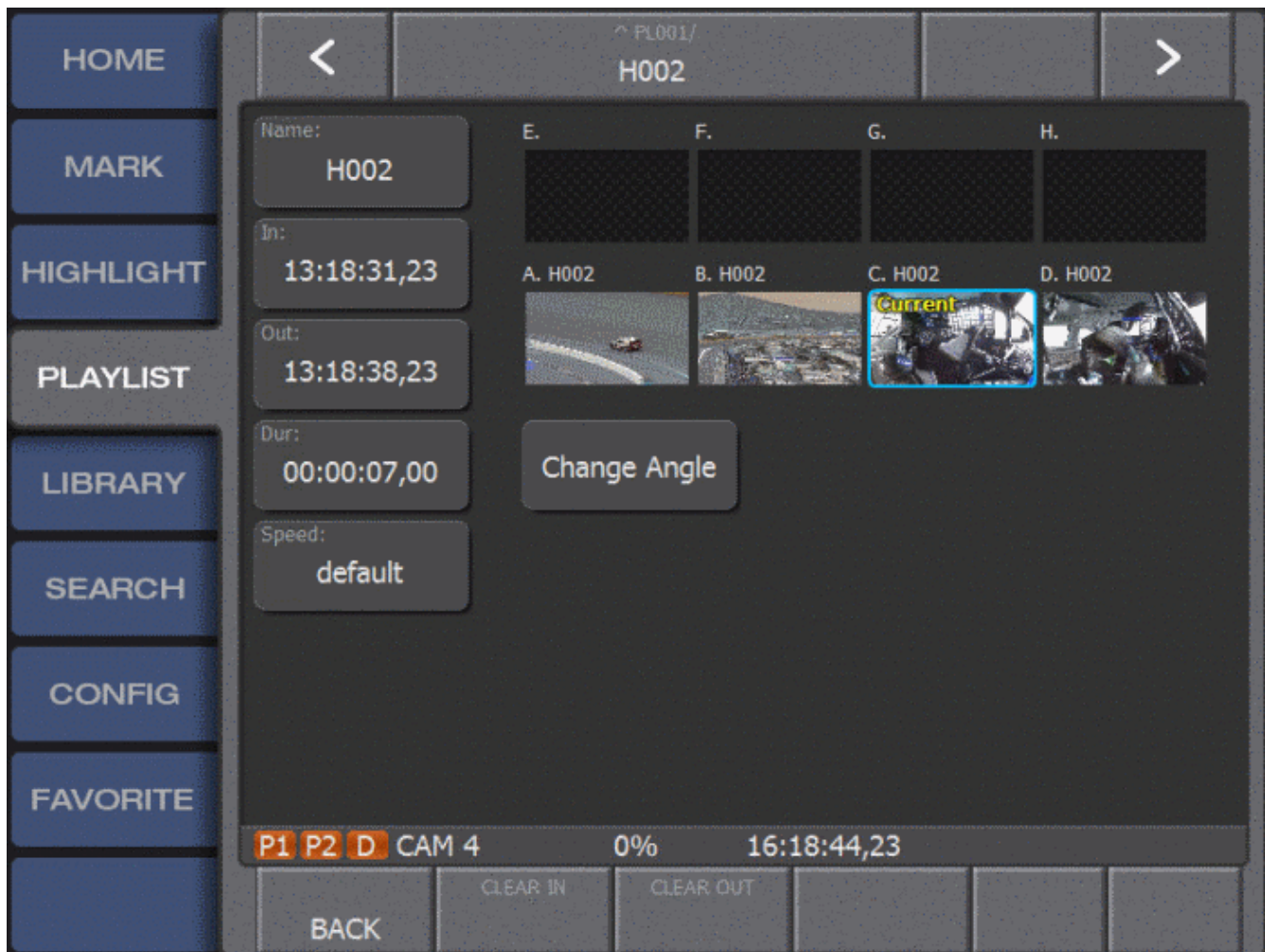


2. Select and cue the playlist to be edited.
3. Select the event to change with a tap so it is outlined in blue.
4. Select the Event Properties panel from the lower left corner of the touch screen.
5. On the Event Properties panel, select the speed slot at the bottom of the column of slots on the left side of the touch screen. A number pad appears.
6. Enter the new speed as a percentage to be assigned to that specific event.
7. Select **Enter** to assign a new playback speed to that clip.

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## Changing the angle of a clip in a playlist

1. Open the **PLAYLIST** screen.



2. Select and cue the playlist to be edited.
3. Select the event to change with a tap so it is outlined in blue.
4. Select the Event Properties panel from the lower left corner of the touch screen. On the Event Properties panel, notice the thumbnails of all available angles for that event, the angle that is currently in the playlist is marked with yellow text stating **Current**.
5. Tap the thumbnail of the new angle to be included in playlist.
6. Tap **Change Angle** which is located directly below the thumbnails.  
The **Current** text is now moved to the new angle.
7. Tap **BACK** to return to the playlist.  
The new angle thumbnail appears in the slot of the event.

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## Clearing the In or Out of an event in a playlist

Use the Clear In or Out to include the event guardbands in the playlist.

1. Open the **PLAYLIST** screen.
2. Select the playlist to be edited.
3. Select the event to be edited with a tap. The event is outlined in blue.
4. Select the Event Properties panel from the lower left corner of the touch screen.
5. To move the In point of the event to the limit of the guardband, press **Shift** then tap **Clear In**.

6. To move the Out point of the event to the limit of the guardband, press **Shift** then tap **Clear Out**.

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## Cueing up a playlist

To ensure the playlist is active on the player channel desired, select the player and then go to the PLAYLIST screen to check the active list.

To cue up a playlist, do one of the following:

Option	Description
<b>Press PL/ME one time</b>	Enters the playlist.
<b>Press PL/ME two times</b>	Cues the playlist to last cued location.
<b>Press PL/ME three times</b>	Cues the playlist to the top of the first event in the list.

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## Playing back a playlist

Once a playlist is cued on a player channel, it is set to play.

1. Press the Play button.
2. The list plays at the 100% or at the speed assigned to an event.
3. Move the position of the T-bar to take control of the playlist speed of playback.
4. Adjust the **T-bar** up and down to raise or lower the speed of playback.
5. Press **Fn | Play** to play the list at the preset speed set on the home page.

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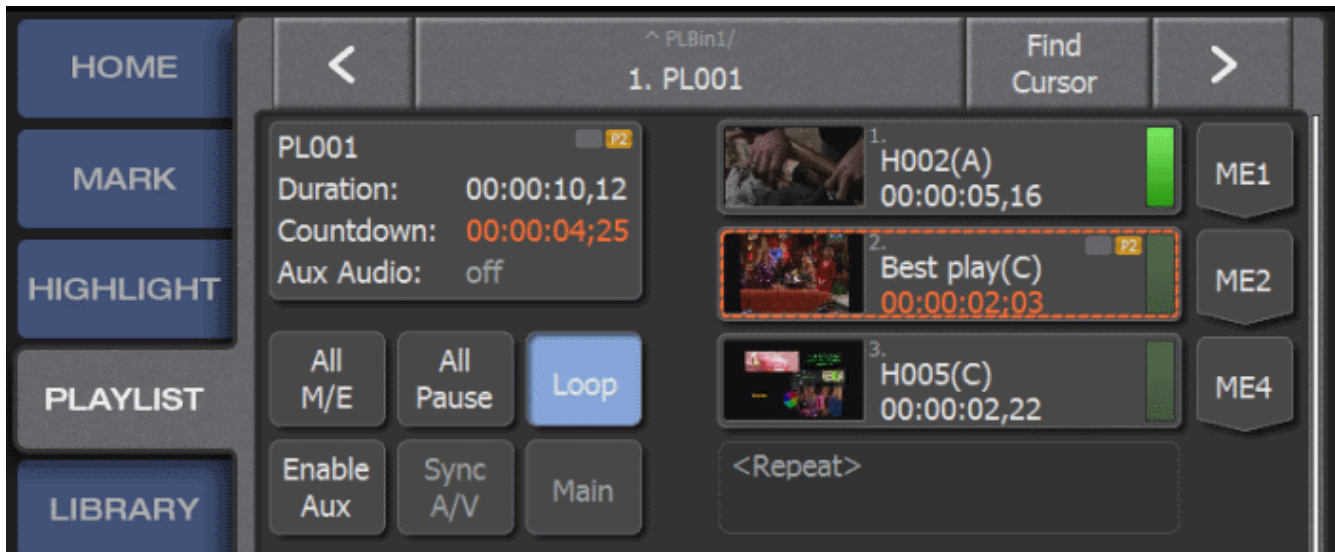
## Jumping to a playlist event while playing back

1. Cue and play a list on a player channel.
2. While the list is playing, tap an event either farther down the list or before the playing event.  
The selected event is outlined in blue.
3. Press **Take** to immediately take the playback of the list to the event selected.

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## Looping playlist

1. Open the **PLAYLIST** screen.



2. Select and cue an active playlist.
3. Tap **Loop**. When the playlist reaches the conclusion, the list follows it's applied M/E transition and then returns to the first event in the list, continuing to play.

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## Renaming a playlist

1. Open the **PLAYLIST** screen.
2. Cue the playlist to be renamed so that it is active and visible on the touch screen.
3. Tap the playlist title bar at the top of the touch screen. A box at the bottom of the bottom of the touch screen appears with the word **QuickKeys**.
4. Type in the new name of the playlist and then press **Enter** on the keyboard.

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## Finding the cursor

On the **PLAYLIST** screen a longer playlist can go beyond the boundaries of the screen, which obscures the cursor position.

To find the location of the cursor or selected element, tap the **Find Cursor** SoftKey at the top of the **PLAYLIST** screen.

The screen advances to the location of the currently selected element.

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## Navigating multiple playlists

1. Open the **PLAYLIST** screen.
2. If multiple playlists are available, use the < or > SoftKeys at the upper right and left of the touch screen.

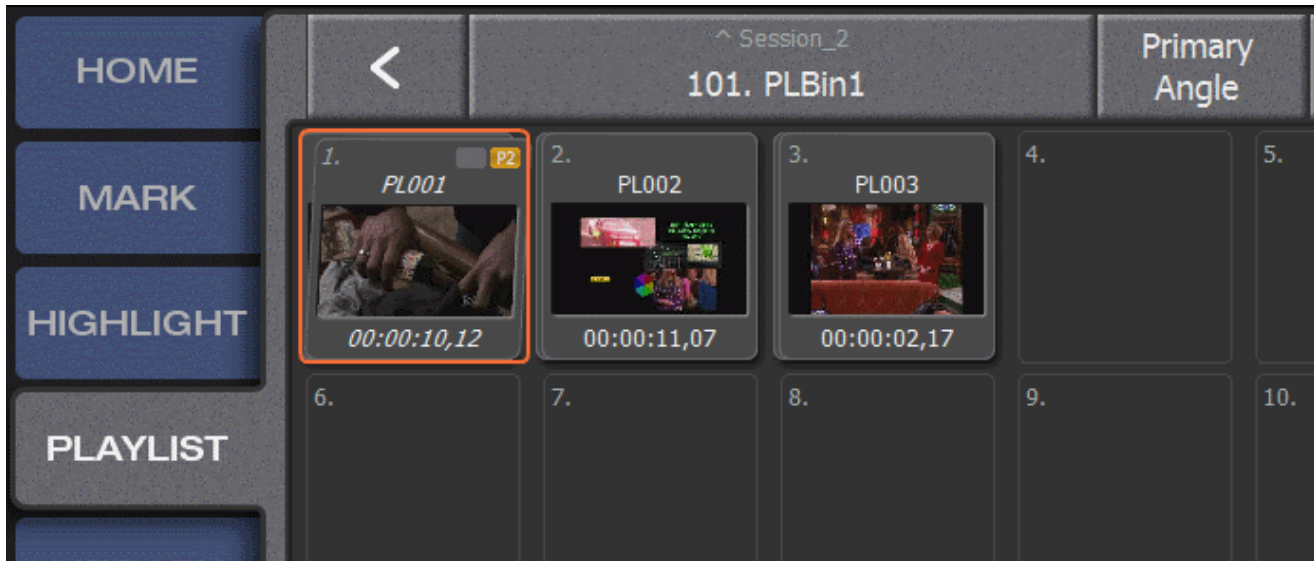


- Tap > to bring the next higher playlist slot location in the bin to the selected player panel.
- Tap < to bring the next lower playlist slot location into the active player channel.

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## Viewing multiple playlists in a bin

1. To view all the playlist slots in a bin, double tap the playlist title bar at the top of the playlist screen.



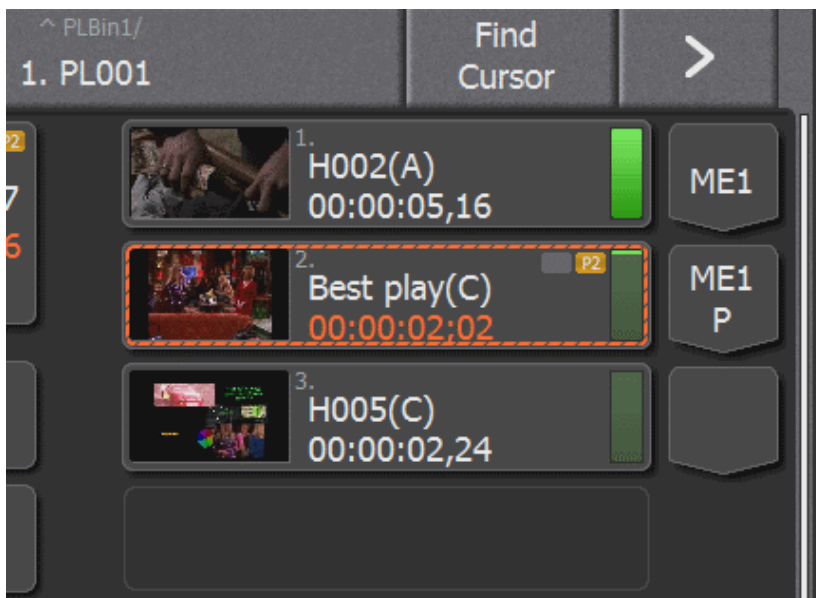
The screen changes view, showing playlists in a manner similar to the default view of the Highlight screen.

2. To take the view up one level to show all the playlist bins available, tap the title bar.

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## Pausing a playlist

1. To add a pause to a single event in the playlist, press **Fn** and then select the event chevron.





**P** appears in the chevron next to the selected event. When the playlist playback reaches the event with the **P** in the chevron, the playback stops on the last frame of the event.

2. Press **Play**, **Fn | Play** or the move the **T-bar** to resume playback.
3. To assign a pause to all the events in the list, on the **PLAYLIST** screen tap the **All Pause** SoftKey.

**Note: Mark Pauses on the Home screen does not work with clips in Playlist.**

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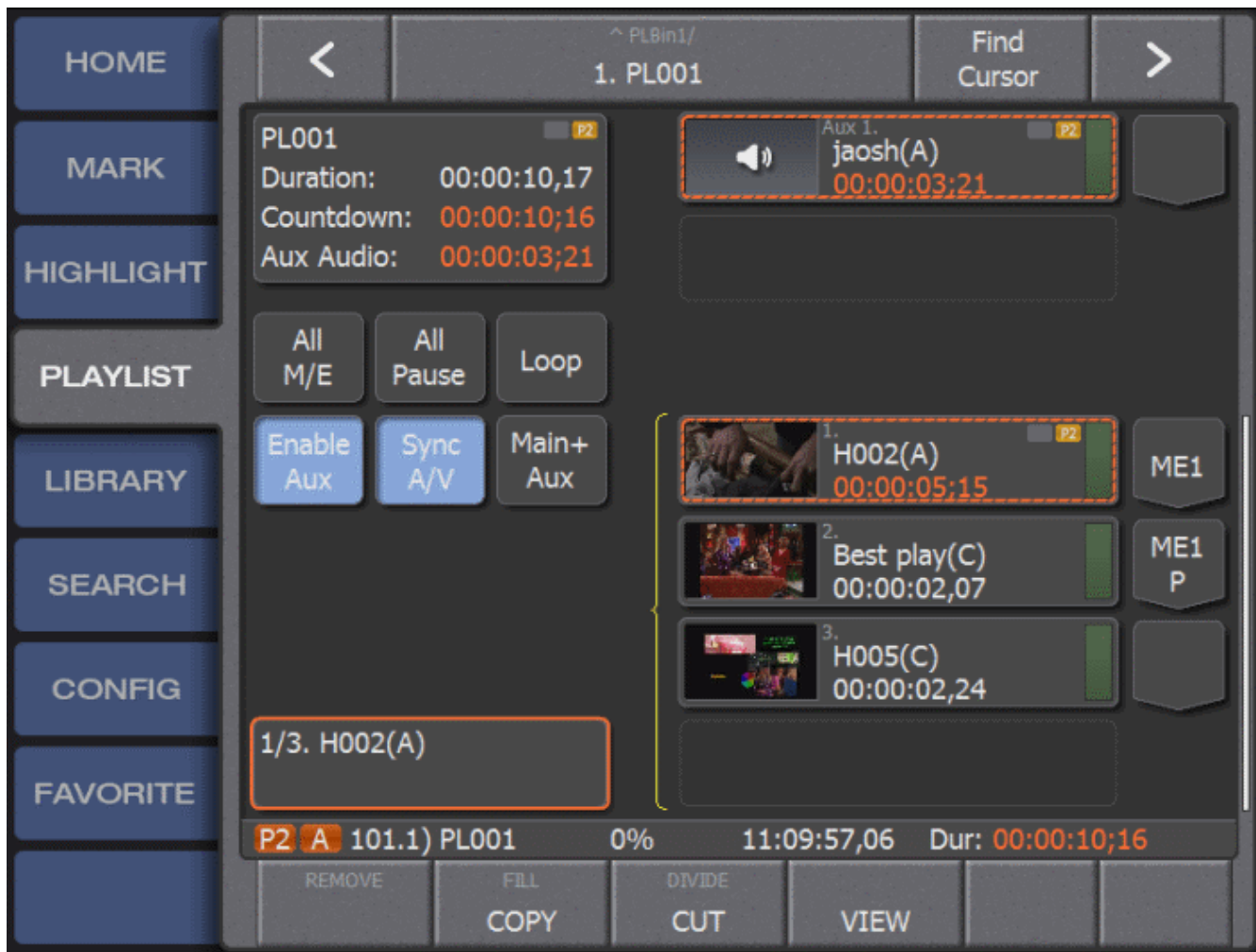
## PGM/PVW Playlist

1. Tap **HOME** and then press **PGM/PVW**.
2. Tap the **PLAYLIST** tab and select an existing playlist.
3. Press **ME/PL** 3 times to cue the playlist. Now notice that event 1 of the playlist is on **P1** while event 2 is cued on **P2**.
4. Select **Play** to enable the list to play with each event transferring from **P2** to **P1**. Events on **P2** can be adjusted or cued while on **P2**.
5. Press **Take** to advance the list to break the **PGM/PVW** connection. The Playlist is now played only from **P1**, no longer previewing events. **Take** can still be used to move clips over to the **P1** channel.
6. Putting **P2** in to **Live** and then pressing **Take** allows a playlist the ability to add a growing clip.

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## Aux Playlist

1. Tap the **HOME** tab.
2. Tap the Audio set up panel.
3. Tap the Aux Audio Panel from the bottom strip.
4. Tap the Audio channels where the Aux Audio is to appear.
5. Tap the **PLAYLIST** tab.



6. Tap the **Enable Aux** SoftKey (highlighted in blue above).
7. Tap the **Main+Aux** SoftKey to push the current playlist down the screen and reveal an additional Aux playlist at the top of the column.
8. To select the Aux clip portion of the list, tap the upper list. The section shows yellow brackets indicating the Aux portion of the list is now active. Clips added to the playlist are now added to the Aux section as audio clips only.
9. To view more of the Aux list, tap the **PLAYLIST** view softkey to change the view to Aux. The Main list is no longer visible as the Aux list fills the playlist column.
10. To keep Main and Aux lists tied together for editing, tap the **Sync AV** SoftKey on the **PLAYLIST** tab.

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## ShareFlex

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## About ShareFlex

ShareFlex allows a K2 Dyno S Replay Controller to share content across multiple standalone K2 Summit systems. The K2 Dyno S Replay Controller accesses the content directly over Gigabit Ethernet, with no need to

transfer content between the K2 Summit systems. This allows a K2 Dyno S Replay Controller that is controlling a local K2 Summit system to cue remote clips, playlists, and record trains of a different K2 Summit system, without using remote channels.

You can share highlight clips instantly between K2 Summit systems. From your local K2 Dyno S Replay System, you can access a different K2 Summit system to view recorded content, make a clip from a record channel, load and play back a clip, retrieve content from the library, and place a clip in a local playlist.

Key features of ShareFlex are as follows:

- Sharing highlight clips between systems
- Viewing recorded content locally on a different K2 Summit system
- Making a clip from a different K2 Summit system's record channel
- Loading and playing back a clip from a different K2 Summit system
- Retrieving content from the library of a different K2 Summit system
- Placing a clip in a local playlist from different K2 Summit system

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## ShareFlex connections

A K2 Summit system supports up to four ShareFlex connections at the same time, one of which is guaranteed to be a real-time connection. The number of real-time connections depends on the number of active channel streams. ShareFlex connections beyond the real-time limit share the available network bandwidth, with performance similar to an FTP transfer. In addition, no more than eight total connections are supported.

Real-time connections act as if they are record channels on the K2 Summit system. The total number of active channel streams and real-time ShareFlex connections is subject to the supported channel stream limit for the given media type and bitrate.

The following examples are based on six DVCPROHD (DV100) channel streams, which is the maximum supported on a K2 Summit system.

- Example 1: Two channels are recording DVCPROHD and two channels are playing DVCPROHD. This totals to four real-time streams. That leaves two real-time connections available, and those are used as ShareFlex connections. The total is now six real-time streams, which is the maximum supported. For the remaining two ShareFlex connections supported, the connections are not real time. This means there is a wait, similar to that for an FTP transfer, for the desired asset to be available on the ShareFlex connected system.
- Example 2: Two ChannelFlex channels are recording DVCPROHD, which means each channel records two streams for a total of four real-time streams. In addition, two channels are playing DVCPROHD. The total is now six real-time streams, which is the maximum supported. However, since one real-time ShareFlex connection is guaranteed, there is another real-time connection available for ShareFlex only. The total is now seven connections. Since no more than eight total connections are supported, there is only one connection remaining for ShareFlex. This last ShareFlex connection is not a real-time connection.

Network usage on the network interface connector must be below 80% for ShareFlex to operate at these levels. The following limitations also apply:

- Limited to the maximum disk bandwidth supported.
- Limited to the network bandwidth available.

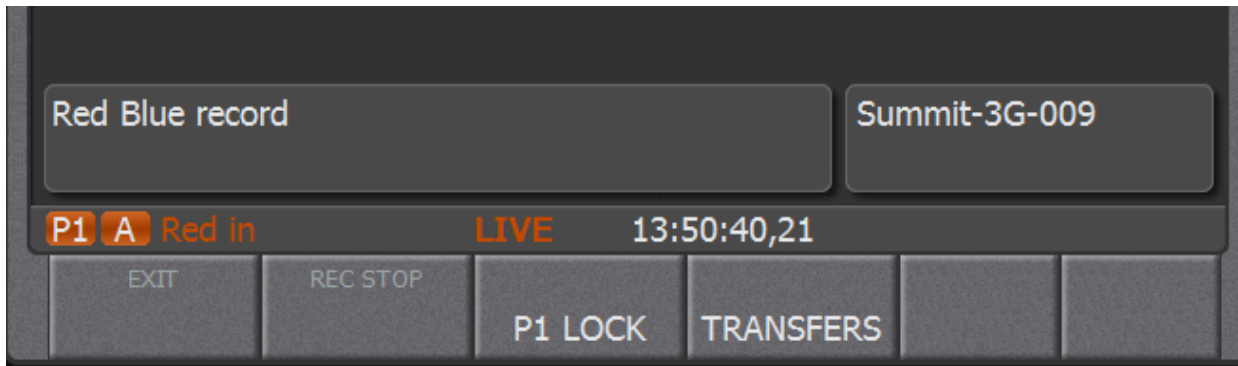
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## Setting up ShareFlex

**Prerequisite:** Before using ShareFlex, verify the following prerequisites:

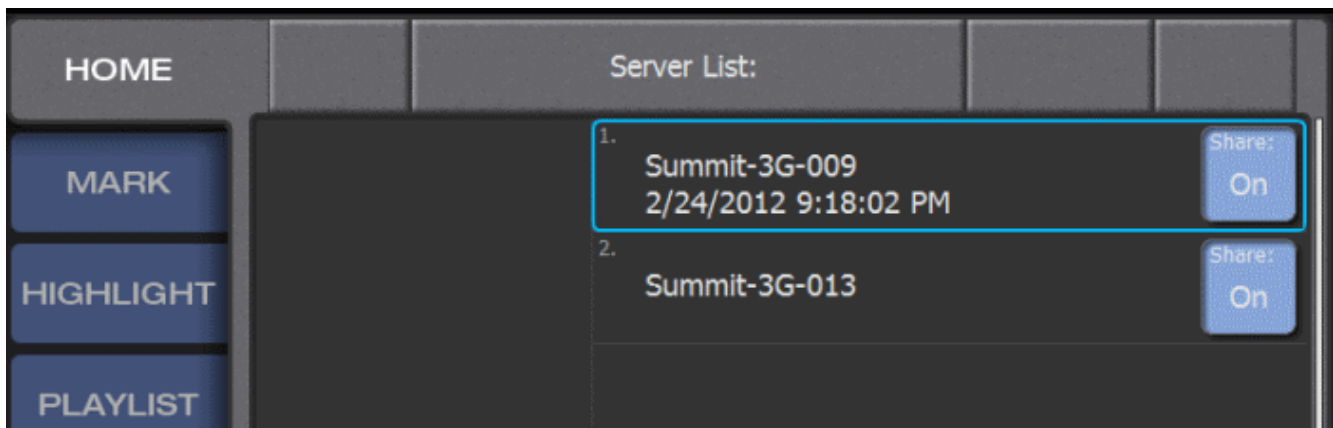
- Establish host tables on all connected devices
- Ensure that all connected K2 Summit systems have a valid ShareFlex license

1. On the Home screen, tap the box that displays the K2 Summit system currently controlled..



The server list opens.

2. From the server list, select **ON** to enable ShareFlex sharing on K2 Summit systems.



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## Using ShareFlex with record trains

1. Select **P1** or **P2** while Live recording on a local K2 Summit system.
2. Press **Shift | Brws** buttons to list available record sessions.



3. To load the selected angle to your local playout channel, do one of the following:
  - Select a record train angle from the thumbnails available and tap **LOAD**.
  - Double-tap a thumbnail.
4. Use the angle buttons to choose from the available streams associated with the selected record train.
5. Use the Jog Knob, T-bar, or Play button to control the channel.
6. Press **Shift | Local** buttons on the K2 Dyno S Replay Controller to return to local record trains.

### Postrequisite:

If **P1** is selected to load remote record trains, local record trains and angles are still available under **P2**. Verify that connected K2 Summit systems have matching timecode for frame accurate matches to valid sources across record trains.

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## Accessing and using a remote session

1. Select **P1** or **P2** on your local K2 Summit system.
2. Press **Shift | Brws** buttons to list available record sessions.



3. To load a remote session to your local playout channel, do one of the following:
  - Select a session folder or a record train angle from the thumbnails available and tap **LOAD SESSION**.

- Double tap the session folder icon.
- 4. Access content in one of the following ways:
  - Select from the Highlight bins to access and play clips
  - Select from Playlist bins to access, cue, play, and edit specific playlists

**Postrequisite:** For future quick access, add the remote Highlight bins and Playlist bins to your local Favorites Bar.

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## Creating local clips from remote record trains

1. Select **P1** or **P2** on your local K2 Summit system.
2. To list the available record sessions, do one of the following:
  - Press **Shift | Brws** buttons
  - Open the **LIBRARY** screen to navigate to a shared Summit.
3. Select the desired session created by the remote K2 Dyno S Replay Controller.
4. Double-tap the record train to load the recording to a player channel.
5. Select an angle from which to create a clip.
6. To initiate a transfer of the clip material to your local K2 Summit system, mark an **In | Out** and add to the local Highlight Bin in one of the following ways:
  - Tap an empty slot
  - Press the **Add HL** button

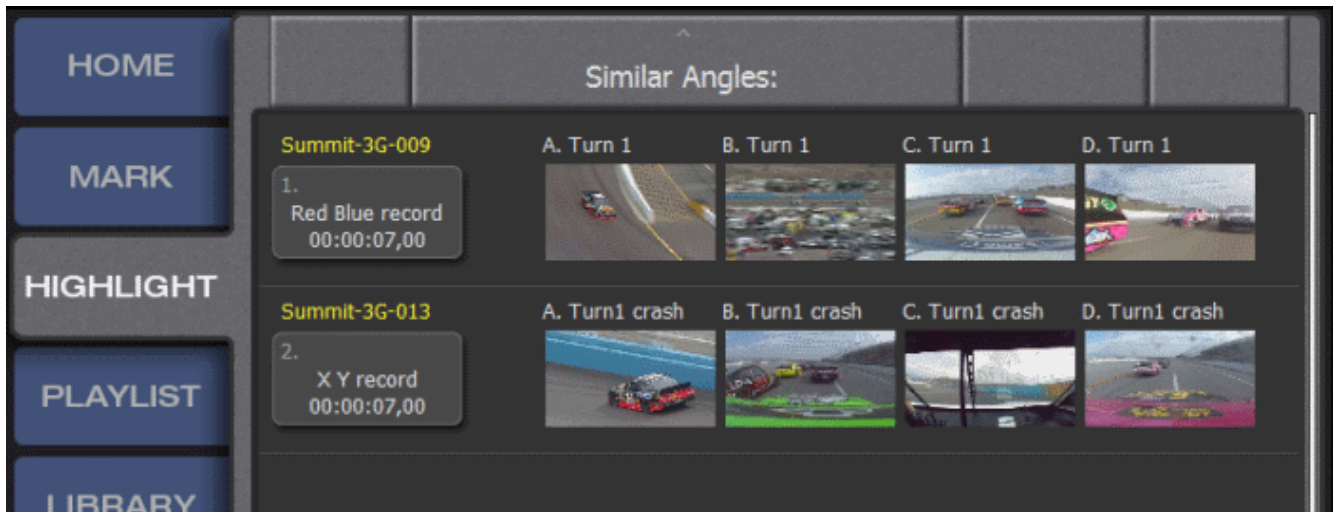
**Result:** An automatic FTP of the content is initiated.

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## Timecode matching a local clip with remote clips

1. On the K2 Dyno S Replay Controller, select **P1** or **P2**.
2. Select a local Highlight clip in a local Highlight bin.
3. On the K2 Dyno S Replay Controller, press **Fn | Cue Up** buttons.
4. From the available matching clips and angles, double-tap a thumbnail to load the clip on the selected **P1** or **P2** channel.





5. Use the Jog Knob, T-bar, or Play button to control the channel.  
All angles associated with the clip are available with the angle buttons.
6. Verify that connected K2 Summit systems have matching timecode for frame accurate matches to valid sources across record trains. The in-point or out-point of the local clip must exist within the range of the guardbands of remote clips to be valid results.
7. To access clips across the network by way of Library navigation, do the following:
  - a. Open the **LIBRARY** screen to navigate to a shared K2 Summit system.
  - b. Select the desired session created by the remote K2 Dyno S Replay Controller.
  - c. Open the remote Highlight Bin and locate the desired clip.
  - d. Select the clip in one of the following ways:
    - Double-tap the clip
    - Tap the clip and press the **Shift | Open** buttons on the K2 Dyno S Replay Controller.
8. Use the angle buttons on the controller to select the desired angle for playback. All angles associated with the clip are available.

**Postrequisite:** For future quick access, add the remote Highlight bins and Playlist bins to your local Favorites Bar.

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## Using ShareFlex with playlists

Changing a remotely cued playlist affects the playlist at the local level. You cannot add local clips to remote playlists. When adding remote clips to a local playlist, an FTP transfer is required to allow local and remote clips to be combined.

1. Open the **LIBRARY** screen to navigate to a shared K2 Summit system.
2. Select the desired session created by the remote K2 Dyno Replay Controller.
3. Open the remote Playlist Bin and locate the desired Playlist.
4. Select the playlist in one of the following ways:
  - Double-tap the playlist
  - Tap the playlist and press the **Shift | Open** buttons on the K2 Dyno S Replay Controller.
5. Press the **PL** button three times to cue for playback.

**Postrequisite:** For future quick access, add the remote Highlight bins and Playlist bins to your local Favorites

Bar.

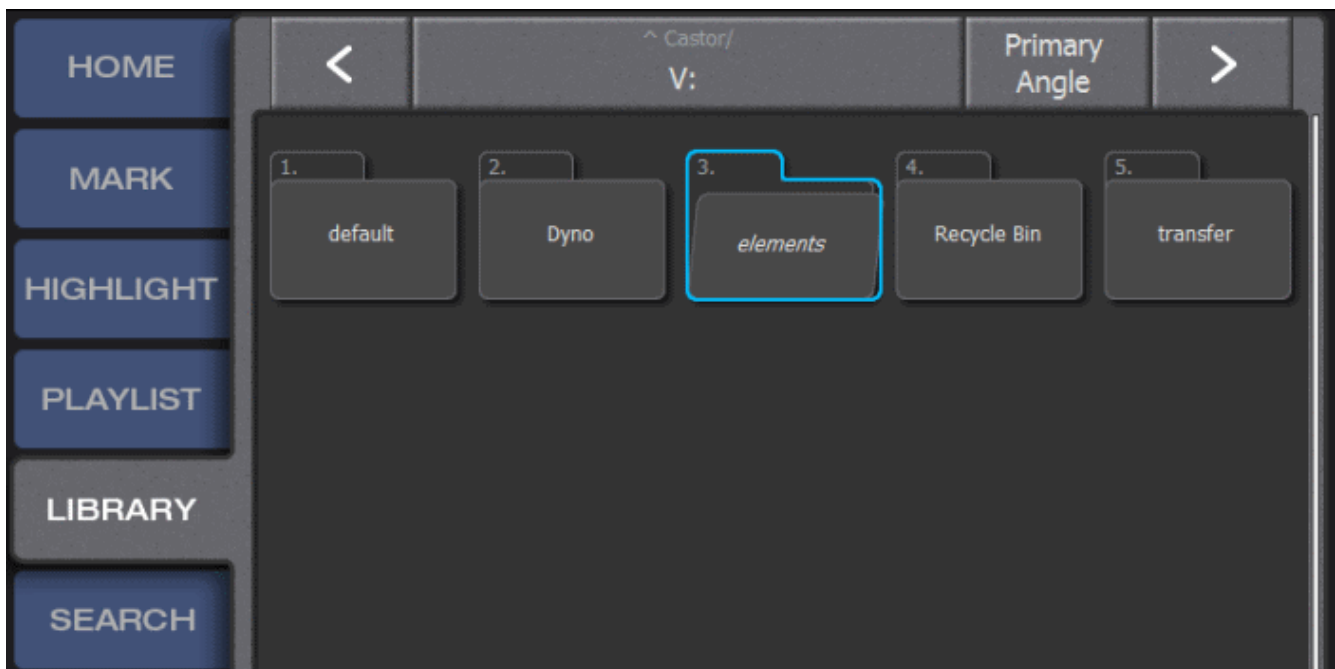
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## Library

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## Saving to the Library

1. To save elements such as clips or playlists to the Library, select the element to be saved outside of the session.



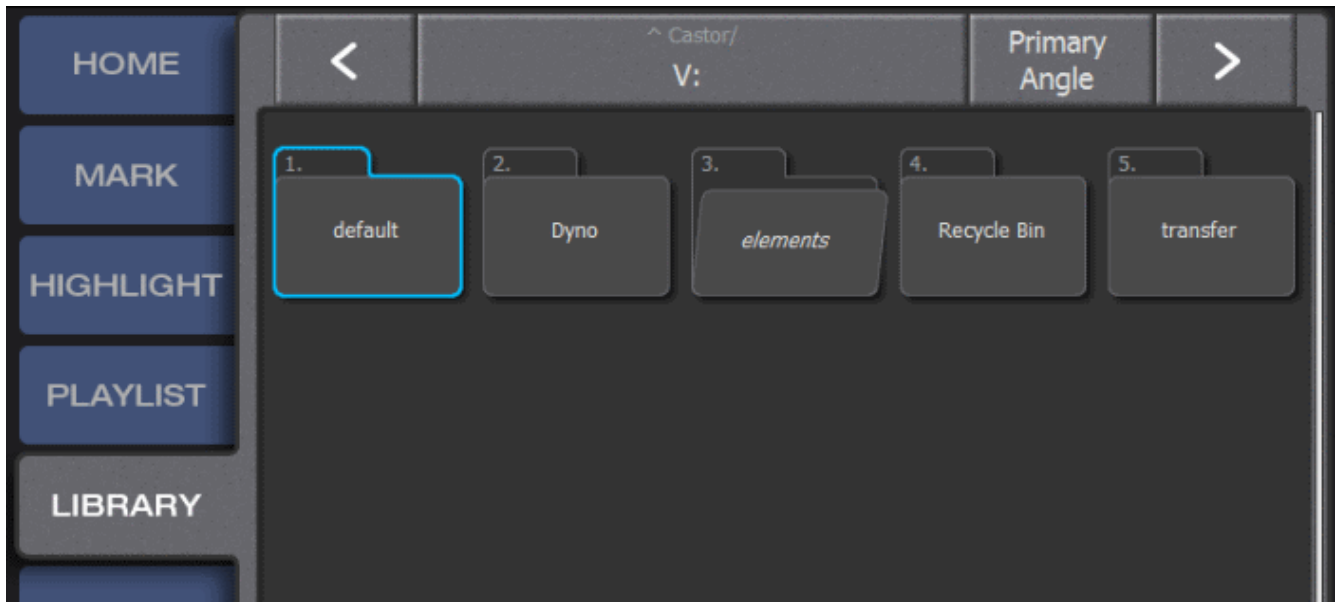
2. Press the **Add Lib** button to save the elements to the default bin in the V: drive. With the **Add Lib** button, elements are always saved to the default bin. You cannot save elements to a different bin.

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## Navigating the Library

The Library is the storage for elements available beyond a session. It is also the gateway to the network.

1. Open the **LIBRARY** screen.



All elements added to the library appear in the default bin.

2. Double-tap the bin title bar at the top of the screen to display all bins on the V: drive.
3. Double-tap the title bar again, to display all the bins on the K2 Dyno S Replay Controller.
4. Double-tap the title bar again to display all the servers on the network.

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## Copying clips

Clips can be copied from Highlight bin to the Library and vice versa.

1. To copy clips from Highlight bin to Library, do the following:
  - a. Open the **HIGHLIGHT** screen.
  - b. Select the clip or clips to be sent to the library.
  - c. Press **Shift | Add Lib** buttons on the left bank of the K2 Dyno Replay Controller.

All clips selected are copied to the default bin in the Library. This allows access to the selected clips after closing the session.

2. To copy clips from the Library to a Highlight bin, do the following:
  - a. Open the **LIBRARY** screen.
  - b. Select the Library bin that contains the clips to be copied.
  - c. Select Library clip or clips that are to be copied to the Highlight bin.
  - d. Tap the **COPY** SoftKey.
  - e. Open the **LIBRARY** screen.
  - f. Tap the new slot location for the Library clips.
  - g. Tap the **PASTE** SoftKey.

Library clips are copied into the Highlight Bin.

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## Creating a new Library bin

1. Open the **LIBRARY** screen.
2. Double-tap the title bar to display bins.
3. Press the **Shift** button and then the **NEW** SoftKey.  
A new bin is created.

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## Importing files from a storage device to the Library

1. Open the **LIBRARY** screen and navigate to the desired location.
2. Select the file you are importing.
3. Tap the **COPY** SoftKey.
4. Select an open slot in one of the highlight bins and then tap the **PASTE** SoftKey.

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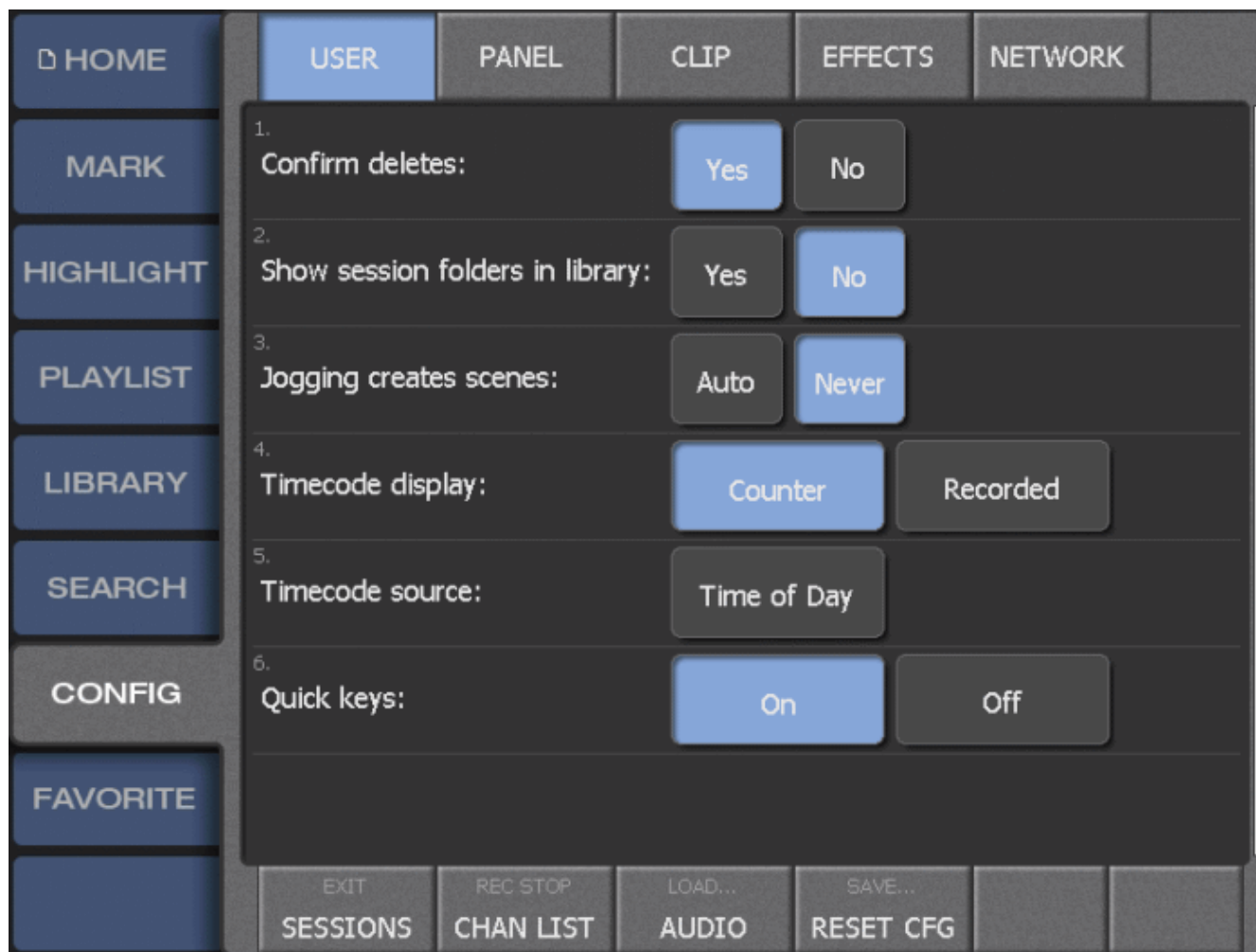
## Renaming files in the Library

1. Open the **LIBRARY** screen and open the bin containing clips to be renamed.
2. Tap the file to be renamed.
3. Press **Enter**.  
The word **QuickKeys** appears in the properties box at the bottom of the touch screen.
4. Use the keyboard to enter the new name for the file.
5. Press **Enter** to save the new name.

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## Showing session folders in the Library

Session folders are in the Dyno Folder, which is on the V: drive).  
On the **CONFIG** screen, tap **USER**.



Set **Show session folders in library** to **Yes**.

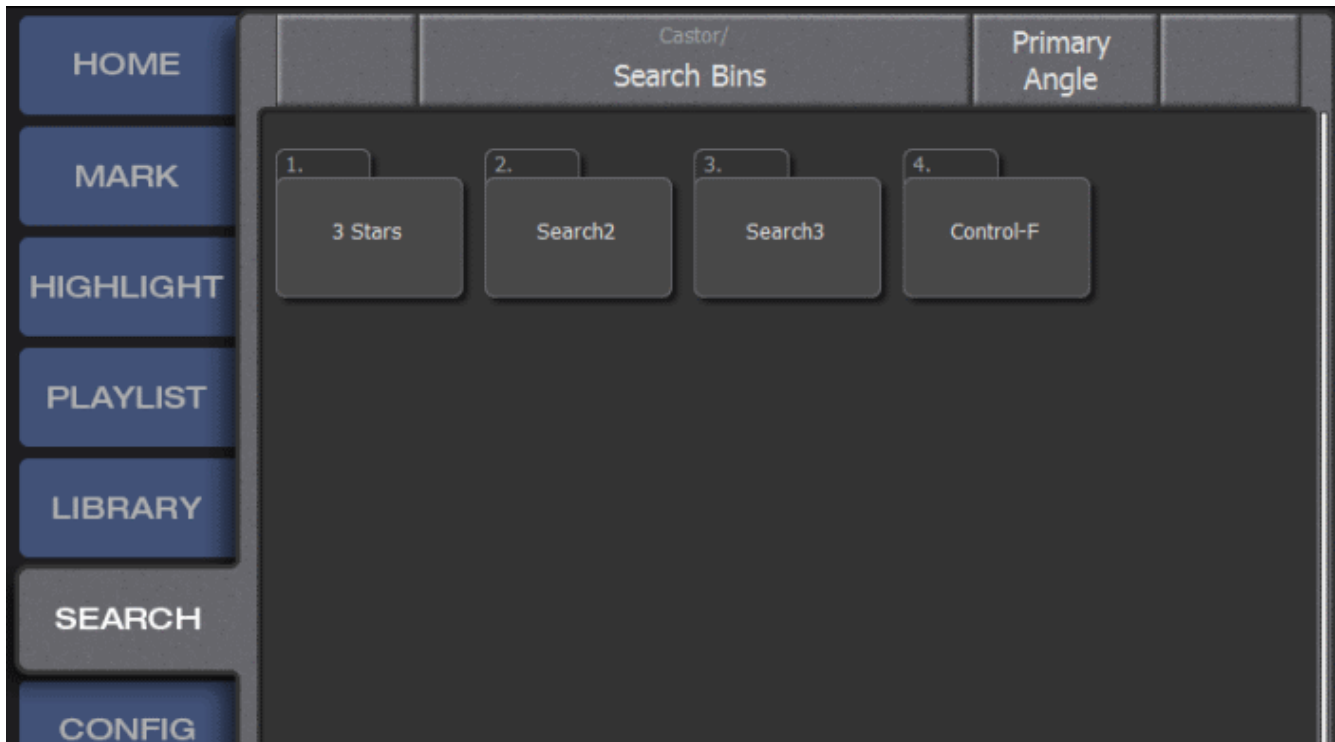
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## Search function

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## Using the default 3-Star search folder

1. Go to the **SEARCH** tab.



2. Locate the preset search bin named 3 Stars which is presented as a default.
3. Double tap on the 3 Stars bin.

When opened, the 3 Star bin contains all clips in the active highlight bin which have been assigned a 3 star rating.

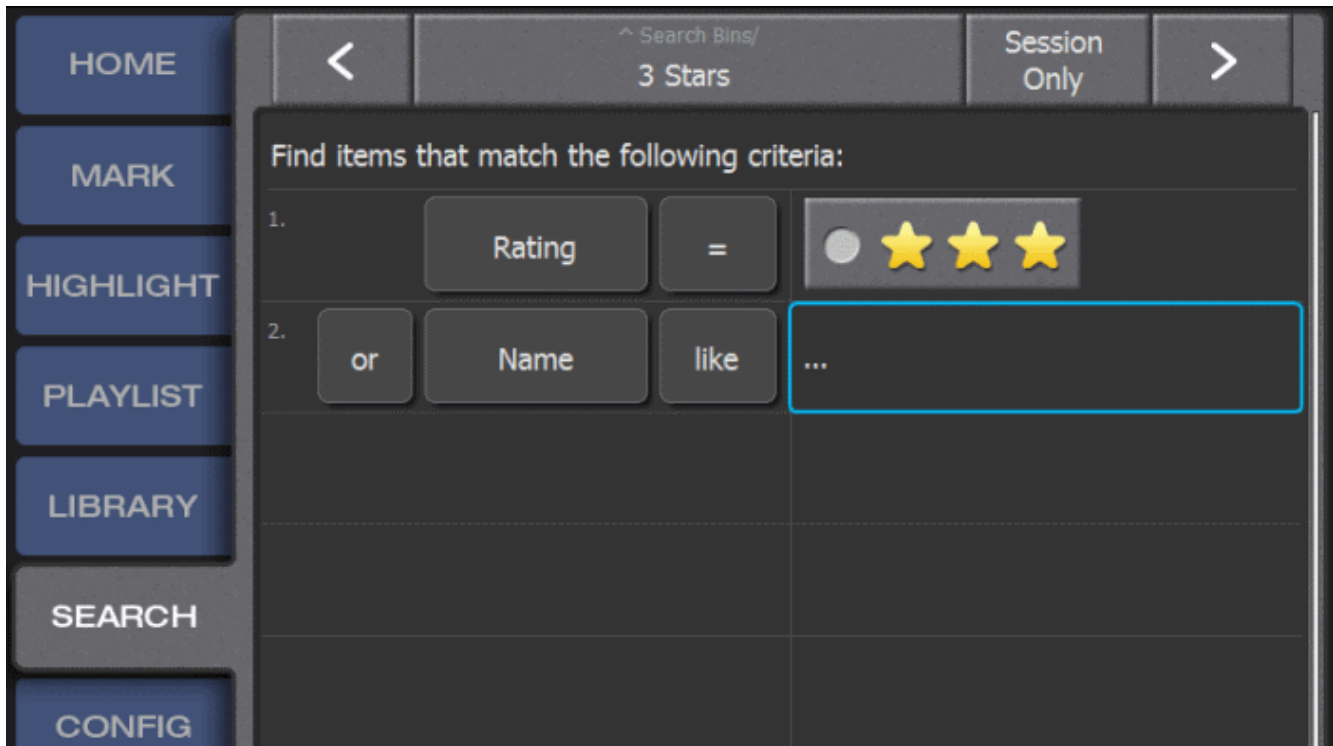
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## Creating a new search folder

A simple search checks the name, tags, description, comments, and custom texts of the assets.

1. Go to the **SEARCH** tab.





2. From the bottom strip, locate the shift function **New**.  
The display is changed to the criteria page.
3. To begin choosing your search criteria, tap the first box on the line cycling through the parameters.

Option	Description
<b>Option 1 - Name</b>	<ul style="list-style-type: none"> <li>◦ Select the third box by using the touch screen or physical keyboard and enter the name of the clip to be found.</li> <li>◦ Select <b>Enter</b> and the Clip name is presented in the third box.</li> <li>◦ Select <b>Run</b> softkey on the bottom strip and the results are displayed in the bin window.</li> </ul>
<b>Option 2 - Rating</b>	<ul style="list-style-type: none"> <li>◦ The third box is populated by a Circle and 3 stars.</li> <li>◦ Use the touch screen to select the number of stars to be searched.</li> <li>◦ The circle selects no stars.</li> <li>◦ Select <b>Run</b> softkey on the bottom strip and the results are displayed in the bin window.</li> </ul>
<b>Option 3 - Keywords</b>	<ul style="list-style-type: none"> <li>◦ Tap the third criteria box to advance the screen to the keywords page.</li> <li>◦ Select up to 3 keywords and then select <b>Back</b> softk from the bottom strip on the left.</li> <li>◦ Select <b>Run</b> softkey on the bottom strip and the results are displayed in the bin window.</li> </ul>
<b>Option 4 - Created</b>	<ul style="list-style-type: none"> <li>◦ Select the third criteria box.</li> <li>◦ The screen presents options for selecting the date or time when the clip was created.</li> <li>◦ To bring up a calendar allowing for choice of creation date, select <b>Created</b>, the top softkey at the left of the screen.</li> <li>◦ The softkey below <b>Created</b> is <b>Time</b> which allows you to search the clip timecode using the number pad.</li> <li>◦ The softkey below <b>Time</b> limits the search to the range entered on the number pad.</li> </ul>

- Select **Run** softkey on the bottom strip and the results are displayed in the bin window.
- 

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## Adding Criteria

Additional search criteria can be added to narrow the search results further.

1. Once you have added the first criteria before selecting **Run** softkey, select **Add** softkey to add a new search criteria line.
2. To select clips with either search criteria, select **Or**.
3. To limit to clips meeting both search criteria, select **And**.

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## Deleting conditions

1. To delete a search criteria from a bin, double tap the bin to be edited.
2. From the bottom strip, select Shift Function **Criteria**.
3. Select the criteria line to be deleted.
4. If it takes you to a keyboard or a number pad, select **Back** softkey from the bottom strip to return to the criteria page.
5. Once the Criteria box is outlined in blue, select Shift function **Remove** from the bottom strip.

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## Using Keyboard, (CTRL)(F) search function

1. Press and hold the **CTRL** button from the keyboard and then press the F key. A keyboard is displayed on the screen.
2. Use the touch screen keyboard or the physical keyboard to enter a clip name.
3. Press **Enter** to show all clips using that Clip name.

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## Adding clips from search to a PL

1. Go to the results bin of a search.
2. Select the clip(s) to be added to the playlist.
3. Once the clips are outlined in blue, select **Add PL**.  
Clip(s) are now part of the active playlist.
4. **Copy | Paste** can also be used to place clips into the playlist.

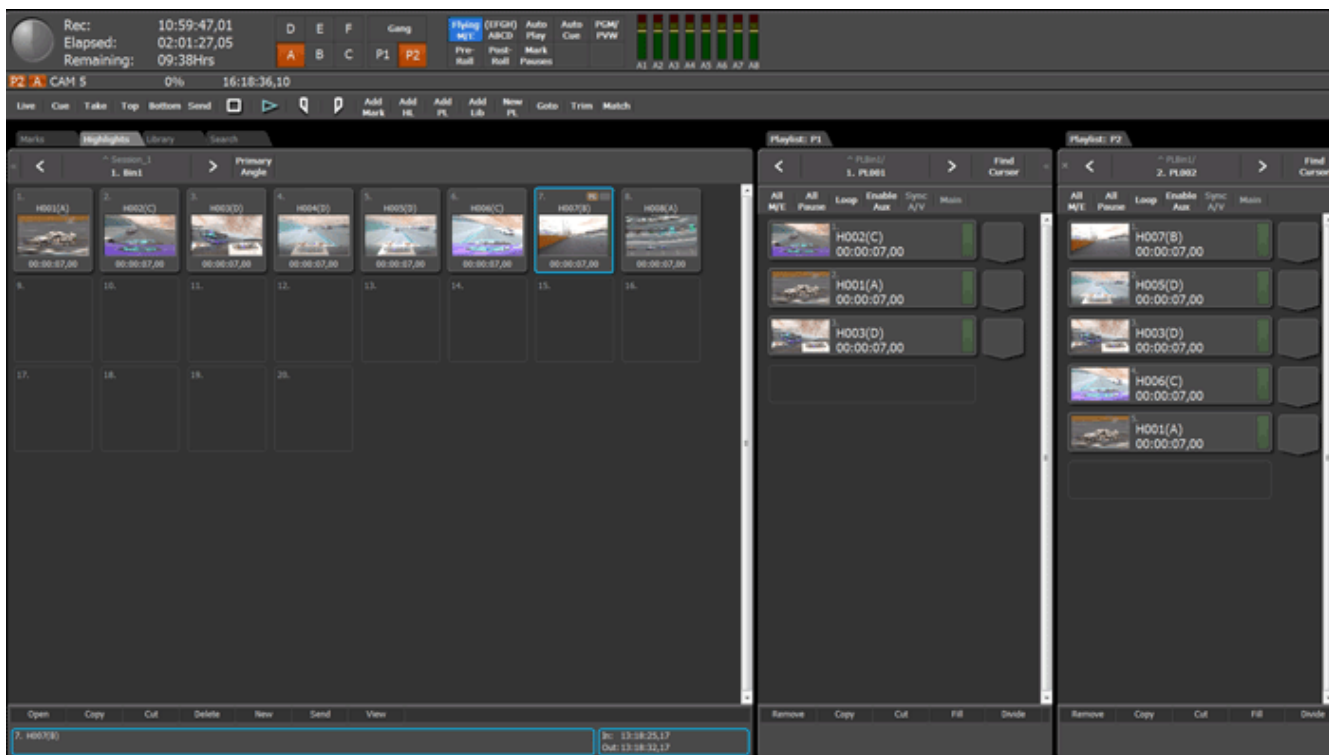
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## VGA Expansion Screen

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## About the VGA screen

The VGA Expansion screen provides a broad end view of the K2 Dyno S Replay Controller functions. The horizontal panel across the top of the screen provides a combination of functions defined on both the touch screen and the control panel. Tapping the Live, Cue, Take, Top, Bottom, and Send buttons performs the same functions as the respective K2 Dyno S Replay Controller buttons.



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## Navigating the VGA screen

1. To select the Marks, Highlights, Library or Search bin contents of the left panel, click on the respective tab at the top of the panel.
2. To change the contents of a Playlist Panel on the right side of the screen, click the respective tab and then select < or > SoftKeys that bracket the Playlist title. This is cycled through playlists in the active bin, causing each list in succession to be active on the K2 Dyno S Replay Controller.

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# Dragging and dropping clips into Playlist

1. On the VGA screen, click either the Marks, Highlights, Library or Search tab and then select the bin containing the desired clip.



2. On the VGA Playlist panel, select the playlist to be edited.
3. Drag the desired bin clip into the desired position in the playlist panel.  
When the clip is in the playlist panel, a shaded bar appears between the two events indicating where the clip is to be added.
4. When the bar is in the correct location, release the mouse button and the list is updated with the additional clip.

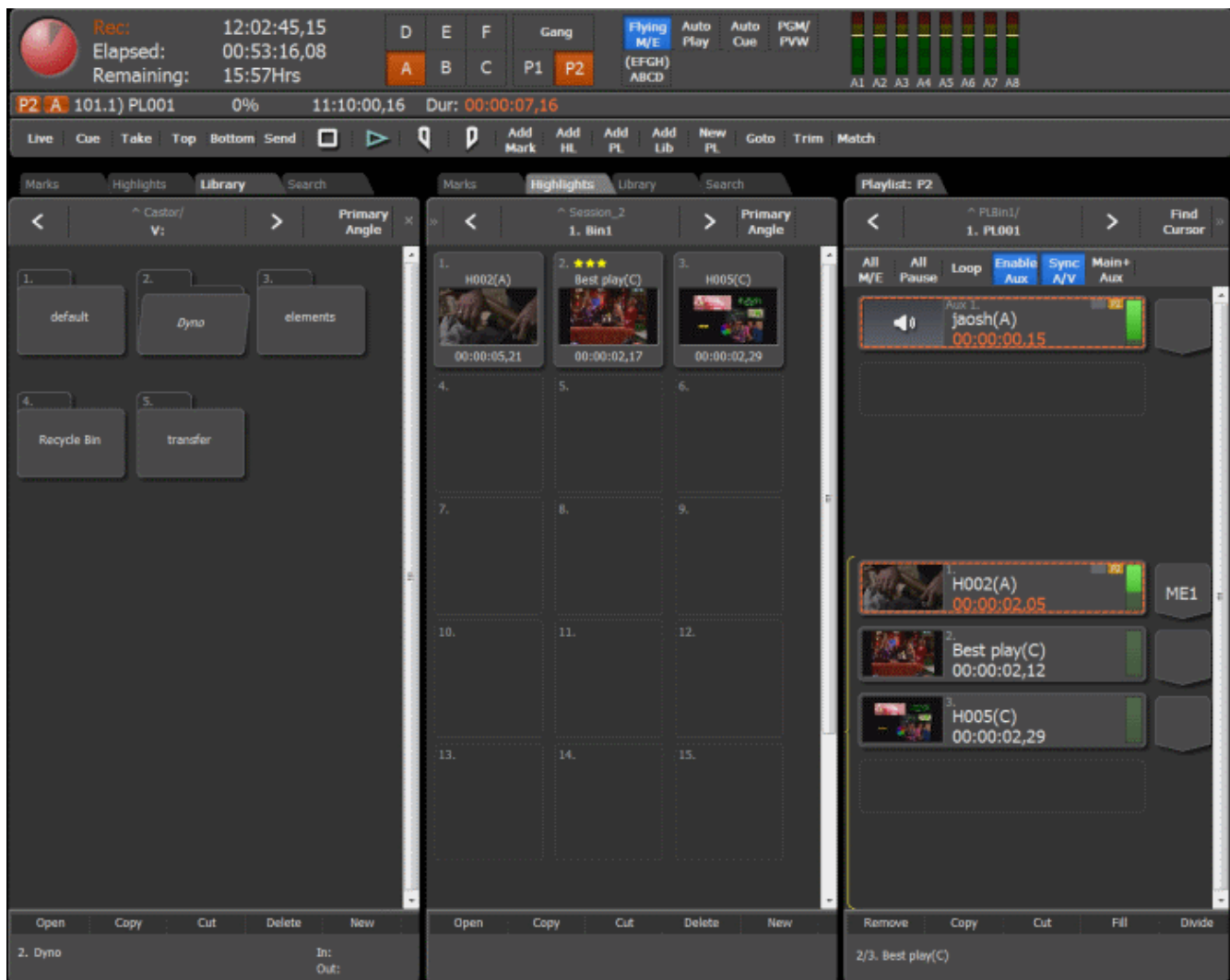
## Right-clicking clips in the Bins and Playlists

Right-click on a clip or an event, and then click the desired function.

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## Showing more than one bin

1. To add an additional Bin Panel, locate the << SoftKey to the left of the bin title at the top of the screen.



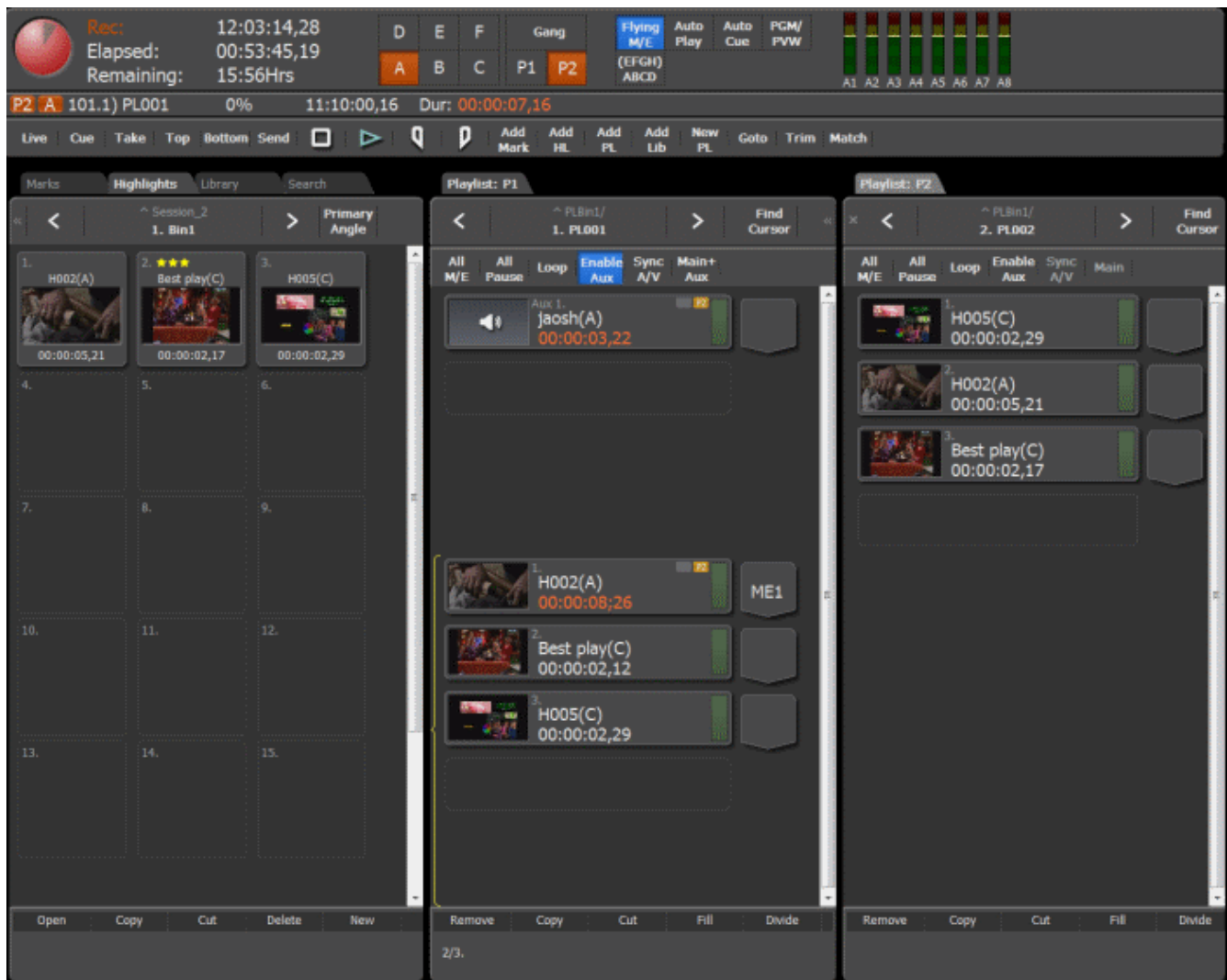
It compresses the view of the current bin panel and adds another bin panel to the left side of the screen.

2. To remove the second Bin Panel, click the >> SoftKey at the top of the original bin or the x SoftKey at the top of the new Bin Panel.

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## Showing more than one playlist

1. To add a second playlist panel, left click the > SoftKey at the far right top of the Playlist panel.



It brings a second playlist to the VGA screen as an additional Panel on the right side of the screen. In the scenario of two player channels, the original list is associated with **P1** and the new panel with **P2**.

2. To hide the new panel, click the small **x** at the top of the playlist panel.

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## Shutting the system down

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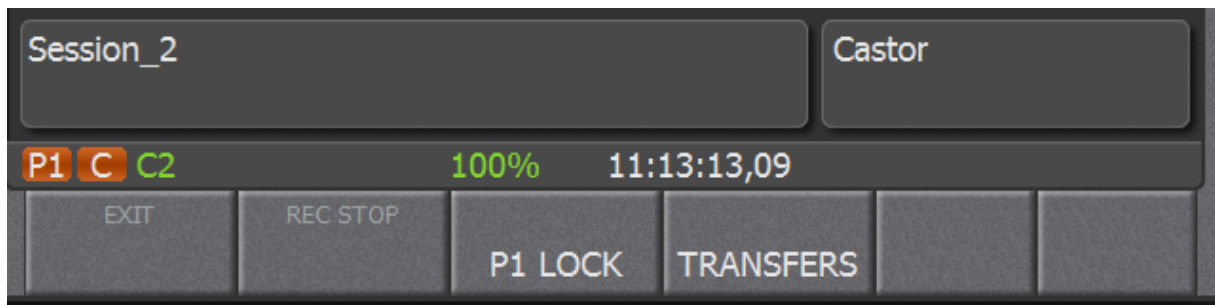
## Shutting the system down

There are three modes to shut down the system:

- Exit to Startup screen
- Exit to Shutdown
- Exit to Maintenance

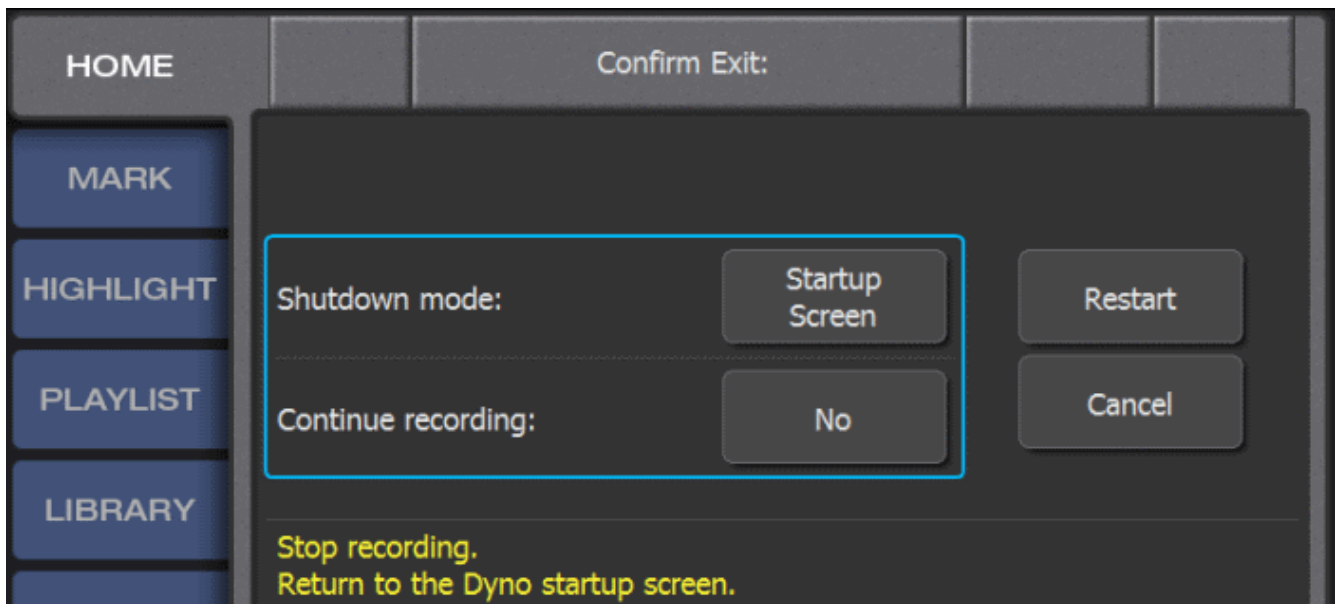
1. Press the **Shift** button and then from the **HOME** screen or the **CONFIG** screen, tap the **EXIT** SoftKey.



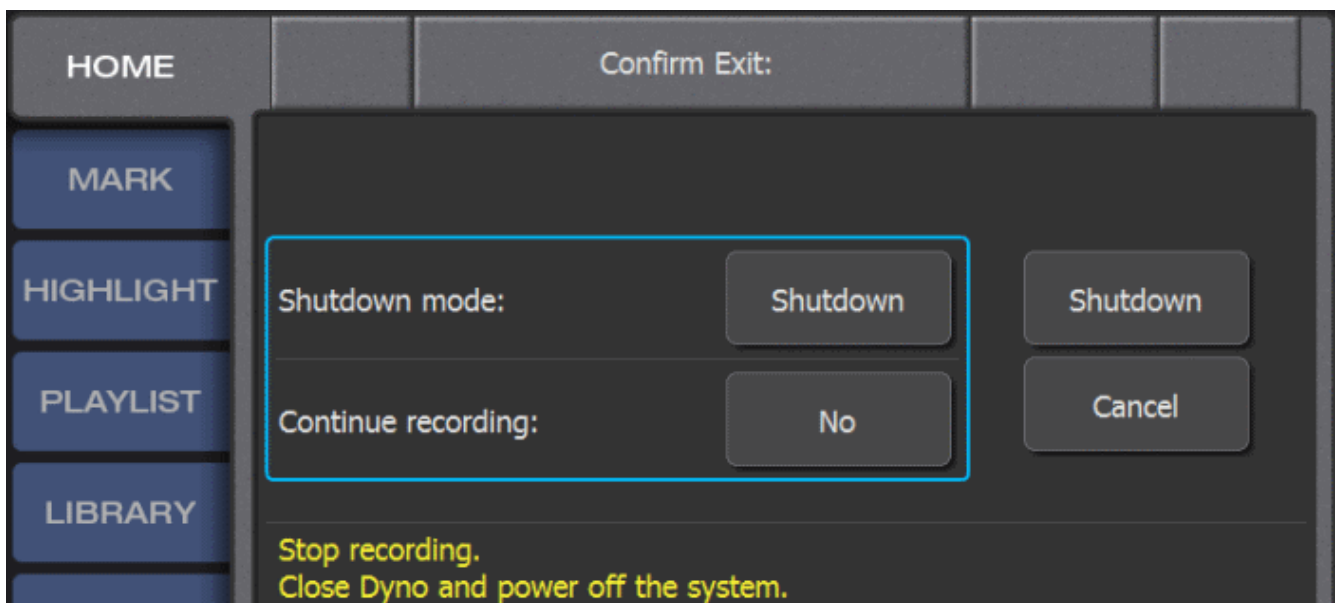


This is the first step in shutting down the K2 Dyno S Replay Controller in three different modes. The **Confirm Exit** panel opens. The default shutdown mode is the Startup screen.

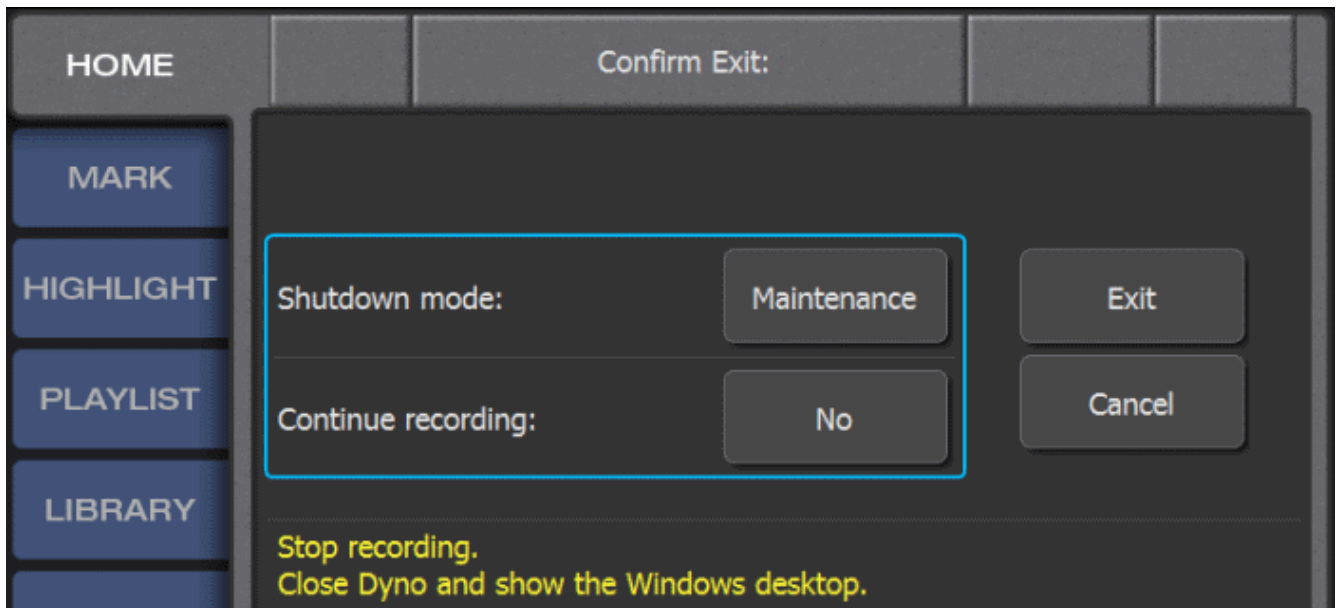
2. To exit to Startup screen, do the following:
  - a. Open the **Confirm Exit** panel, as instructed by the steps earlier in this procedure.



- b. Tap **Cancel** to abort the Exit command and return to the previous session.
  - c. Tap **Restart** to continue to exit. The K2 Dyno S Replay Controller restarts accordingly and displays the Server list, ready to configure a new session.
3. To exit to Shutdown, do the following:
  - a. Open the **Confirm Exit** panel, as instructed by the steps earlier in this procedure.



- b. Tap the SoftKey next to the Shutdown mode prompt until it displays **Shutdown**. When **Shutdown** is selected, the SoftKey to the left of the blue box changes to **Shutdown**.
  - c. Tap **Cancel** to abort the Exit command and return to the previous session.
  - d. Tap **Shutdown** to continue to exit. The K2 Dyno S Replay Controller powers off.
4. To exit to Maintenance, do the following:
- a. Open the **Confirm Exit** panel, as instructed by the steps earlier in this procedure.

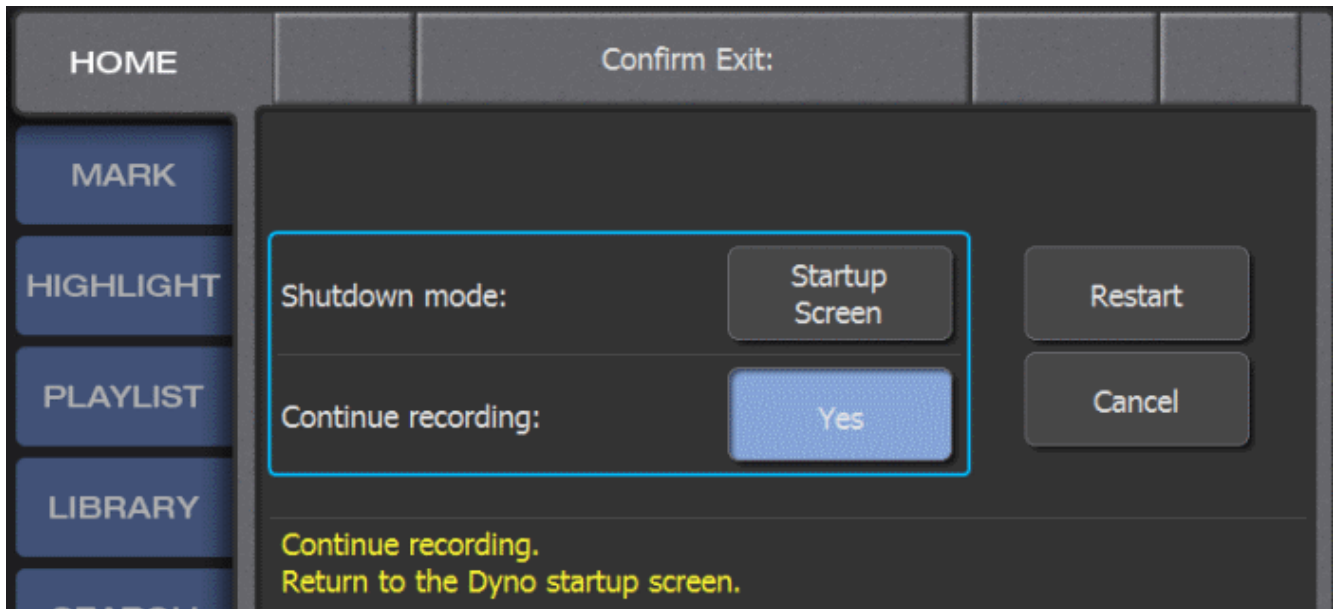


- b. Tap the SoftKey next to the Shutdown mode prompt until it displays **Maintenance**. When **Maintenance** is selected, the SoftKey to the left of the blue box changes to **Exit**.
- c. Tap **Cancel** to abort the Exit command and return to the previous session.
- d. Tap **Exit** to continue to exit. The computer leaves the Dyno mode and the Windows operating system desktop is displayed.
- e. To return to the Dyno mode from the Windows operating system desktop, double-tap the **Dyno S** icon on the desktop.

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## Rebooting the Dyno and continue recording

1. Go to the **HOME** Page.



2. From the bottom strip, select Shift Function **Exit**.  
If required, the server can remain in record mode despite the state of the Dyno.
3. To continue recording and rebooting or shutting off the Dyno, tap the **Continue Recording** softkey to change it to **yes**.  
Dyno can be shut down or restarted at this point without interrupting the record train.

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## Rejoining a session

To rejoin a session that has been stopped but is still present on the Dyno, do the following:

1. Restart the Dyno.
2. Reconnect to the Server containing the Session to be reactivated.
3. Select the Session from the list on the right side of the screen.
4. To launch the session and restore it's elements, select **Open Session** softkey.

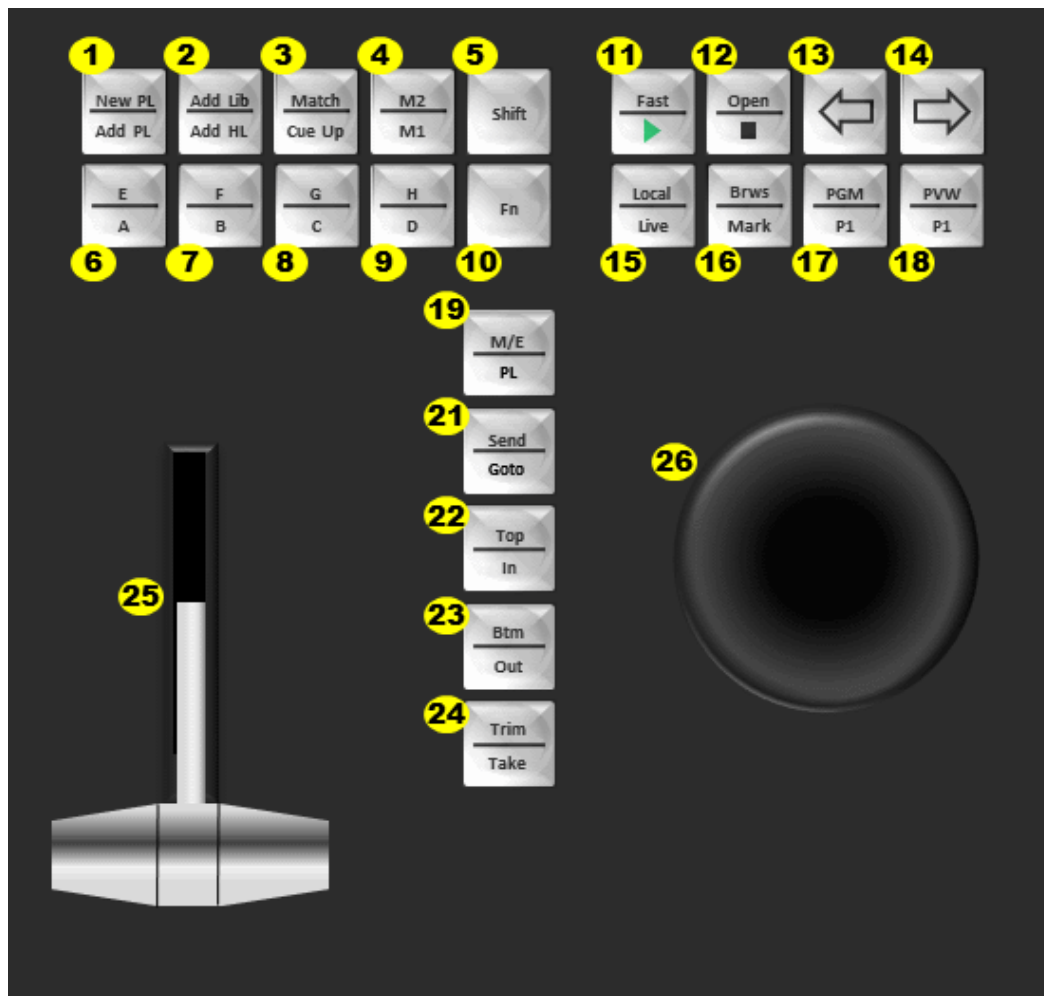
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## Appendix

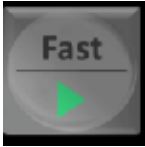



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## Button and keyboard names and functions

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, press the **Shift** button, and then press the desired button.



No.	Name	Function
1	New PL	Creates and displays a new playlist.
	Add PL	Stores the selected item to a playlist.
2	Add Lib	Stores the selected item to a library.
	Add HL	Stores the selected item to a highlight.
3	Match	Moves 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	M2	(Future use)
	M1	(Future use)
5	Shift	Performs the function 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 screen.
6	E	Switch E and continue.
	A	Switch A and continue.
7	F	Switch F and continue.

	B	Switch B and continue.
8	G	Switch G and continue.
	C	Switch C and continue.
9	H	Switch H and continue.
	D	Switch D and continue.
10	Fn	Turns to the function mode. If you press the <b>Fn</b> button and then press a corresponding button, the button action that is performed may be different from the normal one.
11	Fast	Fast Jog mode On/Off.
		Playback 100% speed.
12	Open	Opens the bin or playlist. Cues an asset.
		Stops the playback.
13		Cues previous and continue.
14		Cues next and continue.
15	Local	Controls your replay in still, slow motion, or normal playout mode.
	Live	Go LIVE mode.
16	Brws	Opens Browse menu.
	Mark	Adds mark.
17	PGM	On-air program mode or Multi-channel mode toggle.
	P1	Select P1 channel (Gang off).
18	PVW	On-air preview mode or Multi-channel mode toggle

	P2	Select P2 channel (Gang off).
19	M/E	Flying M/E On/Off
	PL	Displays the Playlist screen.
21	Send	Transfer.
	Goto	Opens goto window.
22	Top	Go to the beginning of the item.
	In	Mark In.
23	Btm	Go to the end of the item.
	Out	Mark Out.
24	Trim	Enter trim mode, Cancel.
	Take	Close, skip. In PGM/PVW mode push to air.
25	T-Bar	Moving the T-Bar permits playback speed control.
26	Jog Knob	Turning the Jog Knob permits scrubbing (forward and backwards playback).

Functions when you press each quick keys are listed below:

Quick key	Result
Q	Cue
M	AddMark
A	AddHL
P	AddPL
T	Take
I	MarkIn
O	MarkOut
J	Reverse Play (-100%)
K	Stop
L	Play (100%)
←	Navigate left
→	Navigate right

Functions for keyboard shortcuts are listed below:



Keystroke	Result
F1	Star rating
F2-F9	Keywords
Enter+[name]+Enter	Rename
[1 through 0]+Enter	Select shotbox
Alt+1 through Alt+6	Cue angle A through F
Alt+9	Gang Player 1
Alt+0	Gang Player 2
Ctrl+L	Live
Ctrl+Alt+L	Fn+Play (50% play)
Ctrl+Alt+9	Share Player 1
Ctrl+Alt+0	Share Player 2
Ctrl+I	Clear In/Out
Ctrl+O	Open
Ctrl+M	AddMark
Ctrl+P	Playlist screen
Ctrl+G	Goto
Ctrl+N or Shift+P	NewPL
Ctrl+S	Send
Shift+L	Local
Shift+I	Top
Shift+O	Bottom
Shift+M	Browse
Shift+Q	Match
Shift+T	Trim

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## About This Release

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## Release Summary

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## What's new in Dyno 3.2

This version of software includes several improvements, in addition to correcting some issues that were present in earlier releases:

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## Version 3.2

- **Full Multi-Cam Angle Clips** - Provides proxy support for Multi-Cam Angle assets for GV STRATUS systems. *Sequence* assets look like *Clip* assets (Video, Audio, TC, ANC) to GV STRATUS.
- **Pre-roll** - This setting sets the pre-roll duration of a clip. The duration cannot exceed the guard band duration. Refer to K2 Dyno S Replay Controller User Manual for software version 3.2.
- **Post-roll** - This setting sets the post-roll duration of a clip. The OUT point marker is ignored. The playback stops at the end of the guard band marker. Refer to K2 Dyno S Replay Controller User Manual for software version 3.2.
- **Mark pauses** - This setting allows you to mark clip pauses. Use separate angle to set your mark in/out points for each clip angle. The guard band duration applies to each angle at the time of clip creation. Refer to K2 Dyno S Replay Controller User Manual for software version 3.2.
- **Per-angle keywords and ratings** - Each angle of a Highlight clip must have independent Keywords and Ratings associations.
- **Transition ramping** - Once a mix effect transition is applied, the outgoing clip needs to ramp up or down to realign with the incoming clip that must also ramp up or down. The ramping is applicable for the duration of the mix effect.
- **Exposed Timecode Sources** - All available Timecode sources may be exposed through Dyno.
  1. **Time of Day** - internally generated Windows System Clock timecode source.
  2. **Generated** - generated timecode source. Select either external LTC, ATC LTC, ATVC VITC, or internally generated user-entry.
- **User enhancements** – The following have been enhanced:
  1. Highlight clip remains selected after adding to a playlist.
  2. The angle of a clip may be selected or cued from the clip properties window.
  3. Each clip angle has its own Marks page in the clip properties window.
  4. Shared storage devices mapped on Windows sharing, can now be accessed as a Network Send destination.

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## Changes and features in previous releases

The following sections describe changes and features in past releases.

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### Version 3.1

- **ShareFlex** - Supports sharing a K2 Dyno Replay Controller's record train from one K2 Summit system with another K2 Summit system over the network. Refer to [About ShareFlex](#), [ShareFlex connections](#) and to K2 Dyno S Replay Controller User Manual for software version 3.1.

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### Version 3.0

- **K2 Dyno S Replay Controller** – Improved finger gestures for a better user experience.

- **Favorites Bar** – It is best to think of the Favorites Bar as a “shortcut” location for clips, playlists, and record trains. When viewing the controller screen, drag your finger in a downward direction across the tabs on the left-hand side to reveal the Favorites Bar at the top. There you will see empty slots where you may place items, such as clips. To place a clip in the Favorites Bar, select a clip from a Highlight bin by placing your finger on it until it lights blue, then drag and drop it on an empty slot in the Favorites Bar. You may do the same with items in the Library, or even Playlists by navigating to the Playlist thumbnails and drag/drop into the Favorites Bar. A USB mouse can assist in the same way by mouse-click and drag/drop of items. To remove an item from the Favorites Bar, with the mouse only, right click and select “Remove.” It will delete the shortcut, but not the original clip. The Favorites Bar is virtually endless and you may swipe the bar from right to left or left to right. You may drag items from the Favorites Bar into an open Playlist. To hide the Favorites Bar, simply drag your finger an upward direction across the tabs on the left of the screen.
- **Favorites Tab** – Near the bottom of available tabs on the controller screen is the Favorites Tab. This area appears similar to a Highlight bin, but is designed to aid in managing items in the Favorites Bar. Items in the Favorites Tab do not create “hard” copies of items but rather shortcuts to those items. You may copy multiple clips at a time from Highlight bins and paste them in the Favorites Tab. To remove an item from the Favorites Tab, simply right-click on it with the mouse and select “Remove,” or select it with your finger once and press the Shift button then “Delete” key on the screen. It will delete the shortcut, but not the original clip. Deleting items from the Favorites Tab will not delete the original item, it will however, remove those items from the Favorites Bar.

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## Version compatibility

Versions qualified for compatibility with this version of K2 Dyno software are summarized in the following sections.

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## Compatible K2 Dyno S Replay Controller components

The following components reside on the K2 Dyno S Replay Controller and are compatible with this release of software as listed in the following table. Compatible versions are pre-installed on the K2 Dyno S Replay Controller when you receive it new from Grass Valley.

### Component versions

Component	Version	Comments
K2 Dyno System software	3.2.1.230	Licensing is required on multiple devices of the K2 Dyno S Replay System. Refer to <a href="#">About K2 Dyno S Replay System software licensing</a> . <i>Note: If staying in the same Operating System Image, simple upgrade steps may be performed.</i>
Operating System Image	3.0.3 and 3.1.3	For K2 Dyno S Replay Controller.
	1.0.18	For first-generation K2 Dyno Replay Controller.

## Compatible Grass Valley products

Grass Valley products are compatible with this version of K2 Dyno software as follows:

Product	Version	Comments
K2 system software	9.2.0.1964	K2 system software versions lower than 9.2 are not compatible.
K2 Dyno Production Assistant	2.0.2.1870	—
SiteConfig Discovery Agent	2.0.0.200 and higher	—

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## Upgrading K2 Dyno Replay Controller Software

This section contains the tasks necessary to upgrade the following K2 Dyno models:

- K2 Dyno S Replay Controller
- First generation K2 Dyno Replay Controller.

Follow topics as appropriate for the model you are upgrading.

This section also refers to the upgrade of the K2 system software in relation to any K2 Dyno requirements. The K2 Summit/Solo system must be upgraded to the compatible version before the K2 Dyno software upgrade. Instructions for performing the entire K2 system upgrade are provide in "K2 Release Notes".

K2 Dyno software version 3.2 requires K2 system software version 9.2. This version of K2 system software requires Windows 7 operating system. If the K2 Summit/Solo system you are upgrading is currently at a K2 system software version lower than 9.x, you need to upgrade the hardware on your K2 Summit/Solo system to support these requirements. Consult Grass Valley Support to upgrade the hardware on your K2 Summit/Solo system.

When installing/upgrading the K2 Dyno software, you must consider versions and compatibility for all K2 system components as listed in the Version Compatibility section given earlier in these release notes.

**Note: Please read these upgrade instructions completely before proceeding with any upgrades.**

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## About Dyno software

The software components in the K2 Dyno Replay system are as follows:

- Dyno Client software – This software is for the K2 Dyno Replay Controller application.
- Operating System Image – This is the Windows operating system image on which the K2 Dyno Replay Controller application runs.

The compatible version of K2 Summit system software has the required Dyno support embedded.

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## About K2 Dyno Replay Controller modes

The K2 Dyno Reply Controller operates in the following modes:

- Dyno mode – The Dyno application is automatically launched at start up.
- Maintenance mode – The Dyno application is closed and the Windows operating system desktop is available for system tasks such as network configuration, software update, and determining Windows Operating System version.

By default, the K2 Dyno Replay Controller is in the Dyno mode. You must manually put the unit in the maintenance mode. In version 3.2, switching to maintenance mode does not require a restart.

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## Determining Dyno software and the Operating System image versions

- To determine the current software version of a first-generation K2 Dyno Replay Controller or a K2 Dyno S Replay Controller, do one of the following:
  - During system start up, find the version on the start up screen, in the lower-left area.
  - During a session, find the version on a panel of the Home screen.
- To determine the Windows Operating System (OS) image version of a first-generation K2 Dyno Replay Controller, do the following:
  - During system start up, find the version on the start up screen when the Grass Valley logo appears, in the upper left corner.
- To determine the Windows Operating System (OS) image version of a K2 Dyno S Replay Controller, do the following:
  - In the Windows registry, find the version at the following location:  
*HKEY\_LOCAL\_MACHINE\Software\Wow6432Node\Grass Valley Group\Base*

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## Acquiring Dyno and K2 System software

Refer to the Version Compatibility section earlier in these release notes for a summary of the required K2 system and other system versions needed for this Dyno software upgrade.

Download items at the URL listed below: [http://www.grassvalley.com/dl/k2\\_dyno](http://www.grassvalley.com/dl/k2_dyno)

1. Download both the K2 Dyno S Replay Controller Release Notes and Upgrade Instructions for this software update (this document) and the compatible K2 Release Notes from the Download page.
2. Download the K2 Summit system software bundle depending on your target environment and the Discovery Agent software if needed.

3. Download the K2 Dyno Replay Controller software downloads, both the Dyno application and if necessary the K2 Dyno S Replay Controller base image (OS).
4. If you need the K2 Dyno S Replay Controller base image (OS), purchase the appropriate upgrade kit from Grass Valley.

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## Upgrade K2 Summit system for use with the K2 Dyno Replay Controller

### Prerequisite:

Install the appropriate K2 system software bundle (Standalone or SAN) before installing the upgrade for the K2 Dyno S Replay Controller. Links for instructions for these K2 system upgrades and the K2 system software bundles are provided on the K2 Dyno download web page for convenience.

Verify the following tasks are done before upgrading the K2 Summit/Solo system.

- Always check the latest *K2 Release Notes* for any updated information regarding the K2 system upgrade process.
- Be sure you have a K2 system recovery image for the currently loaded software before upgrading the K2 system. Instructions for doing this are provided in the K2 system documentation.
- If upgrading from a K2 system software version earlier than 7.3, a SabreTooth license for this version is required. For information on obtaining a license, refer to the *K2 Release Notes*.

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## Preparing to upgrade K2 Dyno Replay Controller

### Prerequisite:

Before upgrading a first generation K2 Dyno Replay Controller or a K2 Dyno S Replay Controller, verify the following:

- You have upgraded the K2 Summit system (and related K2 components) associated with this K2 Dyno Replay Controller to the compatible K2 Summit system version according to the Version Compatibility table given in these release notes.
- You have access to the correct software installation bundle for this Dyno release, including the K2 Dyno Replay Controller Client upgrade and if necessary the K2 Dyno S Replay Controller base image (OS).
- You have a recovery image for the K2 Dyno Replay Controller at the current software version. This is on the memory stick included with the K2 Dyno Replay Controller at initial shipment.
- Media access is stopped.
- A mouse must be attached to the K2 Dyno Replay Controller.

Continue with upgrade topics as appropriate for your Dyno model.

- Upgrade K2 Dyno S Replay Controller
- Upgrade first generation K2 Dyno Replay Controller



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## Upgrade K2 Dyno S Replay Controller

Do the tasks in this section to upgrade a K2 Dyno S Replay Controller.

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## Re-image K2 Dyno S Replay Controller

Do not do this task if:

- You are upgrading a first generation K2 Dyno Replay Controller
- You are upgrading a K2 Dyno S Replay Controller with an operating system image already at the version specified in this document in the Version Compatibility section

Do this task if:

- You are upgrading a K2 Dyno S Replay Controller with an operating system image that is not at the version specified in this document in the Version Compatibility section.
1. Determine your current operating image version and proceed if a re-image is required.
  2. If you have not already done so, procure the latest "K2 Dyno S Controller Installation and Service Manual".
  3. This document is available on the K2 Dyno software download page.
  4. Reimage the K2 Dyno Replay Controller. Follow instructions in "K2 Dyno S Controller Installation and Service Manual". Refer to the Service Procedures section entitled **Restoring from a generic recovery disk image**.

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## Install software on K2 Dyno Replay Controller

### Prerequisite:

1. Copy the directory that contains the Dyno Client software onto a portable USB drive such as a Flash drive.
2. Connect the USB drive to the K2 Dyno S Replay Controller and on the USB drive, locate and open the following file: *DynoSetup.exe*
3. Follow the onscreen instructions, and work through each page.
4. Click **Next** and **Close** to complete the installation.
5. Remove the portable USB drive, if it is still connected.
6. Restart using standard Windows procedures.

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## Upgrade first generation K2 Dyno Replay Controller

Do the tasks in this section to upgrade a first generation K2 Dyno Replay Controller.

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## Uninstall K2 Dyno Replay Controller software

### Prerequisite:

Do not do this task if:

- You are upgrading a K2 Dyno S Replay Controller

Do this task if:

- You are upgrading a first generation K2 Dyno Replay Controller.
1. At the startup screen, press the **Shift** button and then tap **Exit**.
  2. Toggle the **Startup Screen** button until you see **Maintenance Mode**. If desired, you can also specify to stop recording.
  3. Press **Restart**. The Dyno Client software closes and the Windows OS desktop is displayed after a restart.
  4. Use the Windows **Add/Remove Programs** control panel and remove the Dyno Client software.

**Postrequisite:** Next, install software on the K2 Dyno Replay Controller.

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## Install software on K2 Dyno Replay Controller

### Prerequisite:

1. Copy the directory that contains the Dyno Client software onto a portable USB drive such as a Flash drive.
2. Connect the USB drive to the K2 Dyno S Replay Controller and on the USB drive, locate and open the following file: *DynoSetup.exe*
3. Follow the onscreen instructions, and work through each page.
4. Click **Next** and **Close** to complete the installation.
5. Remove the portable USB drive, if it is still connected.
6. Restart using standard Windows procedures.

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## Make recovery images

After you have upgraded software as instructed in these procedures and verified that your system is working properly, you should always make a recovery image of each of your upgraded computers. Use a sequence of tasks similar to those you followed for upgrading software so that as you take systems offline you manage redundancy, servers, and clients, as appropriate for your system.

Refer to the Grass Valley product's *Service Manual* for recovery image procedures.

## Additional notes

The following sections contain additional information about this release.

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## About ShareFlex

ShareFlex allows a K2 Dyno S Replay Controller to share content across multiple standalone K2 Summit systems. The K2 Dyno S Replay Controller accesses the content directly over Gigabit Ethernet, with no need to transfer content between the K2 Summit systems. This allows a K2 Dyno S Replay Controller that is controlling a local K2 Summit system to cue remote clips, playlists, and record trains of a different K2 Summit system, without using remote channels.

You can share highlight clips instantly between K2 Summit systems. From your local K2 Dyno S Replay System, you can access a different K2 Summit system to view recorded content, make a clip from a record channel, load and play back a clip, retrieve content from the library, and place a clip in a local playlist.

Key features of ShareFlex are as follows:

- Sharing highlight clips between systems
- Viewing recorded content locally on a different K2 Summit system
- Making a clip from a different K2 Summit system's record channel
- Loading and playing back a clip from a different K2 Summit system
- Retrieving content from the library of a different K2 Summit system
- Placing a clip in a local playlist from different K2 Summit system

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## ShareFlex connections

A K2 Summit system supports up to four ShareFlex connections at the same time, one of which is guaranteed to be a real-time connection. The number of real-time connections depends on the number of active channel streams. ShareFlex connections beyond the real-time limit share the available network bandwidth, with performance similar to an FTP transfer. In addition, no more than eight total connections are supported.

Real-time connections act as if they are record channels on the K2 Summit system. The total number of active channel streams and real-time ShareFlex connections is subject to the supported channel stream limit for the given media type and bitrate.

The following examples are based on six DVCPROHD (DV100) channel streams, which is the maximum supported on a K2 Summit system.

- Example 1: Two channels are recording DVCPROHD and two channels are playing DVCPROHD. This totals to four real-time streams. That leaves two real-time connections available, and those are used as ShareFlex connections. The total is now six real-time streams, which is the maximum supported. For the remaining two ShareFlex connections supported, the connections are not real time. This means there is a

wait, similar to that for an FTP transfer, for the desired asset to be available on the ShareFlex connected system.

- Example 2: Two ChannelFlex channels are recording DVCPROHD, which means each channel records two streams for a total of four real-time streams. In addition, two channels are playing DVCPROHD. The total is now six real-time streams, which is the maximum supported. However, since one real-time ShareFlex connection is guaranteed, there is another real-time connection available for ShareFlex only. The total is now seven connections. Since no more than eight total connections are supported, there is only one connection remaining for ShareFlex. This last ShareFlex connection is not a real-time connection.

Network usage on the network interface connector must be below 80% for ShareFlex to operate at these levels. The following limitations also apply:

- Limited to the maximum disk bandwidth supported.
- Limited to the network bandwidth available.

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## About K2 Dyno S Replay System software licensing

K2 Dyno S Replay System software requires a license from Grass Valley for the K2 Dyno S Replay Controller as well as the K2 Summit/Solo system. Licensing is enforced on the K2 Summit/Solo system. No software version license is required on the control point PC.

K2 Summit systems that are used with ShareFlex require a ShareFlex license. K2 Dyno S Replay systems do not need a license to use ShareFlex.

You must obtain a permanent license from Grass Valley and install it on the K2 Summit/Solo system before the trial period expires. For more information on requesting a license, refer to the *K2 Release Notes*.

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## Passwords and security on the K2 Dyno S Replay Controller

No login is required for the Windows operating system or for the Dyno Replay application.

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## Importing and using keyword files

The keyword editor is included in the Dyno software folder. You can create keywords and import them to the K2 Dyno S Replay Controller as an XML file.

1. Insert the USB Flash drive in the K2 Dyno S Replay Controller.
2. On the touch screen, select **Library**.
3. Navigate to the drive and folder where the XML file with the keywords is located. (Default name, *Keywords.xml*.)
4. Press **Open**.
5. When asked to confirm, press **Yes**.

**Note: if you already have a keyword file in use on the Dyno, opening another one will override the original file.**

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## Operational considerations

- Make sure that you create a “first birthday” image of each K2 Dyno S Replay Controller shortly after installation and configuration is complete. Refer to the *K2 Dyno Replay Controller Service Manual* for procedures.
- Live mode latency and the time it takes to switch between video inputs is not the same for all compression types. HD has the shortest latency and long GOP MPEG types like XDCAM have more latency. The HD compression type provides the best performance overall.
- The Dyno/Summit Replay system allows you to switch between highlights with different compression types as well as mix types in a playlist. It takes a small amount of time for the player to switch between compression types, and this time should be considered when doing the following:
  - While switching compression types in a playlist, transitions are ignored.
  - When playing Super Slo-Mo material faster than its default speed (33% or 50%), there may be a short pause when switching to a compression type other than DVCPRO HD.
  - When playing back 3D (video + key) material, use a single compression type. Transitions are ignored when playing back 3D material.
- Decoding long GOP MPEG can take extra time depending on the position of the GOP at the start of the highlight. When you use AutoPlay to start a long GOP MPEG highlight, you may see a short pause before playback begins. Instead of using AutoPlay, select a highlight to pre-load it, and then press the **Take** button.
- Flying M/E transitions are limited to 0.5 seconds or less. Playlist transitions can be up to 2 seconds long.
- Single Mark mode has been deferred.
- If you stop and then resume recording, do not create a highlight that spans the boundary between the old and new recording.
- The Dyno record loop algorithm allows you to record an event over several days. It does not allow you to loop forever. Some file system resources are consumed keeping track of the erased portions of the file and eventually run out. Please plan appropriately.
- When upgrading from a Dyno version before 2.0, highlight guard bands are preserved, but clip marks are not.
- If you are not able to get a session to go into Record, check at the Home screen in Dyno to see if there is available record space (sessions may need to be deleted to create adequate space). Incoming sources may not be in Sync. Stop the session, close AppCenter, route “locked” sources such as Black or Bars and restart AppCenter. Launch the session that was intended to be used.
- If sending a clip to an external storage device fails, permission to write to that location may not have been established. Through Windows, gain permission, or create a new folder while determining a Send Path in the Config/Network area of the Dyno. This will give the Dyno permission to write to that location.

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## Known Issues

The following limitations are present in this release of software. If you wish to obtain more information about these limitations, please mention the reference numbers.

PR26134	Description:	You cannot rename a session once it has started.
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	Workaround:	Choose a session name when selecting channels.
PR40482	Description:	A K2 Summit system and K2 Dyno S Replay Controller cannot join an existing session (go Live) if the record channels have the same names as the record channels on the first K2 Summit system.
	Workaround:	On all K2 Summits that are to share sessions, use the AppCenter application to give the record channels unique names.
ncb00040614	Description:	In a playlist, the only valid transition in or out of a black filler is Dissolve, not Matte.
	Workaround:	No workaround.
ncb00040780	Description:	When operating a playlist in 3D (video + key) mode, pressing Take causes a slight delay in video playback while the clip switches.
	Workaround:	This is expected.
DE788	Description:	You cannot use Aux-audio in a playlist in Gang Mode.
ncb00040378	Workaround:	Select only the P1 or P2 channel that the Aux-audio playlist needs to air on.
US4196	Description:	In playlist when using Trim mode, clip information shows entire clip duration including guardbands.
	Workaround:	No workaround.
US3196	Description:	In playlist when using Shift+Divide thumbnail for divided clip takes on that of the original clip.
	Workaround:	No workaround.
US1586	Description:	Deleting clips is slow.
ncb00064356	Workaround:	No workaround. Rather than hide the process, the clip location is not fully available in the file system until the content is completely removed.
DE2596	Description:	Deleting a session takes time.
	Workaround:	Delete sessions prior to creating a new one as part of your pre-production process to allow for space to be created on the drives.
US2506	Description:	In playlist during a transition with off-speed clips, the speed of the outgoing clip is applied to the incoming clip through the transition.
	Workaround:	No workaround.
US1433 ncb00062744	Description:	Some character overlays in the multi-viewer do not appear even though they are applied.
	Workaround:	Resolution of the monitor is not able or set to a high enough rate. Increase the display resolution of the monitor. Minimum monitor resolution is 1024x768.
US1405	Description:	In an open Highlight Bin, Shift + New does not create a new bin.
ncb00038934	Workaround:	Navigate to the area to view all Highlight Bins to create a new Highlight Bin.
DE4490	Description:	When adding an external storage device to the K2 Summit system, Dyno does not “see” it.
	Workaround:	Plug the device directly into the K2 Dyno S Replay Controller.



ncb00076307	Description:	For users of Dyno software 2.0 and K2 Summit system Build 8.1, the system is configured to use only four audio track. Dyno playlists has eight audio track. Hence, Dyno playlists caused problems for the users to down stream equipment since the other four audio track does not have the associated audio file.
	Workaround:	Configure the K2 Summit Channels audio settings in order to record 8 audio channels and match the playlist configuration in Dyno, prior to exporting the playlists as MXF files.
DE7000	Description:	ShareFlex remote train/session stalls on a K2 SAN system.
	Workaround:	No workaround. The feature is not supported in the current release.
DE6759	Description:	The tOG application crashes after it is launched from the Dyno GUI.
	Workaround:	Do the following steps to restart the application: <ol style="list-style-type: none"> <li>1. Install tOG software.</li> <li>2. Add Registry Application for tOG.</li> <li>3. Start Dyno.</li> <li>4. To launch the application, select the tOG icon.</li> </ol>

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# JPEG acknowledgment

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