User's Manual

Fastrack.HD Edit Controller

Fastrack.HD V6.0.R01 >

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1. CONVENTIONS USED IN THIS MANUAL

- Keystrokes shown in the body of the text will be shown in uppercase, bold, and in brackets. For example: **[ASGN]**. All keystrokes are understood to be specific to the K7 keyboard unless otherwise marked.

- Commands shown in parentheses and in mixed Upper and Lower Case are specific to the Windows menu structure. For example, to open a new file you would click on: **(File / Open)**.

- Mouse commands are specified as: [Click] (which is understood to be a left mouse button click), **[Right Click]**, or **[Double Click]**.

- The **[SHIFT]** key, the **[ALT]** key, or the **[CTRL]** key are to be held down while a second key is pressed. When so, it is always shown before the second key to be pressed. For example: **[SHIFT][ASGN]** or **[CTRL][ASGN]** or **[ALT][ASGN]**.

- When keys are to be pressed in sequence they are separated by a comma. For example: **[SET DUR],[2],[0],[00],[ENTER]**.

- Some commands require a keystroke to be pressed twice in a row in fast succession. These keystrokes are shown without commas. For example: **[PLAY][PLAY]** (pressing **[PLAY]** twice quickly) or **[SHIFT][RECORD][RECORD]** (holding **[SHIFT]** and pressing **[RECORD]** twice quickly).

- **[F1] - [F8]** correspond to the "soft" F-keys located in the lower left corner of the Fastrack screen. The action of the F-Keys change depending on which Dialog is currently open. In the manual these F-Keys will be written like **"Replace" [F6]** or **"Remove" [F5]**. Within the program, you may either **[Click]** on the appropriate soft key or press the appropriate F-Key (**[F1] - [F8]**). When **[U1] - [U4]** are available, they must be selected with the mouse.

- The word **Event**, when preceded with an initial capital letter, always refers to an editing Event, a clip or other source that has been placed on the Timeline.

- The term **Current Event** always refers to the Hot Event (with red border) on the current Track.

- The term **Ghosted** is used to describe a text field or status area within Fastrack that has been ghosted or turned light gray to show that it has been disabled or is for display only.

- The term **At-rest** describes the Fastrack application when it is not in the Preview or Record Modes, and no devices are currently playing.

2. INSTALLING THE SYSTEM

2.1. Contents & Specifications

Your Fastrack Editing System consists of the following:

Contents

- This Editware "Fastrack Editing System" manual.
- The Fastrack Editing System in the Fastrack rackmount chassis.
- USB Dongle (Security key for software options).
- K7 Keyboard.
- J6 Jogger.
- USB GPI (optional).
- Sync/Reference Card.
- A Microsoft Intellimouse (or equivalent).
- 8 serial I/O ports (or 16 optional). 8 ports per card, (1m) connecting cables and a 19"
  1- RU breakout panel per card.

Fastrack Hardware Specifications

- Intel Core 2 Quad processor.
- 4GB of DDR RAM (or greater).
- 320GB (or greater) High Speed SATA hard disk.
- CD/DVD-RW Drive.
- 256MB (or greater) graphic acceleration card.
- Multi-format SD/HD-SD Video capture card for on-screen monitoring.
- Onboard computer audio.
- 100Mb/1GB Base-TX, 32-bit auto configuring Ethernet.
- USB GPI. 8 output, 4 input connections; 5V source (optional).
- 400W, 110VAC or 220VAC auto-switching power supply.

Note: Editware reserves the right to substitute parts and components in this system that meet or exceed those listed.

Pre-loaded Software

- Microsoft Windows Professional operating system.
- Fastrack V6 editing & control software.

2.2. Installation

Installing the Fastrack editor consists of the following steps:

- Installing the Fastrack Chassis and the Serial Port Breakout Panel(s).
- Placing the K7 Keyboard and J6 Jogger in the workspace.
- Placing the computer monitor(s) in the workspace.
- Connecting power and signals.
- Performing printer and/or networking installations, if applicable.

The Fastrack Chassis

Determine whether the editor is to be mounted in an equipment rack or placed on a console or tabletop. The Fastrack chassis and Breakout Panel are both 19" rack mount ready.

Width:	19 in.	48.26 cm
Depth:	19 in.	48.26 cm
Height:	5.25in. (3 RU)	13.33 cm

> **Note:** Air is pulled from the front and expelled through the rear of the chassis. There are no side, top, or bottom air vents.

Connections

- **Power** - There are two power switches on the Fastrack chassis. The power supply switch is on the back of the chassis, and the computer power-on switch is on the front of the chassis behind the right side door. If the rear power supply switch is <u>not</u> **ON**, the computer power-on switch will <u>not</u> work. In normal operation, the front power-on switch is used to turn the Fastrack on and off, and the rear power supply switch is left **ON**.

- **Mouse and Keyboard** - Connect your K7 keyboard and mouse in the corresponding PS/2 ports on the rear of the Fastrack chassis. A KVM type switch can be used if required.

  J6 Jogger Panel - Connect the J6 Jogger into any unused RS-422 serial port. **Assure that the supplied power supply matches your countries voltage**!

  If available, an RS-232 **COM1** port can be used using a RS422 to RS232 converter. This Port must be assigned in the INIT Page.

- **USB Software Security Key (Dongle)** - Adjacent to the PS/2 connections are several USB ports. Install the supplied USB Software Security Key in one of these ports. Failure to install the Key will disable the Fastrack software.

> **IMPORTANT: Your Fastrack chassis may have additional USB ports, which should not be used for the Dongle.**

- **Monitor(s)** - Your system will come with 2 DVI ports or 1 DVI port and 1 VGA port on the video card. Connect accordingly to the display monitors.

- **Ethernet** - If a connection to a **LAN** is desired, connect it to the RJ-45 Ethernet connector on the rear of the Fastrack chassis. There is a setup required in order for Windows to recognize the Ethernet connection. Please refer to the Microsoft Windows instructions for network setup.

- **Sync Connections** - Connect a **color black reference** or **Tri Level Sync** to the top BNC connector on the video capture card. See diagram below.
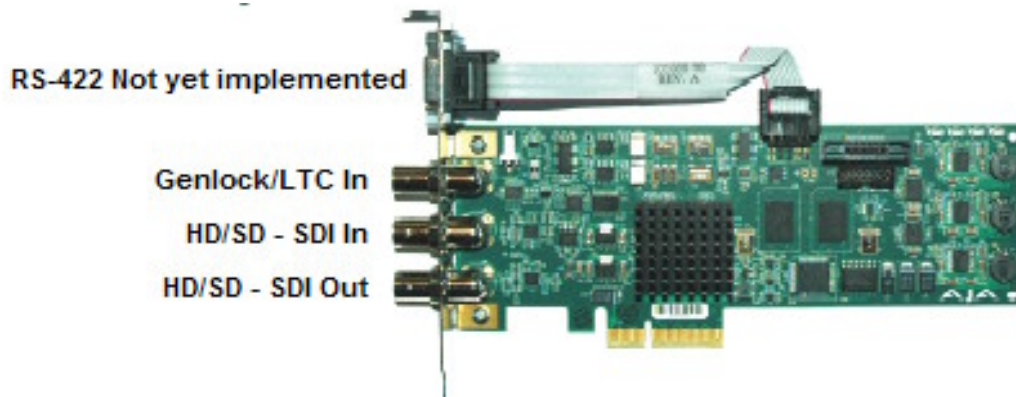
When sync or reference is detected, a **green reference present** indicator is located at the upper-right corner of the edit screen.

- **Video Input** (optional) – SD or HD video output from your switcher, video server or VTR connects to the middle BNC input on the optional video capture card. See diagram above.

- **Video Output** (optional) – This function is not implemented at the time of this printing.

- **GPI Input & Output** – The USB-1024LS has a physical capacity of 24 GPI I/O ports.

  As configured for the Fastrack at this time, 4 ports are available to be assigned as inputs for external control of Fastrack by an automation system or other mechanism, and 8 ports are available to be assigned as outputs for control by Fastrack.

  The 4 **input** ports are designated A0 through A3 and correspond to pins 21 through 24. A momentary pulse, connecting any of these pins to ground, will trigger the GPI associated with that port.

  The 8 **output** ports are designated B0 through B7 and correspond to pins 32 through 39.

  A GPI triggered by Fastrack causes a momentary contact closure between the associated port and ground.

  Any of the GND pins 9, 12, 15, 17, 19, 29, 32 and 40 can be used.

  Pin 30, +5V, is not used.
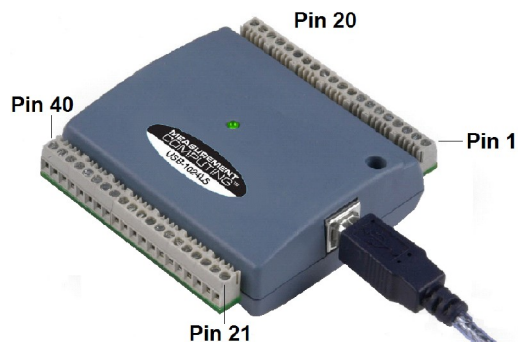
Pin	Signal Name	Pin	Signal Name
1	Port C0	21	Port A0
2	Port C1	22	Port A1
3	Port C2	23	Port A2
4	Port C3	24	Port A3
5	Port C4	25	Port A4
6	Port C5	26	Port A5
7	Port C6	27	Port A6
8	Port C7	28	Port A7
9	GND	29	GND
10	n/c	30	PC+5V
11	n/c	31	GND
12	GND	32	Port B0
13	n/c	33	Port B1
14	n/c	34	Port B2
15	GND	35	Port B3
16	n/c	36	Port B4
17	GND	37	Port B5
18	n/c	38	Port B6
19	GND	39	Port B7
20	CTR	40	GND

▪ **Video Switcher, Audio Mixer, VTRs, & Related Devices** - The interconnect cable from the chassis 62-pin connector attaches to the Serial Port Breakout Panel. All serially controlled devices then connect directly to the Breakout Panel.

Not all devices are controlled serially. Fastrack controls many devices via USB, over a network and over Ethernet. Check the Fastrack Peripheral Setup Guide or the specific device's manual for additional control information.

Note: Connection to the machine control ports does not assign devices to those ports. That is done later in the *Assignment Page Dialog*. Make notes of which devices are connected to which ports so you can easily make these assignments later. An assignment matrix is available for your use at the end of this chapter.

Break-out Panel

Each Break-out Panel provides 8 serial ports for device control.

The machine control ports use the RS-422 standard. These ports must be configured (assigned) before they will work. For detailed information, see *Configuring Fastrack* (pg. 18)

Connect the Break-out Panel to the Chassis using the provided 62-pin cable, which attaches to the serial card on the rear of the chassis.

2.3. Start-Up and Shut-Down Sequence

This section will give you information on how to start-up your Fastrack system, load its software, and shut-down your Fastrack system.

Turning On the Fastrack System

After all connections are made to the Fastrack chassis, turn on the power to your equipment in the following order:

1st: All controlled devices such as video servers, video switchers, audio mixers, VTR, etc.

2nd: Video and computer monitors including the monitor(s) for the Fastrack.

3rd: The Fastrack editor chassis.

4th: There are two power switches on the editor chassis. **First**, turn on the power at the rear of the chassis, and **then** turn on the power on the front panel of the chassis.

When the Fastrack starts up, a typical **BIOS** boot process will be displayed on the monitor and the **RAM** test will be run. Do not interrupt this process.

When the boot process is complete, Windows should go directly to the Windows

Desktop. Depending on how your system is configured, if Windows displays the login prompt:

> **"Press Ctrl + Alt + Delete to log on"**

Please do so.

Logging In

A single account has been set up at the factory for the Administrator.

> User name: **Administrator**
>
> Password: **triton**

Log-in using the Administrator account. For support reasons, changing the password is not recommended.

The system will initialize and display the Administrator's desktop. As with all Windows systems, the administrator should set up all necessary user accounts and desktops.

Starting Fastrack

On the desktop, you will find the **Fastrack icons**. The Fastrack.HD comes with 12-Tracks per page. This version of software is designed to be used with monitors whose native resolution is 1680 x 1050 or 1920 x 1080. For those of you who wish to use 1080x768 native resolution monitors, an 8-Track version is also available. The executable files for both 8-Track and 12-Track versions will be installed automatically in the Ftruntime folder when performing a full install of Version 6 software.

[Double Click] on this icon to start the Fastrack Application. The default shortcut created on the desktop is

C:\fastrack\ftruntime\fastrackXP.exe

Note: If you double-click the icon more times than necessary before the application has loaded, you may receive this message: **Fastrack may only run once at a time**.

Upon start-up, the Fastrack Timeline will be displayed automatically and full screen.

Fastrack Help

An interactive PDF of the Fastrack.HD Manual is available at the push of a button.

Press **[F1]** or [click] on **HELP [F1]** to open the manual. Once open, **[click]** on the "Bookmark" tab to open the Table of Contents. This manual is interactive, and selecting any heading or sub-heading in the TOC will take you directly to that section of the manual. [Clicking] on the last TOC entry, **INDEX**, will display the manuals Index, where

individual items can be found alphabetically, and searched to by [clicking] on the associated page number.

You can download continuously updated versions of this file from our website using the following URL:

http://www.editware.com/_Fastrack/FT-K7_Manual-2011.pdf

Once downloaded, place the "FT-K7_Manual-2011.pdf" file in the c:/fastrack/ftruntime directory.

Exiting Fastrack

Press **[ALT][F4]** to close the Fastrack Application and return to the Windows Desktop.

To return to the Windows Desktop <u>without</u> closing Fastrack,

Hold down the **Windows key** located on both the lower left and lower right of the keyboard, and press **[D]**.

Other useful hints for the Windows key …

Hold down the **Windows key** located on both the lower left and lower right of the keyboard between the **[CTRL]** and **[ALT]** keys and press…

Windows key [E] to open Windows Explorer

Windows key [D] to go directly to the desktop

Windows key [B] to bring up the Taskbar

Windows key to open the Start Menu

Shutting Off the Fastrack Computer

If you wish to shut down the Fastrack computer, after you have closed the Fastrack Application and any other program or Window you have open, perform the following.

1   [Click] the **Start** menu located in the lower left corner of your screen.

2   [Click] Turn Off Computer...

3   In the prompt that appears, **[Click] Turn Off**.

The Windows operating system will close itself down, and then automatically turn off the Fastrack safely.

Your Fastrack Port & Device Assignment Table

Use this Table to remember your port assignments.

	DEVICE	MODEL	PORT	V-XPT	A-XPT
MXR					
SWR					
T1					
T2					
T3					
T4					
T5					
T6					
T7					
T8					
T9					
T10					
T11					
T12					
AUX					
PGM					

3. INTRODUCTION TO THE FASTRACK

The Fastrack editor is a hybrid linear/non-linear controller specifically designed to interface with and control disk-based video servers, VTRs, audio mixers, video switchers, CGs, DVEs, and other production & post-production peripheral devices.

Fastrack can be configured as a linear editor with a Record Track, EDL, Match functions and other expected linear edit features, and, depending on the video server being used, can perform complex non-linear edits, with or without rippling the Timeline.

As a real-time "play-out" system, whole shows can be prepared on the Fastrack Timeline and played out without making a physical edit.

Edits are created on the Fastrack by placing or redefining Events on Tracks. A Track is a means of controlling and displaying a source on the Fastrack Timeline such as a video server channel, a VTR, a character generator, a switcher crosspoint, etc.

Each Event placed on a Track represents video and as many as twelve channels of audio from the device assigned to that Track. You may enable or disable each of the audio sub-Tracks and the video sub-Track on an Event-by-Event basis, and only active sub-Tracks will contribute to the end result of the edit.

If a Track represents a video server channel, different clips or sequences of clips may be played out back-to-back seamlessly in real-time or inserted directly into your program non-linearly. If the Track represents a linear device such as a VTR, the edits will be performed in real-time, and the Fastrack system may automatically stop and re-cue between Events.

Transitions such as dissolve, wipe, key(s), and audio crossfade are programmed by placing Events on alternate Tracks and assigning effects to them. The Fastrack commands the dissolve, wipe, and key(s) of most standard video switchers. Fastrack determines the FROM source for a transition automatically, providing you with more flexibility when moving Events around to test different effects and transitions.

Audio effects can also be performed in real-time when supported audio mixers are used.

3.1. K7 Keyboard and J6 Jogger Panel

Your Fastrack editing system includes the **K7 Keyboard** and **J6 Jogger Panel**. These devices help streamline work by having most functions available at the press of a key.

Many keyboard functions are also available with the mouse. These are also described within this manual.

All Fastrack functions can be executed by pressing the corresponding key on the K7 keyboard. The use of these functions is explained as they are presented in the section *Functions on the Fastrack* (pg. 41).

3.2. Getting Familiar with the Fastrack Screen

Two different versions and resolutions of the Fastrack screen are available for use with the HD version of Fastrack; the Fastrack SE standard 1024 X 768 with 8 Tracks, and the Fastrack.HD standard 1680 X 1050 with 12 Tracks.
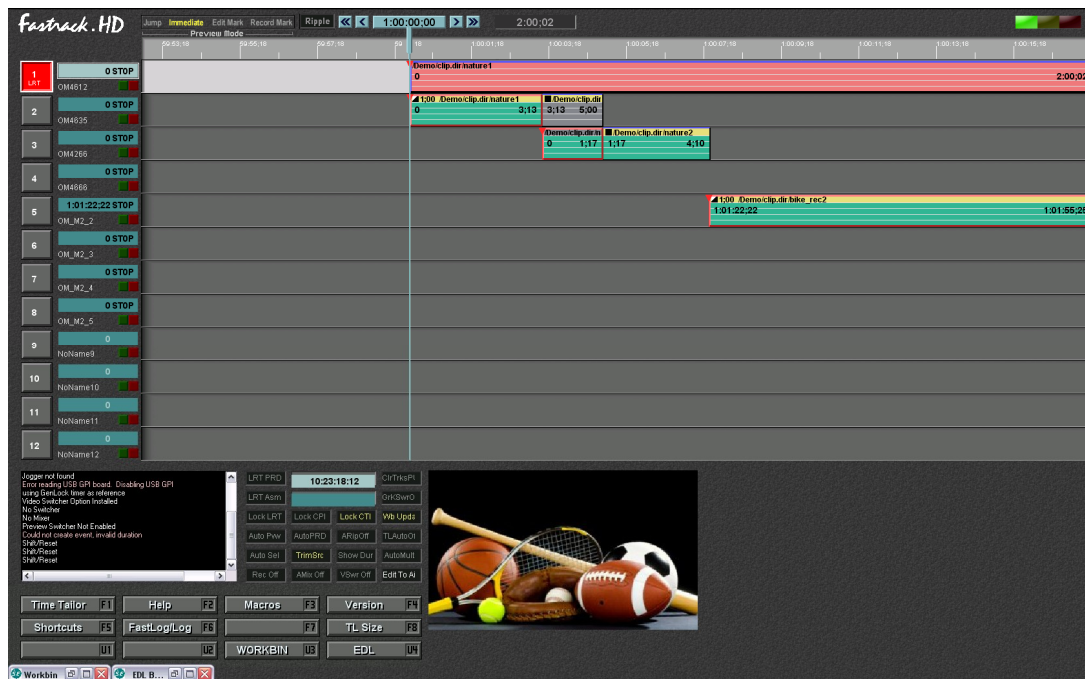
Before we move into configuring your Fastrack system, there are some important terms and concepts that may not be familiar to you. This section will give you an overview of the Fastrack and its terminology to better help you understand the next chapters of this manual.

Tracks
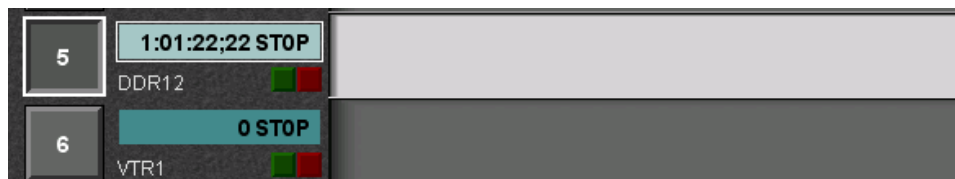
A **Track** represents information from a server channel, VTR, or other source that has been assigned to it in the Assignment Page. Only one device can be assigned to a Track at a time.

In the **Fastrack.HD** version there are 12 Tracks per **page**. If your Fastrack has optional **Track Pages**, you can have up to 72 Tracks across 6 Pages.

In the **Fastrack SE** version there are 8 Tracks per **page**. If your Fastrack has optional **Track Pages**, you can have up to 80 Tracks across 10 Pages.

For more information about assigning Tracks, see the section *Assignment Page* (pg. 19).

For more information on Tracks and Track related functions, see *Working With Tracks* (pg.41).

For more information about working with Tracks and using Track Pages, see the section *Basic Excercises* (pg. 48).

Timeline Scale Display

The **Timeline Scale Display** can be used to measure the playout time of your Edit and displays your position within the Edit. *This Timeline is for reference only, and does not affect the final Edit.*

The Timeline Display is fully adjustable. For more information, see the section *Changing the Scale of the Timeline Display* (pg. 65).

Events
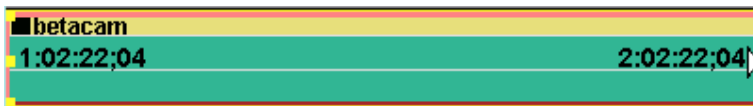
When a clip from a server, a VTR, or other source is placed on a Track, it becomes an **Event**. An Event can be moved, manipulated, or deleted, and the original media will remain unaffected. Editing is accomplished by placing multiple Events across the Timeline.

For more information on Events, including how to create them, see the section *Loading a Clip* (pg. 52).

Track Status Display
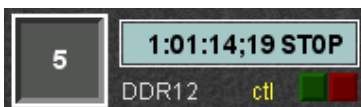
To the left of each Track is its **Track Status Display**. Timecode or Timer status from the

device assigned to this Track is displayed here, as well as the Track number, current motion status, speed, and name.

For more information about the Track Status Display, see the section *Track Status Display* (pg. 42).

Video Window

The window in the lower center of the screen is the **Video Capture Window**. If your Fastrack has the optional **video capture card** for on-screen monitoring, the **Program** or **Aux Bus** output of your video switcher, or the output of the **R-VTR** might be displayed here.

To change the display format of the Video Window:

[Click] within the video widow. The Video Format menu will be displayed.
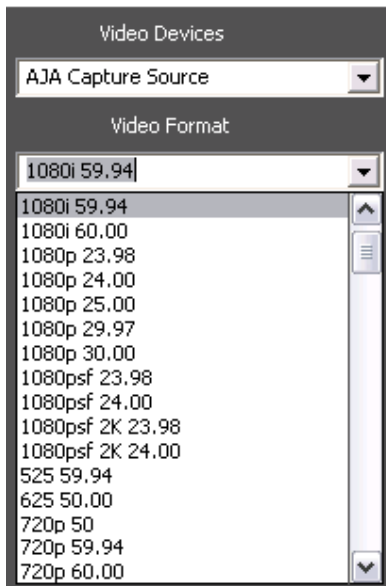
Select the desired display format for the video input to this card.

Dialog Area

The area to the right of where the Video Window is located is used for the display of Dialogs. In Fastrack, a **Dialog** is a function menu with selectable settings or options. For example, if you want to change a transition setting for your video switcher, this is where the **Video Effects Dialog** will appear when opened.

After you are finished using a Dialog, **[Click] OK,** press **[ESC]**, or **[right-click]** on the Dialog **background** to close the Dialog.

Configuration Shortcuts
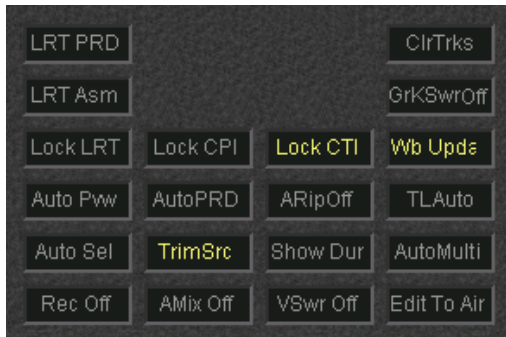
Configuration Shortcuts are assignable buttons on the main Fastrack screen that toggle assigned system or INIT Page settings on and off. For example, instead of opening the Video Switcher Dialog to disable the video switcher, you may simply **[click] VSwr Off**.

When a Shortcut is **enabled**, it is **yellow**; when **disabled**, it is **ghosted**.

To assign a new item to a Configuration shortcut button:

1   **Position** the mouse cursor over the field to be modified.

2   **[Right-click]** the mouse. The text in the Status Shortcut field will turn **red** and the **Shortcut Assignment Dialog** will open with the item currently assigned to this field displayed in the **Select New Function** field.

3   From the **Select New Function** drop-down menu, select an item to assign to this field. A brief description of the function will be displayed in the display area at the bottom right of the dialog.

4   Press **OK**. The selection of the Status Shortcut field will be changed to the newly assigned item.
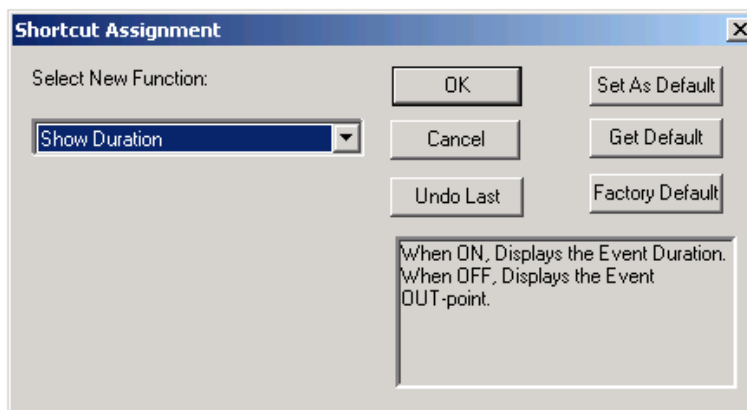
The sections of this Dialog are explained below:

- **SELECT NEW FUNCTION -** This drop-down menu lists all the items that can be assigned to a Status Shortcut button.

- **OK - [Click] OK** to accept and assign the newly selected function.

- **CANCEL - [Click] Cancel** to dismiss the dialog and make no changes.

- **UNDO LAST - [Click] Undo Last** to undo the last action in this dialog.

- **SET AS DEFAULT - [Click] Set as Default** to save all currently set Status Shortcut items as a user recallable group. This Group of setting can be recalled by pressing **Get Default**.

- **GET DEFAULT - [Click] Get Default** to restore the previously saved Status Shortcut items as a group. This Group may be different from the Factory Default or the FTConfig.ini settings.

- **FACTORY DEFAULT - [Click] Factory Default** to restore the factory Default Status Shortcut items as a group. This Group may be different from the user saved Status Shortcut or the FTConfig.ini settings.

Timecode Entry and Numeric Entry

The two fields surrounded by the Status Shortcuts are the **Timecode Entry** and **Numeric Entry** fields.

- **Absolute** number entries are displayed in the **upper** numeric field; for example, **SET IN** and **DUR**.

- **+ and - Values** are displayed in the **lower** numeric field; for example, **TRIM**.

Soft Function Keys

The **Soft Function Keys** correspond to the **[F1] - [F8]** keys on the K7 Keyboard. The functions displayed on the F-Keys differ depending on which dialog is currently open.

The **[U1] - [U4]** keys are hard coded and only accessible by clicking on them with the mouse. These soft keys toggle the described displays open or closed.

Message Window
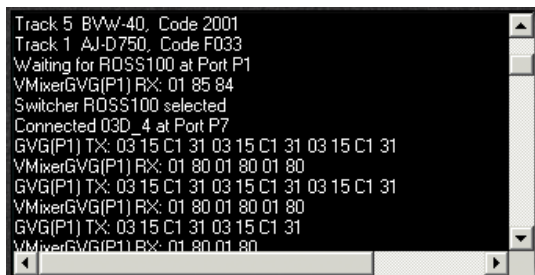
In the lower left of the Fastrack screen is the **Message Window**. Start up, configuration, data trap, and system status messages are displayed here.

Messages displayed in **red** are error messages or warnings.

Preview Modes

The four selectable items at the top left of the Fastrack screen are the different **Preview Modes** available for previewing your Edit. The active Preview Mode is displayed yellow.

For more information about previewing and Preview Modes, see the section *Previewing the Edit* (pg. 115).

Ripple Indicator
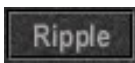
To the right of the Preview Mode selections is the **Ripple Indicator**. Ripple is a means of moving or deleting a portion of an edit or Timeline without leaving a gap and without disrupting the sequence and relationship of all following Events on the Timeline.

Pressing **[RIPLE]** or **[clicking]** the Ripple Indicator will activate the Ripple feature.

- This indicator is **yellow** when Ripple is **ON**.
- This function affects the Timeline and not the EDL.

For more information about Ripple, see the section *Ripple* (pg. 88).

Current Time Indicator (CTI)

The blue indicator above the Tracks is the **Current Time Indicator**, or **CTI**. The CTI defines the current Timeline location. The arrows next to the CTI are used to jump the CTI around the Timeline.

The **single** directional arrow moves the CTI to the next encountered Point of Interest.

The **double** directional arrow moves the CTI to the beginning or end of the Timeline.

For more information about the CTI and using the Timeline, see the section *Moving Around on the Timeline* (pg. 63).

Program Timer

1:00:00;00
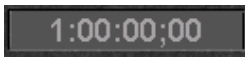
To the right of the Current Time Indicator is the **Program Timer**. When at-rest, the Program Timer displays the **total time** from the beginning of the first Event on the Timeline to the end of the last Event on the Timeline.

During Preview or Recording, the Program Timer displays the **countdown** to an edit and the **elapsed time** since the edit.

Program Timer Calculator

The Program Timer can also be used as an Event calculator that can add the durations of Events that are **selected**.

To calculate the durations of selected Events:

1   **[Click]** in the **Program Timer display**. The numeric display will turn **blue**.

2   **Select** an Event by **[clicking]** on it.

When an Event is selected, the borders of the Event will turn yellow, and the duration of that Event will be displayed in blue in the Program Timer display. Each successive selection of an Event will add its duration to the displayed time.

- To select **multiple Events**, depress the **[CTRL]** key while selecting Events.
- To select a **range of Events**, select the **first** Event, then depress the **[SHIFT]** key and select the **last** Event in the range.
- To **remove** a selected Event from the calculation, depress the **[CTRL]** key and select the Event(s) to remove.

Control Status Lamps

The three colored lights next to the Program Timer are the **Control Status Lamps**. Similar to the Active Track Status LEDs, these lamps give you information about Fastrack status.

- **Green** - Sync Reference Detection.
- **Yellow** - Previewing.
- **Red** - Recording.

You may [**Click**] on the yellow **Preview** or red **Record** Status Lamps to initiate their functions.

4. CONFIGURING FASTRACK

4.1. Assignment Page

There are two sections of this manual where configuration items for Fastrack are found. They are the **Assignment Page** and the **Initialization Page**.

Note: Detailed setup information for many specific devices is found in the Fastrack **Peripheral Setup Manual** or online at **www.editware.com**.

Pressing **[SHIFT][ASGN]** opens the **Assignment Page Dialogs**. These dialogs let you assign devices to Tracks, exchange Tracks with each other, assign mixer and switcher crosspoints, and enable and disable the device controllers of each Track.

Track	On	Device Name	Class	Device	Auto	Port	Pool	V-Switcher Video	AudioMixer Start	Count
1	☒	Record	K2	K2	☐	k2-01bb01125:R1	K2	1	1	4
2	☒	OM4635	OMNET	auto	☐	192.168.1.90:DV_pla	OM	4	5	4
3	☒	OM4266	OMNET	auto	☐	192.168.1.90:DV_pla	OM	5	9	4
4	☒	K2-P2	K2	K2	☐	192.168.1.90:DV_pla	K2	9	13	2
5	☒	DDR12	VDCP	SeaChange	☐	P2	VDCP	11	15	2
6	☒	VTR1	SONY	auto	☐	P6	VTR	14	17	4
7	☒	VTR2	SONY	auto	☐	P7	VTR	15	21	4
8	☒	VTR3	SONY	auto	☐	P8	VTR	16	25	4
9	☒	DVE1	SONY	DVEOUS	☐	P3	VTR	19		
10	☒	DVE2	SONY	DVEOUS	☐	P4	VTR	20		
11	☒	CG1	PIXELPWR	none	☐	none	CG	24		
12	☒	CG2	PIXELPWR	none	☐	none	CG	25		

Swap Tracks   ASSIGN DIALOG

Record / Preview Mode
- ☑ Linear SE Mode ☐ Black Program Black ☑ Auto Extend Events
- ☐ Marks Table ☐ Use Pgm/Dsk Black ☑ Monitor Switch Only
- ☐ Record Off ☐ Off Air Sw Aux Bus ☐ Preset Preview

Record Track   Monitor Modes
1, Record   ☐ EE Video ☑ Switch Pgm Video
              ☐ EE Audio ☑ Switch Pgm Audio
1, Record
2, OM4635
3, OM4266
4, K2-P2
5, DDR12
6, VTR1

Video Switcher
☑ Enabled
☐ Switcher Off
Settings

Audio Mixer
☑ Enabled
☐ Mixer Off
Settings

A/V Preview Switching
☑ Enabled
Settings

Auto Cache Rec
☐ Enabled
☐ Temp Disable LRT
☐ Temp Disable Swr
Head/Tail   1:00
Auto Cache Rec Track
.none.

Settings for the Video Switcher, Audio Mixer, A/V Preview, and Linear Mode are also found on this page. Make your selections in this menu using your mouse or the four arrow keys. The sections of this Dialog are explained below:

- **TRACK -** This number corresponds to the Track number to which you are assigning a device or crosspoint.

- **ON** - With this box selected ☒, you enable control of the assigned device. With this box not selected ☐, Fastrack can select the device's crosspoints, but you will not be able to control the device.

- **DEVICE NAME** - Enter a descriptive name for the device assigned to this Track. This name will be displayed in the **Track's Status Display**, and if the INIT Page item "Track Labels" in ON, the first 3 letters of this name will be displayed in a larger font on the associated Track button**.**

    Spaces and special characters are allowed here.

- **CLASS** - This is the class or type of device you are assigning, such as VTR, Video Server, CG, etc.   **[Click]** on the right side of this field for a drop-down menu of currently defined classes.

    If you are assigning a crosspoint on a switcher, select **XPNT**.

    To clear all selections on this Track, select **none**.

    All Panasonic VTRs should be assigned as Sony.

- **DEVICE** - This is the specific device you are assigning. For example, if the CLASS was SONY, the DEVICE might be a DVW-M2000, HDW-M2000, etc.

    [Click] on the right side of this field for a drop-down menu of currently supported devices in the selected Class.
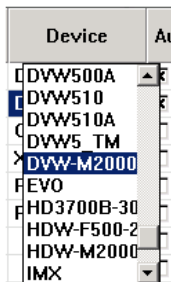
    Note that some devices do not have their own drivers, and may use drivers created for other models or devices.

- **AUTO** - If this item is selected ☒, Fastrack will query an assigned Sony or Panasonic VTR, and auto-select the correct driver.

Note: This ability is not supported by all VTRs.

- **PORT** - **[Click]** on the right side of this field for the Port drop-down menu.

Port
P1
P2
P3
B021390:1
P4
P5

If a device is assigned that is controlled through a **serial connection**, a list of all available serial ports is displayed.

If the device assigned is a **networked** device, a list of hosts and their channels are displayed.

- **POOL** - Devices of the same kind should be assigned the same Pool name. For example, all VTRs may be given the Pool name of **VTR** even though one might be a **Sony** DVW-500 and the other a **Panasonic** AJ-D950. One purpose for the "Pool" assignment is to prevent a device of one type, such as a VTR, from being improperly treated as another type of device, such as a server channel.

Pool
VTR
VTR
Omn
Pro
DVE
DVE

- **V-SWITCHER** - Assign video crosspoints based upon the inputs to your video switcher.

- **AUDIOMIXER** - The Audio Mixer crosspoints are assigned differently depending on the type of Mixer selected in the Audio Mixer Settings Dialog.

With a digital audio mixer using **D/ESAM** protocol (Graham-Patten), you might specify the **Logical** value in the first column and the **Virtual** value in the second column.

V-Switcher	AudioMixer	
Video	Logical	Virtual
2	1	7
3	2	8
11	3	9
4	4	10
5	5	11
6	6	12
1		
11		

Note: See your Graham-Patten manual for more specific details on logical and virtual assignments. Graham-Patten is now supported by Isis, Grass Valley, CA.

For other direct control mixers (Sony, Yamaha, ESAM II etc.), enter the starting fader number in the first column and the amount of faders in the second column.

V-Switcher	AudioMixer	
Video	Start	Count
1	1	4
2	5	2
5	7	4
7	11	4
8		
9		
10	15	2
0	0	

For example, if you have the first four channels of audio on Track 1 and two channels on Track 2 you would enter:

Track 1 - Start =**1**, Count = **4**

Track 2 - Start =**5**, Count = **2**

- **ROUTER** - These assignments are not available at the time of printing.

Swap Tracks

You can exchange (swap) Source Assignments on the Assignment Page automatically.

1 Press **[SHIFT][ASGN]** to open the Assignment Page.

2 On the Fastrack GUI, **select the Track** you wish to exchange with.

3 In the Assignment Page, **select the Track** you wish to exchange.

4 Press **[SHIFT][EXCHG]** or **[Click]** the **Swap Tracks** button on the Assignment Page. The two sources in the Assignment Page and all their assigned values will be exchanged. For example:
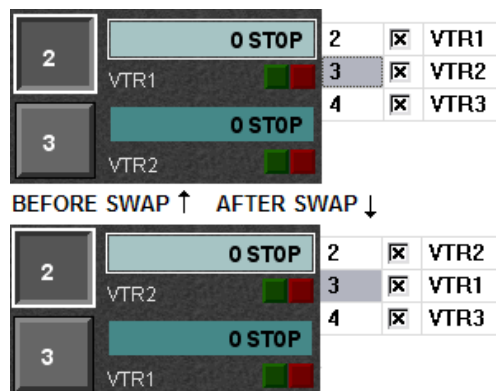
Assign Dialog
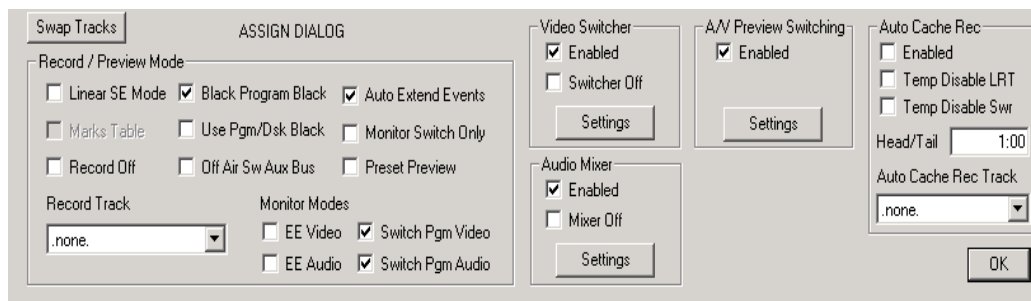
The **Audio Mixer**, **Video Switcher**, and **A/V Preview Switching** sections of the Assignment Page each have their own dialogs. You may enable and disable control of these devices under their respective headings, and **[clicking]** the **Settings** button will open their corresponding dialogs.

Selecting ☑ **Mixer Off** or ☑ **Switcher Off** in the dialogs or the Status Shortcut area will disable crosspoint control over these devices, while still allowing MEM, PEGS and Preview command data to pass through. De-selecting ☐ **Enabled** disables crosspoint control and passage of MEM, PEGS and Preview command data.

To easily switch between the Assignment Page, Video Switcher, Audio Mixer, and A/V Preview Switching dialogs, press the F-key that corresponds to the Dialog you wish to open.
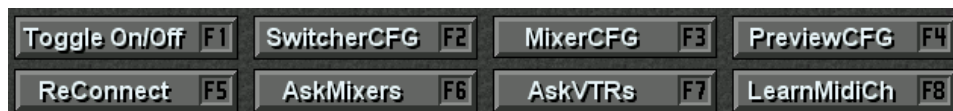
Navigating the Assignment Page

As long as you do not have a text field open, you may:

- Move your cursor up, down, left, or right by using their respective **arrow keys**.

- Press **[HOME]** to move your cursor all the way to the **left**, or press **[END]** to move your cursor all the way to the **right**.

- Press **[T1-T8]** to select the corresponding **Track T1-T8.**

- [Click] **[T9-T12]** to select the corresponding **Track T9-T12.**

- Press **[CTRL][0]** through **[CTRL][6]** to select the corresponding **Page**.

At any time you may:

- Use the mouse wheel to scroll the Assignment Page.

- Use the Jog wheel to scroll the Assignment Page.

- Press **[SPACEBAR]** to check and uncheck boxes if they are highlighted.

Video Switcher Dialog

Pressing the **Settings** button under **Video Switcher** on the Assignment Page will open the **Video Switcher Dialog**.
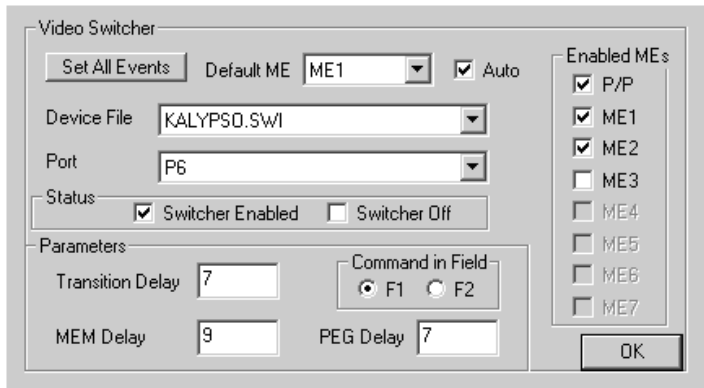
The options of this Dialog are explained below:

Video Switcher

- **SET ALL EVENTS** - **[Clicking] Set All Events** forces the active M/E on all Events on the Timeline to be the same as the M/E selected from the **Default ME** drop-down menu in the Video Switcher Dialog.

  This action only affects Events currently on the Timeline, and has no effect on Events added after the fact.

- **DEFAULT ME** - The M/E selected in the **Default ME** drop-down menu will be the default M/E for an Event when created. This can be changed at the Event level in the **Effects Dialog** after the Event has been created. Assure that you select your working M/E when assigning your switcher.

- **DEVICE FILE** - This drop-down is used to select the appropriate **.SWI** (switcher driver) file for your switcher.

  For any new switcher protocol to properly load with the expected M/E's assigned (per the M/E mask in the .swi file), you must follow this procedure:

  1 **[Click] OFF** ☐ **Switcher Enabled.**

  2 **Select** your new switcher protocol.

  3 **[Click] ON** ☑ **Switcher Enabled**.

  OR

  Press **[SHIFT][RESET]**

- **PORT -** Use this drop-down menu to specify the serial port to be used to control your switcher.

Status

- **SWITCHER ENABLED** - De-selecting ☐ **Switcher Enabled** *disables* crosspoint

control over the video switcher as well as passage of MEM, PEGS, and Preview command data from and to the switcher.

- **SWITCHER OFF** - Selecting ☑ **Switcher Off** *disables* crosspoint control over the video switcher while still allowing MEM, PEGS and Preview command data to pass from and to the switcher.

Parameters

- **TRANSITION DELAY** - Use this setting to adjust when the transition command is sent to the switcher.

- **MEM DELAY** - For switchers with memory capability, use this setting to adjust when the memory recall command is sent to the switcher.

- **COMMAND IN FIELD** - Use this setting to define on which field the command to switch is sent to the switcher.

- **PEG DELAY** - Use this setting to adjust when the PEGS command is sent to the switcher.

Enabled MEs

As many Fastrack users may be sharing the resources of their switchers with control rooms or additional edit bays, the **Enabled MEs** section of the Video Switcher dialog gives the user the ability to enable ☑ which control area of the current switcher, as defined in the switchers' .**swi** file, will be enabled for use by this Fastrack. No command will be sent to any control area of the current switcher if disabled here first, as it may be in use elsewhere.

In the previous image, the **Program/Preset**, **M/E1** and **M/E2** buses have been enabled ☑ for use by Fastrack. **M/E3** is available for use, but has been disabled ☐, so no commands will be sent to that M/E. **M/E4**, **M/E5, M/E6** and **M/E7** are not defined in this switchers .**swi** file, so they are unavailable and ghosted.

Audio Mixer Dialog

Pressing the **Settings** button under **Audio Mixer** on the Assignment Page will open the **Audio Mixer Dialog**.
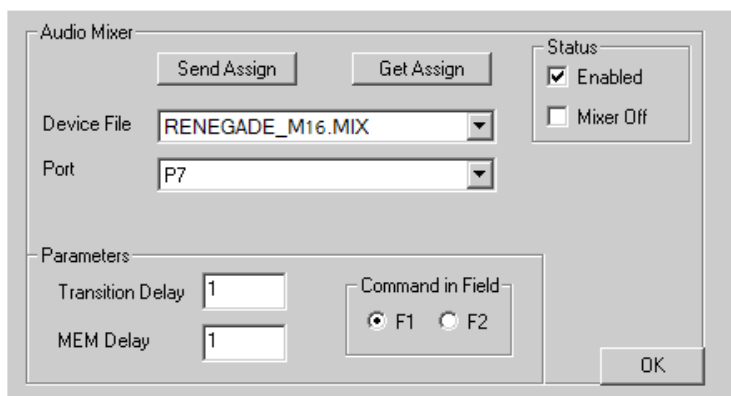
The options of this Dialog are explained below:

Audio Mixer

- **SEND ASSIGN** - **[Clicking] Send Assign** will configure the audio mixer to match logical and virtual settings as defined in the Assignment Page *****.

- **GET ASSIGN** - [**Clicking] Get Assign** will get the virtual settings from the mixer *****.

  * Note: The **Send Assign** and **Get Assign** functions are only available for **Graham**- **Pattern D/ESAM** protocol mixers.

- **DEVICE FILE** - Use this drop-down menu to specify the appropriate **.MXR (mixer driver)** file for your Mixer.

- **PORT** - Use this drop-down menu to specify the serial port used to control your Mixer. If your mixer is **USB** controlled, select **None** here.

Status

- **DISABLED** - De-selecting ☐ **Enabled** *disables* crosspoint control over the audio mixer as well as passage of MEM, PEGS and Preview command data from and to the mixer.

- **MIXER OFF** - Selecting ☑ **Mixer Off** *disables* crosspoint control over the audio mixer while still allowing MEM, PEGS and Preview command data to pass through from and to the mixer.

Parameters

- **TRANSITION DELAY** - Use this setting to adjust when a transition command is sent to the mixer.

- **MEM DELAY** - For mixers with memory capability, use this setting to adjust when the memory recall command is sent to the mixer.

- **COMMAND IN FIELD** - Use this setting to define on which field the command to switch is sent to the mixer.

A/V Switching Mode

Pressing the **Settings** button under **A/V Switching Mode** on the Assignment Page will open the **A/V Preview Switcher Dialog**.

The options of this Dialog are explained below:

Video Preview

- **USE AUX BUS** – With **Use Aux Bus** and **Enabled** selected ☑, Video Preview Switching is performed on a switcher **Aux Bus**. When monitoring the assigned **Aux Bus Out**, you should select and see the record device during the pre-roll, switch to the Program Re-entry crosspoint at the edit IN-point (usually the on-air M/E) and see the output of the switcher, then switch back to the record device at the edit OUT-point.

  In the text field, enter the desired Aux Bus number to be used as a Preview Switcher when the Linear Edit Mode is enabled.

- **PGM REENTRY** – Enter the crosspoint on the Aux Bus where the Program Out appears (usually the on-air M/E). If this crosspoint number is not available for your particular switcher, patch or route the PGM OUT to an accessible crosspoint.

- **DELAY** – Enter the amount of delay, if any, needed for the Aux Bus switch to be frame accurate.

- **ENABLED** – Enables and disables preview switching on the Aux Bus.

Audio Preview

- **USE MIXER** - With **Use Mixer** and **Enabled** selected ☑, Audio Preview Switching is performed through the audio mixer. When monitoring mixer out, you should hear the record device during the pre-roll, the PGM or mixer out at the edit IN-point, then switch back to the record device at the edit OUT-point.

- **RECORD CONFIDENCE** – With this item selected, the record device will continue to be monitored in the audio mixer during a recording, rather than the PGM out.

- **DELAY** – Enter the amount of delay, if any, needed for the audio mixer preview switch to be frame accurate.

- **ENABLED** – Enables and disables preview switching in the audio mixer.

Separate Preview Switcher

If you select a device from the **Separate Preview Switcher** Dialog and *disable* ☐ **Use Aux Bus**, an external switcher can be used as the preview switcher. When monitoring the external preview switcher, you should see the record device during the pre-roll switch to the Program Reentry crosspoint at the edit IN-point (usually the on-air M/E), then switch back to the record device at the edit OUT-point.

- **DEVICE FILE** – Select a device from the pull-down menu to be used as an external preview switcher.

- **RVTR Xpnt** – Enter the crosspoint assigned to the **R-VTR** on the Preview Switcher.

- **PGM Xpnt** – Enter the crosspoint assigned to the Video Switcher **PGM OUT** on the Preview Switcher.

- **PORT** – Select the port connected to the external preview switcher.

- **TIMING DELAY** - Enter the amount of delay, if any, needed for the preview switcher

to switch frame accurately.

- **F1-F2** – Select the field in which the command to switch will be sent to the external preview switcher.

Record/Preview Mode

In the lower-left corner of the Assignment Page is the **Record/Preview Mode** section.
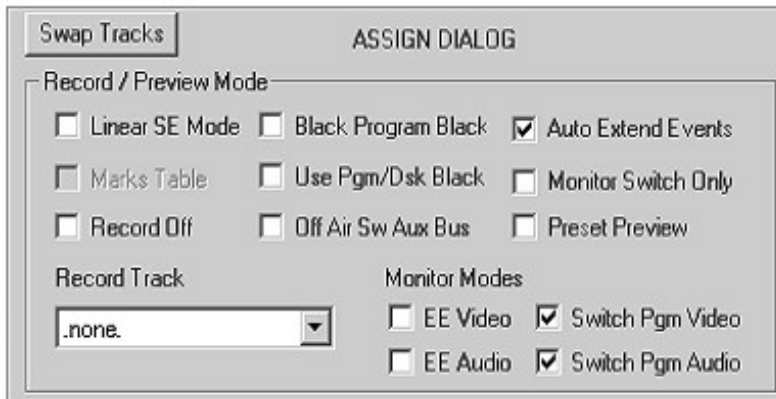
The options in this section of the dialog are explained below:

- **LINEAR SE MODE** - When checked ☑, places the system into **Linear Mode**. If this selection is ghosted, this option is not installed. A **Record Track** must <u>first</u> be selected from the pull-down menu in order to turn on the Linear SE Mode.

  For information specific to the Linear Mode, see the chapter *Linear Mode* (page 135)

- **RECORD OFF** - When checked ☑, sends a "paper edit" or "dummy edit" to the EDL when **[RECORD]** is pressed. This function only applies to the Linear Mode.

- **RECORD TRACK** - In the Linear Mode, this is the Track to be used as the Linear Record Track (**LRT**).

  When <u>not</u> in the Linear Mode, Events mounted on this Track will automatically be Record Events. A Record Event can be instantly changed to a Source Event by selecting it and pressing **[ALT][EVENT]**.

  Always use Track **T1** as the **LRT**.

- **BLACK PROGRAM BLACK** - When checked ☑, any gaps encountered in the Timeline during a preview or recording, are filled with **black** (switcher model dependent). It also sets **black** as the **FROM** source on the **first** Event and the **TO** source on the **last** Event on the Timeline. The black source comes from the video switcher.

  When <u>not</u> checked ☐, gaps encountered in the Timeline during a preview or recording are filled with the outgoing video from the Event preceding the gap.

- **USE PGM/DSK BLACK** - When this item is checked ☑, black for the **Black Program Black** feature comes from the **DSK**. When not checked ☐, black for the **Black Program Black** feature comes from the **PGM Bus** of the switcher.

  Note: This feature does not work the same for all video switchers.

- **OFF AIR SW AUX BUS** - With this item checked ☑, switching source Green keys while "at rest" switches between the sources, but on the **Aux Bus** only.

   When <u>not</u> checked ☐, switching source Green keys while at rest switches between the assigned sources on the designated **M/E**.

- **AUTO EXTEND EVENTS** - With this item checked ☑, **FROM** Events in Transitions will automatically be extended through the end of the Transition. *This feature <u>does not</u> apply to VDCP controlled devices.*

- **MONITOR SWITCH ONLY** - With this item checked ☑, the Links AVS-816 switcher will not switch sources during a Record or Preview, but only while at rest.

- **PRESET PREVIEW** - If you have the Preset Bus and Program Out of your video switcher feeding individual monitors, checking ☑ this option will switch the preset (next source) to the Preset Bus monitor (switcher dependent).

Monitor Modes

The four monitor settings are explained below.

- **EE VIDEO** - With **EE Video** selected ☑, the Record device (usually a VTR) will be used to monitor the preview and recording of video via E-E switching circuitry in the VTR. Monitoring the Record device "Video Out", you should see the record device in PB during the pre-roll, switch E-E to show the device "Video In" (usually the switcher program out), then switch back to the record device in PB at the edit OUT-point.

   EE VIDEO can be used even if **EE AUDIO** is not selected.

- **EE AUDIO** - With **EE Audio** selected ☑, the Record device (usually a VTR) will be used to monitor the preview and recording of audio via E-E switching circuitry in the VTR.   Monitoring the Record device "Audio Out", you should hear the record device in PB during the pre-roll, switch E-E to hear the device "Audio In" (usually the mixer program out), then switch back to the record device in PB at the edit OUT-point.

   EE AUDIO can be used even if **EE Video** is not selected.

- **SWITCH PGM VIDEO** - With **Switch Pgm Video** selected ☑, multiple sources "inside" the edit get switched by the editor during the edit. When disabled ☐, only manual control of the video switcher is allowed.

- **SWITCH PGM AUDIO** - With **Switch Pgm Audio** selected ☑, multiple sources "inside" the edit get mixed by the editor during the edit. When disabled ☐, only manual control of the audio mixer is allowed.

Auto Cache Record (FastCache)

The FastCache feature allows the user to automatically cache (copy) a VTR Event to a new server Clip.

Before using AutoCache, you must enable it in the Assignment Page.

1   Press **[SHIFT][ASGN]** to open the Assignment Page.

The options of this Dialog are explained below:

- **ENABLED** - Check ☑ **Enabled** to activate the Auto Cache feature.

- **TEMP DISABLE LRT** - Check ☑ **Temp Disable LRT** if you are in the Linear Record Mode and you do not wish the LRT to interfere with the cache.

- **TEMP DISABLE SWR** - Check ☑ **Temp Disable Swr** to keep the switcher from changing sources if the cache record device is receiving its input from the switcher.

- **HEAD/TAIL** - Enter the Head/Tail handle length you wish to add to the Event to be cached.

- **AUTO CACHE REC TRACK** - From this pull down menu, select the Auto Cache Rec Track to which you will be recording.

2   After enabling AutoCache, **select** the Event to be cached and press **[RECORD].** The follow will occur:

- The new Record Event will be automatically placed on the Auto Cache Record Track

- The new Record Event will have the Head/Tail time added on both ends equally.

- The Source Event will have the Head/Tail time added on both ends equally.

- The Record Event will have the same ID as the source.

- After recording, the source Event will return to its original length.

4.2. Initialization Page

Press **[SHIFT][INIT]** to open the **Initialization Page.**

This page allows the setting of most of Fastrack's operational parameters. Some of these values should not be changed except when instructed to do so by Editware. Most values, however, are clearly available for user definition, and can also be assigned to Shortcut Keys for quicker access**.**

To change a value in the Inititialization Page:

1 **[Click]** in the **Value** field and **change** the value.

2 Press **[ENTER]** to **accept** the value.

Settings.

- **FRAMES PER SECOND** – This setting establishes the system or Timeline frame rate with these values: **25fps (PAL), 30fps (NTSC),** or **24fps (Film/HD).** A restart of the Fastrack application is required for changes to take effect.

- **AUTO SAVE INTERVAL -** This setting defines how often, in seconds, the system will **autosave** the current Edit (the Fastrack Timeline). The saved file is called **Autosave**.**L2D**, and its default location is **C:\Fastrack\FTRuntime\EDL\.**

  Each time the Timeline is Autosaved, it writes the current Timeline condition **over** the previously saved Autosave.L2D file.

  Autosave is a background task, and only saves after changes have been made to the current Timeline. If the value is **0**, Autosave will be turned off.

  More information about saving can be found in the section ***Saving and Recalling Your Work*** (pg. 113).

- **TIMELINE START DEFAULT** – The time entered here in **hh:mm:ss:ff**, defines the default location of the Timeline at the start of the Fastrack application, or whenever a **new** Timeline is created.

  To set the Timeline to be **DF** or **NDF**, see ***Timeline Dropframe*** later in this section.

- **MAX TOTAL EDIT DUR** – The time entered here in **hh:mm:ss:ff**, is used to calculate and display the remaining edit duration when **Settings**.**TotalDurMode** is set to **Count Down**.

- **DEFAULT EVENT DURATION** – The time entered here in **hh:mm:ss:ff**, becomes the default duration of a new **XPNT** or **VTR** Event placed on the Timeline as a result of pressing the **[MARK IN]** or **[IN]** keys.

- **TIMER** – Use **Genlock** unless you have no other reference available.

- **ENABLE VIDEO CAPTURE** – Selecting **Yes** enables use of the optional video capture card if installed. This video window can be displayed in multi SD/HD formats.

  To change the display format:

  [Click] in the video widow. The Video Format menu will
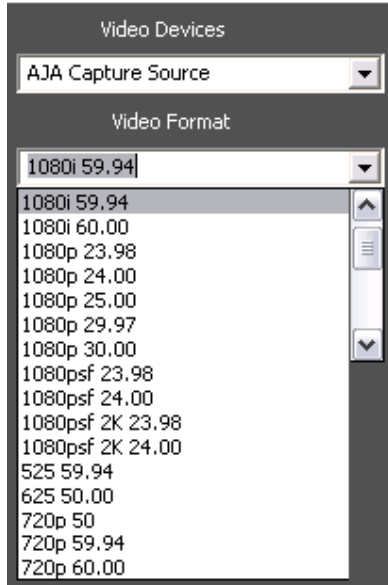
Select the desired display format for the video input to this card.

- **ALLOW CRASH RECORD** – Set to **Yes**, this setting allows **Hard Recording** or **Manual Recording** when **[SHIFT][RECORD][RECORD]** is pressed.

  When set to **No**, "Hard Recording" or "Manual Recording" is <u>not</u> allowed.

- **KEYMAP** – Defines the AT keyboard style you are using. *Do not change this setting unless instructed to do so by Editware.*

- **TOTAL DUR MODE** – Defines the display mode of the **Program Timer**. **Count Up** will display total remaining time to the end of last Event on the Timeline. **Count Down** will display the remaining time from the end of the last Event to the time set in.

- **INVERT SHIFT IN/OUT KEYS** – Setting this value to **YES** will swap the **[IN]** and **[SHIFT][IN**] functions.

  For more information about these functions, see the section *Moving an Event on the Track* (pg. 66).

- **INVERT MOVE EVENT** – Defines if the **IN-time** of an Event will change when the **IN-point** of the Event is dragged.

  When **No** is selected, the IN-time of the Event does <u>not</u> change when dragging the IN-point but the **OUT-time** does.

  These functions are **reversed** when performed while holding the **[CTRL]** key depressed.

  For more information about trimming with InvertMoveEvent, see the section *Trimming Events Using the Mouse* (pg. 69).

- **LOCK CPI** – Defines if the **CPI** (Current Position Indicator) is allowed to play off the screen or if the Timeline is scrolled to follow the CPI.

  When this value is set to **No**, pressing **[PLAY]** plays the current Event with the **CPI** running free and able to run off the screen.

  When this value is set to **YES**, pressing **[PLAY]** plays the current Event with the CPI locked to the **CTI**, keeping the CPI locked to the center of the screen.

Regardless of the status of this setting, pressing **[ALT][PLAY]** temporarily locks the CPI to the CTI, causing the CPI to stay centered at the CTI when an Event is in Play. Pressing **[ALLSTOP]** resets this temporary condition.

- **TRIM AND SEARCH** – When this value is set to **Yes**, a device will search to the IN or OUT-point of the selected Event whenever the Event IN or OUT-point is modified or when the IN or OUT-point is **[clicked]** upon.

- **NUMBER OF MONITORS** – Defines the number of monitors attached to the Fastrack.

  Enter a value of **1** for dual monitors (standard mode).
  Enter a value of **4** to extend the GUI over two monitors.

  Any other value will be accepted as **1** monitor (standard mode).

- **MULTICAM** – Enables the MultiCam mode, where hot switching on the K7 Keyboard creates new edits on the Timeline.

  When **On, MultiCam** will be displayed in the status area of the screen, and allow the user to roll multiple devices in sync, usually **iso** reels, and switch them via the **[T1]- [T8]** Track select keys on the Fastrack keyboard rather than at the switcher.

  When set to **Auto**, **AutoMulti** will be enabled.

  For more information about **MultiCam** mode, see the section *MultiCam* (pg. 127).

  For more information about **AutoMulti**, see the section *AutoMulti* (pg. 128)

- **LINK GANGED TRACKS** – When **LinkGangedTracks** is set to **Yes**, Set-IN, Set-OUT, Trim-IN, Trim-OUT, Mark-IN, Mark-OUT and Set-DUR commands are applied to the Hot Events on all **Ganged** Tracks.

  When **LinkGangedTracks** is set to **No**, only motion commands (Play, Jog, Stop, etc.) are applied to Ganged Tracks.

- **RIPPLE AUTO OFF** – With the **RIPPLE** feature active, and when **Ripple Auto Off** is set to **Yes**, the Ripple feature will be turned **OFF** when the mouse is released after each use.

  When **Ripple Auto Off** is set to **No**, it will have no effect on the status of Ripple.

  For more information on **Ripple**, see pg. 89

- **PREREAD AUTO OFF** – With the Pre-Read feature active, and when **Pre-Read Auto Off** is set to **YES**, the Pre-Read feature will be turned **OFF** after each use.

  When **Pre**-**Read Auto Off** is set to **NO**, it will have no effect.

  For more information on **Pre-read**, see pg. 125

- **COUNTDOWN SECONDS** – When set to **Yes**, the count down to the edit IN-point is displayed in **seconds**. When set to **No**, the count down to the edit IN-point is displayed in **HH:MM:SS:FF** format.

- **QUESTION RECHECK** – When set to **YES**, the system will **prompt** before saving a Timeline **.L2D** file.

  When set to **NO**, pressing **[OUTPUT]** saves the Timeline **.L2D** file **automatically** without prompting.

- **IN OUT SINGLE KEY PRESS** – When set to **YES**, the repeat feature of the **[IN]** and **[OUT]** keys is disabled.

- **SHOW REEL NAME** – When set to **No**, the Track Status Display displays the **Device Name** from the Assignment Page.

  When set to **Yes**, the Track Status Display displays the **first 12 characters** of the **Reel Name** assigned to that Track.

  It is recommended that this item be set to **Yes** when **Ask to Mount Reel** is set to **Yes**, so you can see the displayed Reel names.

- **EJECT ALL - VTRS ONLY** – When set to **Yes**, pressing **[SHIFT][EJECT]** ejects all VTR cassettes from current devices.

  When set to **No**, pressing **[SHIFT][EJECT]** ejects all VTR cassettes from current devices **and all server channels are unloaded**.

  When set to **No,** and you wish to eject all VTRs but leave the server channels connected, press **[CTRL][DEL].**

- **EDIT TO AIR** – Not currently available

- **TRACK BUTTON LABELS** – Setting this item to **Yes,** displays the first 3 characters of the Device Name on the Track button in a large, bold font.

- **TIMELINE AUTO OFF** – With this item set to **Yes**, the **CTI blue line** will be turned off whenever a **[T1]-[T8]** source key is pressed, or whenever a Track is **selected**.

  With this item set to **No**, the CTI will remain as-is until specifically turned on or off.

  Press **[TL]** to toggle the CTI on and off.

  Pressing **[STOP]** will turn the Timeline OFF regardless of this setting.

- **TIMELINE DROPFRAME** – This item defines the Timecode format for the display and calculations of the Timeline time (CTI). *Set this TC format to be the same as that of the the primary recorder.*

  NTSC: Set to **Yes** for Drop-frame or **No** for Non-Drop-frame.
  PAL: Set to **No** for Non-Drop-frame.

- **DISPLAY DURATION** – This item defines whether the Event OUT is displayed with the Timecode out of the Event or the Event Duration.

  Yes = Display Duration
  No =   Display OUT-time

VTRs.

- **VTR PREROLL** – Placing a value here other than **0** will cause this value to be used as the pre-roll for all VTRs with a **lesser** value assigned in their **.dev** file (their default value).

  If a **0** is placed here, the value defined in each VTRs **.dev** file will be used.

- **VTR POSTROLL** – Defines the postroll settings for all VTRs.

- **USE COLOR FRAMING** – This setting is usually off and rarely needs to be changed. If you are in an **analog** editing environment and are encountering color-frame problems, you may experiment with this setting. Note that this setting is global, and applies to all VTRs in the system. We recommend that all VTR sources be set to **2F** at the VTR.

- **AUTO EJECT** – During an **Auto Assembly**, if this item is set to **Yes**, this feature will cause the tape from a VTR assigned to an upcoming Event in the EDL to be ejected if the upcoming Events **Reel ID** is not currently mounted and needs to be changed.

- **ASK TO MOUNT REEL** – When set to **Yes**, a dialog will advise the user that the **Reel ID** of the Event being loaded does not match that of the mounted tape, and ask the user to **[Click]** the Track where it should be mounted.

   When set to **No**, the system ignores the Reel ID or clip being loaded.

Profile.

- **PROFILE PREROLL** – If the item PROFILE PREROLL is set to "0", the system will apply no pre-roll to Profile or K2 server channels. If this item is set, for example, to 2:00, then a 2 second pre-roll will be applied to Profile and K2 sources, recorder, and preview. Standard pre-roll and post-roll functionality still applies to VTRs and other devices.

- **LOAD AHEAD TIME -** Some Profile server configurations require up to two seconds to load or unload a clip. If your Timeline contains many Profile Events back-to-back shorter than 2 seconds, and the Profile is not pre-loading upcoming clips in time, raise this number. The default is **3:00.**

   In order for LoadAhead to work with a **Profile PDR or XP,** the user must create a Clip named **Black,** and place it in the **Default directory**. The Black Clip should be as long as the longest time you might use in the LoadAhead field in the Initialization Page, and should have black recorded.

   In order for LoadAhead to work with a **Profile HD,** the user must create a Clip named **HDBlack,** and place it in the **Default directory**. The HDBlack Clip should be as long as the longest time you might use in the LoadAhead field in the Initialization Page, and should have black recorded.

- **XP VERSION 5.2** – If your Profile XP is part of a **MAN** or **SAN** system, you must specify here if it has **V5.2 or higher** software loaded.

VDCP.

- **VDCP ASK BEFORE REC OVER** – VDCP protocol does not permit two files with the same name to share a directory, or writing over an existing file.

   If you create a new file with the same name as one that already exists in the server directory, and you wish the old file deleted and replaced without a warning, set this item to **No**. If you wish the system to prompt you **before** it deletes an existing file, set this item to **Yes**.

Shotlist.

- **Type** - **N/A**

- **Params** - **N/A**

Keyboard.

- **Port - N/A**

- **JOGFACTOR** – You may experiment with this value to change the resolution of the jog knob in **JOG** mode.

- **VARIFACTOR** – You may experiment with this value to change the resolution of the jog knob in **VARI** mode.

- **SHUTTLEFACTOR** – You may experiment with this value to change the resolution of the jog knob in **SHUTTLE** mode.

- **TABLE FILE NAME** – *Do not change this unless instructed to do so by Editware.* The default is **L2_KeyTableV1.ini.**

- **DOUBLE ALLSTOP ON AIR** – With this item enabled, Fastrack requires you to press **[ALLSTOP][ALLSTOP]** (two times in quick succession) in order to perform the Allstop function.

Jogger.

- **PORT** – This port is defaulted to **COM1** on the Fastrack frame. Even if this entry is blank, **COM1** will still be used. If you wish to use COM1 for some other purpose, be certain to reassign the Jogger to another port.

  The Jogger Panel can be connected to the COM port with a 422 to 232 converter, or directly to an RS-422 port.

  If the Jogger Panel is connected to **COM1**, assign it as such in the INIT Page. If you connect the Jogger Panel to a RS-422 port, you must assign it here also, continuing with **COM3;** that is, if the Panel is connected to RS-422 **port 1**, assign it here as **COM3.** If it is connected to serial **port 2**, assign it to **COM4.** If connected to serial **port 3**, assign it to **COM5,** etc.

- **DISABLE RECORD KEY** – If set to **Yes**, this item disables the Record key on the J6 Jogger Panel. This prevents accidentally sending a record command to the selected device while jogging. The remaining control keys remain active.

Jobs.

- **CURRENT MOVIENAME** – This is the **directory path** and **file name** for creating **complex movies** on a Profile video server. When entered here, it appears interactively in the **Optimize Record** Dialog as the path and file name for creating a new movie. When entered in the Optimize Record Dialog, it appears interactively here.

  For more information about creating complex movies, see the section *Creating a Complex Movie* and *Profile-Specific Functions* in the **Fastrack Peripheral Setup Manual.**

Linear Mode.

- **DEF REC START** – The **HH:MM:SS:FF** time entered here will be the default **IN-time** displayed in the **Linear Record Track Reel Mount Dialog**.

  For more information on the **Linear Record Track Reel Mount Dialog** see *Mounting the Record Track* (pg. 136).

- **DEF REC DUR** – The **HH:MM:SS:FF** time entered here will be the default **Duration** displayed in the **Linear Record Track Reel Mount Dialog**.

For more information on the **Linear Record Track Reel Mount Dialog** see *Mounting the Record Track* (pg. 136).

- **SELECT RECORDED** – With this item is set to **Yes**, whenever a recorded area of the Linear Record Track is selected with the mouse the **EDL** will jump to, and highlight, the edit recorded at that point. Similarly, whenever an edit line in the **EDL** is selected, the Timeline will reposition to show where on the Record Track this edit was recorded.

- **AUTO SEL REC TRACK** – When this item is set to **Yes**, the Linear Record Track will always be selected at the initiation of a Preview or Record. When set to **No**, the currently selected Track will remain selected.

- **AUTO PVW AT REC IN** – When set to **Yes**, a Preview will always begin at the start of the current Record Event, regardless of the current position of the **CTI**. When set to **No**, the Preview will begin at the **current position of the CTI**.

- **DEF LINEAR REC TYPE** – This will be the default edit mode for a Record Event. The options are **Insert** or **Assemble**.

- **LRT ALWAYS LOCKCPI** – When set to **Yes**, when a device is put in any motion mode, the **CPI** will remain married to the **CTI**. When set to **No**, the CPI is allowed to play off the screen.

- **SHIFT/MARKIN INVERT** – When set to **Yes**, pressing **[MARK IN]** marks the Event and moves the Source Event to line up with the Record Event. When set to **No**, an Event **[MARK IN]** marks the Event and leaves the Event where it is.

- **AUTO PICKUP** – When set to **Yes**, at the termination of an edit by **bump-out** or by reaching the defined edit OUT-point, sources involved in the edit will update and line-up with the new Record Event IN-point. When set to **No**, the sources will not be updated, only the Record Event. This feature works in conjunction with **Pickup Match to IN** and **Clr Tracks at Pickup**.

- **PICKUP MATCH TO IN** – If set to **Yes**, and if **Auto Pickup** is also set to **Yes**, at the termination of an edit by bump-out or by reaching the defined edit OUT-point, sources involved in the edit will update with the Event **IN-points** lining up with the new **Record Event IN-point**, and with the source Events **open-ended**.

  If set to **No**, and if **Auto Pickup** is set to **Yes**, at the termination of an edit by bump-out or by reaching the defined edit OUT-point, sources involved in the edit will update with the Event **OUT-points** lining up with the new **Record Event IN-point**, and with the source Events **open-ended**.

- **CLR TRACKS AT PICKUP** – If set to **Yes**, and if **Auto Pickup** and **Pickup Match to IN** are set to **No**, then all Tracks other than the Record Track will be cleared at the end of the edit.

- **USE SOURCE DURATION** – If set to **Yes**, the latest source outpoint on the Timeline will be used as the edit duration. When PREVIEW or RECORD is pressed, the Record Event Out-point will be automatically moved to the latest source out-point.

  If set to **No**, the first **gap** after a **source Event** will define the OUT-point of the edit, and the Record Event will adjust its duration accordingly.

- **WORKBIN UPDATES** – The Workbin is designed to update and refresh every frame. If there are too many (usually hundreds) of Events in the Work Bin, this function could slow down the speed of the system. When unusually large amounts of Events are on

the Timeline, setting this item to **No** keeps the Workbin from updating until this item is enabled or toggled.

- **KEEP OUT-POINT** – With this item set to **YES**, when an edit is ended before it reaches its defined out-point, the out-time remains the same and only the In-time is updated.

- **FASTCUT** – With this item set to **YES**, the user can have multiple Tracks populated with server clips or VTR Events, and be able to use only the selected Track in the edit without having to disable all the other Tracks. This feature can be assigned to a shortcut.

Special.

- **Fixes Track** – **N/A**

- **Show Track** – **N/A**

- **Fixes Xpnt** – **N/A**

- **GRN KEY SWR OFF** – With this item **ON**, the **Live Venue Commercial Playout** feature is enabled.   This application is designed to facilitate the playout of commercials during a live event, where it is not known when the commercial playout will begin, or when they will need to return to the live feed.

  Fastrack selects a remote feed on a router or switcher (such as a sporting event remote truck), and at the command of the director, the operator will press a Fastrack key that will switch the router from the remote crosspoint to the commercial crosspoint(s), and automatically and simultaneously play out a string of commercials in a pre-defined order from a video server(s) and/or VTR(s).

  At any time during the playout of the commercials, the director can call for a return to the remote location, and at the push of a key on the Fastrack keyboard, the Fastrack will, at the <u>end</u> of the currently airing spot, automatically select the remote crosspoint on the router or switcher and stop the commercial playout. The operator can then rearrange commercial spots on the Fastrack timeline or just rearm the system and wait for the next command to begin the next sequence playout.

  Safeguards are built into the application to keep the Fastrack operator from accidentally changing a crosspoint during the airing of the commercials, or changing a crosspoint while prepping the next sequence of commercials.

- **ADD CC** (K2 Servers only) – With this item set to **Yes**, Closed Captioning data will be allowed to pass through to the K2 Record channel.

4.3. Configuration Files

A Configuration File is a copy of all current user settings and parameters.   It is recommended that after configuring Fastrack to your specifications, you save a separate Configuration File as a back-up.

Regardless of which Configuration File you load, the current configuration is always kept in **FTconfig.ini**. That means that if you load **BOB.ini**, then make realtime changes to it, the changes are applied to **FTconfig.ini** and not to **BOB.ini.** Your original .**ini** file is never automatically changed.

To save a Configuration File, Press **[CONFIG]** or **[ALT][OUTPUT]** on the K7 keyboard. The "Save Configuration" Dialog box opens, allowing you to save the current configuration with any file name you choose. *Spaces are not allowed in the name*. The .ini extension will be added automatically.
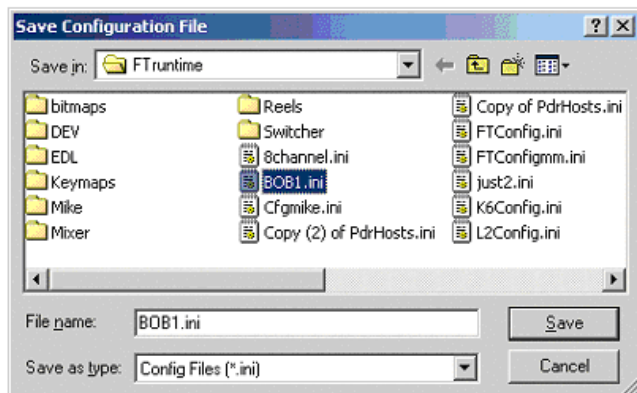

If you wish to modify or update an existing Configuration File:

1 **Load** the existing Config file

2 Make any **changes** to the current configuration

3 Press **[ALT][OUTPUT]** to **Save** the new configuration with the **same** name. The old settings will be overwritten by the new settings.

When you **[Double Click]** on the Fastrack Shortcut icon on the Desktop to run the Fastrack Application, the default Configuration File, FTConfig.ini, is loaded automatically from the Ftruntime folder.

If you **[Right Click]** on this icon and select "Properties", the Properties dialog opens, and you can modify the line labeled "Target:" For example:

C:\Fastrack\FTruntime\FastrackXP.exe.
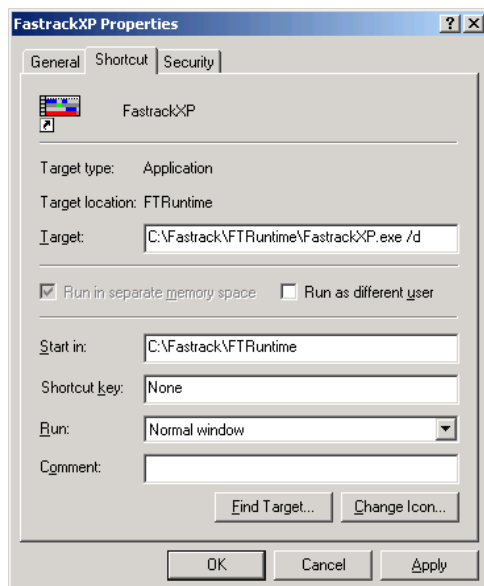
If you add " **/d"** to the Target line, when Fastrack runs (by **[Double Clicking]** the icon), it will open the "Load Configuration File" Dialog box, allowing you to select any Config file that you have previously saved. Note that there is a space between **.exe** and **/d**.

> **Example: C:\Fastrack\FTruntime\FastrackXP.exe /d**
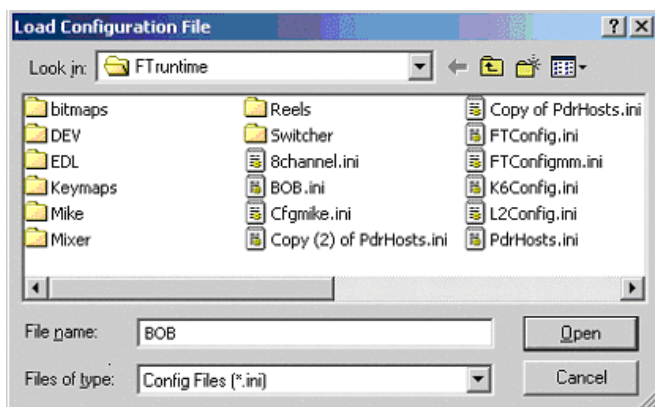
You can also specify a Config file immediately following the **/d**, and when Fastrack is run by **[Double Clicking]** the Fastrack short-cut icon, it will automatically load the specified Config file rather than the FTconfig.ini. Note that there is **<u>no</u>** space between "**/d**" and "**BOB**". For example: **Fastrack\FTruntime\FastrackPVS.exe /dBOB**.ini

> **Note:** You cannot load a Config File while Fastrack is running. You must exit and re-run Fastrack per the above instructions.

5. FUNCTIONS ON THE FASTRACK

This chapter will explain all individual functions of the Fastrack and how they are performed. The first section of this chapter is an overview of some basic functions to help get you familiar with the Fastrack.

5.1. Working with Tracks

Each Track in Fastrack is assigned its own device, and Events on a Track represent and display metadata related to that assigned device.

Selecting a Track

A Track can be selected in many different ways:

- …by pressing the appropriate **[T1]-]T8]** Track key. **[T1]** will select **Track 1**, **[T2]** will select **Track 2**, etc. Note that there is no keystroke access to Tracks 9-12.

- …by **[Clicking]** on the Track **[T1]-]T12]** you wish to select.

- …by pressing **[UP ARROW]** or **[DOWN ARROW]** to move up or down between **[T1]- [T12]**.

When selected, the background color of the Track changes to a lighter shade of grey.

Choosing Track Pages

Fastrack is available in optional configurations of **12**, **24**, or **72** Tracks.

The Tracks on which you will work appear in groups of twelve. Each group of twelve Tracks is called a **Page**. To change to a different Page, press **[CTRL][0] - [CTRL][6]**.

The first Page is considered **Page 0** (zero), and its Tracks are labeled **T1-T12**.

In Pages that are <u>not</u> Page **0**, the Track's Page number is displayed before the Track's number. For example, **4.6** would be Page **4**, Track **6**.

To select a Track on a Page, press its corresponding **[T1]** - **[T8]** key, or use the mouse or **[UP ARROW]** or **[DOWN ARROW]** for Tracks 9-12**.**

Shortcut: Pressing **[SHIFT][T1]** - **[SHIFT][T8]** while on Page 1 - 6 will toggle you to the selected Track on Page 0. Pressing **[SHIFT][T1]** - **[SHIFT][T8]** while on Page 0 will toggle you to the selected Track on the previously displayed Page (1 - 6). For example, while on Page 4, pressing **[SHIFT][T2]** will take you to Track 2 on Page 0. Now while on Page 0, pressing **[SHIFT][T5]** will take you to Track 5 on Page 4.

Track Status Display

To the left of each Track is its **Track Status Display**. Timecode or Timer status from the device assigned to this Track is displayed here, as well as its Track number, current motion status, speed, and name.

Track Button

The number on the Button on the left end of the Track Status Display is the **Track Number**. The dark green **[T1] - [T8]** Track keys on the keyboard correspond to these numbers. There are no dark green keys for Tracks 9-12. They must be accessed with the mouse or the **[UP ARROW]** and **[DOWN ARROW].**

The Track number and its background will change colors depending on the situations below:

▪ If the **Track "button"** is surrounded by a **white border**, this indicates that this Track is selected or has focus.

▪ If the **Track "button"** is **red**, the Track is assigned as a Record Track. Any Event created on this Track will be created as a Record Event. Press **[ALT][EVENT]** to toggle this Event to be a source Event.

▪ If the **Track "button"** is **red** and the letters **LRT** appear below the Track number, the Track is assigned as the Linear Record Track.

Note: The **LRT** (Linear Record Track) should always be assigned to **Track 1.**

The Timecode Display

The Timecode display indicates more than just the current timecode of the device.

HH:MM:SS:FF	Timecodes are shown as **HH:MM:SS:FF**, where **HH** is hours, **MM** is minutes, **SS** is seconds, and **FF** is frames.
3:26:12:06 play	A lower case **play** indicates the VTR is playing but not yet servo-locked.
3:26:12:06 Play	A **Play** with an initial capital letter indicates that the VTR is servo-locked.
2:37:07 PLAY	An uppercase **PLAY** indicates that the VTR is servo-locked and color framed. Servers are always displayed as **PLAY.**
3:26:51:27 0.50	Shows a **50%** (.5x) play speed.
3:27:11:04 2.00	Shows a **200%** (2.x) play speed.

2:46:11 JOG	Shows that the device is in **Jog** mode.
3:28:35:26 STIL	Shows that the device is in **Still** mode.
2:29;16 STOP	The semicolon (**;**) between the seconds and the frames indicates that the device is in **Drop-Frame** or **NTSC** Timecode.
3:26:18:23 STOP	The colon (**:**) between the seconds and the frames indicates that the device is in **Non-Drop-Frame** or **PAL** Timecode.
3:28:35:26 REF?	Shows that **bad** or **no reference** is being sent to this device.
0XXXX	Shows that there is **no communication** with this device.
3:28:35:26 SBOF	Shows that the VTR **head** or **scanner** is at rest (standby off).
3:28:35:26 LCL	Shows that the device is not remoted to the editor.

Active Track Status LEDs

Below the Timecode display are two LEDs, one is **green** and the other is **red**.
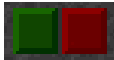
Whenever a source on this Track is active during a **preview** or **record**, the **green LED** is lit.

Whenever a device on this Track is in the **record** mode, the **red LED** is lit.

If the Record **Control Status Lamp** is lit (see *Getting Familir with the Fastrack Screen/Control Status Lamps*, pg.12), this means that the Record Mode has been initiated by Fastrack, not that the device is actually in record. The red Active Track Status LED is **high** when the device is actually in the record mode.

Timer / Timecode Marker

When a yellow **ctl** is displayed, the source assigned to this Track is in the **Timer** or **Control Track** mode. When **ctl** is <u>not</u> displayed, the **timecode**, if any, of the current source is used.

DDR12   ctl

For more information on assigning Timecode or Control Track, see *VTR Event Dialog* (pg. 60).

Track Properties

Pressing **[INIT]** displays the **Track Init Dialog** and related F-Keys for the selected Track. You may also obtain this Dialog by **[Right Clicking]** anywhere on the Track outside of an Event and selecting **Track Properties**.
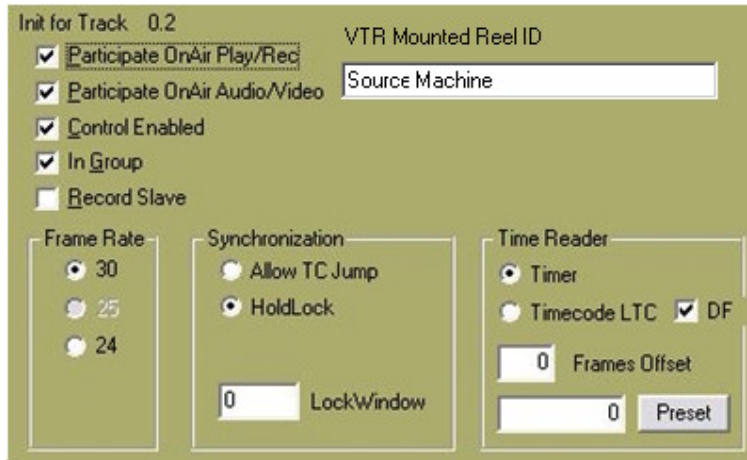
The options for this Dialog are explained below:

- **VTR MOUNTED REEL ID** - This is the **Reel ID** currently given to the videotape mounted on the device assigned to this Track.

- **PARTICIPATE ONAIR PLAY/REC** - If this item is checked ☑, the device assigned to this Track will play or record during a preview, playout, or recording of the current Timeline edit.

  If this item is not checked ☐, the Track ID area will be ghosted, and the device assigned to this Track will not play or record during the preview, playout, or recording of the current Timeline edit. The Events on this Track will still control any crosspoints assigned to the device on this Track. The following icon will be displayed to the left of the Track button to show it is only partially disabled:

> **Tip:** You can toggle this property without opening the Track Initialization Dialog by **[Right Clicking]** on the Track Number and selecting **Track Participating Play**.

- **PARTICIPATE ONAIR AUDIO/VIDEO** - If this item is checked ☑, the device crosspoints assigned to this Track will be selected on the audio mixer and video switcher during a preview, playout, or recording of the current Timeline edit.

  If this item is not checked ☐, the device crosspoints assigned to this Track will not be selected on the audio mixer and video switcher during a preview, playout, or

recording of the current Timeline edit. The following icon will be displayed to the left of the Track button to show it is only partially disabled:

- **CONTROL ENABLED** - Uncheck ☐ **Control Enabled** to disable a Track from being controlled.

  A disabled Track will have a **gold** tab to the left of the Track number with a lock displayed to show it is totally disabled.

  To toggle control of Tracks without opening the Track INIT Dialog, press **[CTRL][T1] - [CTRL][T8]**.   Alternately, you may also **[Right Click]** a Track number and select/de-select **Track Enabled**.

- **IN GROUP** - Checking ☑ this will cause all new Events added to the Track to move together in accordance with the setting of Ripple (see pg.89)

  In Group may also be enabled/disabled for each individual Event (see *In Group* in the section *Event Dialog* (pg. 59).

- **RECORD SLAVE -** This feature is designed to allow you to create and name a Record Clip on one or more server channels, start and stop the recording, and automatically have new Record Clips created using the same original names, but with incremental numeration*.   For example; Original Record Clip Name=BOB. Subsequent Clip Name=BOB1. Next Clip Name=BOB2, and so forth.

  1. Assure that you have Fastrack software version: **6.0.R01** or later.
  2. Close Fastrack.
  3. In the Fastrack directory, go to **Ftruntime/Ftconfig.ini**.
  4. Search for the heading **[OMNET]**. If the heading [OMNET] does not exist in the .ini file, create it at the beginning of the file and add the text below:

     [OMNET]
     RecSlaveAllowed=0
     RecDelay=13
     PlayDelay=11
     OverRecord=0
     EvenField=0
     UseStop=1

  5. The [OMNET] section should look like the example above. Enable the feature:

     RecSlaveAllowed=1.

     To underline disable, change to =0. If the setting "RecSlaveAllowed" does not exist, add it to the section.
  6. Save, close, and run Fastrack.

  Once Fastrack is running:

  7. Select the Omneon Track you wish to apply this feature.
  8. Press **[INIT]**. The INIT Dialog for that Track will open.
  9. Check the **Record Slave** box.

10. Repeat for each Omneon Track you wish to apply this feature. When done, dismiss the INIT Dialog.

* At the time of printing, this feature only applies to Omneon Video Servers.

11. Select a Track to mount a Record Clip.
12. Press **[ASSGN]** to open the Clip Browser.
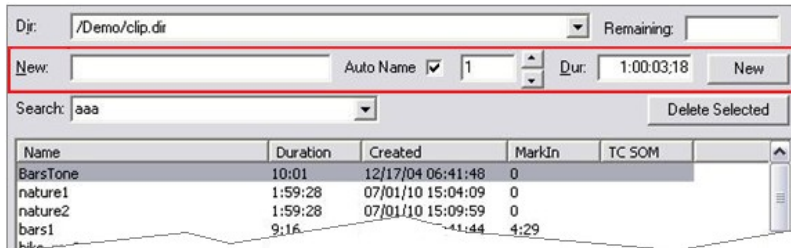
13. Enter a name for the record clip in the **New** text field.
14. Check the **Auto Name** box.
15. Set your chosen **suffix number** in the spin box field.
16. Enter your desired default Record Event duration in the **Dur** field. It is wise to make this duration longer than needed. For an explanation, see #19 below.
17. Press the **[New]** button on the right and the Record Event will be placed on the Track at the CTI.
18. Repeat on other enabled Tracks as desired. There is no need to close the Track INIT Dialog each time. Fastrack will remember your desired name, suffix and duration for each additional Track. When done, dismiss the browser dialog.
19. Record when ready. To end the recording and create an auto pickup with the next Record Events: Press the **[RECORD]** button to terminate the edit **before** reaching the end of the Record Events. If the recording ends, or if you press [ALLSTOP], Fastrack default behavior will occur. That is; the recording will end and no new Record Event will be created.

When you "bump out", Fastrack will turn your old Record Events into Play Events, and automatically place new Record Events at the end of the old Record Events. The CTI will be automatically positioned at the new record in-point. Press [RECORD] again to repeat the process.

Frame Rate

These radio buttons define the Track frame rate and override the system setting for this Track.

- **30** - 30fps (**NTSC**)

- **25** - 25fps (**PAL**)

- **24** - 24fps (Film Rate / **24P HD**)

- **60**- 720p 60 TC fields ps (device dependent)

When this setting is different from the system setting in the Initialization Page, the Reel ID in the Track Status Area will be displayed in **yellow**.

Note: Fastrack must be restarted for this change to take effect.

Synchronization

- **ALLOW TC JUMP** – Select this item ⊙, if your source timecode contains timecode jumps within the scope of an Event.

- **HOLD LOCK** – If this item is selected ⊙, the frame accuracy of the device on this Track will be defined according to the Lock Window setting.

- **LOCK WINDOW** – This value specifies the frame accuracy of the device on this Track. The value reflects how accurate, in frames, the synchronization tolerance is set. For example, **0** is frame accurate; **1** is plus or minus one frame; etc.

When the Preview Mode is set to **Jump**, these settings are ignored. See *Preview Modes*, pg.115.

Time Reader

- **TIMER** - Sets the source timecode mode as Timer (control track on a VTR). The Track Status Display will display a yellow **ctl** in the Status Area when in this mode.
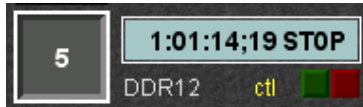
- **TIMECODE LTC** - Specifies the source timecode mode as **Longitudinal Time Code** (LTC).

  Note that some video servers do not support recorded timecode.

- **DF** - When this item is checked ☑, the Track's Timecode Display is displayed in **Drop-Frame** (NTSC only).

  When this item is <u>not</u> checked ☐, the Track's Timecode Display is displayed in **Non Drop-Frame**.

- **FRAMES OFFSET** - This is used to compensate for frame delay through digital devices such as DVEs.

- **PRESET** - Some device types allow timecode and CTL to be set to a specific value.

Presetting a VTR's Timer

1 In the **Track Init Dialog**, select ⊙ **Timer**.

2 Enter the desired timecode into the Preset field then **[Click]** the **Preset** button. The Preset Time will be sent to Timer 1 of the VTR.

Presetting (Restripe) a Profile Clip

1 In the Init Dialog, select ⊙ **Timecode LTC** (see previous illustration).

2 Check ☑ **DF** for Drop-Frame timecode or uncheck ☐ for Non Drop-Frame timecode.

3 Enter the desired timecode into the Preset field, and then **[Click]** the **Preset** button. Timecode will be sent to the Profile and the clip will be restriped.

Presetting Timecode on a VDCP Record Event

1 Create a **Record Event** on a Track assigned to a VDCP **encoder** channel.

2   Type the desired time in **HH:MM:SS:FF** format. It will appear in the Numeric display field.

3   Press **[SET IN].** The time will be transfered into the timecode area of the Record Event.

Exchange Source Assignments

You can exchange (swap) Source Assignments on the Assignment Page automatically.

1   On the **Fastrack GUI**, select the Track you wish to exchange with.

2   In the **Assignment Page**, select the Track you wish to exchange.

3   Press **[SHIFT][EXCHG]** or **[Click]** the **Swap Tracks** button on the Assignment Page. The two sources in the Assignment Page and all their assigned values will be exchanged.
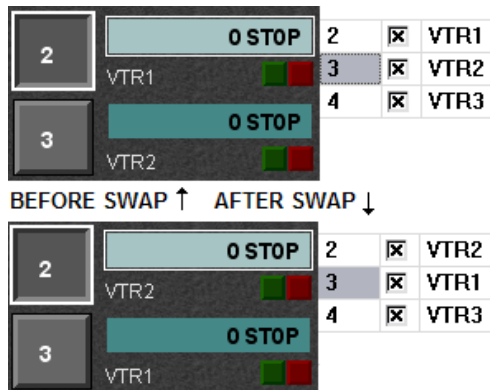
5.2. Basic Exercises

Try these exercises to gain familiarity with the Fastrack interface. It is assumed that at this point you have control over your assigned devices.

Load a Clip onto a VTR Track

1   Select a Track that has been assigned to a VTR, either by **[clicking]** on it with the mouse, or by pressing the appropriate **[T1] - [T8]** Track key. Notice that the selected Track is a lighter shade of grey than the other Tracks, and that the Track button is highlighted.

2   Press the **[MARK IN]** key and an Event is created at the **CTI**. The Event has the duration defined in the INIT Page item **DEFAULT EVENT DURATION.**

Load a Clip onto a Video Server Track

1   Select a Track that has been assigned to a Video Server, either by **[clicking]** on it with the mouse, or by pressing the appropriate **[T1] - [T8]** Track key. Notice that the selected Track is a lighter shade of grey than the other Tracks, and that the Track

button is highlighted.

2 Press **[ASGN]** to display the **Server Clip Dialog**. Notice that the selected directory and its Clip list are displayed. Clip lists will differ in appearance with different server models.

Dir:	EXT:/Show Clips/			▼		35.64 % free

Name:			Dur:	30;00	

Name △	Type	Duration	Created	MarkIn	TC SOM
CU1	R/W S MPEG	5;00	02/25/05 01:59:36	0	59:46:12
CU2	R/W S MPEG	5;00	02/25/05 02:01:58	0	59:46:12
Wide1	R/W S MPEG	5;00	02/25/05 02:02:28	0	59:46:12
Wide2	R/W S MPEG	5;00	02/25/05 02:02:56	4:29	59:46:12
Inside Car	R/W S MPEG	7;14	02/25/05 02:04:44	0	59:46:12
Outside Car	R/W S MPEG	10;00	02/25/05 02:05:28	0	59:46:12
LogoKey	R/W S MPEG	10;00	02/25/05 02:06:24	0	59:46:12
Logo	R/W S MPEG	10;00	02/25/05 02:07:00	9:29	59:46:12
Open Credits	R/W S MPEG	0	02/25/05 02:07:44	9:29	0

3 Use your mouse and **[Double Click]** on the desired Clip or use the **[UP ARROW]** and **[DOWN ARROW]** keys to select the desired clip and press **[ENTER]**.

Notice that the Server List Dialog closes and the entire Clip then loads as an **Event** at the location of the **CTI** (Current Time Indicator) on the current Track.
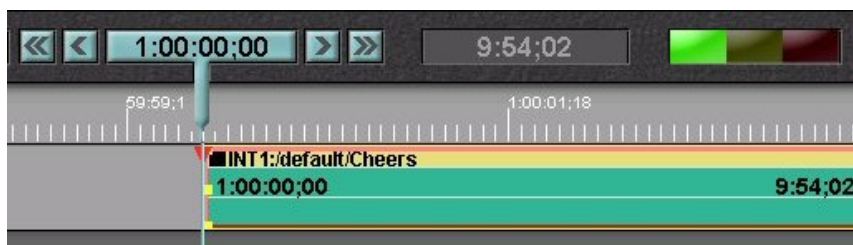
More information on loading clips, including the differences of loading a clip from a server channel and a VTR, can be found in the section *Loading a Clip* (pg. 52).

Play and Stop

1 Press **[PLAY]**. Notice that the red arrow, called a **CPI** (Current Position Indicator) travels with the movement of the source material. The CPI represents the current position of the displayed video as it relates to the current Event. A CPI can be at different locations on different Tracks at the same time – this is normal.

2 Press **[ALLSTOP]** (SPACEBAR). The source and CPI stop.

3 Press **[SRCH]**. The CPI should cue to the beginning of the Hot Event.

Set a Duration

1 On the numeric keypad, press **[SET DUR],[2],[0],[0]**. Notice that these numbers appear in the numeric entry field.

2 Press **[ENTER]**. Notice that the duration of the Hot Event is now 2:00 seconds.

Shortcut: For many time-related functions, such as setting duration or trimming, you

may shorten and reverse the keyboard entry to: **[2],[0],[0],[SET DUR].**

Jogging a Device

1   Press **[SRCH]**. Notice that the CPI cues to the beginning of the Hot Event.

2   Turn the Jog Wheel to the right. Notice that the **CPI** moves along with the source. Notice the **Timecode status** display of the Track is also updating.

Toggling the Timeline ON and OFF

Pressing **[TL]** toggles the Timeline ON or OFF. When the Timeline is **ON**, a blue line from the CTI appears over the Tracks. When the Timeline is **OFF**, there is no blue line.

Some functions, like the following two, use the same keystrokes but have different results depending on the ON/OFF status of the **CTI**. A rule of thumb to keep in mind is that when the **CTI** is **ON**, functions affect the **Timeline**, and when the **CTI** is **OFF**, functions affect the **Hot Event**.

Moving the CPI Frame-by-Frame

1   Press the **[TL]** key so the **CTI** is **OFF.**

2   Press **[CTRL][LEFT ARROW]**. Notice that the **CPI** <u>decrements</u> (moves left) frame by frame within the Hot Event.

3   Press **[CTRL][RIGHT ARROW]**. Notice that the **CPI** <u>increments</u> (moves right) frame by frame within the Hot Event.

Moving the CTI Frame-by-Frame

4   Press the **[TL]** key so the **CTI** is **ON.**

5   Press **[CTRL][LEFT ARROW]**. Notice that the **CTI** (Current Time Indicator) <u>decrements</u> (moves left) frame by frame in relation to the Hot Event.

6   Press **[CTRL][RIGHT ARROW]**. Notice that the **CTI** (Current Time Indicator) <u>increments</u> (moves right) frame by frame in relation to the Hot Event.

Change the OUT Time

1   Press the **[TL]** key so the **CTI** is **OFF.**

2   Press **[SRCH].** Notice that the CPI cues to the beginning of the Hot Event.

3   **Jog** approximately 1:00 second into the Event. Notice that as you jog the CPI moves in relation to the device.

4   Press **[MARK OUT].**   Notice that the location of the CPI is now the new Event OUT-point.

Change the Scale of the Timeline Display

Press and hold the **[CTRL]** key and drag with the mouse in the Timeline area or turn the Jog Wheel. Notice that the Event and Timeline ratio change while the Event duration remains the same.

More information about this subject can be found in the section ***Changing the Scale of the Timeline Display*** (pg. 65).

Add a Note

1 Press **[EVENT]** or **[NOTE]**.   Notice that a dialog appears with information related to the current Hot Event. The cursor should be in the **Comment** field.

2 Type **Bob** on the keyboard. Notice that **Bob** is added in real-time to the Hot Event as a Note. Press **[ESC]** to close this dialog.

More information about the Notes and the Event Dialog is in the section ***Event Dialog*** (pg. 58).

Transition Dialog

1 Press **[DISS]**. Notice that the **Effects Dialog** opens. Notice that the Cut symbol ■ on the Hot Event has changed to the Dissolve symbol ◣, and that the cursor appears in the **Transition In** area waiting for an entry of a Transition Rate.

2 With the Effects Dialog still open, select ⊙ **Wipe**. Notice that the Dissolve symbol ◣ on the Hot Event changes to the Wipe symbol ▯.

3 With the Effects Dialog still open, press **[SHIFT][KEY].** Notice that the Wipe symbol ▯ on the Hot Event has changed to the Wipe/Key symbol ▯, that the black area has changed to magenta, and that ⊙ Key 1 has been automatically selected.

4 Uncheck the Key box(es) and the Key symbol goes away.

5 Press **[CUT]** to return to the default transition. Press **[ESC]** to close the dialog.

More information about this subject can be found in the section ***Dissolves, Wipes, and Keys*** (pg. 96).

Enable/Disable Tracks

Press and hold **[CTRL]** while you press the Track button **[T1]** - **[T8]** to disable or enable a Track. When disabled, the Status Area for that Track ghosts and a gold disabled indicator appears to the left of the Track number.

To disable or enable **[T9]** - **[T12]**, select the Track, **[right-click]** on the Track button or press **[INIT]**, and de-select **Control Enabled**.

Enable/Disable Sub-Tracks

1 With an Event selected, press **[VIDEO]**. Notice that the **video** sub-Track on the Hot Event is toggled **OFF**. In this condition, video is **disabled** for this Event.

Press **[VIDEO]** again. Notice that the **video** sub-Track on the Hot Event turns yellow again. In this condition, video is **enabled** for this Event.

2 Press **[A1]** - **[A4].** Notice the same affect to the **audio** sub-Tracks 1-4 (if applicable).

3 Press **[SHIFT][A1]** - **[SHIFT][A4].** Notice the same affect to the **audio** sub-Tracks 5-8 (if applicable).

4 Press **[CTRL][A1]** - **[CTRL][A4].** Notice the same affect to the **audio** sub-Tracks 9-12 (if applicable).

When a video or audio sub-Track is removed, it is considered disabled, and that component of the Event will not be utilized during a Preview or Recording.

For more information on Tracks and sub-Tracks, see *Events Explained*, pg.56.

5.3. Loading a Clip

Clips are loaded from the device assigned to the Track. When a clip is placed on the Track, it becomes an Event.

Loading a Clip on a Server Track

1 Select **[T1] -[T12]** to select the server Track where you will load your Clip.

2 Press **[ASGN]** to display the Server Clip Dialog.

3 **[Click]** the **directory list button** to select the desired directory. The Directory list will display. Some servers support only one directory on the server itself.

4 **[Click]** on the desired directory in the Directory.
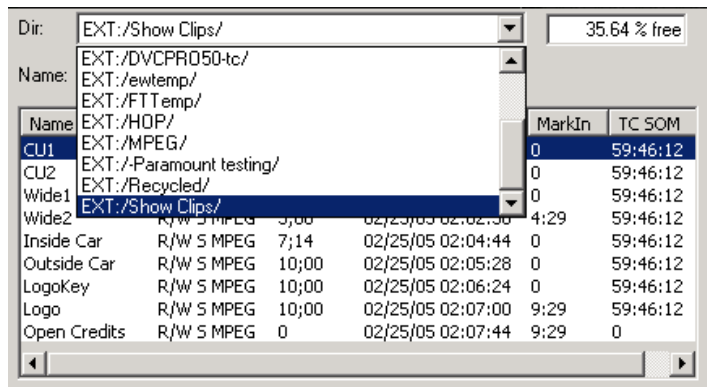
The selected directory and its Clip list will display.
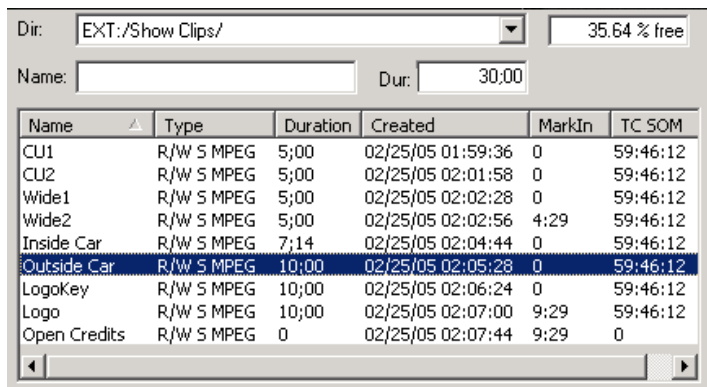
5   **[Double Click]** on the desired Clip

   OR

   use the **[UP ARROW]** and **[DOWN ARROW]** keys and press **[ENTER]**.

   The entire Clip will load as an **Event** at the location of the **CTI** (Current Time Indicator) on the current Track.
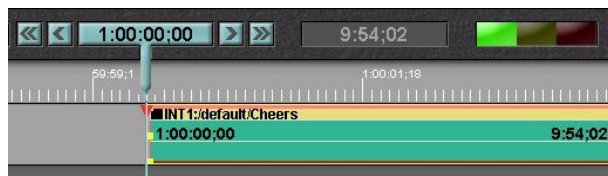
Simultaneously mount Multiple Selected Clips onto a VDCP Track.

Add [F1] – All selected clips are mounted on the selected Track. If they cannot be added at the selected location, they will be added at the end. All standard Fastrack operations apply here.

Insert [F2] – All selected clips are inserted between the selected clips. The following clips are rippled. You must first position the CTI at the desired location between two clips. If the CTI is not between clips, the clips will be placed at the end of the Track. All standard Fastrack operations apply here.

Replace [F6] – Selection of multiple clips does not apply to the Replace function. If multiple clips are selected, only the first clip will be used.

Clip Search Browser

1   You may also search for your desired Clip **alphabetically** by accessing the **Clip Browser**.

2   Press **[ALT][ASGN]**. The Clip Browser will open.
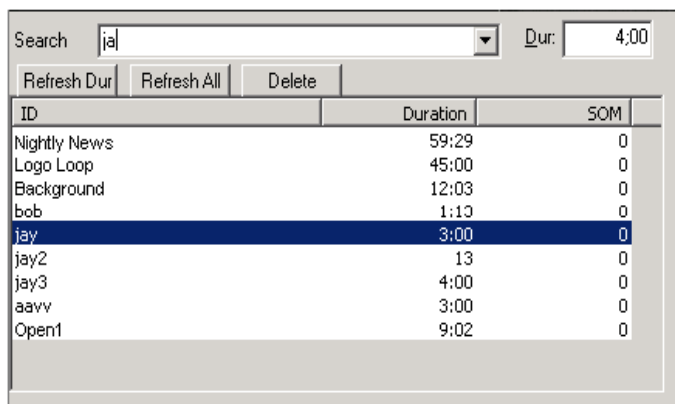
3   Type the name of the desired Clip in the **Search** text field. As you type in the name, clip names that match will be auto selected in the list.

4   Press **[ENTER]** to place the selected Clip on the Timeline at the **CTI**.

Once selected and placed on the Timeline, the Clip name as you entered it will be stored in a **saved history** list.
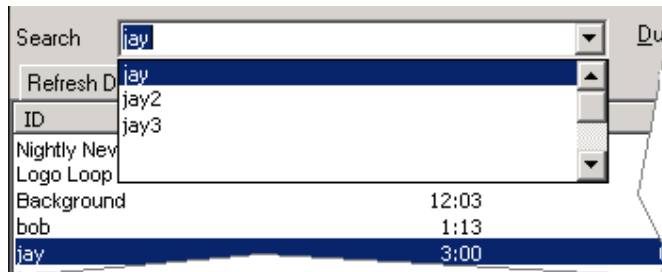
To access this list and load a Clip already in the list:

5   **[Click]** on the **Search** field Menu button. The drop down menu of previously loaded Clips is displayed.

6   Select the desired Clip and press **[ENTER]** to place the Clip on the Timeline at the CTI.

Loading a Clip on a VTR Track

1   Select **[T1] - [T12]** to select the VTR Track where you will load your first Clip.

2   Press **[MARK IN]** and an Event will appear on the Track. This Event represents information from the VTR. The default length of this new Event is the value set by the **Settings.DefaultEventDuration** entry on the *Initialization Page* (pg. 30).   You may now edit this Event as you would edit any other Event.

Creating Sub-Clips from a VTR Reel

With a VTR reel mounted, pressing the **[ASGN]** key displays the **Shot Dialog** and the corresponding F-Key set.
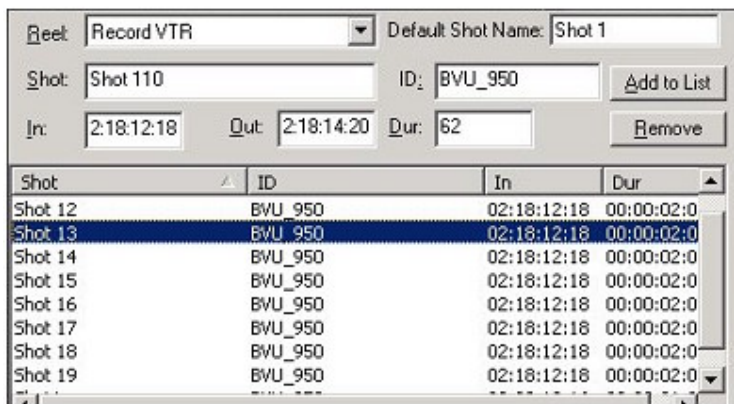
1 In the **Shot** field, enter a name for this clip or the series of clips to be defined.

2 Play the VTR, and at the desired IN-point press **[IN]** (not [MARK IN]).

3 At the desired OUT-point press **[OUT]** (not [MARK OUT].

4 Press **[ENTER]** or **[F1]** to place the new Event in the Shot List.

Each new clip created will automatically increment by one.

The function keys for this Dialog are as follows:

Add to List F1	Put on TL F2	F3	Reels F4
Remove F5	Replace F6	F7	Shots F8

- **ADD TO LIST [F1]** - Playing and defining IN and OUT-points by pressing **[IN]** and **[OUT]**, and then clicking "**Add**" in the dialog or **"Add to List" [F1]** creates a list of shots or sub-clips for the mounted reel.

- **PUT ON TL [F2]** - Playing and defining IN and OUT-points by pressing **[IN]** and **[OUT]**, and then clicking **"Put on TL" [F2]** will place the sub-clip on the Timeline as a new Event at the CTI. If there is not room for the Event at the CTI, then the Event is placed at the end of the last Event on the Track. **[Double Clicking]** on the clip will have the same result.

- **REMOVE [F5]** - A clip may be removed from the list by clicking once on the clip to highlight it and then clicking on **"Remove" [F5]**.

- **REPLACE [F6]** - A Hot Event on the Track will be replaced by a highlighted clip in the list if you click on **"Replace" [F6]**.

- **REELS [F4]** - Pressing **"Reels" [F4]** changes the focus to the **Reel:** entry area in the dialog.

- **SHOTS [F8]** - Pressing **"Shots" [F8]** changes the focus to the **Shot**: entry area in the dialog.

Creating a Key, DVE, or other Crosspoint Event

Character Generators

With a Character Generator assigned to a Track, as in the example below, an Event for a CG may be placed on the Track.

6	☒		CHARGEN	Deko	☐	P3		S		11

Pressing **[MARK IN]** with this Track selected will place a Character Generator Event at the CTI. Set the duration of this CG Event as you would for any Event.

By default, CG Events will be a Key, and will have audio sub-Tracks turned **OFF**.

With certain Character Generators, serial control is available.

For additional information, see your **Character Generator's TechNote** in the **Fastrack Peripheral Setup Manual**.

Switcher and Mixer Crosspoints

If you wish to call up a video switcher crosspoint, assign it in the Assignment Page (**[SHIFT][ASGN]**) as Class **XPNT** and assign the desired crosspoint number. In this example the Track is named **Bars & Tone**, but any name is acceptable.

4	X	Bars & Tone	XPNT		□			4

Pressing **[MARK IN]** with this Track selected will place a Switcher crosspoint Event at the CTI. Set the duration of this Event as you would for any Event.

5.4. Events Explained

When a clip from a server, VTR, or other source is placed on a Track, it becomes an **Event**. Each Event displays video and audio **sub-Tracks**, as well as related metadata and icons.

Sub-Tracks
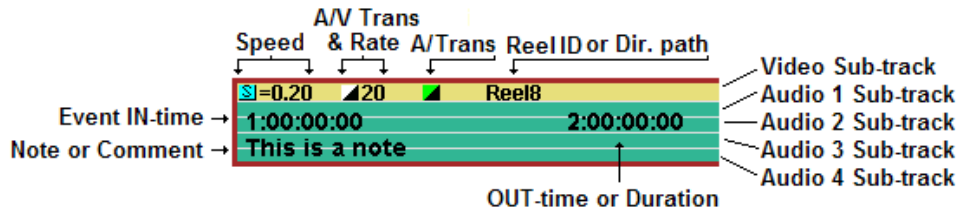
Each Event contains one video and up to 12 audio sub-Tracks (Audio mixer and device dependent).

On a **play source Event**, the **video** sub-Track is yellow and represents video from the source, and each **audio** sub-Track is green and represents an audio input from the source. In the example above there are 4 audio sub-Tracks. Source Events only affect the system output; that is, the mixer out, the switcher out, the source outs, etc.

When an Event is a **record Event**, the sub-Tracks still represent video and audio, but they are different colors depending on the type of recording;

- **Insert** - The Event is **RED**.
- **Assemble** - The Event is **MAGENTA**.
- **Pre-Read** - The Event is **ORANGE**.

Record Events only affect the Record device, and define which sub-components of audio and video it will record.

For more information, see the section ***Making Recordings*** (pg. 118).

Each individual sub-Track can be enabled and disabled. For more information, see the sections ***Selecting Audio Channels*** (pg. 84) and ***Split Events*** (pg. 80).

- **Directory path & clip name / Reel ID** - When an Event is on a **server Track**, the entire directory path and name of the assigned clip will be displayed on the video

sub-Track. When an Event is on a **VTR Track**, the clip's Reel ID and shot number are displayed on the video sub-Track.

▪ **Event IN-time** - The timecode on the left end of the audio sub-Tracks is the Event's In-time. This timecode is related to the assigned clip, not the Timeline Display.

▪ **Event Out Time / Event duration** - Depending on the selection made in the **Display Duration** section of the *Initialization Page*, the timecode on the right end of the audio sub-Tracks is either the Event's OUT-time or the Event's duration. Again, this timecode is related to the assigned clip, not the Timeline Display.

▪ **Transition icon** - Transition icons appear in the Video sub-Track of the Event. In the previous example, there is a black square ■, which means that the Event has a **cut** transition applied to it.

More information about transitions can be found in the section *Dissolves, Wipes, Keys, and MEMs* (pg. 96).

▪ If the Event has a separate audio transition rate applied to its audio sub-Track, a green and black **audio transition icon** ◪ will appear. The rate of the audio transition is available in the [SPLIT] Dialog.

▪ **Status icon** - Various status icons appear on the Video sub-Track depending on which status elements have been applied to the Event. The following is a list of status icons and their meanings:

  ▪ ⊞ - The Event has been tagged.

    For more information, see the section *Tagging Events* (pg. 111).

  ▪ 🅐 - The Event has had its audio altered.

    For more information, see the sections *Audio Control* (pg. 84) and *Split Events* (pg. 80).

  ▪ 🆂 - The Event has had its speed altered.

    For more information, see the section *Motion Control* (pg. 76).

  ▪ 🅼 - The Event has a memory option enabled in the Effects Dialog.

    For more information, see the sections *MEM Learn and Recall* (pg. 99).

  ▪ ☑ - The Event has had its **video levels** adjusted from within the **TBC Dialog**.

    For more information, see the section *TBC Control* (pg. 95).

  ▪ ⌷ - The Event has a **loop** applied.

    For more information on **LOOP**, see the section *Server Event Dialog* (pg. 59).

5.5. Types of Events

Hot Event(s)
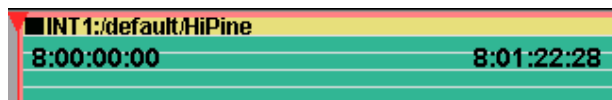
A **Hot Event** is the current Event on a Track, and it is displayed with a **red border**. When commands such as Play, Stop, Trim In, or Trim Out are executed, they are directed to the Hot Event on the *selected* Track.

An Event becomes a Hot Event by either **[Clicking]** on it, which also makes it the **Selected Event**, or by using the arrow keys to move to the beginning of the Event on the active Track.

There can only be **one** Hot Event per Track, so if multiple Events are on the same Track, the Hot Event has the focus, and all keystroke commands will be directed to it.

Selected Event(s)
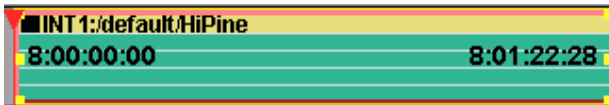
A **Selected Event** is an Event that has been **[Clicked]** on. When an Event is selected, it is displayed with a **yellow border**. Selected Event(s) will respond to functions such as Cut, Delete, Copy, or Paste.

You may select multiple Events by holding down **[CTRL]** as you **[Click]** the Events. If one Event is already selected, you may select a range of Events by holding **[SHIFT]** as you **[Click]** the last Event you want selected; all Events in between will be selected.

Performing these procedures again will de-select Events.

For information on Cutting and Pasting Events, see the section ***Cutting and Pasting Selected Events*** (pg. 90).

Record Event(s)

A **Record Event** is an Event used to record to a device. There are four different types of Record Events:

- **Insert** - The Event is **RED**.

- **Assemble** - The Event is **MAGENTA**.

- **Pre-Read** - The Event is **ORANGE**.

- **LRT** – The Event is **RED**.

For more information on the **Linear Record Track Event**, see the section ***Linear Edit Mode*** (pg. 135)

Note: On a video server, there is no difference between an Insert edit and an Assemble edit.

For more information on making recordings, see the section ***Making Recordings*** (pg. 118).

5.6. Event Dialog

Pressing **[EVENT]** opens the Event dialog displaying data related to the Hot Event on the current Track.

There are two types of dialog boxes, one for servers and one for linear (VTR) devices.

Server Event Dialog
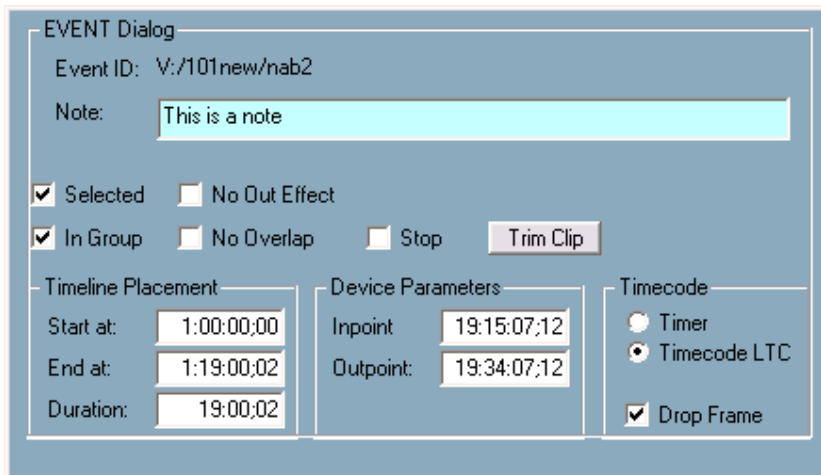
The options of this Dialog are explained below:

- **EVENT ID** - This is the **Reel ID** or descriptive name of this video Clip, and its path.

- **NOTE** - A note relating to this Event can be entered in this text box. The note can be up to 39 characters in length, which will appear in real-time at the bottom left of the current Hot Event.
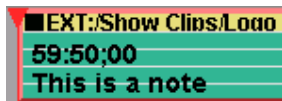
  Pressing **[NOTE]** will also open the Event Dialog.

  Note: If you shorten an Event or minimize the Timeline Scale, it is possible that a note will be truncated in the Event display. However, the entire note is still visible in the Server Event Dialog's Comment field and in the Work Bin.

- **SELECTED** - This item checked ☑ means that the Hot Event is currently selected. Selected Events can be cut or copied, then pasted later.

- **IN GROUP** - This item checked ☑ means that the Hot Event is part of a group of Events on the Track to which some action may be applied, primarily a Ripple. Events that are not In Group, as determined by the Event Properties dialog, will not ripple or be affected by actions directed to a Group. In Group can also be enabled/disabled for the entire Track.

For additional information, see **In Group** in the section *Track Properties* (pg. 44).

- **NO OUT EFFECT** - During a Preview or Record, effects such as Dissolve, Wipes, and Keys may be applied to both ends of an Event. This item checked ☑ means that no transition will be performed at the OUT-time of the Event regardless of what the ingoing transition is.

- **LOOP** (Not available for all servers) - A "Loop" is a segment of a Clip that you wish to replay repeatedly from one defined point to another. In the Server Event Dialog, it is possible to set a Loop duration for an Event. The Loop begins at the IN-point of the Event and continues looping for the duration of the Event. For example, if the Loop duration is 3:00 (3 seconds) and the Event duration is 1:00:00 (1 minute), then the Loop will repeat every 3 seconds for 1 minute.

- **TRIM CLIP** (Not available for all servers) - This feature allows you to mark a new head and tail for an existing Clip, and delete all material from the original that is not included in the new Event.

  There are two important things to note about the Trim Clip feature:

  - You may only trim **Simple** (rendered) Movies.
  - This is a **destructive** process, and the change to the original Clip will be **permanent and irreversible**!

Placement Timeline

- **START AT** - This Event **starts** at this time on the Timeline.

- **END AT** - This Event **ends** at this time on the Timeline.

- **DURATION** - This is the **duration** of the Event.

Device Parameters

- **INPOINT** - This is the **IN**-**point** of this Event.

- **OUTPOINT** - This is the **OUT**-**point** of this Event.

VTR Event Dialog

The options of this Dialog are explained below:

- **REEL ID** - This is the **Reel ID** or descriptive name for this VTR clip.

- **SHOT** - A Shot name can be added for each shot used from each Reel.

For more information, see the section ***Loading a Clip on a VTR Track*** (pg. 54).

- **NOTE** - A note relating to this Event can be entered in this text box. The note can be up to 39 characters in length, which will appear at the bottom left of the current Hot Event.
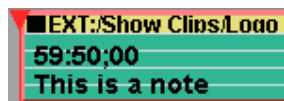
Pressing **[NOTE]** will also open the Event Dialog.

> **Note:** If you shorten an Event or the Timeline Scale, it is possible that the note will be truncated in the Timeline display. However, the entire note is still visible in the Server Event Dialog's Comment field.

- **SELECTED** - This item checked ☑ means that the Hot Event is currently selected. Selected Events can be cut or copied, then pasted later.

- **IN GROUP** - This item checked ☑ means that the Hot Event is part of a group of Events on the Track to which some action may be applied, primarily a Ripple. Events that are not **In Group**, as determined by the Event Properties dialog, will not ripple or be affected by actions directed to a Group. In Group can also be enabled/disabled for the entire Track.

  For additional information, see **In Group** in the section ***Track Properties*** (pg. 44).

- **NO OUT EFFECT** - During a Preview or Record, effects such as Dissolve, Wipes, and Keys may be applied to both ends of an Event. This item checked ☑ means that no transition will be performed performed at the OUT-time of the Event regardless of what the ingoing transition is.

Placement Timeline

- **START AT** - This Event **starts** at this time on the Timeline.

- **END AT** - This Event **ends** at this time on the Timeline.

- **DURATION** - This is the **duration** of the Event.

Device Parameters

- **INPOINT** - This is the **IN-point** of this Event.

- **OUTPOINT** - This is the **OUT-point** of this Event.

Time Read Event

- **TIMER** - Sets the source timecode mode as Timer (control track). The Track Status Display will display a yellow **ctl** in the Status Area when in this mode.

- **TIMECODE LTC** - Specifies the source timecode mode as **Longitudinal Time Code** (**LTC**).

- **DROP FRAME** - Check ☑ this setting for **Drop-Frame** timecode or uncheck ☐ for **Non Drop-Frame** timecode.

5.7. Playing and Stopping an Event

Playing an Event

Pressing **[PLAY]** will send a PLAY command to the device assigned to the current Track, and in turn play the current Hot Event from the location of the red CPI (Current Position Indicator). Most video servers require a clip to be loaded before motion commands can have any effect, but VTRs need only to be connected. The CPI will scroll across the Event as the video plays.

Note that the **[PLAY]** key plays the current Hot Event and does <u>not</u> preview the Timeline. To preview the Timeline, press **[PVW]**.

Detailed information on previewing can be found in the section ***Previewing the Edit*** (pg. 115).

 [PLAY] is also used with the following functions:

- **PLAY ALL GANGED EVENTS - [PLAY]** will play all Ganged Events, but will not keep them in sync.

- **PLAY THE EVENT AT DOUBLE SPEED - [PLAY][PLAY]** will play the Event at double speed.

- **PLAY THE EVENT IN REVERSE - [SHIFT][PLAY]** will play the Event in reverse.

- **PLAY THE EVENT IN REVERSE AT DOUBLE SPEED - [SHIFT][PLAY][PLAY]** will play the Event in reverse at double speed. This feature is device dependent.

- **LOCKING THE CPI TO THE CTI -** By default, after pressing **[PLAY]** the CPI will scroll along the Event. During this process the Timeline does not move. Therefore, if your Event continues off-screen, the CPI will also travel off-screen. Pressing **[ALT][PLAY]** will play the Event with the CPI locked to the CTI in the center of the Track. As a result, the Timeline will scroll with the CPI.   **[ALT][PLAY]** can also be pressed while the Event is already playing, and the CPI will "catch-up" and lock to the CTI.

- **REVERSING THE USE OF [PLAY] AND [ALT][PLAY] -** If you prefer **[PLAY]** to lock the CPI to the CTI, rather than **[ALT][PLAY]**, you may change the setting in the Initialization Page called **Lock CPI**.

- With **Lock CPI** set to **No**, pressing **[PLAY]** plays the current Event with the CPI scrolling and therefore able to run off the screen.

- With **Lock CPI** set to **Yes**, pressing **[PLAY]** plays the current Event with the CPI locked to the CTI and therefore scrolling the Timeline.

Status Shortcut: This item is also available as the Status shortcut **Lock CPI**.

Stopping an Event

Pressing **[STOP]** stops <u>the</u> selected device. The Event's CPI and the timecode in the Track Status Display will also stop.

Alternately, you may also use **[ALLSTOP] (SPACEBAR)** to stop <u>all</u> enabled sources.

For more information about **[ALLSTOP]**, see the section *Using ALLSTOP* (pg. 118)

5.8. Using the Search Function

Pressing **[SRCH]** will cue the **CPI** to the Hot Event's **IN-time**. On a server Track this will be immediate. On a VTR Track, the VTR will shuttle to the IN-time.

[SRCH] is also used with the following functions:

- **CUE TO THE OUT TIME - [SHIFT][SRCH]** will cue the CPI to the Hot Event's OUT Time.
- **CUE TO A SPECIFIC TIMECODE IN AN EVENT -** With the Timeline **OFF**, type a timecode into the Numeric Entry field and press **[SRCH]** to cue the Hot Event's CPI to that timecode.
- **JUMP TO A SPECIFIC TIMECODE ON THE TIMELINE -** With the Timeline **ON**, type a timecode into the Numeric Entry field and press **[SRCH]** to jump the CTI to that timecode.
- **JUMP TO THE BEGINNING OF THE TRACK –** Press **[CTRL][SRCH]** to jump the CTI to the beginning of the first Event on the current Track. If there is no Event on the Track, the CTI will not move.
- **JUMP TO THE BEGINNING OF THE EDIT -** Press **[ALT][SRCH]** to jump to the beginning of the first Event of the entire Edit and also select the Track on which the first Event is found.

5.9. Moving Around on the Timeline

Using the Mouse

[Click] in the Timeline Scale anywhere in the gray area above Track 1, and drag left or right. If you hold the **[SHIFT]** key while dragging, the movement is fine rather than coarse.

Jump to the Beginning or End of the Edit

[Click] the double arrow to the left of the CTI to jump the CTI to the **beginning** of the first Event on the Timeline. This function is the same as **[ALT][SRCH]**.

[Click] the double arrow to the right of the CTI to jump the CTI to the **end** of the last Event on the Timeline.

Jump to Points of Interest

A **Point of Interest (POI)** in Fastrack is any of the following:

- The beginning of an Event

- The end of an Event

- A CPI's location on the selected Track

- Any type of marker.

[Click] the single arrow to the left of the CTI to jump the **CTI** to the **previous POI**. This functions the same as the **[LEFT ARROW]** key.

[Click] the single arrow to the right of the CTI to jump the **CTI** to the **next POI**. This functions the same as the **[RIGHT ARROW]** key.

For more information on **Points of Interest,** see the section *Points of Interest List* (pg. 65).

Jump Between Edit Markers

Edit Markers are used to identify **Edit Mark Preview** start points on the Timeline and as user defined location markers.

- **[LEFT ARROW]** and **[RIGHT ARROW]** move between **all POI**, including Edit Markers.

- **[SHIFT][LEFT ARROW]** will jump the CTI to the **previous** Edit Marker.

- **[SHIFT][RIGHT ARROW]** will jump the CTI to the **next** Edit Marker.

More information about Edit Markers, including how to operate them, can be found in the section *Edit Markers* (pg. 116).

Cue the CPI to the CTI

Pressing **[GOTO CTI]** will cue the CPI of the current Event to the location of the CTI.

Cue all devices CPI to the CTI

Pressing **[CTRL][GOTO CTI]** will cue all devices CPI to the CTI.

Jump the CTI to the CPI

Pressing **[SHIFT][GOTO CTI]** will jump the CTI to the location of the current Event's CPI.

Moving the CTI Frame-by-Frame

With the Timeline **ON**, press **[CTRL][LEFT ARROW]/[RIGHT ARROW]** to decrement or increment the Timeline (**CTI**) position frame-by-frame.

Moving the CPI Frame-by-Frame

With the Timeline **OFF**, press **[CTRL][LEFT ARROW]/[RIGHT ARROW]** to decrement or increment the **CPI** position of the current Event frame-by-frame.

Points of Interest List

Press **[ALT][GOTO CTI]** to display a list of all the **Points Of Interest (POI)** in your Edit. Clicking on any item in the list will take you immediately to that location in your Edit. You may also use the Jog Wheel to move up and down the list.

TL Pos	Type	Detail
1:00:01:27	Event IN	1: [INT1:/default/fire002]
1:00:01:27	Edit Marker	Edit #1
1:00:01:27	Event OUT	1: [INT1:/default/models-1n10]
1:00:03:17	GPI Marker	GPI 1
1:00:04:05	Event OUT	1: [INT1:/default/fire002]
1:00:04:05	Event IN	1: [INT1:/default/breathe]
1:00:05:12	GPI Marker	GPI 2
1:00:06:18	Hot Event Src Time	1: [INT1:/default/breathe]
1:00:07:05	Event OUT	1: [INT1:/default/breathe]
1:00:07:05	Global	last timeline position

Changing the Scale of the Timeline Display

The scale of the Timeline Display can be changed by holding the **[CTRL]** key and **[click & dragging]** the mouse left or right within the Timeline scale.

You may also hold the **[CTRL]** key and turn the Jog Wheel to change the scale.

Six definable Timeline scales are also available.

1   Select **"TL Size" [F8]** from the main screen and a new set of F-Keys will appear.

Size1	F1	Size2	F2	Size3	F3	Size4	F4
Size5	F5	Size6	F6	Size Fit	F7	Return	F8

2   Choosing **Size1 [F1] - Size6 [F6]** will change the Timeline scale to the pre-defined size assigned to that F-Key.

3   Choosing **Size Fit [F7]** will attempt to show the entire Timeline on the screen.

4   Press **"Return" [F8]** to return to the default soft F-Keys.

> **Note:** The maximum duration the Timeline will display with **Size Fit [F7]** is approximately 1:30:00:00.

Defining Timeline Scales

To reprogram the **Size1 [F1] - Size6 [F6]** F-Keys to your own custom sizes, perform the following:

5 Set the Timeline to the desired scale.

6 Press **[CTRL][F1] - [CTRL][F6]**, depending on which F-Key's size you'd like to change.

7 The following prompt will appear:
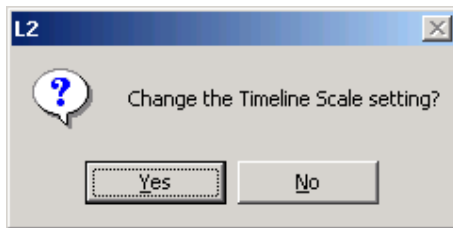
[Click] Yes or press **[ENTER]**.

8 Repeat as desired for the other F-Keys.

Cycle Through Timeline Scales

With the Timeline Scale F-Keys visible, press **[ALT][LEFT ARROW]** or **[ALT][RIGHT ARROW]** to cycle thru all the sizes (Size1 thru Size Fit). The cycle starts at the last size you had selected. You must have the Size Function keys enabled and displayed.

Size Fit a Range of Events

You can pick a range of Events to Size Fit on the screen by performing the following:

1 Select the range by selecting (**[CTRL][Click]**) 2 events. The selected Events do not have to be on the same Track.

2 Press **[SHIFT][SIZE FIT]**. The selected range is fit to the screen.

5.10. Moving an Event on the Track

Moving an Event using the Mouse

To move an Event left or right on its Track, perform the following:

1 Place the mouse cursor over the middle of the Event; the cursor will become a connected left and right arrow

⟺.

2 **[Click]** and drag the Event left or right.

When you hold the **[SHIFT]** key in conjunction with dragging the mouse, the movement is **fine** rather than coarse.

Moving an Event Using the Keyboard

1 Turn the Timeline **ON** (**[TL]**).

2 Pressing **[IN]** will move the IN-point of the Hot Event to the CTI, leaving the OUT-point where it was. This will change the OUT-time and duration of this Event.

  OR

  Pressing **[SHIFT][IN]** will move the entire Hot Event to the CTI without changing the IN or OUT-times or duration of the moved Event.

  OR

  Pressing **[OUT]** will move the OUT-point of the Hot Event to the CTI, if the Event precedes the CTI on the Timeline, leaving the IN-point where it was. This will change the OUT-time and duration of this Event.

  OR

  Pressing **[SHIFT][OUT]** will move the entire Hot Event, placing the OUT-point at the location of the CTI without changing the IN or OUT-times or duration of the moved Event.

  These functions will move the entire Event around the Timeline up to the limits of a previous or following Event. If there is not enough room to move the Event, a message will be displayed in the Message Window. For more information, see pg. 31, *Initialization Page* / *INVERT SHIFT IN/OUT KEYS.*

Moving an Event to a Specified Location on the Timeline

1 Turn the Timeline **ON** (**[TL]**).

2 Enter the **Timeline** time that you wish the Event to be moved to.

3 Press **[SHIFT][IN]** and the entire Hot Event will move, placing the IN-time at the desired location on the Timeline.

  OR

  Press **[SHIFT][OUT]** and the entire Hot Event will move, placing the OUT-time at the desired location on the Timeline.

  For more information, see pg. 31, *Initialization Page* / *INVERT SHIFT IN/OUT KEYS.*

5.11. Marking and Trimming Events

When marking and trimming Events, it is important to understand the following about the **CPI** and **CTI**.

The Current Position Indicator (CPI)

The **RED** triangular marker on a Track is always associated with the **Hot Event**. This marker is called the **Current Position Indicator (CPI)**. It indicates the current position of the "play head". A CPI may be at different locations on different Tracks. This is normal.

To bring the **CPI** to the **beginning** of its Event, press **[SRCH]**.
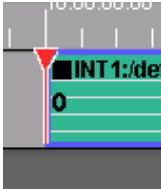
The Current Timeline Indicator (CTI)

The **BLUE** marker at the center of the Timeline is the **Current Timeline Indicator (CTI)** and determines where certain actions will occur on the Timeline. The CTI only appears when the Timeline is **ON**.

Press **[TL]** to toggle the Timeline (CTI) on or off.
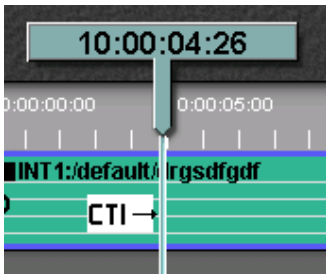
See pg. 31 *Initialization Page* / *TIMELINE AUTO OFF*

Marking Events with MARK IN and MARK OUT

The **[MARK IN]** and **[MARK OUT]** keys are used to define new IN and OUT-points for an Event, and behave differently depending on the ON/OFF Status of the CTI.

With the Timeline OFF

With an Event already mounted on the current Track;

Press **[MARK IN]**. The position of the CPI becomes the IN-time for that Event; the OUT-time of the Event does not change. If the red CPI is *before* the Event, the IN-point of the Event will move to the location of the CPI and the Event will become longer.

Press **[MARK OUT]** and the OUT-time changes to the position of the **CPI**; the IN-time of the Event does not change. If the CPI is *after* the Event, the OUT-point will move to the location of the CPI and the Event will become longer.

With the Timeline ON

With an Event already mounted on the current Track;

Press **[MARK IN].** The position of the CTI becomes the IN-time for that Event; the OUT-time of the Event does not change. If the blue CTI is *before* the Event, the IN-point will move to the location of the CTI and the Event will become longer.

Press **[MARK OUT]** and the OUT-time changes to the position of the **CTI**; the IN-time of the Event does not change.   If the blue CTI is *after* the Event, the Out-point will move to the location of the CTI and the Event will become longer.

Trimming Events with TRIM IN and TRIM OUT

To **Trim** an Event is to add or remove time from the IN or OUT-point rather than entering or marking an absolute time or position.

To use the **Trim IN** and **Trim OUT** functions, press **[TRIM IN]** or **[TRIM OUT]** followed by the amount of trim, then **[ENTER]**,

OR

enter the amount of trim followed by the **[TRIM IN]/[TRIM OUT]** keys, for example:

With Timeline OFF

- **[1],[0],[-],[TRIM IN]** will add ten frames to the IN-time of the event and lengthen the Event.

- **[1],[2],[3],[TRIM OUT],[TRIM OUT]** will add 1 second 23 frames to the OUT-time of the event and lengthen the Event.

- **[TRIM IN],[1],[0],[ENTER]** removes ten frames from the IN-time of the Event and shortens the Event.

- **[TRIM OUT],[1],[0],[ENTER]** adds ten frames to the OUT-time of the Event and lengthens the Event.

With Timeline ON

- **[1],[0],[-],[TRIM IN]** will move the IN-point of the Hot Event ten frames to the left (earlier on the Timeline) without changing the IN-time.

- **[1],[0],[TRIM OUT],[TRIM OUT]** will move the OUT-point ten frames to the right and lengthen the Event without changing the IN-time.

Trimming Events Using the Mouse

Drag an IN-point or OUT-point

Placing the cursor over an Event will produce three different cursor shapes depending upon where the cursor is placed within the Event.
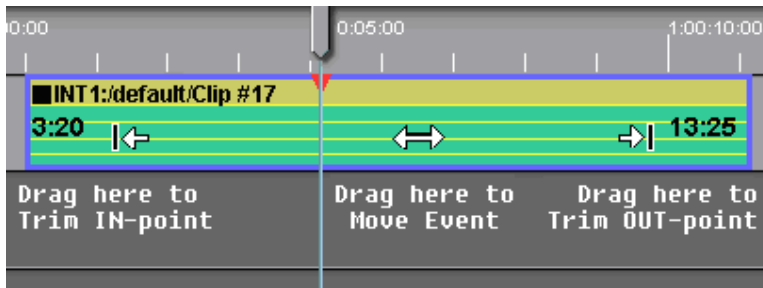
[Click] and drag the end of an Event to trim the IN or OUT-point.

Dragging in the center of the Event will move the entire Event. This is covered in the section, ***Moving an Event on the Track*** (pg. 66).

InvertMoveEvent

Exactly what happens during the trimming operation is determined in part by the setting of **InvertMoveEvent** in the Initialization Page (**[SHIFT][INIT]**).

With InvertMoveEvent OFF (No):

- Drag the **IN**-**point** of the Event and the **OUT**-**time** TC is **updated**.

- Drag the **OUT**-**point** of the Event and the **OUT**-**time** TC is **updated**.

- Drag the **Event** and no change other than the Event moves on the Track.

- **[CTRL]** drag the **IN**-**point** of the Event and the **IN**-**time** TC is **updated**.

- **[CTRL]** drag the **OUT**-**point** of the Event and the **IN**-**time** TC is **updated**.

- **[CTRL]** drag the **Event** and the **IN**-**point** and **OUT**-**point** timecodes are **adjusted**,
  the Event does not move, and the **IN**-**point** is **monitored**.

- **[ALT]** drag the **Event** and the **IN**-**point** and **OUT**-**point** timecodes are **adjusted**,
  the Event does not move, and the **OUT**-**point** is **monitored**.

With InvertMoveEvent ON (Yes), all the above is reversed:

- Drag the **IN**-**point** of the Event and the **IN**-**time** TC is **updated**.

- Drag the **OUT**-**point** of the Event and the **OUT**-**time** TC is **updated**.

- Drag the **Event** and no change other than the Event moves on the Track.

- **[CTRL]** drag the **IN**-**point** of the Event and the **OUT**-**time** TC is **updated**.

- **[CTRL]** drag the **OUT**-**point** of the Event and the **OUT**-**time** TC is **updated**.

- **[CTRL]** drag the **Event** and the **IN**-**point** and **OUT**-**point** timecodes are **adjusted**,
  the Event does not move, and the **IN**-**point** is **monitored**.

- **[ALT]** drag the **Event** and the **IN**-**point** and **OUT**-**point** timecodes are **adjusted**,
  the Event does not move, and the **OUT**-**point** is **monitored**.

Slipping an Event

Holding down the **[CTRL]** key while dragging in the center of an Event with the following cursor ⟨⟹⟩, will cause the Event to "**slip**"; that is, the Event will remain in place on the Timeline and its duration will remain the same, but the IN-time and OUT-time are simultaneously adjusted as you drag. For finer movements, press and hold the **[SHIFT]** and **[CTRL]** keys while dragging with the mouse.

- To monitor the **IN**-point of the Event, use the **[CTRL]** key while slipping the Event.

- To monitor the **OUT**-point of the Event, use the **[ALT]** key while slipping the Event.

Sliding an Event

With the mouse, locate the pointer at the point-of-interest between two adjacent Events. The cursor symbol will change to two opposing arrows ⟹⟨⟸. **[Click]** and drag the mouse left or right. The CUT point will "**slide**" within the adjacent Events, incrementing or decrementing the OUT-point of an Event while equally decrementing or incrementing the IN-point of the adjacent Event. For finer movement, press the **[SHIFT]** and **[CTRL]** keys while dragging the mouse left or right.
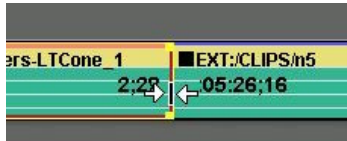
- To monitor the **OUT-point** of the Event on the left, press the **[CTRL]** key while sliding the Event.

- To monitor the **IN-point** of the Event on the right, press the **[ALT]** key while sliding the Event.

Trim and Search

The Trim and Search feature may be turned **ON** in the Initialization Page using the setting **TrimAndSearch**.

When this feature is **ON, [clicking]** the beginning ⟨⟸ or end ⟹⟩ of an Event will cause the source to immediately cue to the new IN or OUT-point defined in that Event, so that the effect of the trim may be seen immediately.

With TrimAndSearch ON (Yes):

- When you **[click]** on the **beginning** of an Event ⟨⟸, the **CPI** cues to the **beginning** of the Event.

- When you **[click]** on the **end** of an Event ⟹⟩, the **CPI** cues to the **end** of the Event.

- When you **[TRIM IN]** an Event, the Event is trimmed and the **CPI** cues to the new **IN-point** of the Event.

- When you **[TRIM OUT]** an Event, the Event is trimmed and the **CPI** cues to the new **OUT-point** of the Event.

- When you **[SET IN]** an Event, the time is entered and the **CPI** cues to the new **IN-point** of the Event.

- When you **[SET OUT]** an Event, the time is entered and the **CPI** cues to the new **OUT-point** of the Event.

Status Shortcut: This item is available as the Status Shortcut **TrimSrc**.

5.12. SET IN and SET OUT

These actions apply to the Hot Event on the selected Track.

Setting a Number IN

To **SET IN** a number is to specify a new IN-time timecode address for the current Event.

1 Turn the Timeline **OFF**

2 Type a timecode number on the numeric keypad.

3 Press **[SET IN]**.

 OR

1 Turn the Timeline **OFF**

2 Press **[SET IN]**.

3 Type a timecode number on the numeric keypad.

4 Press **[SET IN]** or **[ENTER]**.

The number entered will be set into the Event as the new **IN-time**.

Setting a Number OUT

To **SET OUT** a number is to specify a new OUT-time timecode address for the current Event.

1 Turn the Timeline **OFF**

2 Type a timecode number on the numeric keypad.

3 Press **[SET OUT]**.

 OR

1 Turn the Timeline **OFF**

2 Press **[SET OUT]**.

3 Type a timecode number on the numeric keypad.

4 Press **[SET OUT]** or **[ENTER]**.

The number entered will be set into the Event as the new **OUT-time**.

5.13. Setting Durations

These actions apply to the Hot Event on the selected Track.

Notice in the following example that the duration is **9:07** (12:27 minus 3:20).
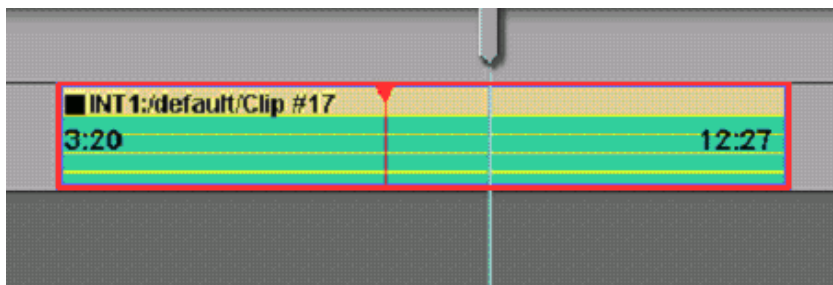
1 On the numeric keypad, enter the desired duration in seconds and frames, for example **[5],[0],[0]** for five seconds.

2 Press **[SET DUR]**. Notice that the duration of the Hot Event is now **5:00** seconds.
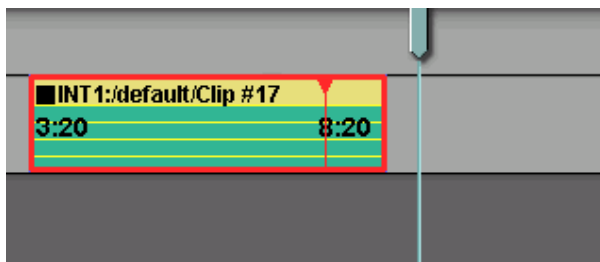
Backtiming Durations

Setting a negative duration moves the IN-time but leaves the OUT-time unchanged.

For example,

1 Select an Event

2 Press **[-],[2],[0],[0],[SET DUR]**.

3 This moves the IN-time two seconds **earlier** on the Timeline and leaves the OUT-time as it was.

Backtiming Source Events (Three-Point Edit)

To automatically calculate the duration of a Source Event if a new source IN or OUT point is marked,

Press **[ALT][MARK IN]** or **[ALT][IN]** on a Source Event. This will mark an IN-point and automatically adjusts the Duration of the Source to be the same as the current Record Event duration, regardless of the state of the INIT Page option "UseSrcDur". The In and Out of the Source Event is aligned with the In and Out of the Record Event.

OR

Press **[ALT][MARK OUT]** or **[ALT][OUT]** on a Source Event. This will mark an OUT-point and automatically adjusts the Duration of the Source to be the same as the current Record Event duration, regardless of the state of the INIT Page option "UseSrcDur". The In and Out of the Source Event is aligned with the In and Out of the Record Event.

Note the following:

▪   [Alt][Mark] is only valid if there is an Event on the LRT.

▪   [Alt][Mark] is NOT valid if there is more than 1 clip on the selected track (for now). If there is more than one source Event on the same Track, an error message will appear in the message window stating that this is not allowed.

▪   To be consistent with [Shift][Mark], [Alt][Mark] only uses the CPI and ignores the CTI.

Changing the Default Event Duration

On the Initialization Page, you may select default durations for new VTR Events and new Crosspoint only Events when they are mounted by way of pressing the **[IN]** or **[MARK IN]** keys.

In the *Initialization Page* (pg. 30), set **DefaultEventDuration** to any duration. When you create a new VTR or Crosspoint Event, its duration will be set accordingly.

Transfering an Event Duration

To transfer or copy the duration from one Event to another,

1   **Select** the Event to copy the duration **from**.

2   Press **[RECAL][DUR].** The duration time is placed in the numeric display.

3   **Select** the Event to copy the duration **to**.

4   Press **[DUR].**

5.14. Adding to an Event (Add)

Pressing **[ADD]** extends the Event that is positioned to the left of the CTI by adding another matching Event of the same length and contiguous timecode.

To add to an Event, perform the following:

1   Place the **CTI** at the **end** of the Event you wish to add to, or at an **empty** location of the Track.
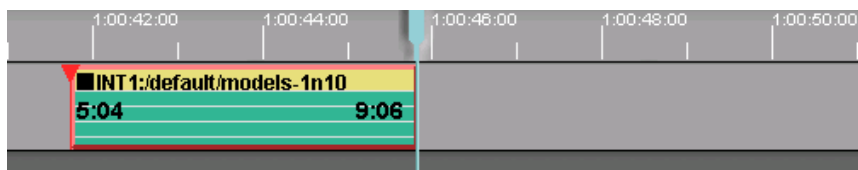
2 Press **[ADD]**. A new Event is added at the location of the **CTI**.
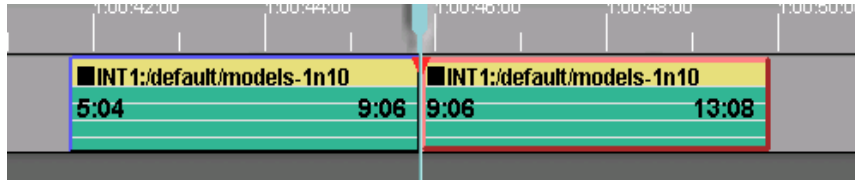
The following conditions apply to added Events created with **[ADD]**:

▪ The **enabled**/**disabled** status of the audio and video subtracks of the previous Event is carried over to the new Event.

▪ **Audio** and **Speed Ramps** of the previous Event are set to **unity** in the new Event.

▪ The new Event's **transition** is a **CUT** ∎.

ADD Modifiers

▪ **EXTEND THE HOT EVENT** - Pressing **[SHIFT][ADD]** will create another Event based on the current Track's Hot Event, rather than extend the Event to the left of the CTI.

▪ **EVENLY SPACE ADDED EVENTS** - If there is a space between the CTI and the Event to be extended, pressing **[CTRL][ADD]** will create another Event based on the Event to the left of the CTI, but placed the same distance away as the space between the CTI and the Event.

▪ **COPYING AUDIO AND SPEED RAMPS WHILE EXTENDING** - Pressing **[ALT][ADD]** will create another Event based on the Event to the left of the CTI and copy all audio and speed ramps to the added Event, rather than set the added Event's audio and speed ramps to unity.

▪ Pressing **[ALT][ADD]** will also copy all status elements applied to the Event. If an Event is tagged ⊡, pressing **[ALT][ADD]** will perform an extended Add.
 For more information, see the section, *Extended Add* (pg. 76).

Combining ADD Functions

Combining Add Functions - It is also possible to combine Add functions. The following is a list of additional combinations:

▪ **[SHIFT][CTRL][ADD]** - Create another Event based on the Hot Event and place the CTI the same space away from the added Event if there is a space between the CTI and the Event to be extended.

▪ **[SHIFT][ALT][ADD]** - Create another Event based on the Hot Event and copy all audio and speed ramps to the added Event.

▪ **[CTRL][ALT][ADD]** - Create another Event based on the Event to the left of the CTI and copy all audio and speed ramps to the added Event.

▪ **[SHIFT][CTRL][ALT][ADD]** - Create another Event based on the Hot Event and copy all the audio and speed ramps to the added Event and place the CTI the same space away from the added Event if there is a space between the CTI and the Event to be extended.

Extended Add

If you first tag the Event (by pressing **[TAG]**), pressing **[ALT][ADD]** will then extend the Event as usual, but the added Event's IN-time will be determined by the intervening time between the two Events.
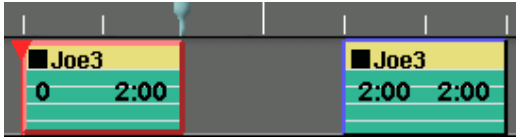
The previous example shows the results of a normal Add operation. Notice that the IN-time of the added Event (2:00) is the same as the OUT-Time of the previous Event (2:00) even though two seconds has intervened between the two Events.

The previous example shows the results of an extended Add operation; the original Event was tagged (**[TAG]**), then **[ALT][ADD]** was pressed. Notice that the IN-time of the Added Event (4:00) is different than the OUT-time of the previous Event (2:00) by the amount of time separating the two Events.

5.15. Motion Control

Speed Dialog and Interface

[SHIFT][SPEED] opens the Speed Dialog and graphical interface. Here you may program speed changes as either **cuts** (instantaneous speed change) or **ramps** (gradual speed change).

With the Speed Dialog open, press **[IN]** to place a speed control point (keyframe) at the CPI or CTI. Speed control points appear as white circles on the black line in the graphical interface. If the Timeline is **ON**, the control point will be placed at the blue **CTI**. If the Timeline is **OFF**, the control point will be placed at the Event's red **CPI**. You may also hold down the **[F3]** key to place a control point and use the Jog Wheel to set a speed.

When a speed has been set in an Event, the Speed icon is displayed on the Event with the speed percentage displayed alongside. In the following example, Speed is set at 0.50%:
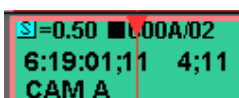
If multiple speeds are set for an Event, only the first speed is displayed on the Event.

In the following example there are four motion control points, or keyframes.
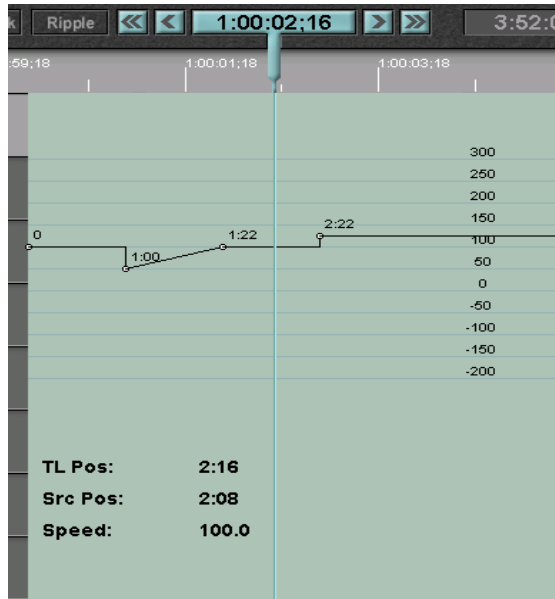
In the graphical interface, time is displayed horizontally, while speed percentage is displayed vertically.

In the previous example:

- The Event starts at **0**, so the first point is labeled **0**, and represents the start of the motion control sequence. The motion control Event begins at **100%** speed and continues for **1:00**, where it **cuts** to **50%** speed.

- At **1:00** into the Event, the speed **ramps** for the next **1:00** back to **100%** speed again. Had this change been a cut rather than a ramp, the source position would have been **1:15**.

- The device continues for **1:00** at **100%** speed and then **cuts** to **125%** speed. Had this change been a ramp rather than a cut, the source position would have been **2:25**.

The speed adjustment graphical interface also holds information about the speed and position at the CTI:

- **TL Pos** - This time is the **real time** or record time into the Event as if there had been no speed changes.

- **Src Pos** - This time is the actual timecode position of the source at the CTI.

- **Speed** - This value is the programmed speed for the source at the CTI.

Ramps or Cuts

When changing speeds, you may define whether the speed change is instantaneous, defined as a **cut**, or gradual, defined as a **ramp**.

- To make a speed change a cut, press **[CUT]** or uncheck ☐ **Ramp** in the Speed

Dialog while the CTI is over a speed point.

▪ To change a cut into a ramp, press **[DISS]** or check ☑ Ramp in the Speed Dialog while the CTI is <u>over</u> a speed point.

Using the Speed Dialog
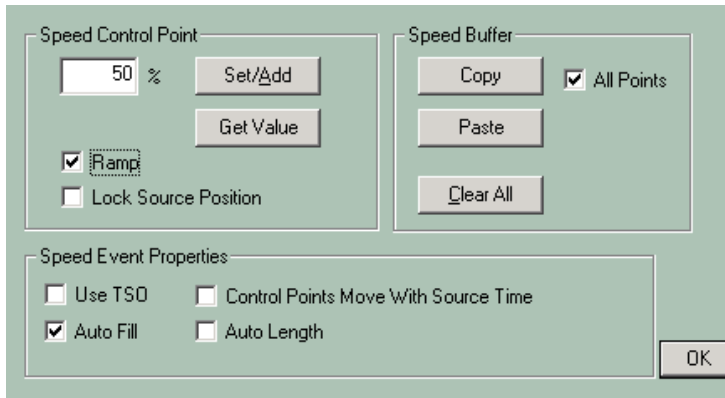
Speed Control Point

● **SET/ADD** - After entering a value in the **Speed Control Point Entry** field, pressing the **Set/Add** button will set the speed to that of the entered value. Speed values can be entered in .10% increments, and the ability to perform the entered speeds is device dependent.

● **GET VALUE** - A speed point value may be copied using the **Get Value** button. This places the current value under the CTI in the **Speed Control Point Entry** field.

● **RAMP** - Checking ☑ **Ramp** enables a ramp between the current speed point and the previous speed point.

● **LOCK SOURCE POSITION** - This function only works when **Ramp** is also checked ☑. Check ☑ **Lock Source Position** to lock the current control point to the current source position. If the speed leading into a "locked" source position is changed, and ramp is also selected, the control point will move its position on the Timeline in order to maintain its relationship with the source.

Speed Event Properties

● **USE TSO** - Some VTRs have a **Program Play** function that corrects the pitch of audio when the device is played off-speed. Check ☑ **Use TSO** to enable this feature.

● **AUTO FILL** - With **Auto Fill** checked ☑, you can change the length (duration) of an Event while still maintaining the integrity of the Event's already defined IN and OUT-points. An 🅂 icon is placed on the Event to show that a speed change has been added to the Event.

● **CONTROL POINTS MOVE WITH SOURCE TIME** - If **Control Points Move With Source Time** is checked ☑, the points you have set will be locked to the source time and will move with these times even if the Event is trimmed.

Speed Buffer

- **COPY** - Pressing the **Copy** button copies the value of the current keyframe at the CTI or CPI.

- **PASTE** - Pressing the **Paste** button pastes the value copied in the previous Copy operation to another location or Event.

- **ALL POINTS** - When **All Points** is checked ☑, every keyframe position and value in the Current Event are copied. In this case, a **Paste** operation places all of these values and positions into the Event into which they are pasted.

- **CLEAR ALL** - Pressing **Clear All** will clear all of the motion control points. To clear out individual motion control points, use the arrow keys to move to the point to be deleted and press **[BACKSPACE]**.

Quick Speed Entry

You can define and enter a speed without bringing up the Speed Dialog. This defined speed is for the whole Event.

1   Type the desired speed.

2   Press **[SHIFT][SPEED]**.

For example, pressing **[5],[0],[SHIFT][SPEED]** enters a speed of 50% for the current Event regardless of the CPI or CTI position.

You can also enter a Variable Quick Speed by first putting the VTR or Clip into Variable and then pressing **[SHIFT][SPEED]**. The current Variable speed will be entered at the beginning of the current Event regardless of the CPI or CTI position.

Clear Quick Speed Entries

Press **[SHIFT][CTRL][SPEED]** to clear all speeds within the selected Event without opening the Speed Dialog.

Filling a Gap (Fit & Fill)

[FILL] performs an automatic speed calculation to lengthen or shorten an Event to fill a specified time or to fill a gap between Events. The IN and OUT-points of the Event remain unaffected.

In the following example, we want the Event on the left to "fill" or extend to the CTI.
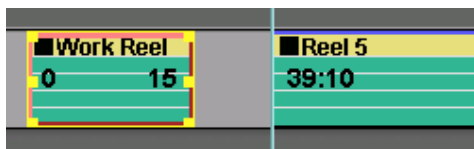
In order to accomplish this, perform the following:

1   Place the **CTI** where you wish the Fill to reach.

2   Make the Event to be modified a **Hot Event**.

3   Press **[FILL]**.

The Event will extend to the CTI, but the duration (15) remains the same. An ⑤ icon in the upper left corner of the Event shows that this Event will be off-speed.
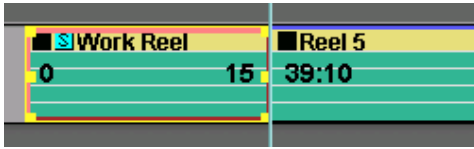
The calculated speed is displayed in the Speed Dialog.
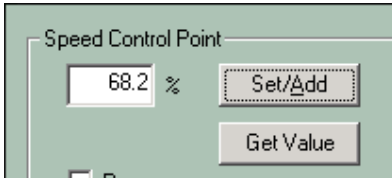
5.16. Split Events

A **Split Event** or **split edit** is an Event where either the video or audio channel(s) are delayed. That is, at least one A/V component of the Event starts before the other.

The simplest way to perform a split edit, is to separate an Event by pressing **[SEP]** at the desired split point, identified by the **position** of the **CPI** or **CTI**, and change the A/V components of an Event as shown in the following example:
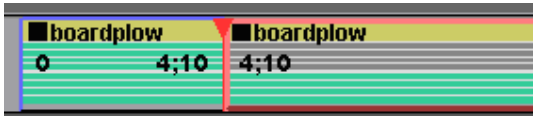
In the previous example, the edit starts with video and 8 channels of audio enabled. At the **SEP** point at 4:10 into the original Event, audio channels 1-4 are turned off, and the edit continues with video and audio channels 5-8 enabled.

Split edits can also be performed by using the Split Dialog.

Creating a Split Event

To make these Split Edits, press **[SPLIT]**. The following dialog is opened.
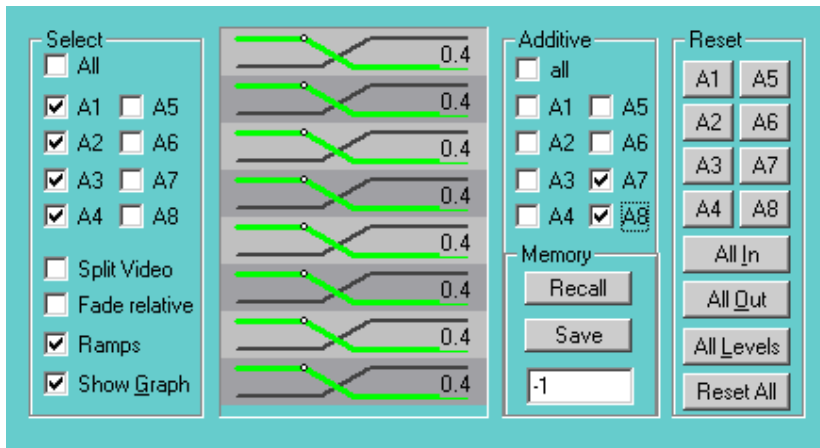
1   Place the **CTI** or **CPI** at the desired split point. With the Timeline **ON,** the split points will be set at the **CTI.** With the Timeline **OFF,** the split points will be set at the **CPI.**

2   Check ☑ **Split Video** and/or one or more of the **A1 - A8** Audio Channels check boxes in the **Select** section of the dialog.

3   Press the **[IN]** key. The sub-Tracks on the Event will display the results.

    OR

    Press and hold the **[IN]** key while jogging or playing through the Event. You will see that the channels that are not selected are not affected, but the selected channels are delayed in starting from the beginning of the Event.

    If you press and hold the **[OUT]** key while jogging or playing, the selected channels will be split out.

Note: You may not overlap another Event.

In the following example of a **simple** split Event, audio channels 1-4 are present at the beginning of the Event. Video is introduced later in the Event.
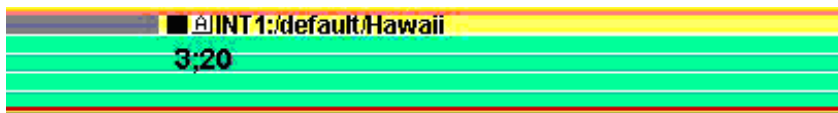
In the following example of a **complex** split Event, these Events happen in sequence:
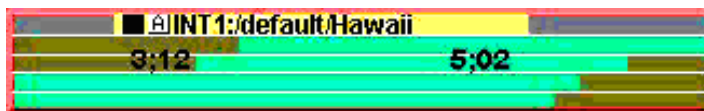
1   Audio channels 3-4 are present.

2   Video is introduced.

3   Audio channel 2 is introduced.

4   Audio channel 1 is introduced.

5   Video is removed.

6   Audio channel 4 is removed.

7   Audio channel 3 is removed.

8   Audio channel 2 is removed.

The Event ends with only audio channel 1 active.

The Split Dialog

Pressing **[SPLIT]** opens the Split Dialog, below.
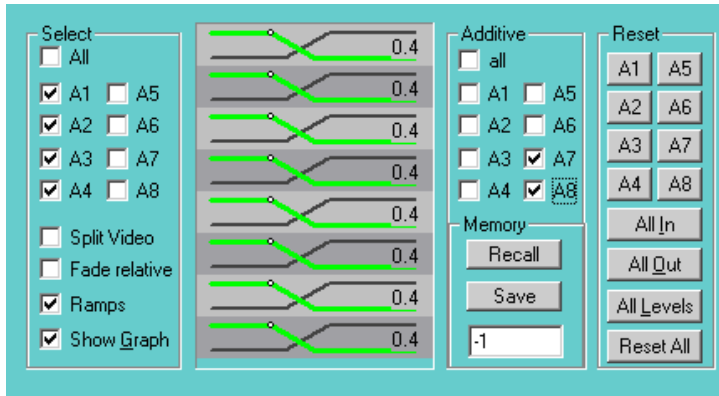
Select

The **Select** section of the dialog contains options for the split operation:

- **ALL** - Checking ☑ **All** will select all audio subtracks to be affected by the split.

- **A1 - A8** - Checking ☑ **A1 - A8** will select audio sub-Tracks 1 - 8 to be affected by the split.

- **SPLIT VIDEO** - Checking ☑ **Split Video** will select the video sub-Track to be affected by the split operation.

- **FADE RELATIVE** - N/A

- **RAMPS** - When **Ramps** is checked ☑, audio levels will transition smoothly from one keyframe to the next.

- **SHOW GRAPH** - Checking ☑ **Show Graph** turns on the graphic display of the current Event's audio channels.

Additive

In the previous Dialog, you see that **A7** and **A8** have been checked ☑ under the **Additive** heading. With this setting, when the current Event's audio channels are enabled in a Preview or Recording, channels **A7** and **A8** of the previous Event will be left open.

Memory (Mixer Dependent)

Note: This section will only appear when a driver that supports this function is installed.

Certain audio mixer Protocols allow for saving and recalling of A-MEMs, or audio memories. This data is stored and recalled from the Mixer memory. This item will only appear in the Split Dialog if your assigned Audio Mixer is capable of performing this function.

Reset

The **Reset** section of the Dialog contains options for resetting audio levels back to their original level.

- **A1-A8** - will reset any level changes, split points, and ramps for the selected audio channel.

- **RESET ALL** - will reset all level changes, split points, and ramps for all active audio channels.

- **ALL LEVELS** - will reset any level changes made to all Select channels.

- **ALL IN** - will reset all SPLIT IN points, regardless of Select status.

- **ALL OUT** - will reset all SPLIT OUT points, regardless of Select status.

Split F-Keys

When the Split Dialog is opened, the related F-Keys appear:

| Show Graph F1 | Global F2 | Keyframe F3 | Jog Limit F4 |
| Reset In F5 | Reset Out F6 | ResetLevels F7 | Reset All F8 |

- **SHOW GRAPH [F1]** - Press **[F1]** to turn ON or OFF the graphic display of the current Events audio channels.

- **GLOBAL [F2]** - Press **[F2]** and turn the Jog wheel to change the overall global level for the Select channels of the current Event.

- **KEYFRAME [F3]** - Press **[F3]** and turn the Jog wheel to create a new audio keyframe for the selected channels of the current Event at the CPI or CTI.

Note: When the Split Dialog is open, pressing **[LEFT ARROW]** or **[RIGHT ARROW]** will jump to the previous or next speed keyframe for all audio channels that are selected.

- **JOG LIMIT (threshold) [F4]** - N/A

- **RESET IN [F5]** - Press **[F5]** to reset all SPLIT IN points, regardless of Select status.

- **RESET OUT [F6]** - Press **[F6]** to reset all SPLIT OUT points, regardless of Select status.

- **RESET LEVELS [F7]** - Press **[F7]** to reset all levels regardless of Select status.

- **RESET ALL [F8]** - Press **[F8]** to reset all levels and all IN and OUT split points, regardless of Select status.

5.17. Audio Control

Selecting Audio Channels

To select or deselect audio sub-Tracks of the first four channels of the Selected Event, press the corresponding **[A1] - [A4]** keys. On an Event with 5-8 audio channels, use **[SHIFT] [A1] - [A4]** to select or deselect channels **A5 - A8**. On a Record Event with 12 audio channels, press **[CTRL][A1] - [A4]** to select or deselect channels **A9 - A12**.

Selecting and de-selecting audio sub-Track on a source Event affects the channel(s) that will be opened on the audio mixer during a preview or recording. Selecting and de-selecting audio sub-Track on a Record Event affects which channels of the record device will be armed during a recording.

Audio-Only Event

To change the Selected Event to be an **Audio Only Event**, press **[VIDEO]**. This toggles the Video Track **ON/OFF**.

Video-Only Event

To change the Selected Event to be a **Video Only Event**, press **[ALT][VIDEO]**. This toggles **all** the enabled audio sub-Tracks **ON/OFF**. You may also toggle each audio sub-Track independently by pressing **[A1] - [A8]**.

Twelve Channel Audio

Fastrack supports 12-channel audio **record** control for VTRs that have that capability; for example the Sony SRW-5000. When enabled, all 12 sub-Tracks are shown in the Event display.
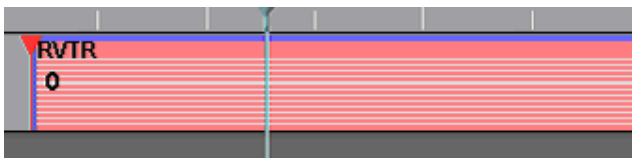
Press **[SHIFT][VIDEO]**, the **Mode** key, to open the **Record Enable** Dialog. Check or uncheck the desired audio sub-Tracks 1 through 12.
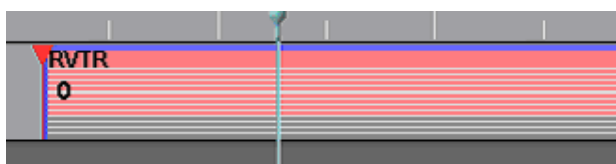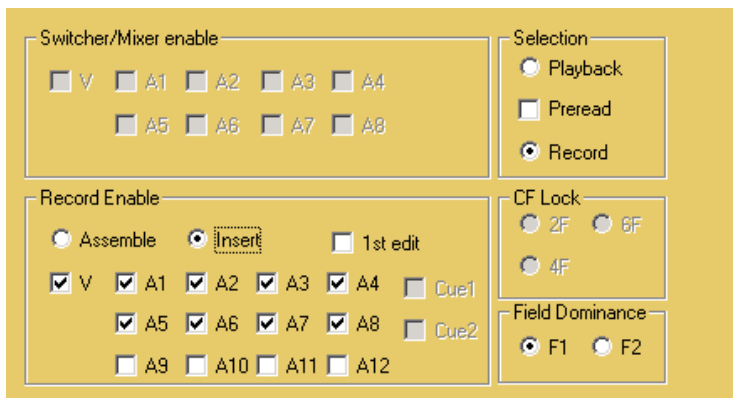
The previous diagrams show audio Record channels 9-12 disabled.

Shortcut keys for enabling individual audio sub-Tracks are:

1-4 =   **[A1] – [A4]**

5-8 =   **[SHIFT][A1]-[A4]**

9-12=   **[CTRL][A1]-[A4]**

Setting Audio Levels

It is possible, with specific types of audio mixers, to set audio levels while within the Split Dialog. Press **[SPLIT]** to bring up the dialog shown below.

Note: This feature is dependent upon the audio mixer in use.
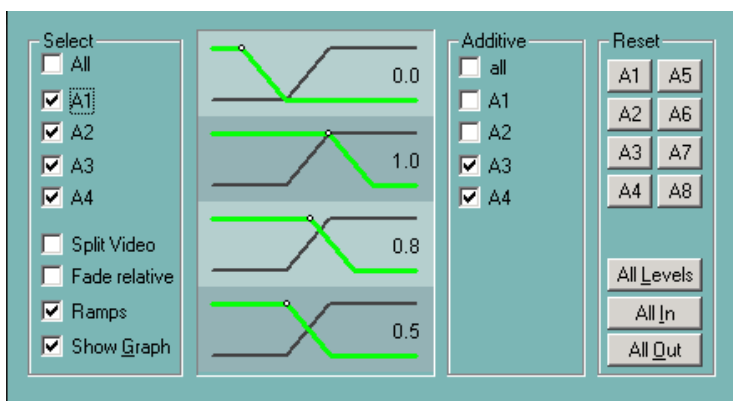
To set audio levels, first check ☑ **Show Graph**.

Setting Ramped Audio Levels (Mixer Dependent)

If you wish to have the levels transition smoothly from one keyframe to another, perform the following:

1 First **check Ramps**.

2 Select the audio channels you wish to control by checking ☐ the appropriate **A1 - A8** boxes in the **Select** section of the dialog.

3 With the Timeline **OFF**, **jog** within the Hot Event and press and **hold [F3]** and a keyframe will appear at the **CPI**.

4 While continuing to **hold [F3]**, use the Jog Wheel to set the level.

5 **Release [F3]** and Jog to the next location in the Event where you wish to set levels. The display will look similar to this:
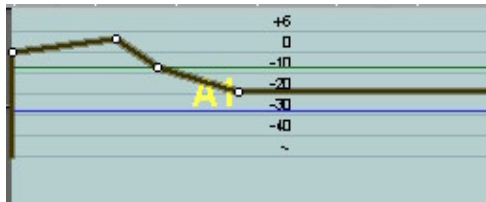
6 With the Timeline **ON**, pressing **[F3]** will place the new keyframe at the **CTI** instead of the **CPI**.

Setting a Global Audio Level

To set the overall level of an Event, press **[F2]** and use the Jog Wheel to set the level.

Audio Transition Rates

When setting up a video transition rate, the audio will, by default, transition at the same rate.

If you wish the audio to cut or to transition at a different rate than the video, perform the following:

1 Press **[DISS]** to open the Effects Dialog.

2   Uncheck ☐ **Audio Follows.** In the following example, the video will dissolve at a rate of 1:15 but the audio will transition as defined in the **Split Dialog**.

3   Press **[SPLIT]** to open the **Split Dialog** and select the audio channel you wish to change. In this example, only audio channel **A1** is selected.

4   Assuming that you wish an audio transition rate of 15 frames for audio channel **A1**, press **[1],[5],[DISS].**
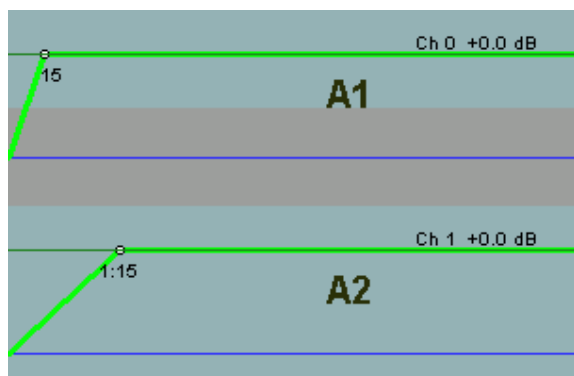
Since only audio channel **A1** was selected in the Split Dialog, the rate for this channel is seen as different from audio channel **A2**.

Setting Different Transition Rates for Each Audio Channel

Using the same method as described previously, you may set different transition rates (audio mixer dependent) for each audio channel.

1   Press **[SPLIT]** to open the Split Dialog.

2   Check the appropriate audio channel(s) in the Split Dialog and set its rate.

3   Repeat for each channel.

The following example shows different transition rates for each channel:
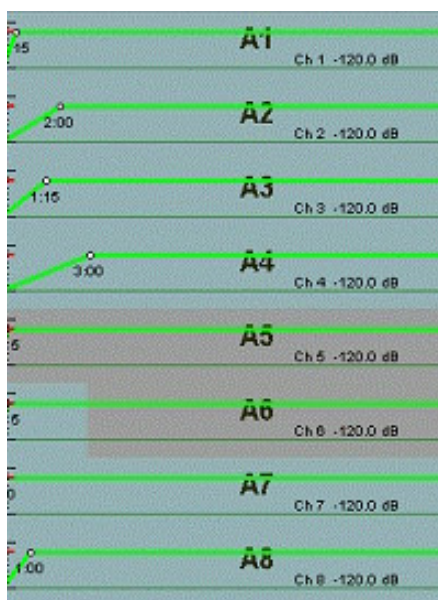
No Out Effect

During a Preview or Record, effects such as Dissolve, Wipes, and Keys may be applied to both ends of an Event. This item checked ☑ means that a CUT is performed at the OUT-time of the Event regardless of what the ingoing transition is. When checked ☑, the Transition Out field is ghosted.
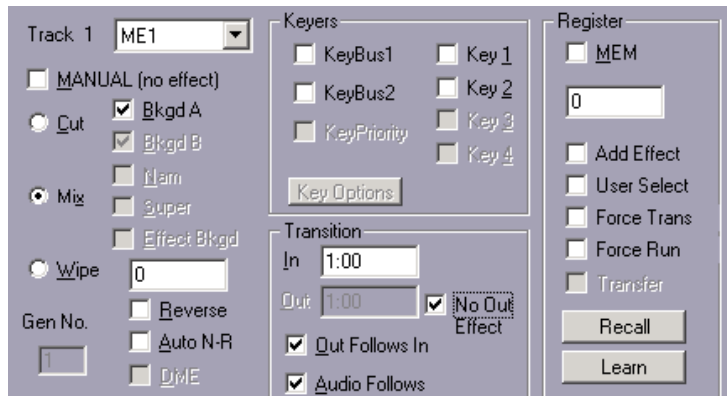
Tracking Manual Audio Mixer Level Changes

With many mixers, Fastrack can learn and reproduce level changes in performed in real-time on the mixer.

To learn audio mixer level changes,

1   Press **[SPLIT]** to open the audio dialog.

2   Play the Event and then make desired manual adjustments on the mixer.

You will see a display similar to the following:
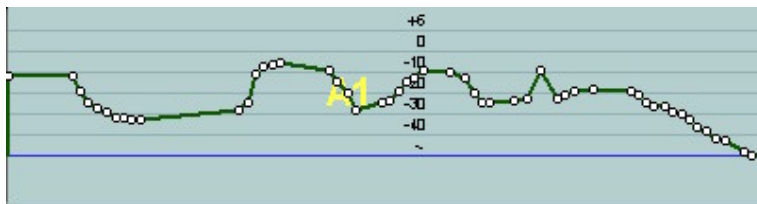
Subsequently, during a Preview or Record operation, the mixer will accurately reproduce these level changes.

NOTE FOR YAMAHA MIXERS: If you manually move the faders on a Yamaha mixer, the Fastrack source keys no longer control the faders you moved. This is a feature of the Yamaha mixers. Press **[ALLSTOP]** to regain editor control of these mixer faders.

5.18. Ripple

The Ripple function allows for the moving or deleting of any portion of an edit or Timeline, without leaving a gap and without disrupting the sequence and relationship of all following Events on the Timeline.

To turn Ripple **ON**, press **[RIPLE]**, or **[Click]** the Ripple indicator to the left of the CTI.
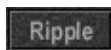
When the Ripple indicator is **yellow**, Ripple is **enabled**. When disabled it is ghosted.

In the following example, the second Event in a sequence of four Events has been deleted. Ripple is **OFF**, so a gap is left and all subsequent Events are left as they were.
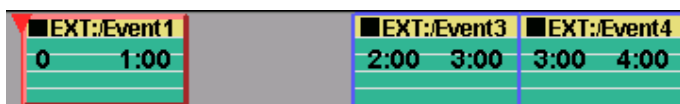
In the following example, the second Event has been deleted again, only now Ripple is **ON**, so no gap is left and all subsequent Events are "**pulled-up**" while still maintaining their prior relationship to each other.
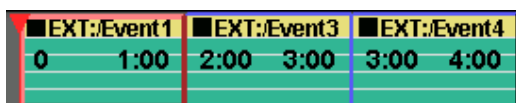
- ▪ Note that Ripple does not apply to **cut** Events, only **deleted** Events.
- ▪ Note that Ripple does not apply to Events that are not **In Group**.

For additional information on Events **In Group,** see the section *Track Properties* (pg. 44).

Source Times Ripple

You may ripple (adjust) the IN or OUT-times of ALL Events on a Track simultaneously, without changing the duration of the Events.

Press **[CTRL][RIPLE],[10],[ENTER].** The IN and OUT-points of all Events on the Track will be adjusted by 10 frames. The Event durations and positions will not be affected.

OR

Press **[10],[CTRL][RIPLE]**. The IN and OUT-points of all Events on the Track will be adjusted by 10 frames. The Event durations and positions will not be affected.

Ripple Selected Events

Even with the Ripple function turned **OFF**, Events can be rippled if they are **Selected.** A Selected Event is one that has been **[Clicked]** and has a **yellow border**. When you

drag a Selected Event, all **Selected** Events are moved accordingly.

For more information about Selected Events, see the section *Selected Events* (pg. 58).

5.19. Swap

Swap Events

To swap or exchange two Events on the same Track,

1   Select two Events on the same Track.

2   Press **[ALT][EXCH]**

OR

[Right-click] and select **Swap Event** from the drop-down menu.

The two Events will replace each other.

Note the following about swapping Events:

▪   The manner in which the Events are swapped varies depending on whether Ripple is **On** or **Off**:

▪   With Ripple **ON**, the Events and their current IN-time, OUT-time, and DURATION are swapped, and Events in-between are rippled accordingly.

   With Ripple **OFF**, the Events and their current IN-time are swapped, maintaining the duration of the target space, and Events in-between are not rippled.

Swap Pages

To swap entire 8 or 12-Track Pages, press **[CTRL][ALT]** and the Page # **[1-6]** that you wish to swap with the primary Page (0). You must have at least 2 Pages (16 or 24 Tracks) for this feature to work.

5.20. Cutting and Pasting Selected Events

Selecting Multiple Events

To select a consecutive group of Events, first **[Click]** on the first Event you want selected, then **[SHIFT][Click]** the final Event you want selected. All Events in-between will also become selected.

To select a specific group of Events, hold **[CTRL]** and **[Click]** the Events you wish to select.

To **cut** *Selected Events*, **[Right Click]** on an Event and use the Cut command on the drop-down menu. This command sends the selected Events to the Paste Buffer and allows the Event to be pasted later. When an Event or group of Events are cut, Ripple <u>will not</u> apply.

5.21. Deleting Events

Deleting an Event or Group of Events on a Track

Pressing **[DEL]** deletes the selected Event(s) from the selected Track. The deleted Event(s) are not available to be pasted. When an Event or group of Events is deleted, all rules pertaining to Ripple will apply.

You may also delete all selected Events on a Track by **[Right Clicking]** the desired Track, then selecting **Delete Event** from the drop-down menu.

Press **[UNDO]** to reverse the action.

Deleting All Events on a Track

Pressing **[SHIFT][DEL]** deletes all Events from the selected Track. When an Event or group of Events is deleted, all rules pertaining to Ripple will apply.

You may also delete all Events on a Track by **[Right Clicking]** the desired Track, then selecting **Clear Track!** from the drop-down menu.

Press **[UNDO]** to reverse the action.

5.22. Deleting Tracks

Deleting All Events on All Tracks

Pressing **[CTRL][DEL]** will open the following confirmation dialog:
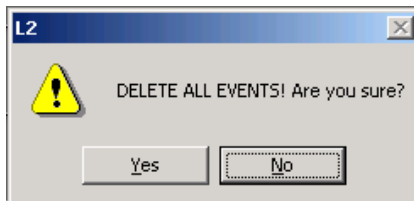
If **Yes** is selected, **ALL** Events on **ALL** Tracks will be deleted, but the Timeline will not reset to the default Timeline time set in the Initialization Page.

Press **[UNDO]** to reverse the action.

Deleting Selective Tracks

When in the Linear Edit Mode, you may wish to delete all Tracks except one.

1   Select the Track to wish <u>not</u> to delete.

2   Press **[ALT][DEL]**.

All Tracks, except the selected Track and the Linear Record Track, will be deleted. If the LRT is selected, than all Tracks but the LRT Track will be deleted.

Creating a New Timeline

Pressing **[INPUT]** and selecting **NEW TL (L2D file)** from the Input Dialog will delete all Events on the Timeline and will reset the default Timeline time set in the Initialization Page.
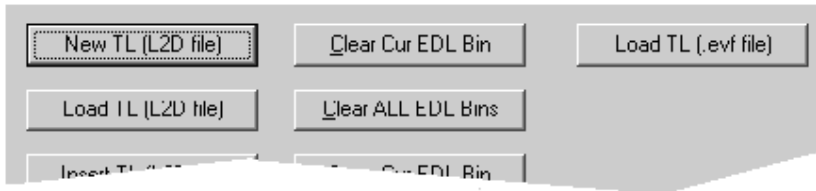
After a new Timeline has been created, there is only one level of undo available.

5.23. Separate and Join

Separate and **Join** are related functions.

Separate

Pressing **[SEP]** splits a single Event into two Events. If the Timeline is **ON,** the Event will split at the **CTI.**   If the Timeline is **OFF,** the Event will split at its **CPI.**

When an Event with a transition is separated, the new Event is set to CUT ■, and any speeds or audio ramps are set to unity.

Join

Pressing **[JOIN]** combines two Events into one Event subject to these three conditions:

- The Events must abut.
- The OUT-time of the first Event must be the same as the IN-time of the second Event.
- The Events must be from the same source or clip.

Note: These two functions are also available from the **[Right Click]** menu.

5.24. Closing a Gap Between Events

Often you will end up with gaps between two Events that need to be closed.
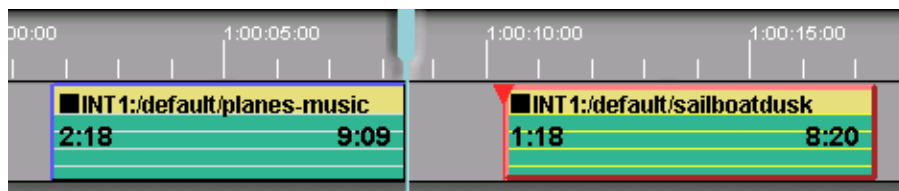
There are two methods to accomplish this, both using the **[IN]** key.

Method One:

1 Be certain that Timeline is **ON**.

2 Press **[LEFT ARROW]** to jump back to the **end** of the previous Event, **planes-music** in this example.

3 **[Click]** on the beginning of the Event you wish to move backwards. In the previous illustration this would be the Event labeled **sailboatdusk**. This will make that Event the Hot Event.

4 Press **[IN]**.

Because the Timeline was **ON**, the timecode display at the beginning of the moved Event should not have changed although the duration of the Event has been lengthened. Notice in the following illustration that the IN-time remains **1:18** and the gap is removed.
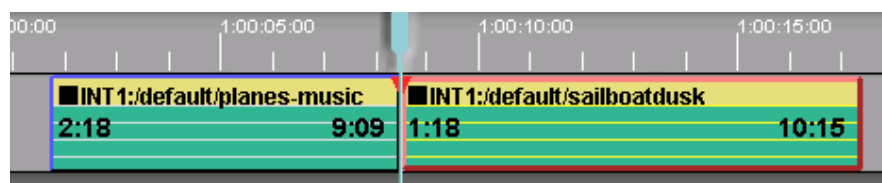
Method Two:

In the previous example you closed a gap between Events by "pulling" the following event and extending its duration. It is also possible to have the following Event move up to close the gap and keep its duration.

1 Be certain that Timeline is **ON**.

2 Use **[LEFT ARROW]** to jump back to the **end** of the previous Event, **planes-music** in this example.

3 **[Click]** on the beginning of the Event you wish to move backwards. In the previous illustration this would be the Event labeled **sailboatdusk**. This will make that Event the Hot Event.

4 Press **[SHIFT][IN]**.

Notice that the gap is removed and that the IN-point, the OUT-point, and the duration of the Event remain the same.
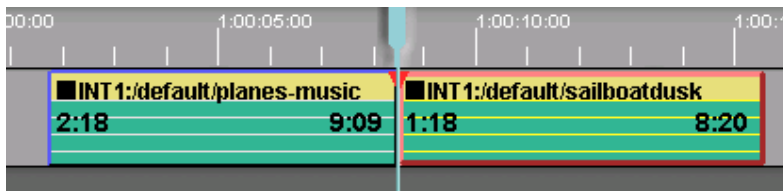
Note: The **[IN]** and **[SHIFT][IN]** functions can be reversed by turning **ON** the setting **InkeyInvertShift** in the Initialization Page.

5.25. Inserting Material Between Events

Often you will have a gap between Events and want to insert an Event that is longer than the gap.

Inserting a Server Clip on the same Track

1   Place the **CTI** at the beginning of the gap.

2   Press **[ASGN]** and select a new clip.

3   Press **[ENTER]** and the new clip is inserted.

4   The inserted clip will load from its beginning and be automatically trimmed to fit between the existing Events.
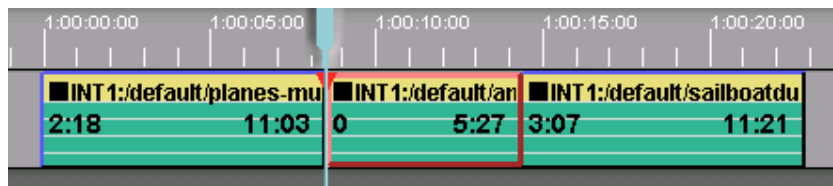
Inserting an Event Using Multiple Tracks

Alternately, you may place a new Event on a different Track, as seen in the following illustration.

Plays 1   Plays 2   Plays 3
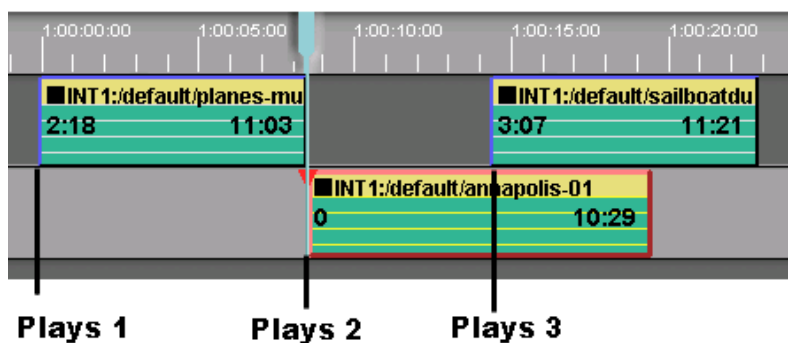
There is no need to manually trim the new Event and place it between the two existing Events. Fastrack will play out the first Event, then play the new Event on the second Track, and finally cut to and play out the second Event on the first Track.

5.26. TBC Control

To activate TBC Control, press **[CTRL][VIDEO]** or **[Right Click]** on an Event and select **TBC Settings** from the drop-down menu. The TBC Settings Dialog will open.
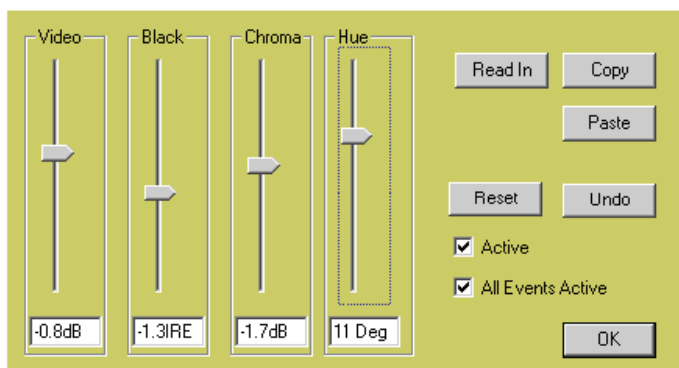
Note the following about Fastrack TBC control:

- This feature is only available for Sony VTRs that enable TBC control over the RS422 control port.
- The TBC dialog may remain open during a Preview or Recording.
- A TBC setting is a part of the Event.
- TBC settings can be saved and recalled to an .L2D file, but not from and to the EDL.
- When ☑ **Active** is checked, it means that the TBC setting stored in an Event will be activated when that Event is selected, or when it is encountered during a Preview or Recording.
- When ☑ **All Events Active** is checked, it means that the TBC settings stored in all Events are active, and will be activated when they are selected, or when encountered during a Preview or Recording.

> **Note:** If this feature does not work with your particular VTR, and you feel that it should, please contact Editware at the following email address: support@editware.com. Be sure to include the make and model of the VTR.

5.27. Dissolves, Wipes, Keys & MEMs

The Effects Dialog

First, make the **TO** Event the current Event. Press **[DISS]** and the Effects Dialog appears with **Mix** selected ⊙. You may also open the Effects Dialog by **[Right Clicking]** the **TO** Event and select "Effects" from the drop-down menu.
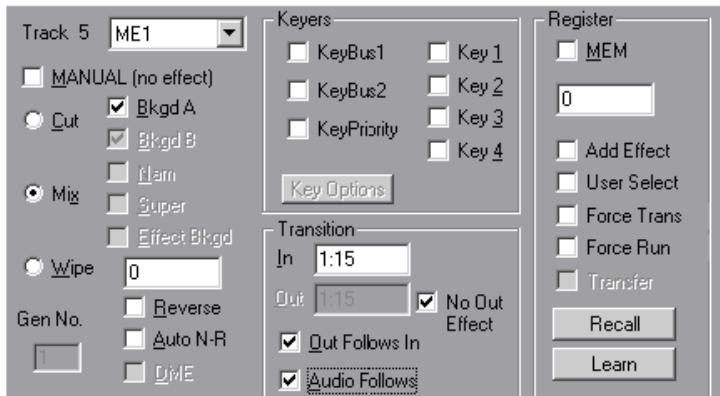
> **Note:** This dialog may differ slightly with different switchers.

There are radio buttons on the left to choose <u>C</u>ut, <u>M</u>ix (dissolve), or <u>W</u>ipe. If you choose Wipe or Dissolve then you enter a rate into the **<u>I</u>n** box. A different rate may be entered into the **Out** box.

If you want the audio to mimic the video transition, check ☑ the **Audio Follows** box. Otherwise the audio will Cut at the In and Out Points.

Wipe Patterns

Pressing the **[WIPE]** key will display a wipe pattern box as shown in the following illustration, but only if your switcher supports wipes. Notice that the dialog box allows for the reversal of the wipe pattern.

The Dialog will open with the Wipe field highlighted. Type the wipe pattern number, or, with the mouse, find and **[click]** on the desired pattern from the Wipe diagrams.

Press **[ENTER]** when done. Notice that the black box in the corner of the Event will change to the Wipe symbol.
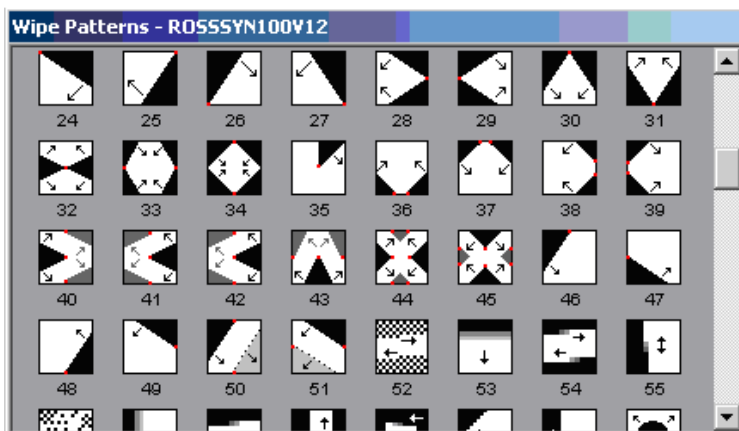
Difference in Event Displays

Once the information for the effect has been entered, the Events icons on the Track changes. Compare these displays:

CUT	DISSOLVE	WIPE	AUDIO DISS

The **AUD DISS** icon above shows that the audio and video transition rates are different.

The symbol for Key is the respective Cut, Dissolve, or Wipe symbol as shown in the examples above, but with the white portion of the symbol appearing **magenta.** There are three possible displays - Key, Dissolve/Key, and Wipe/Key. The last two are used when a combination transition is selected.

KEY	DISS. KEY	WIPE KEY

Key Options

Some switcher drivers enable the Key Options functions. These allow for additional switcher keyer functions. Press **Key Options** in the Effects Dialog. The following Options menu will open:
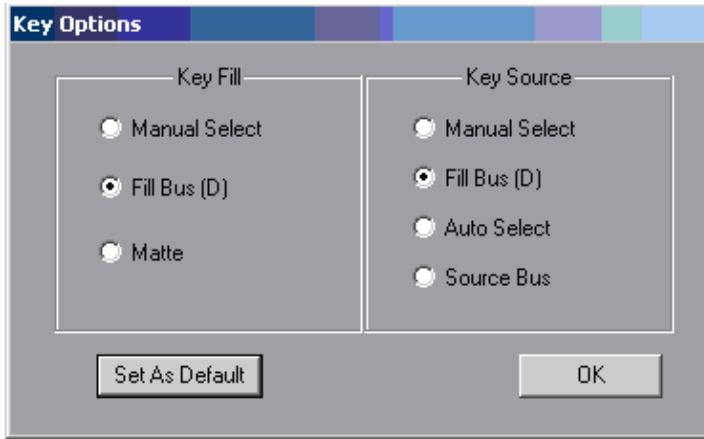
- Select a **KEY FILL** radio button to define where the Key Fill will come from.

- Select a **KEY SOURCE** radio button to define what will be used to cut the Key.

- Select **SET AS DEFAULT** to set the current selections in this Dialog as the default key settings. A **"D"** will appear after the item is set as the default.

Key Fill

- **MANUAL SELECT** – With this item selected, no automatic changes will be made to the current selection for the Key Fill.

- **FILL BUS** – With this item selected, the currently assigned crosspoint for this Track will be selected on the M/E Fill Bus, and FILL BUS will be selected as the KEY FILL for this Keyer in the Top Menu display of the switcher.
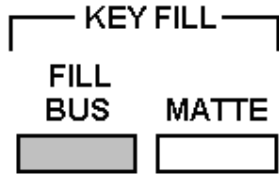
- **MATTE** – With this item selected, no changes will be made to the current selection for the Key Fill, and MATTE will be selected as the KEY FILL for this Keyer in the Top Menu display of the switcher.
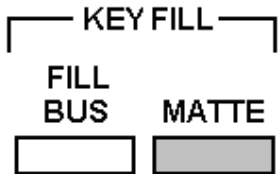
Key Source

- **MANUAL SELECT** – With this item selected, no changes will be made to the current selection for the Key Source.

- **FILL BUS** – With this item selected, the currently assigned crosspoint for this Track will be selected on the Fill Bus, and FILL BUS will be selected as the KEY SOURCE for this Keyer in the Top Menu display of the switcher.
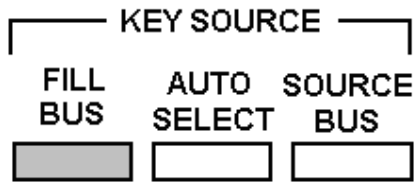
- **AUTO SELECT** – With this item selected, the Key Source selection will come from the AUTO SELECT settings for this Keyer in the Top Menu display of the switcher
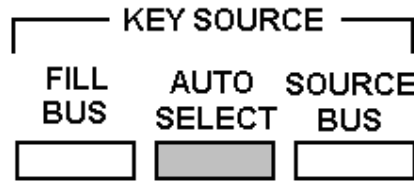
- **SOURCE BUS** – With this item selected, the currently assigned crosspoint for this Track will be selected on the M/E Source Bus, and SOURCE BUS will be selected as the KEY FILL for this Keyer in the Top Menu display of the switcher.
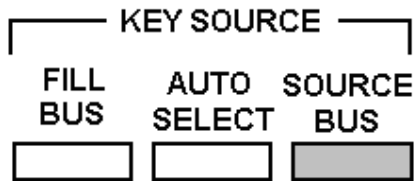
Note that pressing **[PREVIEW]** or **[RECORD]** turns **OFF** all Enabled keyers on M/Es Enabled in the Switcher Dialog.

Note that if you wish to have the key "over" background video, ensure that the "Bkgd A" check box is **OFF**. If **ON,** the key image will be taken full.

MEM Learn and Recall

Some video switchers have the ability to learn and recall memory settings.
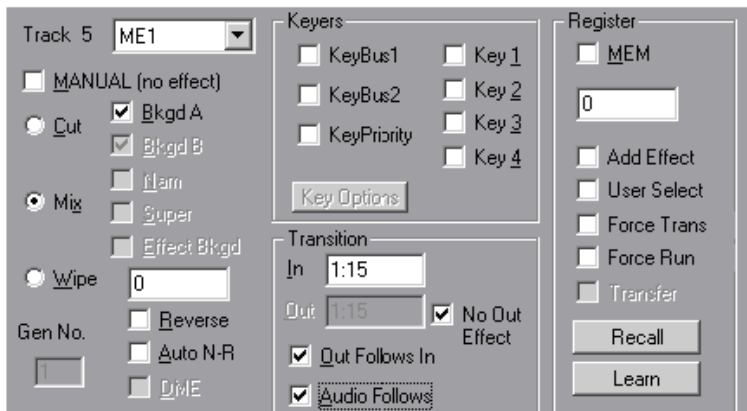
Register

In the **Register** area of the Effects Dialog are Event based memory options.

- **MEM** - Select ☑ **MEM** to enable **MEM**ory options for this Event. In the field below this selection, enter the memory register number to be learned or recalled. Because some switcher Memory functions allow you to store a transition with the Memory register, there is a checkbox here to include or exclude a programmed transition on the Fastrack.

- **ADD EFFECT** - When **Add Effect** is selected ☑, then both the MEM icon and the transition icon on the Event are displayed and are active.
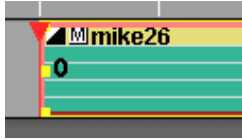
  When **Add Effect** is not selected ☐, then the transition icon on the Event is suppressed, and only the MEM will be recalled as shown in the following example.
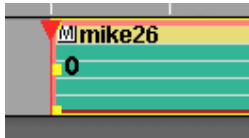
  This feature is device dependent.

- **USER SELECT** - This function varies with the switcher protocol selected. Please see the specific video switcher TechNote for this information.

- **FORCE TRANS** - With **Force Trans** selected ☑, the saved transition type will also be triggered when recalled. With **Force Trans** not selected ☐, the saved transition type will not be triggered when recalled.

- **FORCE RUN** - If there are Timelines associated with a MEM, selecting ☑ **Force Run** will force the Timeline to run. This feature is device dependent.

- **RECALL** - When **Recall** is pressed, the memory register specified in the register window will recall from switcher memory to the switcher panel. This feature is device dependent.

- **LEARN** - When **Learn** is pressed, the memory register specified in the register window will be saved from the switcher panel to the switcher memory. This feature is device dependent.

5.28. PEGS

PEGS are serial commands sent to a video switcher from Fastrack. These commands can set and trigger functions on the switcher based on Event timecode, CPI position, or Timeline time.

The following picture is an example of a Timeline PEG and an Event PEG.
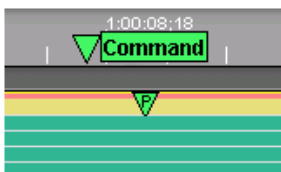
PEGS Dialog

Press **[PEGS]** to open the PEGS Dialog.

If the Timeline is **ON**, the **Pegs on Timeline** Dialog will open. Commands added to this dialog will be placed on the **Timeline at the CTI**, and will trigger when encountered during a Preview or Record.

If the Timeline is **OFF**, the **Pegs on Event** Dialog will open. Commands added to this dialog will be placed on the **current Hot Event at the CPI**, and will trigger when encountered during a Preview or Record.
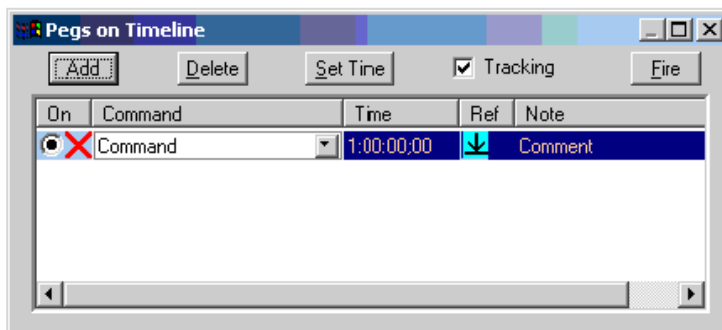
- **ADD** - Pressing the **Add** button adds a blank PEG entry to the current PEGS Dialog. Each successive press adds another blank PEG entry.

- **DELETE** - Pressing Delete deletes the currently selected PEG.

- **COMMAND** - **[Click]** on the right side of the **Command** field to display a drop-down menu of available PEG commands.

    After selecting a command, the **qualifier** information must be typed in immediately following the command. In the following example, the command selected is **Trans** (transition), and the **qualifier** for that command is the **Trans rate**, which has been set to **30**. Therefore, the complete command entered is **Trans30**.
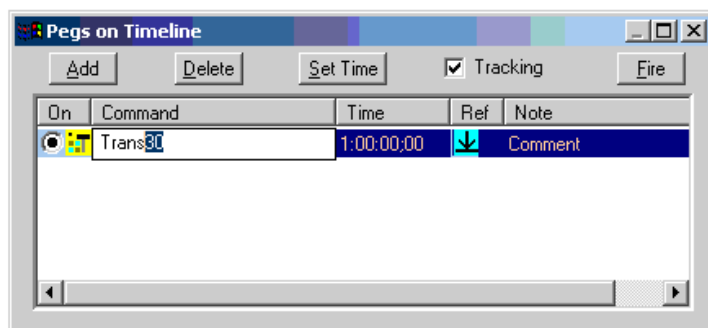
    Note that there are no spaces in between the command and the qualifier. If you select **MEM** (memory) with a qualifier of **10**, the complete command in the Command field would be **MEM10**. More examples of commands can be found at the end of this section in *Examples of Valid PEGS Commands* (pg. 105).

    One of three possible icons will appear to the left of the Command field, depending on the status of the Command:

- ✖ - A red **X** means that a Command has not yet been added, or that the Command

added is invalid or the syntax is defined incorrectly.

- - A video switcher icon means that the Command entered is for a video switcher (Trans, MEM, M/E, Track, etc.), and that the Command entered is valid.

- - A GPI icon means that the Command entered is for a GPI trigger (GPI 1-8), and that the Command entered is valid.

> **Note:** If an M/E is not specified in the Command field, the Command will be sent to the M/E defined as the current M/E.

- **SET TIME** - For a **Timeline PEG**, pressing Set Time marks in the current **CTI** position as the start for the PEG. For an **Event PEG**, pressing Set Time marks the current **CPI** position as the start for the PEG.

- **TIME** - The **Time** field displays either the Absolute or Relative time that the PEG will be executed (depends on the state of the **Ref** selected).

- **REF** - **[Click]** this icon to toggle this value between Absolute time and Relative time.

- **ABSOLUTE -** the **Time** displayed is the **timecode** or **timer** time for Event PEGS, or the **Timeline Time** for Timeline PEGS. The PEGs stay fixed at that absolute location regardless of whether the Events are moved or if the Start of Program changes.

- **RELATIVE -** the **Time** displayed is the **relative** time of the PEGS. The relative time is different for Timeline PEGS and Event PEGS.

For **Timeline PEGS**, the time is relative to the **Start of Program,** which is the Timeline time at the IN-point of the first Event on the Timeline. If the first Event is moved, the PEG will also move, maintaining the relative offset.

For **Event PEGS,** the time is relative to the **Start of the Event.** If the IN-point of the Event is changed, the PEG will also move, maintaining the relative offset.

- **NOTE** - **[Double Click]** the Note field to input a note.

- **TRACKING** - When **Tracking** is checked ☑, the Timeline "tracks" or follows the selection of the PEG entries. Select a PEG entry in the PEGS Dialog and the Timeline moves to that location. If not checked ☐, no tracking of PEGS markers occurs.

- **ON** - Selecting ⊙ **On** enables the selected PEG. De-selecting ○ **On** disables the selected PEG.

- **FIRE** - Pressing **Fire** immediately executes the currently selected PEG.

Adding Commands to the Command List

User created Commands can be added to the dropdown list by **[Right Clicking]** on a PEG command line. For example, if you created command **Trans30** and want to use it frequently, just **[Right Click]** and answer **Yes** to the question dialog that opens and **Trans30** will be added to the Command field dropdown list.
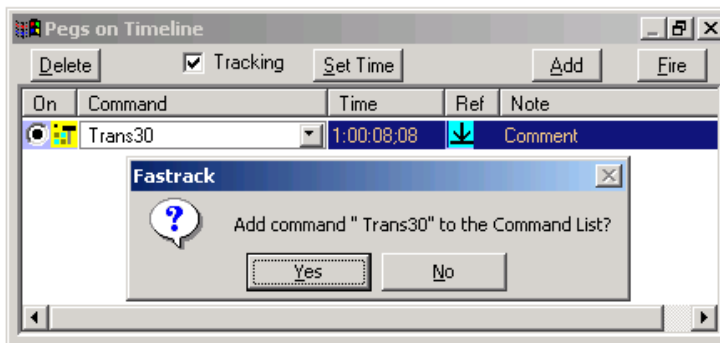
Removing Commands from the Command List

User created Commands can be deleted from the drop-down menu by **[Right Clicking]** on the entry in the drop-down menu. For example, if you created command **Trans30** and want to delete it, just **[Right Click]** on it and answer **Yes** to the question dialog that opens and **Trans30** will be deleted from the list.
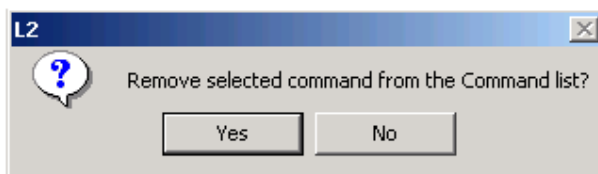
More About PEGS

- The PEGS Dialog window is adjustable in size and can be repositioned on the screen. **[Click]** on the restore ⬛ button to toggle the dialog from its default position to its alternate position.

- You can sort PEGS by **[Clicking]** any of the columns in the PEGS Dialog.

- PEGS can be triggered before or after an edit, as long as the PEG falls within the limits of the pre-roll or post-roll.

- PEGS are a **POI** (Point Of Interest).

Working with PEGS on the Timeline

After being added to the Timeline from the PEGS Dialog, PEGS can be modified on the Timeline in the following ways:

- **[Clicking]** on a Timeline PEG selects it, allowing it to move (ripple) when an Event below is moved.

- You may move PEG markers on the Timeline by **[Clicking]** and dragging them. Press and hold **[SHIFT]** to move the PEG with finer control.

- Press and hold **[CTRL]** while selecting Timeline PEGS to select multiple PEGs, allowing them to be moved as a group.

- You can trim a PEG by positioning the PEG marker under the CTI, and pressing

[SHIFT][TRIM IN], [(+ or -)],[(number)], then [ENTER]. If you Trim a Timeline PEG and the dialog is open and **Tracking** is checked, the CTI will move to the new PEG position.

After altering PEGS, the PEGS times in the PEGS Dialog are updated.

PEGS Drop-Down Menu

[Right-click] on either a Timeline or Event PEG to get a drop down menu.

For **TIMELINE PEGS** the menu is:

- **Properties** - Opens the TL PEGS dialog

- **Delete TL PEG** - Deletes the selected TL PEG

- **Delete All TL PEGS** - Deletes all TL PEGS

- **Select All TL PEGS** - Selects all TL PEGS

For **EVENT PEGS** the menu is:

- **Properties** - Opens the Event PEGS Dialog

- **Delete Event PEG** - Deletes the selected Event's PEG

- **Delete all this Events PEGS** - Deletes all PEGS on the selected Event

Notes on Multiple Command Entries

Note: Some switchers will not accept multiple commands to the same M/E at the same time.

When multiple Command entries are made in the PEGS Dialog, each relates to its own PEG marker. For example, in the following example switcher **MEM10 30 is recalled at 1:00:11;18** of the current device, a trigger of **XPEG 512 at 16;28** into the current Event, and a **30 frame transition at 1:00:04;23** of the current device are programmed.
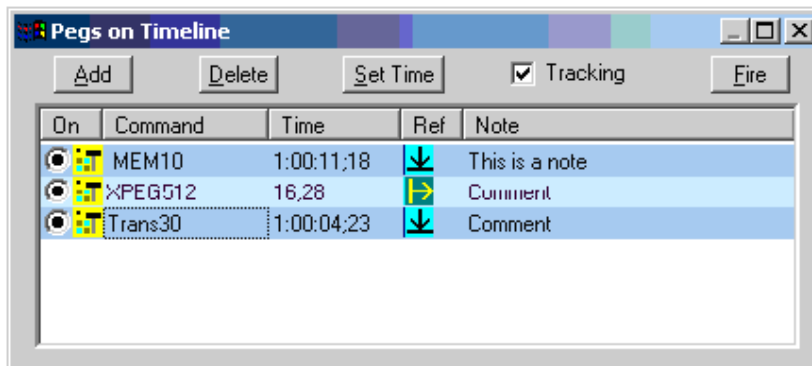
Examples of Valid PEGS Commands

Command	Description	Example
ME1, ME2, ME3, ME4	Specifies the M/E bus to be addressed.	ME1 Trans30
PGM or PP	Specifies the Pgm/Pst bus as the bus to be address	PGM MEM1
Rate	Sets the transition rate.	Rate30
Diss	Sets the transition to Mix, selects Background, and pushes the Auto-trans button.	Diss
Diss<time>	Sets the transition to Mix, selects Background, sets the rate to <time>, and pushes the Auto-trans	Diss60
Trans	Pushes the Auto-trans Button.	Trans
Trans<time>	Sets the rate to <time> and pushes the Auto-trans button.	Trans30
Cut	Selects Background, sets the rate to 0, and pushes the Auto-trans button.	Cut
Track<Track #>	Selects the crosspoint currently assigned to the specified Track.	Track5
MEM<MEM #>	Recalls the specified MEM.	MEM1
MEMX<MEM #>	Recalls and runs the specified MEM.	MEMX1
GPI<GPI #>	Triggers the specified GPI.	GPI2
Sound	*Plays a sound file (more to come)*	*N/A*
<clear>	Clears all Commands from the Command field.	

PEGS Strings Commands

The String command allows the user to send a Hex command string out any functional port on the Fastrack.

This PEG command currently works on Event PEGS only.

To create a String PEG:

1 In **C:/fastrack/ftruntime**, open the **Dev** folder.

2 Find and open the **String.dev** file. It will look similar to the following:
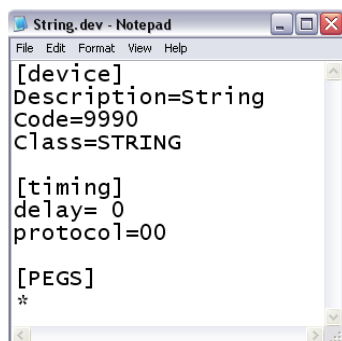
3 Add the new PEG command to the [PEGS] section of the file.

For example, the below modification to the file will add the Hex command **03E0C61F** that will trigger the Fade To Black on the Ross Vision 1 Switcher. Do not include spaces between the pairs.

```
....ocol=00

[PEGS]
FTB=03E0C61F
*
```
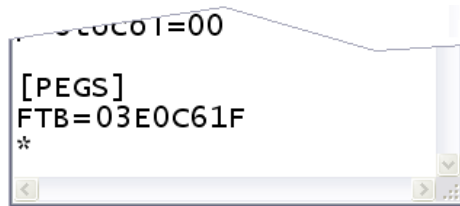
The command name size, in this case **FTB**, is variable but it is recommended you keep it short for faster execution. It can be uppercase or lowercase, as the code changes everything into uppercase.

You may add as many new command entries as you like, but, the ***** must be present after the last command entry.

To fire a String PEG:

1 In the Assignment Page, assign the String as a device to a Track and give it a port number just like any device. In this example, the Ross Vision 1 switcher is connected to Port 5 of the Fastrack.

| 12 | ☒ | FTB | STRING | String | ☐ | P5 |

2 Place an Event on the Track, in the above example Track 12.

3 Select the Event and open the **[PEGS]** Dialog.

4 From the drop-down command menu, select PEGS.
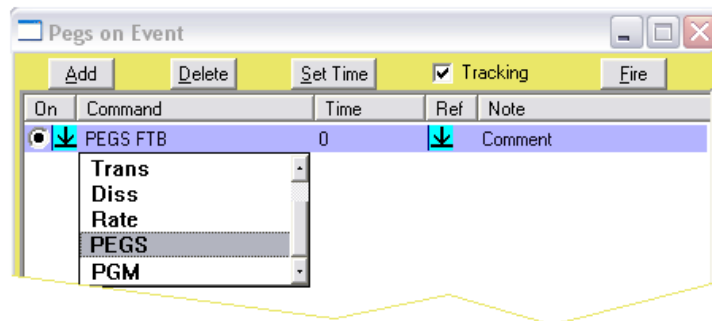
5 After the word PEGS, add a space and then type the command name you created in the String.dev file; in our example **FTB**.

6 To add this command to your drop-down menu, **[right-click]** on the command name in the PEGS Dialog, in this case *PEGS FTB*, and you will be asked to add the command to the list.
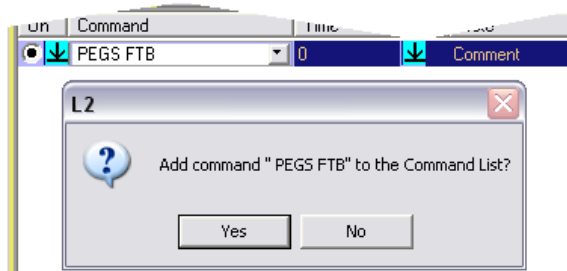
5.29. GPI (General Purpose Interface)

Eight GPI triggers are available through the GPI connection on the rear of the Fastrack chassis (see *Connections* (pg. 5)). GPIs are momentary triggers for external devices, usually used to connect to and trigger devices without serial control.

Note: GPI triggers can also be addressed through *PEGS* (pg. 100).

Attaching GPI Triggers

GPI triggers may be attached to **Events** or to the **Timeline**.

Attaching a GPI Trigger to an Event

To attach a GPI Trigger to an Event, perform the following:

1   Assure the TL is **OFF**.

2   Position the CPI where you wish the GPI to be triggered within the Hot Event.

3   Press the desired GPI number **[1] - [8]**.

4   Press **[SHIFT][GPI]**.

The GPI is now placed on the Event. A green triangular GPI marker with the GPI number within it will appear at the Event's CPI as seen in the following illustration.
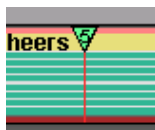
Note the following about GPI triggers attached to Events:

▪   Triggers attached to an Event move relative to its Event when its Event is moved.

▪   Only one Event GPI can be placed at the same Event location.

Attaching a GPI Trigger to the Timeline

To attach a GPI Trigger to the Timeline, perform the following:

1 Turn the TL **ON**.

2 Position the TL where you wish the GPI to be placed.

3 Press the desired GPI number **[1] - [8]**.

4 Press **[SHIFT][GPI]**.

The GPI is placed on the Timeline at the CTI. A green triangular GPI marker and GPI name will appear at the location of the CTI as seen in the following illustration.

Note the following about GPI triggers attached to the Timeline:

- Triggers attached to the Timeline remain at their location on the Timeline unless selected.

- Timeline GPIs do not Ripple, even if Ripple is ON, *unless they are selected.*

- Timeline GPIs are considered Points of Interest, just as Edit Markers are.

GPI Dialog

Pressing **[SHIFT][GPI]** without first pressing a GPI number will open the GPI Dialog.

- **TL TIME / EVENT TIME** - The field at the top of the GPI Dialog will either be called **TL Time** or **Event Time** depending on the status of the Timeline.

  If the Timeline is **ON**, a TL Time field will indicate the current location of the Timeline.

  If the Timeline is **OFF**, an **Event Time** field will indicate the current location of the Hot Event's CPI.

- **GPI 1 - GPI 8** - The **GPI 1 - GPI 8** checkboxes relate to the 8 GPI triggers available for use. A checked ☑ box means that the GPI is enabled; an unchecked ☐ box means that the GPI is disabled.

  You may enter a new name for each GPI in the **GPI 1 - GPI 8** fields. The name of the GPI appears next to the GPI marker in the Timeline display.

- **PULSE WIDTH** - The duration of each GPI's relay closure may be set in the **Pulse Width** field. The entry is in frames, up to 999.

- **OFFSET** - If you enter a **negative** frame value into the Offset field for a related GPI, that GPI command will be sent **earlier** by the specified amount of frames. If you enter a **positive** frame value into the Offset field, that GPI command will be sent **later** by the specified amount of frames.

- **REMOVE ALL GPI** - Pressing the **Remove All GPI** button will remove every GPI trigger from the Timeline and from each Event.

- **ENABLE ALL GPI** - When **Enable all GPI** is unchecked □, all Timeline and Event GPIs will be disabled (grayed), but not removed.

- **SHOW LINES** - When **Show Lines** is checked ☑, reference lines are displayed on the Timeline at each Timeline GPI marker. The Timeline must be ON for this option to be available.

- **FIRE NOW** - Pressing the **Fire Now** button allows you to test the GPI relays that are checked ☑.

Working with GPIs

Moving a GPI
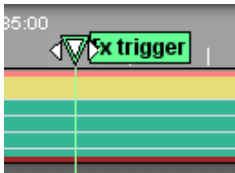
A GPI may be moved by dragging it with the mouse.

Timeline GPI Menu

[Right Clicking] a Timeline GPI will drop down the **Timeline GPI menu**.
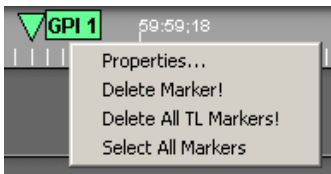
- **PROPERTIES...** - Selecting **Properties...** will open the GPI Dialog for that GPI.

- **DELETE MARKER!** - Selecting **Delete Marker!** will remove the GPI marker from the Timeline display.

- **DELETE ALL TL MARKERS!** - Selecting **Delete All TL Markers!** will remove all GPI markers from the Timeline display.

- **SELECT ALL MARKERS** - Selecting **Select All Markers** will select (highlight) all Timeline Markers, including Edit Markers.

Event GPI Menu

[Right Clicking] an Event GPI will drop down the **Event GPI menu**.
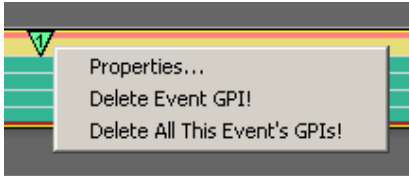
- **PROPERTIES...** - Selecting **Properties...** will open the GPI Dialog for that GPI.

- **DELETE EVENT GPI!** - Selecting **Delete Event GPI!** will remove the selected Event GPI from the current Event.

- **DELETE ALL THIS EVENT'S GPIs!** - Selecting **Delete All This Event's GPIs!** will remove all of the Event GPIs on the current Event.

Deleting GPIs

There are three ways to delete a GPI marker.

- Press **[CTRL][GPI]** with the CTI over a GPI point.

- **[Right Click]** a GPI and select **Delete Marker!** / **Delete Event GPI!** depending on where the GPI trigger is attached.

- With the CTI over a GPI, press **[GPI]** and uncheck ☐ the appropriate **GPI 1 - GPI 8** checkbox.

Note: If there is an Event GPI and a Timeline GPI at the same location, pressing **[CTRL][GPI]** will first delete the Event GPI. Successive presses will delete active Timeline GPIs beginning with the lowest number.

Ripple GPIs

- If Ripple is **ON**, GPIs within an Event will move with the Event.

- If Ripple is **OFF**, GPIs within an Event will NOT move with the Event.

- To Ripple a GPI when Ripple is OFF, **[Click]** the GPI triangle to highlight it. With the GPI highlighted, Timeline GPIs within an Event's position will move with the Event.

Timeline GPI Select Range

You may select different ranges of Timeline GPIs for the purpose of rippling or deleting.

To select a consecutive group of Timeline GPIs, first **[Click]** on the first Timeline GPI you want selected, then **[SHIFT][Click]** the final Timeline GPI you want selected. All Timeline GPIs in-between will also be selected.

To select a specific group of Timeline GPIs, hold **[CTRL]** and **[Click]** the Timeline GPIs you wish to select. The selected GPIs do not need to be in sequence.

GPI Rules

- Timeline GPIs are considered Points of Interest, just as Edit Markers and Event GPIs.

- Timeline GPIs

- Multiple Timeline GPIs can be selected in the Dialog and placed at the same location on the Timeline.

- Any change made to a GPI setting may be undone using the **[UNDO]** key, once the GPI Dialog has been closed.

5.30. Tagging Events

Tagging an Event locks its sync point on the Timeline. If you slip a tagged Event around the Timeline, or even change the IN and OUT-points, the Event's sync point remains in place. Use this to keep an audio cue in one Event lined up with a visual point in an Event on another Track.

Using TAG to Maintain Sync Relationships Between Events

Press **[TAG]** to tag the Hot Event. A ⊤ status icon appears in the upper left corner of the Event, showing the Event has successfully been tagged.

In the illustration below, Event **Clip #18** has been tagged. Note the In and Out times.
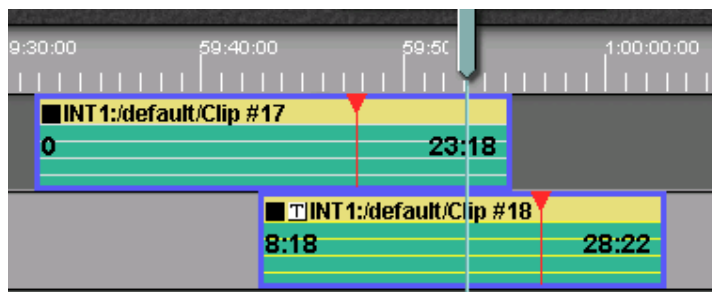
In the illustration below, the tagged Event has now been moved to the right and the IN and OUT-times have been auto-adjusted. Because the Event was tagged, the frame that was under the CTI is still the same frame. The sync relationship of the Event to the Timeline has not changed.
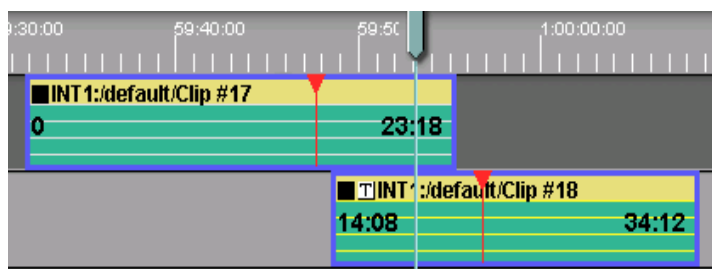
R-Tag

[R-TAG] and **[CTRL][TAG]** (Action Tag) are related functions. These functions are both used to align two or more Points of Interest on different Tracks, but in slightly different ways; **[R-TAG]** moves an entire Event to maintain sync while **[CTRL][TAG]** (Action Tag) slips an Event to maintain sync.

In the following example, the upper Event (**Clip #17**) has an audio cue of a door slam at the **CPI**. This is lined up under the **CTI**. The Event below it (**Clip #22**) has the visual action of the door closing at the **CPI**. The intent is to bring the visual of the door in alignment with the audio of the door slam.

To perform an R-Tag match, perform the following:

1   Select Track 1.

2   With **TL OFF**, Jog the Event to the point of interest (in this example, the door slam audio).

3   Press **[SHIFT][GOTO CTI]**. The Timeline will shift to align the current Event's CPI to the CTI.

At this point you have the situation shown in the following example.
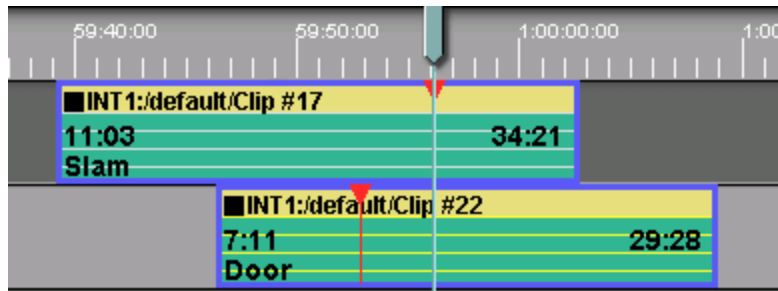
4   Select Track 2.

5   Jog the Event to the visual cue (in this example, the door closing visual).

6   Press **[SHIFT][R-TAG].** The second Event will shift to align the current Event's CPI to the CTI.
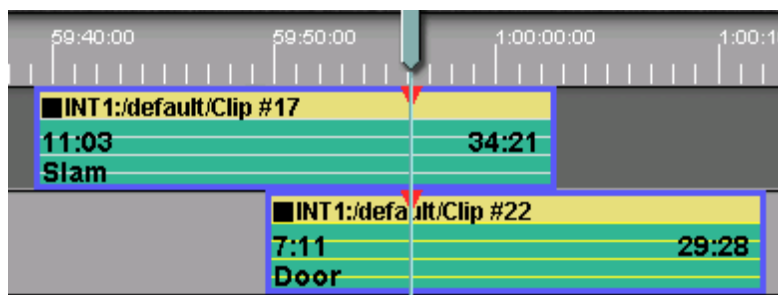
Action Tag

Performing the same action using **[CTRL][TAG]** instead of **[SHIFT][R-TAG]** leaves the second Event in place but slips the IN and OUT-times so that the point of interest moved under the CTI. Notice that the IN and OUT-times are no longer 7:11 and 29:28 respectively.
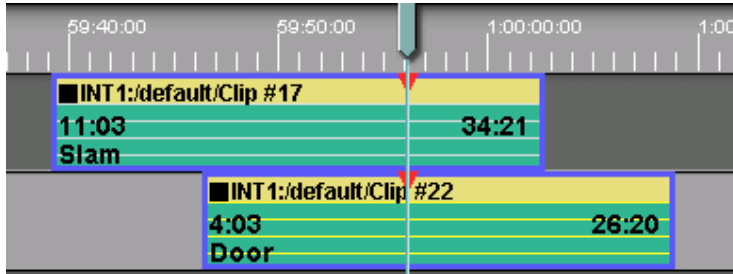
5.31. Timeline Synchronized Playout

The ability to "slew" the Timeline works in this way: once an Event on the Timeline has been "bump" synchronized to air or to another source using **[PLAY+]** or **[PLAY -]**, the Timeline can then be made to join the matched source in sync.

To apply Timeline Sync, perform the following:

1   Play the Event you wish to sync to air or to another source.

2   Press **[PLAY+]** or **[PLAY-]** until the Event is in sync.

3   Press **[CTRL][PREVIEW]**. The Timeline will automatically join the Event in real-time, without disruption.

5.32. Saving and Recalling Your Work

Auto Save

In the Initialization Page (accessed by pressing **[SHIFT][INIT]**), specify the frequency of the Auto Save interval with the setting **AutoSaveInterval**. Each time this interval is reached, and if ANY changes were made, the system will save all your current work to a file called **Autosave.L2D**.   Each time your work is auto saved, the existing **Autosave.L2D** will be overwritten, and a message with the file name and the directory path will be displayed in the Message Window.

Save & Load a New File

If you have not yet opened and saved a Timeline file, when you press **[OUTPUT]**, the "**Save & Load a New File**" dialog appears. Enter a name for your current Edit and **[click] Save** or press **[ENTER]**. Each time you press **[OUTPUT]** this file is overwritten and updated.

Save a Copy

If you press **[CTRL][OUTPUT]**, the "Save a Copy" dialog appears. Enter a new name for your current Edit and **[click] Save** or press **[ENTER]**. This makes a **copy** of your current work up to this point, but allows you to continue working on the same file. Now when you press **[OUTPUT]**, the copy is not affected.

Input File Options

To create a new Timeline, or to load, insert, append, or recall an EDL or Timeline file, press **[INPUT]**. You will be presented with the following options in the Dialog Window:

- **NEW TL [L2D file]** - After giving you the opportunity to save your current Timeline, this option will remove all Events from the Timeline and reset all parameters to their default conditions. The CTI Time will be reset to the time specified in the *Initialization Page* (pg. 30) option **Settings.TimelineStartDefault**.

- **LOAD TL [L2D file]** - After giving you the opportunity to save your current Timeline, this option opens the "Open" dialog and allows you to **LOAD** an existing L2D file. This Timeline will be your working Timeline and file name.

- **INSERT TL [L2D file]** - After giving you the opportunity to save your current Timeline, this option opens the "Open" dialog and allows you to **INSERT** an existing L2D file into your working Edit at the location of the CTI. All Events to the right of the CTI will be rippled to the end of the inserted material. This does not change your working Edit file name.

- **APPEND TO TL [L2D file]** - After giving you the opportunity to save your current Timeline, this option opens the "Open" dialog, and allows you to **APPEND** an existing L2D file to the end of your working Edit. This does not change your working Edit file name.

- **RECALL TO TL [L2D file]** - After giving you the opportunity to save your current Timeline, this option opens the "Open" dialog, and allows you to **RECALL** an existing L2D to the Timeline. This works the same as **Load TL,** but retains your current working file name.

  Note: The following actions apply only to Linear Mode editing.

- **CLEAR CUR EDL BIN** - After giving you the opportunity to save your current EDL, this option clears all Events from the current EDL bin.

- **CLEAR ALL EDL BINS** - After giving you the opportunity to save your current EDL, this option clears all Events from all EDL bins.

- **SAVE CUR EDL BIN** - This option saves the current EDL bin. These files are saved in .fbe format.

- **LOAD EDL TO CUR BIN** - After giving you the opportunity to save your current EDL, this option opens the "Open" dialog and allows you to load an existing EDL. The existing EDL will be replaced in the bin with the EDL you are loading.

- **INSERT EDL TO CUR BIN** - N/A

- **APPEND EDL TO CUR BIN** - After giving you the opportunity to save your current Timeline, this option opens the "Open" dialog, and allows you to APPEND an existing EDL to the end of your current bin.

5.33. Previewing the Edit

Press the **[PVW]** key to preview a part or all of the Timeline. All Events on Tracks that are set to "participate on air" will play out, together with all switcher and mixer transition effects.

Note: At the start of an edit, if several Events are encountered on the Timeline with the same Timeline start, Fastrack selects the highlighted Track on the video switcher.

Preview Modes

Pressing **[ALT][PVW]** will toggle your Preview Modes.

There are four types of preview, depending upon your choice at the upper left of the screen:

JUMP - When **Jump** is selected, a preview will begin at the current CTI position and continue regardless of frame inaccuracies or synchronization. The sources are cued to their IN positions and jump-started rather than synchronized.
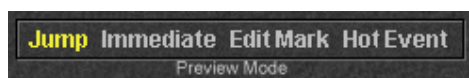
IMMEDIATE – When **Immediate** is selected, a preview or edit will begin at the current CTI position and stop and restart when frame inaccuracies or synchronization problems

are detected, based upon the settings in the INIT/Sync Dialog. The sources are cued to their pre-roll positions and synchronized.

EDIT MARK – When **Edit Mark** is selected, a preview or edit will begin at the first Edit Marker to the left of the Current Time Indicator (CTI) and stop and restart when frame inaccuracies are detected, based upon the settings in the INIT/Sync Dialog. The sources are cued to their pre-roll positions and synchronized.

See more on Edit Markers in the section *Edit Markers.* (pg. 116)

HOT EVENT – When **Hot Event** is selected, the only the Hot Event on the currently selected Track will be previewed. It will be previewed in the secondary mode selected along with Hot Event; that is, you can preview the Hot Event in Jump Mode, Immediate Mode and Edit Mark Mode.

Edit Markers

Edit Markers are used to identify Preview start points or **points of interest** on the Timeline. With at least two Edit Markers you may measure the time between them. An Edit Marker appears on the Timeline as a yellow triangle with a label at its side.
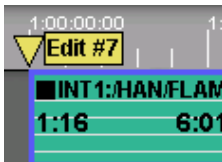
- Pressing **[EDIT MARK]** places an Edit Marker on the Timeline at the CTI.

- Pressing **[EDIT MARK]** while over an existing Edit Marker brings up the Edit Marker Dialog. You may check **Show Lines** or press **Lines [F1]** to superimpose lines over the Tracks that indicate the position of the Edit Marker.
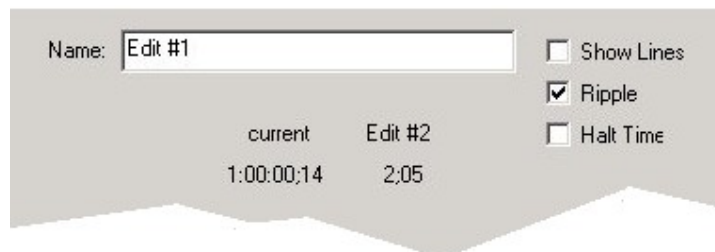
Edit Marker Preview Mode

When you perform a preview or recording while the On Air Preview Mode is set to **Edit Mark**, the preview will be performed from the first Edit Marker encountered to the left of the CTI rather than from the current CTI position. If an Edit Marker is not found to the left,

the first Edit Marker to the right of the CTI will be used. If no Edit Markers are found, the Preview will begin from the position of the CTI.

Deleting Edit Markers

There are two ways to delete an Edit Marker:

[Right Click] on the Edit Marker's yellow triangle and select **Delete Marker!** from the drop-down menu.

OR

Press **[CTRL][EDIT MARK]** with the CTI at the edit marker you wish to delete.

To delete **ALL** Edit Markers on the Timeline, press **Remove All [F5]** while the Edit Marker Dialog is opened.

Jumping Between Edit Markers

- Press **[SHIFT][LEFT ARROW]** to jump the CTI to the next Edit Marker to the left of the CTI.

- Press **[SHIFT][RIGHT ARROW]** to jump the CTI to the next Edit Marker to the right of the CTI.

Renaming an Edit Marker

To rename an Edit Marker, perform the following:

1   Place the CTI at the Edit Marker you wish to rename by pressing **[SHIFT][LEFT ARROW]** or **[SHIFT][RIGHT ARROW]**.

2   Press **[EDIT MARK]** to open the Edit Marker Dialog.

3   Enter the new name of the Edit Marker in the **Name** field. When you change the name of an Edit Marker to one that already exists, the existing Edit Marker is removed.

Note: Edit Marker names are case-sensitive.

Moving an Edit Marker

There are two ways to move an Edit Marker:

Create a new Edit Marker and assign it the name of an existing Edit Marker by performing the following:

1   Place the CTI where you wish to move an Edit Marker.

2   Press **[EDIT MARK]** to open the Edit Marker Dialog.

3   Enter the name of the Edit Marker you wish to move in the **Name** field. When you change the name of an Edit Marker to one that already exists, the existing Edit Marker is removed, and therefore "moved" to the new location on the Timeline.

> **OR**

> Place the mouse pointer over the triangle symbol of the Edit Marker and drag it to a new location.
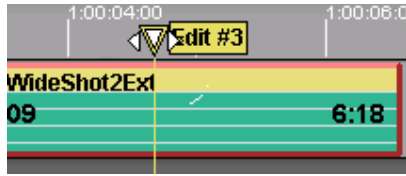
Using ALLSTOP

Pressing **[ALLSTOP] (SPACEBAR)** ends a Preview or Record and stops all participating sources and recorders.

If Initialization Page option *Double Allstop on Air* is enabled, then you must press **[ALLSTOP][ALLSTOP]** twice in quick succession.

Note that if **Control Enable** in the Track Init Dialog is **OFF,** this Track will not receive a stop command.

5.34. Making Recordings

VTR Crash Record

To Crash Record to a **VTR**::

1   Position the videotape where you want it to commence recording.

2   Press **[SHIFT][RECORD][RECORD].** The VTR will record its current audio and video inputs, and will record timecode depending on the TC settings and routing of the VTR.

> **Note: Crash Record Allowed** must be enabled in the INIT Page Dialog (accessed by pressing **[SHIFT][INIT]**) for this feature to work.

VTR First Edit

To crash record on a **VTR** starting with a specific timecode,

1   Position the videotape where you want it to commence recording.

2   On the numeric keypad type the desired starting timecode.

3   Press **[SHIFT][RECORD][RECORD].** The VTR will record its current audio and video inputs, and will record the specified timecode depending on the TC settings and routing of the VTR.

> **Note: Crash Record Allowed** must be enabled in the INIT Page Dialog (accessed by pressing **[SHIFT][INIT]**) for this feature to work.

VTR Insert Record (Virtual Edit)

To perform an **Insert edit** on a VTR while **not** in the Linear Edit Mode, perform the following:

1   Set the IN and OUT-points for the Record Event.

2   If the Event is **not yet** a Record Event, press **[ALT][EVENT].** The Event will turn **red.**

3   Press **[RECORD].** The VTR will cleanly edit IN and OUT as defined.

Note that there will be no record of this edit in the EDL. In order to save EDL data, you must be in the Linear Record Mode.

VTR Assemble Record (Virtual Edit)

To perform an **Assemble edit** on a VTR while **not** in the Linear Edit Mode, perform the following:

1   Set the IN and OUT-points for the Event.

2   Press **[SHIFT][MODE]** and select **Assemble.** The Event will turn **magenta.**

3   Press **[RECORD].** The VTR will cleanly edit IN, but the OUT-point will have a 4 to 8 frame break in the control Track.

Note that there will be no record of this edit in the EDL. In order to save EDL data, you must be in the Linear Record Mode.

Server Clip Directory

Press **[ASGN]** to open the Server Clip Directory. You will be using this directory when creating recordings using a server. Note that each manufacturers clip directory may differ slightly.
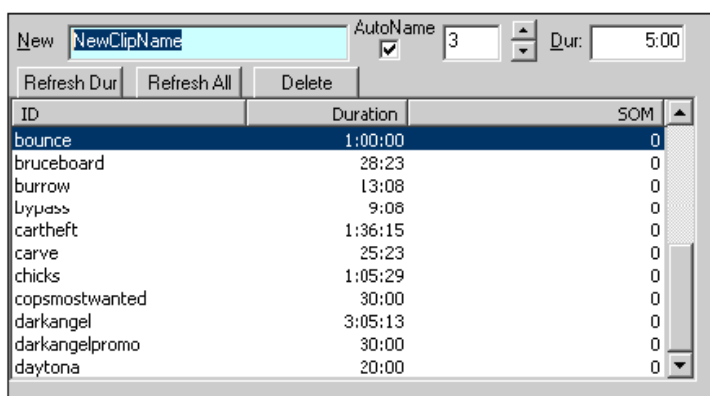
- **NEW -** Type the desired Clip name into this field. Some servers limit this entry to 8 characters.

- **AUTONAME -** Most video servers will not allow duplicate Clip names in the Clip list. With **AutoName** checked ☑, when you press **[ASGN]** to record a new clip, the **New** field will contain the previously entered Clip name, but with a numeric extension. This numeric extension will auto-increment each time used (for example, **NewClip001**,

NewClip002...), unless a number is manually entered.

- **DUR -** Enter the duration for this new clip. If you are not sure of the duration, enter a very large duration that is sure to cover your needs.

- **REFRESH DUR -** Refreshes only the duration of the highlighted Event.

- **REFRESH ALL -** Refreshes and reloads all clip list data.

- **DELETE -** Deletes the currently highlighted clip from the server.

- **ID -** The name of the existing clips in the clip list.

- **DURATION -** The durations of the existing clips in the clip list.

- **SOM -** The **Start Of Message** for the existing clips in the clip list. If the clip has timecode, the timecode will be displayed. If the clip has no timecode, **"0"** is displayed as the start of the clip.

Server Record (VDCP)

To record on a **VDCP** controlled video server, perform the following:

1 **Select** the Track assigned to a record channel of your video server.

2 Press **[ASGN].** The server clip directory and F-Keys will open.
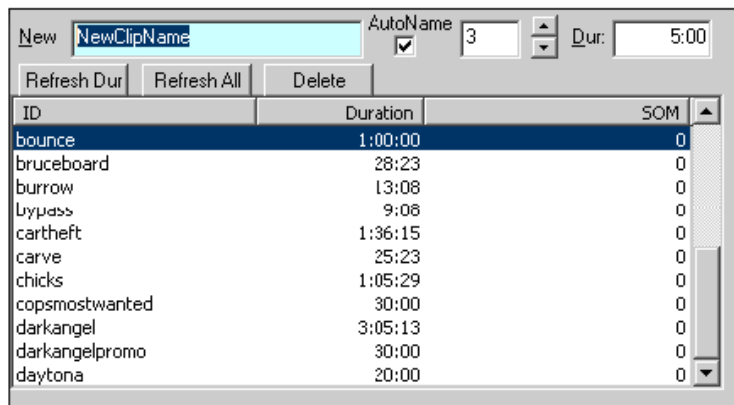
3 In the **New** field enter the name for the new Clip.

4 Select **AutoName** to automatically increment the Clip file names if two or more Clips will be created with the same name.

5 In the **Dur** field enter the duration for the new Clip.

6 With the **Dur** field highlighted, press **[ENTER].** A red record Event will be created at the CTI on the selected Track.
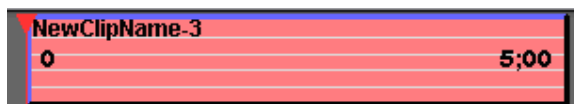
7 Press **[RECORD]** to initiate recording.

To stop a Record operation on the server press **[STOP]** or **[ALLSTOP] (SPACEBAR).**

> **Note:** You cannot perform an Insert edit into a VDCP clip.

Load Multiple VDCP Server Clips

To load multiple selected Clips onto a VDCP Track from the Clip Directory, when the Clip Directory is open the following F-Keys are available…

ADD [F1] – All selected clips are mounted on the selected Track. If they cannot be added at the selected location, they will be added at the end. All standard Fastrack operations apply here.

Insert [F2] – All selected clips are inserted between the selected clips. The following clips are rippled. You must first position the CTI at the desired location between two clips. If the CTI is not between clips, the clips will be placed at the end of the Track. All standard Fastrack operations apply here.

Replace [F6] – Selection of multiple clips does not apply to the Replace function. If multiple clips are selected, only the first clip will be used.

Delete Multiple VDCP Server Clips

To select and delete multiple Clips from the Clip Directory, when the Clip Directory is open the following F-Keys are available…

1 **[Click]** on a Clip in the Clip List.

2 **[SHIFT][click]** on another Clip in the Clip List. All clips between the selected clips will be selected for deletion.

   OR

1 **[Click]** on a Clip in the Clip List.

2 **[CTRL][click]** on another Clip in the Clip List. This Clip will also be selected. Repeat for other Clips to be selected.

3 **[CTRL][click]** on a Clip in the Clip List. If it is selected it will be de-selected.

4 When **Delete [F7]** is pressed, a dialog box is displayed which warns:
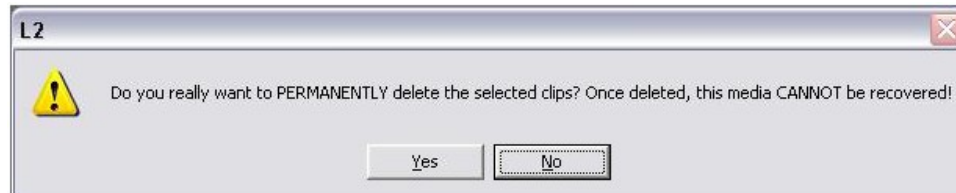
[Click] Yes to permanently delete the selected Clips.

[Click] No to abort the operation.

Initiate a Background Recording

It is possible to use the previously described process to ingest on a server channel while editing on other Tracks.

1 **Select** the Track assigned to a record channel of your video server.

2 Press **[ASGN].** The Server Clip Directory Dialog and F-Keys will open.

3 Follow the record process from the previous section, *Server Record (VDCP)* (pg. 120).

4 After initiating the Record, press **[INIT]** and turn **OFF "Control Enabled"** in the Track Init Dialog for the Track that is recording. If you will also be editing while the ingest is Recording, you may also wish to turn **OFF "Participate On Air"** to avoid unwanted switching of inputs.

The Track will now be recording the ingest material and you may freely edit on the other Tracks.

For more information on the Track Init Dialog, see the section *Track Properties* (see pg. 44).

Using AutoCache

The FastCache feature allows the user to automatically cache a VTR Event to a new server Clip.

Before using AutoCache, you must enable it in the Assignment Page.

1 Press **[SHIFT][ASGN]** to open the Assignment Page.

The options of this Dialog are explained below:

- **ENABLED** - Check ☑ **Enabled** to activate the Auto Cache feature.

- **TEMP DISABLE LRT** - Check ☑ **Temp Disable LRT** if you are in the Linear Record Mode and you do not wish the LRT to interfere with the cache.

- **TEMP DISABLE SWR** - Check ☑ **Temp Disable Swr** to keep the switcher from changing sources if the cache record device is receiving its input from the switcher.

- **HEAD/TAIL** - Enter the Head/Tail handle length you wish to add to the Event to be cached.

- **AUTO CACHE REC TRACK** - From this pull down menu, select the Auto Cache Rec Track to which you will be recording.

2   After enabling AutoCache, select the Event to be cached and press **[RECORD].** The follow will occur:

▪ The new Record Event will be automatically placed on the Auto Cache Record Track

▪ The new Record Event will have the Head/Tail time added on both ends equally.

▪ The Source Event will have the Head/Tail time added on both ends equally.

▪ The Record Event will have the same ID as the source.

After recording has ended, the source Event will return to its original length.

Toggling an Event from Play to Record

A Hot Event may be turned from a Play Event to a Record Event, or the reverse, by pressing **[ALT][EVENT].**

A Record Event can be a **red Insert** Event or a **magenta Assemble** Event, depending on the setting in the Event Mode Dialog (**[SHIFT][MODE]**) or the **LRTAsm** (Linear Record Track Assemble) shortcut toggle.

Simple Playout and Record

In the simplest sense, Fastrack is a sophisticated playout sequencer. Place Events on Tracks as previously described, and add effects as desired. When your Timeline is complete, start a recording device, VTR or server record channel, and playout and record the entire Edit Timeline by pressing **[RECORD].** You may think of this as a real-time preview with a recorder attached to the output.

Server Delay Dialog

Play Delay and **Record Delay** are delay offsets for play and record commands sent to a video server from Fastrack. If Fastrack sends one of these commands too early or too late for the Event to play or record frame accurately, the user can adjust these delays.

Press **[CTRL][INIT]** on the K7 Keyboard, and the following Dialog will open for the server on the selected Track.

- The top lines show the driver and path for the file being modified.

- **CAN RECORD OVER** - If **Can Record Over** is checked ☑, already existing Clips can be re-recorded or recorded over (VDCP servers).

- **PLAY DELAY** – Enter the desired delay for this server PB channel on this Track.

- **RECORD DELAY** – Enter the desired delay for this server record channel on this Track.

- **COMMANDS IN EVEN FIELD -** If **Commands in Even Field** is checked ☑, commands sent to the server will be sent on the even field rather than on the odd field.

- **USE STOP COMMAND –** Some servers have the ability to STILL)display output video) or STOP (display E-E input video). If this option is displayed, select (check) this box to put server channels in E-E when stopped.

    Changes made to this Dialog are saved to their respective files.

    If **[CTRL][INIT]** is pressed while a Track assigned to a VTR is selected, the Device File Dialog for that device will open, allowing you to modify the .DEV file associated with that device.

Bump Out

When recording to a VTR, an edit will terminate automatically when the OUT-point of the Record Event is reached, or when the user presses the **[RECORD]** key before reaching the programmed OUT-point ("bumping out").

Note: When a VTR edit terminates frame accurately at the defined OUT-point of an edit, it is because the edit-out command is sent 4 to 8 frames earlier based on the VTRs protocol. Because of this latency, if you bump-out "on-the-fly" (terminate the edit using the **[RECORD]** key), the VTR will continue to record for an additional 4 to 8 frames

To maintain the current OUT-point on the Record Track even if the edit is terminated early manually, set the INIT Page option "**Keep Out-point**" to **Yes**.

Pressing **[SHIFT][MODE]** opens the Event Mode Dialog for the Hot Event on the selected Track.

This Dialog defines the playout, pre-read, or record mode of an Event, and which audio and/or video sub-Tracks will be enabled or disabled during Preview or Record.

- **PLAYBACK** - With **Playback** selected, only the Switcher/Mixer enable mode is accessible.

- **PRE-READ –** Pre-read is a special function of most modern digital VTRs. With pre-read enabled, during a recording a separate play-head, coupled with frame buffer memory, allows source material to be output from the R-VTR and routed into the R-VTR crosspoint on the switcher. After adding the required effects to this video, it is then routed back to the R-VTR and re-recorded at the same place it came from. This feature is also known as "Read Before Write".

- **RECORD** - With **Record** selected, the current Hot Event is changed to a Record Event and its color changes to red. The switcher and mixer no longer recognize this Event as a play source. When **[RECORD]** is initiated, this Event will record when it is reached on the Timeline. The time it takes to use this Event as a PB source later in this edit is device dependent.
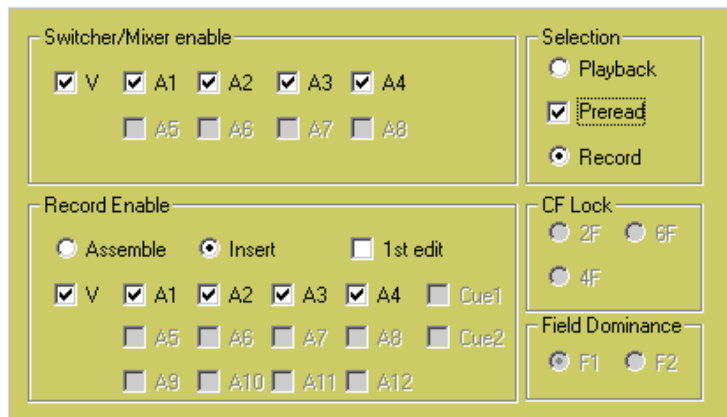
- **ASSEMBLE & INSERT - Assemble** and **Insert** Modes only pertain to the Record Event if it is on a VTR channel and will have no effect on server channels. When Assemble mode is active, the word **ASSEMBLE** appear prominently in the upper left of the screen. Note that Fastrack remains in Assemble mode until **Insert** is selected.

- **1ST EDIT -** N/A

Server Preview

If you need to play-out Timelines to air or on cue, and need to eliminate the pre-roll time, perform the following:

1   Position the CTI at the point on the Timeline you wish the play-out to begin.

2   Press **[SHIFT][PVW].** All devices will cue to their start points.

3   Press **[PVW]** when you wish to begin the play-out without the pre-roll delay.

5.35. Gang Rolling

To **GANG** Tracks is to tie the Hot Events on each ganged Track together so that any motion command sent by Fastrack to a source on a ganged Track affects the Hot Events on all ganged Tracks.

To **GANG** Tracks, perform the following:

1   Select the Track you wish to be ganged.

2   Press **[SHIFT][GANG]**.

3   Repeat for each Track to be ganged.

In the previous image, Track 2 and Track 3 show Gang indications (a green G icon to the left of the Track number) and will roll together when any of the following commands are invoked:

- Play, 2x Play, Reverse Play, 2x Reverse Play
- Jog, Shuttle
- Rewind, Fast Forward
- Fast Forward
- Variable
- Stop
- Cue, Search, GOTO CTI

To **delete** a Track from a gang, select the Track and press **[SHIFT][GANG]**.

To toggle Gang Mode **ON** and **OFF**, press **[GANG]**.

Devices that are to be **Linked** must first be Ganged.

Link Ganged Tracks

Once Tracks are **Ganged**, they can also be **Linked.** While Gang specifically applies to **motion** commands such as Play and Search, Link specifically applies to **time** commands such as the following commands:

Mark In, Mark Out, IN, OUT, Set In, Set Out, Trim In, Trim Out, Set Duration

To apply time commands to multiple Hot Event s on multiple Tracks simultaneously, perform the following:

1   Assure **Settings.LinkGangedTracks** is set to **YES** on the *Initialization Page* (see pg. 33).

2   Then, Gang the Tracks that you wish to apply the Link commands to, and perform the desired time functions (as listed previously)

For example, if you have Track 1, Track 2, and Track 3 Linked and Ganged, pressing **[TRIM IN],[3],[0],[ENTER]** will trim the Hot Events on Track 1, Track 2, and Track 3 all by 30 frames.

Marking Ganged Tracks

There are specific rules that apply to **MARK IN, MARK OUT, IN** and **OUT** when Marking Ganged Tracks.

- Pressing **[MARK IN]** will mark the **current Event** of the Ganged Tracks at the position of the CPI or CTI.   **All other** Ganged Events will have their IN-points changed by the same amount of **offset** as applied to the current Event.

- Pressing **[SHIFT][MARK IN]** will use the **CPI** position of the **current Event** as the new IN-time for **all** Ganged Events.

- Pressing **[IN]** will use the **CPI** positions of **each** Ganged current Event for their new IN-times.

5.36. MultiCam

MultiCam is a feature that allows the user to roll multiple devices in sync, usually "**iso**" reels, and switch them via the Track select keys (**[T1] - [T8]**) on the Fastrack K7 Keyboard rather than at the switcher.

Each time a new Track is selected during a Preview or Record that has an Event currently involved in the Edit, that Event is separated. This allows the user to return to this point to perform a "fix", "slide" the Event(s) or otherwise modify what was previously performed, do a "pick-up", or even Auto-assemble the entire Timeline.

In the following example, each press of a Track select key created a separation in the Event mounted on that particular Track.

When active, the word **MultiCam** will be displayed in yellow at the top/right of the Fastrack screen. You **must** turn this feature **OFF** before returning to normal linear or non-linear functionality.

> **Status Shortcut:** This item is available as the status shortcut **MultiCam**.

AutoMulti

When the **Settings.MultiCam** setting in the Initialization Page is set to **Auto**, the **AutoMulti** feature will be activated. The word **AutoMulti** will be displayed in the status area of the screen.

This feature works the same as MultiCam, but when the MultiCam process is ended; all overlaps will be automatically removed. Compare below:
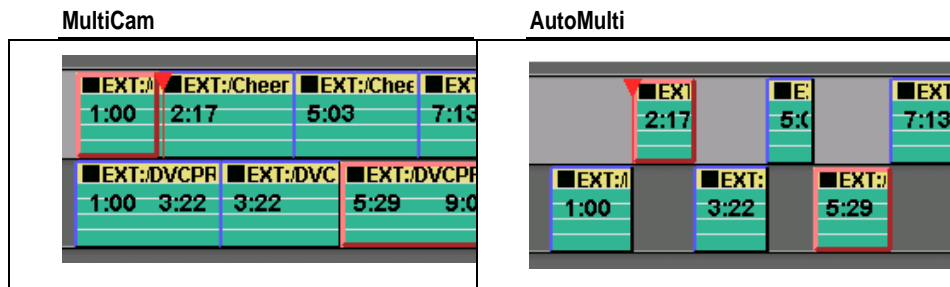
If your Timeline was created using **Settings.MultiCam** set to **Yes**, you can remove the overlaps manually by pressing **[CTRL][ALT][8 - DEL]**.

5.37. Accessing Macros

A **Macro** allows the user to program multiple keystrokes into a singe key press. Fastrack Macros can be edited, saved, recalled, nested, have defined loops, and can be executed from within PEGS.

Access to the Fastrack Macros can be found on the default **Function Key** set on button **[F3].**

1   Press **[F3] Macros.** Macro keys F1 through F14 are displayed.

2   Press **[CTRL][F1]-[F7]** to select the Macro to program. The **Macro Dialog** will open.

The Macro Dialog
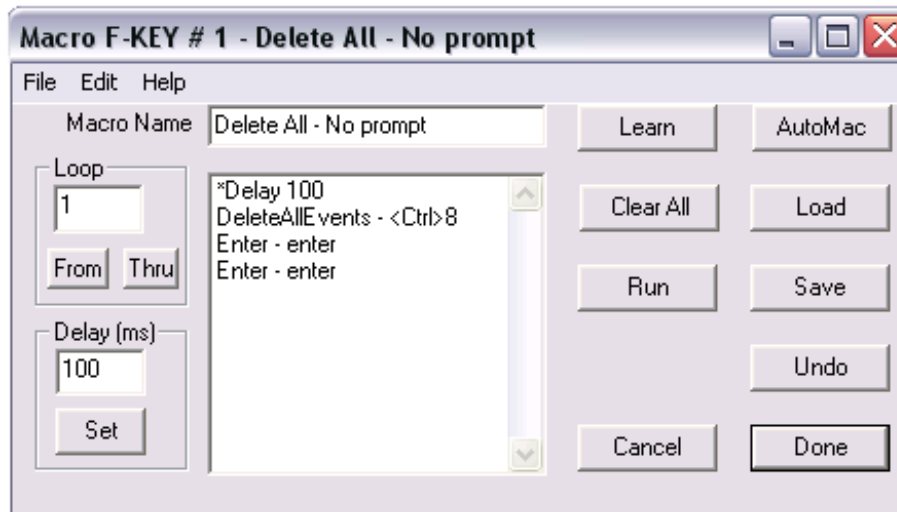
- The Macro Dialog can be moved anywhere on either active screen.

- More than one F-Key Dialog can be displayed at one time.

- The number of the F-Key and the title of the Macro are displayed in the title bar of the dialog.

Adding or changing the Macro Name

The **Macro Name** is displayed in the Macro Name field, and the list of the keystrokes in that macro, the **Command List**, is displayed immediately below. The Macro Name can be changed by typing a new name in the Macro Name field.

Macro Dialog Functions

- **LEARN** – Press **[Learn]** to to enable learning of new Macro keystrokes commands or to add new keystroke commands to an existing Macro.

  As keys are pressed on the K7 Keyboard, the commands are entered into the Macro Command List below the Macro Name field, but are <u>not</u> executed.

  While in the **Learn** mode the title bar displays *** * * LEARNING * * *.** The status display at the top of the Fastrack screen also displays **Learning Macro** in red letters. Both the **Learn** and **AutoMac** key legends change to **Stop Learn**.

- **AUTOMAC** – Press **[AutoMac]** to to enable learning of new Macro keystrokes commands or to add new keystroke commands to an existing Macro.

  As keys are pressed on the K7 Keyboard, the commands are executed as they are entered into the Macro Command List.

  While in the **AutoMac** mode the title bar displays *** * * AUTOMAC LEARN * * *.** The status display at the top of the Fastrack screen also displays **Learning Macro** in red letters. Both the **AutoMac** and **Learn** key legends change to **Stop Learn**.

- **CLEAR ALL** – Press **[Clear All]** to remove all commands currently in the command list.

- **LOAD** – Press **[Load]** to recall to the Command List a previously saved Macro from the system hard drive.
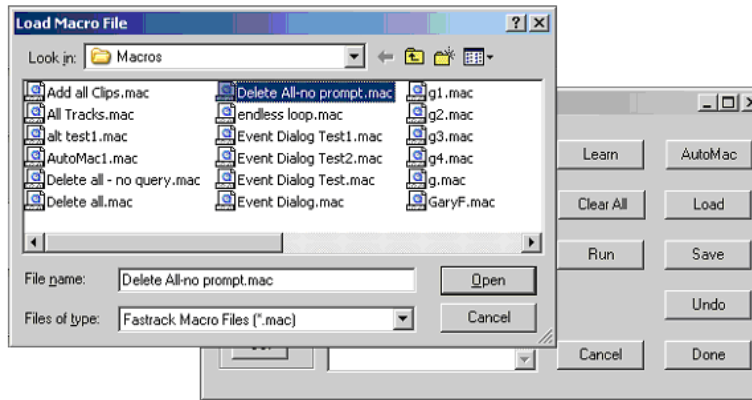
- The selected Macro replaces the current Macro and the new Macro Name is displayed in the Macro Name box.

- **RUN** – Press **[Run]** to execute the current Macro Command List. The current Macro can be run even if it has not been saved to the hard drive or assigned to an F-Key.

  When a Macro is **Run,** the status area of the Fastrack displays **Executing Macro.**

- **SAVE** – Press **[Save]** to save the current Macro to the system hard drive. The Macro is always saved to the current **FTRuntime\Macro** directory. The **.mac** extension is added automatically. The Fastrack Message window verifies the name and the path of the file that was saved.

- **UNDO** – Press **[Undo]** to reverse the last operation performed in the **Macro Command List**.

- **CANCEL** – Press **[Cancel]** to exit the Macro Dialog and discard any changes.

- **DONE** – Press **[Done]** to assign the current **Macro Command List** to the selected F-Key.

- **FILE MENU** – The two drop down File Menu items **Open** and **Save** are the same as the **Load** and **Save** keys respectively as described above.
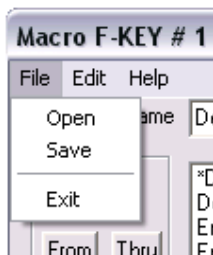
- **EDIT MENU** – All items in the **Edit Menu** are edit operations that affect selected

items in the Macro Command List.
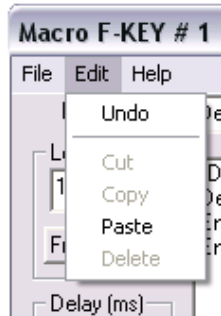
- **UNDO** – Reverses the last operation performed to the Macro Command List. Once selected, the item changes to **ReDo**, and selecting it again restores the original state of the Macro Command List. This item is ghosted if no previous operation has occurred.

- **CUT** – Removes the highlighted keystrokes from the Macro Command List and puts them into the paste buffer. This item is ghosted if there are no keystrokes currently in the List.

- **COPY** – Copies the highlighted keystrokes from the Macro Command List into the paste buffer, but does not remove them. This item is ghosted if there are no keystrokes in the List.

- **PASTE** – Pastes the keystrokes that are in the paste buffer (either cut or copied) below the highlighted keystroke. This item is ghosted if the paste buffer is empty.

- **DELETE** – Deletes the highlighted keystrokes from the Macro Command List, but does not put them into the paste buffer. This item is ghosted if there are no keystrokes in the List.

- **HELP MENU** – Selecting this item will access this document on-line.

- **LOOP** – The **loop** function is comprised of a Start Loop, the number of times to execute the loop, and the end of the loop.

    1 When specifying the loop, first type the Loop Number into the Loop numeric entry field. This is the number of times to execute this loop - 5 times in the example below.

    2 In the Macro Command List, highlight the **first** keystroke of the loop and **[click] From**.

    3 In the Macro Command List, highlight the **last** keystroke in the loop and [**click] Thru**.

Note that the keystrokes will execute 1 time more than the loop number. For example, the keystrokes in Loop A will execute 6 times…once normally, and then loop 5 more times.

- Each macro can have 99 loops.
- There are no restrictions on how loops are made. For example; one loop can be completely inside of another loop, partially inside of another loop, or completely outside of another loop

The following diagram below shows Loop B entirely inside loop A.
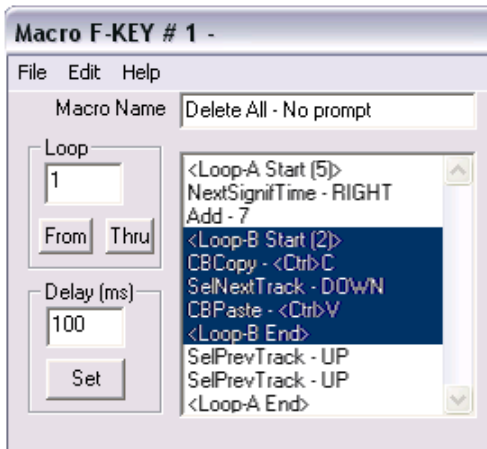
Nesting Macros

Nesting is when one Macro calls another Macro from within itself. Calls to other Macros may even be within a loop. In the example elow, each time the keystroke 'F5' is encountered, this Macro will halt and the Macro assigned to F-Key 5 will execute. After the F-Key 5 macro finishes, the current Macro will continue where it left off.
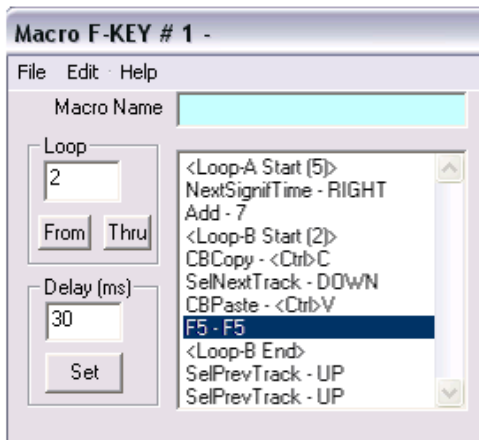
Delay Macros

Some operations may require a time delay between keystrokes. For example, a Macro that opens a dialog and enters in some data will usually require some delay.

To specify a delay,

1 Type the **amount** of delay in the Delay (ms) window

2 Highlight the keystroke from where the delay is to begin and **[click] Set**. The delay is specified in milliseconds (1/1000 of a second). For example, 100ms is 1/10 of a second. 33ms is approximately 1 frame.

Immediate Macro

To create and trigger a Macro that is not associated with a specific F-Key, from the top level F-Key display press **[CTRL][F3]Macro**.

A Macro dialog opened that has no F-Key data, Macro Name or title displayed. This can be used to preview a Macro without assigning it to an F-Key, or to save a new Macro to the hard drive without assigning it to an F-Key. All functions of this dialog work the same as explained previously for individual F-Keys.

Macros in PEGS

Fastrack Macros can also be executed from within **PEGS**. Execution of the Macro begins accurately, but because of the inherent multiple frame delays in keystrokes, it should not be considered as 'frame accurate' in the normal sense.

To enter a **Macro PEG**,

1   Press **[PEGS]** to open the PEGS Dialog.

2   **[Click] Add.**

3   Select **Macro** from the drop-down list of commands.

4   Immediately following the word **Macro**, type the Macro number **1** through **14** as displayed on the F-Keys.
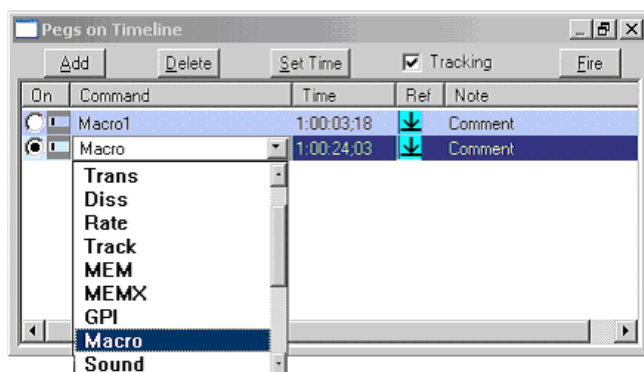
The **Fire** function is not available for Macro PEGS. However, the macro can be fired in the normal way by pressing the Macro F-Key.

Some additional notes on Macros:

- Pressing or clicking **[F1]-[F7]** triggers **Macros 1 through 7.** When pressed, the **System Status** display in the upper left corner displays **Executing Macro**.

- Pressing or clicking **[SHIFT][F1-F7]** triggers Fastrack **Macros 8 through 14**. When pressed, the **System Status** display in the upper left corner displays **Executing Macro**.

- Individual Fastrack Macros are stored on the system hard drive in the directory: **C:\fastrack\ftruntime\macros\.**

- The number of Fastrack Macros is limited only by the amount of available memory on the system hard drive.

- Any 14 macros can be assigned to the F-Keys at one time.

- The names of the Macros assigned to an F-Key are displayed when the mouse cursor is **hovered** over the key. In the following example, **Macro 4** is named **All Tracks** and **Macro 11** ([SHIFT][F4]) is named **Delete all**.

6. LINEAR MODE

The Fastrack Linear Mode adds a more traditional linear editing style and look to Fastrack. The primary features of the Linear Mode are the **Record Track, Init Page settings, EDL BINs, Matches,** and **Auto Assembly**. This section will discuss these and other features that are directly related to linear editing.

Please note that the Linear Mode is an **option** to the Fastrack system. If you have not ordered your Fastrack with the Linear Mode option, it will not be active. Linear Mode editing also requires a second monitor.

6.1. The Linear Record Track

The Record Track is the Timeline representation of the videotape that you will use as your record master.   Like videotape, it will have a beginning and an end, a specified length, and it will display recorded Events, Events yet to be recorded, the currently programmed record Event, and black where there is nothing yet recorded.

> **Note:** It is highly recommended that the LRT always be assigned to Track 1.

Assigning the Linear Record Track

1   Press **[SHIFT][ASGN]** on the K7 keyboard to open the **Assignment Page**.

2   In the **ASSIGN DIALOG** section of the Assignment Page, in the **Record Track** drop-down menu, select the Track you will use as the Record Track. In the following example Track 1 is set to **RecordVTR**.
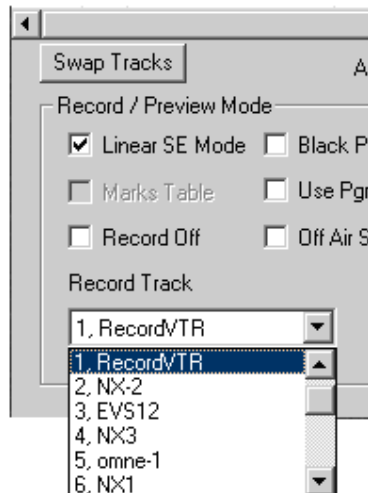
3   Check ☑ the **Linear SE Mode** box. Note that you cannot check this box without first having selected your Record Track.

4   In the **Monitor Mode** section to the right, select the appropriate Preview parameters. For the examples in this section, we will assume that we are monitoring the record VTR OUT in E-E for video preview.

5   **Exit** the Assignment Dialog.

In the previous image, the Track ID number to the left of the Record Track has turned **red**. This shows that Track 1 has been defined as the **Record Track** in the Assignment Dialog. Also, below the Track ID number are now displayed the letters **LRT (Linear Record Track)**. This shows that the **Linear SE Mode** has been selected in the Assignment Dialog.

Mounting the Linear Record Track

Different devices have different ways of mounting the Linear Record Track. This example is for VTRs.

1   Select the Record Track.

2   Press **[ASGN]**. The **LINEAR RECORD TRACK MEDIA MOUNT** Dialog will open to allow you to define the parameters of the Linear Record Track or the "R-VTR".

3   Press **Mount** to mount the record tape. Press **Cancel** to abort the Dialog.
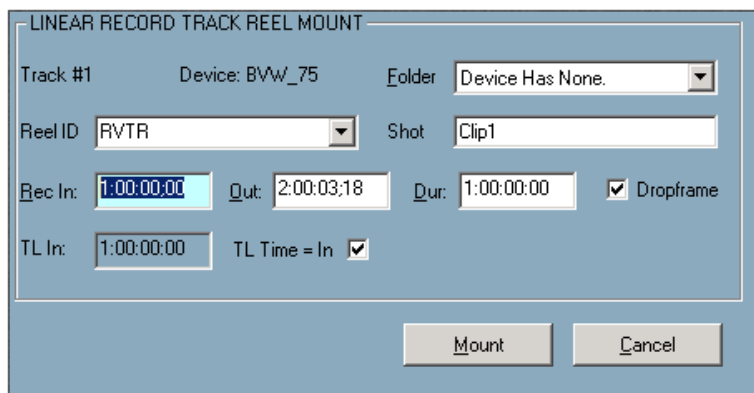
The options for this Dialog are explained below:

- **REEL ID** - This field displays the currently assigned **Reel ID** for this Track in the Assignment Page. If you change the Reel ID in this dialog, the change will also be reflected in the Track Init Dialog.

  The drop-down menu for this field contains any previously assigned Reel IDs. Selecting one of them will automatically change the currently assigned Reel ID for the tape currently mounted, or about to be mounted, on the Linear Record Track.

- **FOLDER** - The **Folder** menu is for future expansion.

- **SHOT -** This field allows you to enter a descriptive name for this recording. The default is **Clip1.** This Name will be used for the entire show, unless you change it in the Event Dialog to mark a segment change, a revision number, a new show number, etc.

- **REC IN** - This field defines the **start** time of the Record tape and the beginning of the "Black Track". Initially, this number comes from the INIT Page Values under the **LinearMode** section, **DefRecStart**. You can:

  - Leave this value.

  - **[Double click]** in the field and enter a new In-time for this Record tape.

  - **[Double click]** in the field and press the **[IN]** key to enter the **current TC** position of the VTR assigned to the Record Track.

- **OUT** - This field defines the **end** time of the Record tape Record tape and the end of the "Black Track". The OUT-point field is auto-calculated based on the IN-point and Duration. You can:

  - Leave this value.

  - **[Double click]** in the field and enter a new OUT-time for this Record tape.

- **DUR** - This field defines the **duration** of the Record tape. The Duration field is auto-calculated based on the IN-point and OUT-point. You can:

  - Leave this value.

  - **[Double click]** in the field and enter a new Duration for this Record tape. The OUT-point will auto-calculate.

- **DROPFRAME** - This check box allows the user to set the Record tape timecode to DF or NDF (NTSC). If the videotape is already mounted, this will be selected automatically. You can:

  Select to set the Record Tape to Drop-Frame TC.

  De-select to set the Record Tape to Non Drop-Frame TC.

- **TL IN** - This check box allows the user to set the CTI time to match the Record timecode.
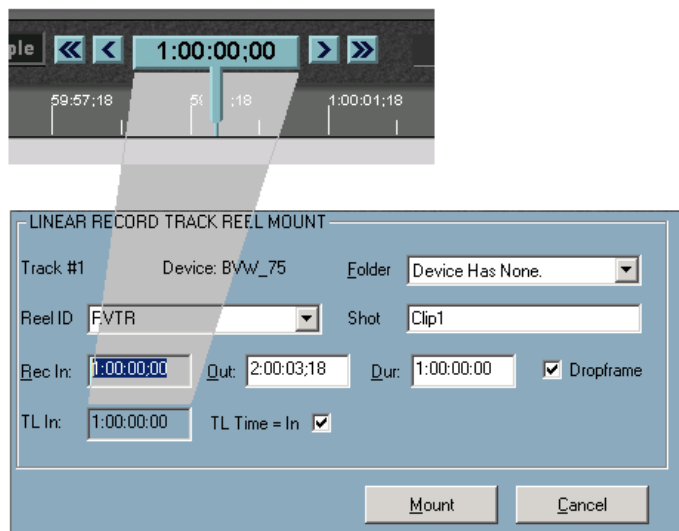
Select **TL TIME=IN** to ENABLE this feature.

De-select **TL TIME=IN** to DISABLE this feature..

Record Track Description

The Record Track is comprised of three main components; **the Black Track**, **the Record Event**, **EDL Events**, and **Separator lines**.
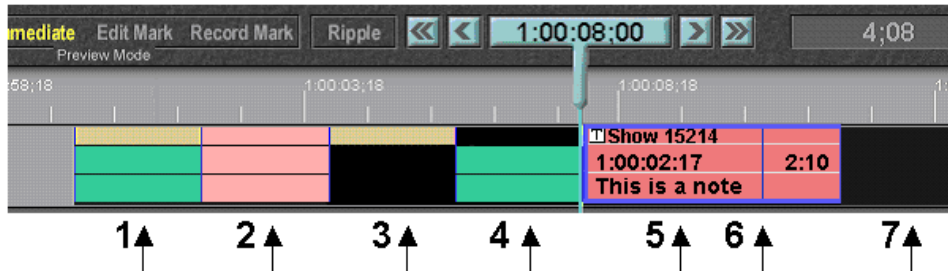
Note the following about the Record Track. The following numbered items refer to the numbers in the previous graphic:

1   A 2-channel, audio & video edit. This Event is displayed with the standard colors of a PB Event, **yellow,** representing video and **green** representing audio, which on the Linear Record Track denotes that an edit with these boundaries is in the EDL, has R-Marks associated with it, and has probably already been recorded to tape (See **R-Marks** later in this section).

2   A 2-channel, audio & video edit. This Event is displayed in **light pink**, and on the Linear Record Track denotes that an edit with these boundaries is in the EDL, does *not* have R-Marks associated with it.

3   An already recorded **video only** edit, with channels 1 & 2 of audio **not** recorded.

4   An already recorded channels 1 & 2 **audio only** edit, with video **not** recorded.

5   The current Record Event.

6   A separator line of a previous edit under the Record Event.

7   A portion of your tape (the **Black Track**) that is still unrecorded.

The Black Track

The **Black Track** is a black overlay on the Record Track, representing a "videotape", and defining the start and end boundaries of that tape as defined by the user in the **LINEAR RECORD TRACK MEDIA MOUNT** Dialog. This Black Track overlay is automatically created when mounting the media, and cannot be moved or removed except by re-defining its parameters in the LINEAR RECORD TRACK MEDIA MOUNT Dialog, or by clearing the Record Track. Like a real record tape, throughout your edit session the black areas will represent un-recorded portions of your show.

The Record Event

The **Record Event** or **Current Edit** (**# 5** in the previous graphic), is the **dark red** Event defining the IN and OUT-points of the next edit to be performed. This Record Event is created when you first mount the Record Track using the LINEAR RECORD TRACK MEDIA MOUNT Dialog. When first mounted, the Record Event is "open ended", and completely covers the Black Track.

Note the following about the Record Event:

- The In and OUT-points of your first edit are defined by:

- Pressing **[MARK IN]** and **[MARK OUT].**

- Specifying new In or Out times using the **[SET IN]** or **[SET OUT]** functions.

- Modifying the current In or Out times using the **[TRIM IN]** or **[TRIM OUT]** functions.

- Recalling an Edit from the EDL.

- With the Record Track selected and the **CTI ON**, the Record Event will be Marked In at the **CTI**. With the **CTI OFF**, the Record Event will be Marked In at the **CPI** of the Record Event.

- The Record Event displays the **Reel ID**, the **IN-point** and **OUT-point** or **duration** of the edit to be performed, and a **Note** if one has been added. It can also display a Transition icon if the Record Even is the DISS TO Event in a Pre-read edit.

- The Record Event is **TAG**ged automatically when mounted. This allows the Record Event to be "dragged" along the Track, while maintaining its timecode relationship to the Black Track and the Timeline. This cannot be turned off.

- Pressing **[SHIFT][SET DUR]** will **open-end** the Record Event by extending its OUT-point to the end of the Black Track. For more information, see *Open-Ending an Event* (pg. 150).

Recorded Edits

The **Recorded Edits, #1, #3,** and **#4** in the previous graphic, are Edits already performed (recorded). Note the following about the Recorded edits:

- Recorded Edits are displayed with the standard "yellow & green" colors of a PB Event.

- The blue vertical lines are separators to help define the boundaries and A/V components of each individual edit. If the Record Event is placed over a separator line, it will not cover the separator line.

- The data used to create these Recorded Edits and "edit marks" comes from the EDL. If you delete an edit from the EDL, the Recorded Edit representing that edit is removed from the Record Track.

- If you select the Record Track, each Recorded Edit is a **POI** (**P**oint **O**f **I**nterest). If you select any Track other than the Record Track, Recorded Edits are not treated as POIs.

- If you have **Select Recorded** set to **Yes** in the Initialization Page, when you **[Click]** on any recorded portion of the Record Track, the corresponding Edit in the EDL will be found and highlighted.

- If you have **Select Recorded** set to **Yes** in the Initialization Page, when you **[Click]** on any Edit Line in the EDL, the representative portion of the Record Track will be brought to the CTI.

EDL BIN

The EDL Bins are only active in the **Linear Edit Mode**. The EDL Bin displays the results of an edit after the user presses **[RECORD]** to terminate the edit manually, or when an edit is completed by reaching the pre-defined OUT-point.

[Click][U4] (EDL) to toggle the EDL Window On/Off.

The results of the edit are automatically placed in the EDL with an **R- MARK** displayed alongside the Record Event under the **R MRKS** column to show that this edit has been recorded to tape.

There are 10 EDL Bins, and each Bin can have its own EDL. Press the desired **BIN tab** to open that Bin.

EDL BIN Soft Keys

The **EDL soft keys** are located at the top of the EDL BIN window.

The functionality of each of the EDL Soft Keys is described below.

- **SAVE** - **[Click] Save** to save the **current EDL** from the **current BIN**. The Save File Dialog is opened allowing the user to name the file and select the directory to which it will be saved. The file is saved to the hard drive as an **.fbe** file (**F**astrack **B**inary **E**DL). The .fbe file is proprietary to Fastrack, and must be **exported** in a **GVG format EDL** to be of use outside of the Fastrack system.
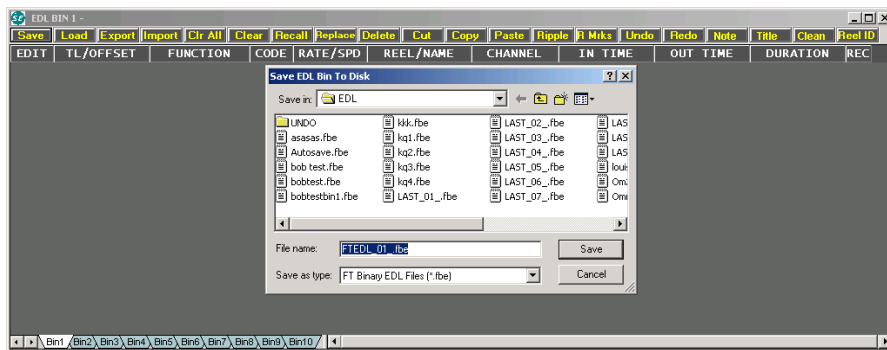
- **LOAD - [Click] Load** to load an existing **.fbe** file from the system hard drive. This Timeline will be your working file and file name.
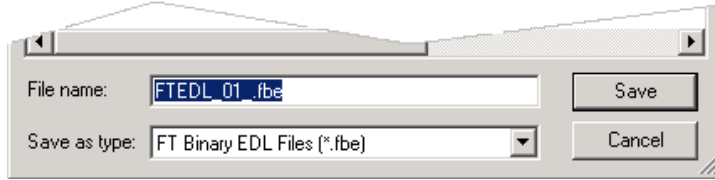
- **EXPORT - [Click] Export** to output the current EDL Bin **.fbe** file in **GVG/Editware** .**edl** format.
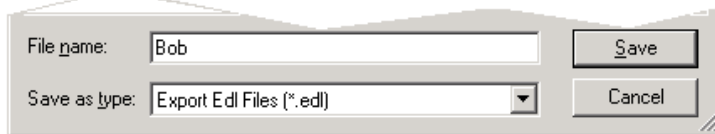
- **IMPORT** - **[Click] Import** to input a **GVG/Editware .edl** format EDL into the current EDL Bin as an **.fbe** file. The EDL Import Dialog will open, and offer you the opportunity to save the current EDL first.
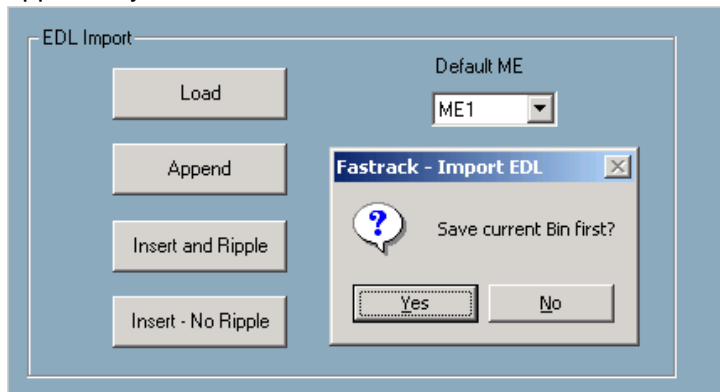
- **LOAD - [Click] Load** to select and import a **GVG format** EDL into the current EDL Bin. It will auto-translate automatically to **.fbe** format.

- **APPEND – [Click] Append** to select and import a **GVG format** EDL and add it to the **end** of the current EDL in the current EDL Bin. It will auto-translate automatically to **.fbe** format.

- **Insert and Ripple** – **N/A**

- **Insert - No Ripple** – **N/A**

- **DEFAULT ME** - From the pull-down menu, select the **M/E** to be assigned to the edits in the EDL being imported.

- **CLR ALL - [Click] Clear All** to delete **all edits** from **all EDL Bins.**

- **CLEAR** - **[Click] Clear** to delete all edits from the **current EDL Bin**.

- **RECALL - [Click] Recall** to recall the **selected** edit in the EDL. All other Events on the Timeline will be removed. The Event may then be executed or modified and replaced into the EDL.

  When an Event is recalled to the Timeline, it is not removed from the EDL. The EDL remains intact and all related data and metadata such as speeds, stored TBC and MEM data and PEGS are copied with the Events to the Timeline.

To undo the result of an unwanted recall, press **[UNDO].**

Fastrack checks to see if the reel numbers involved in the recalled edit are currently mounted. If an Event with a **REEL ID** not currently assigned is recalled, the system prompts which Reel needs to be assigned.
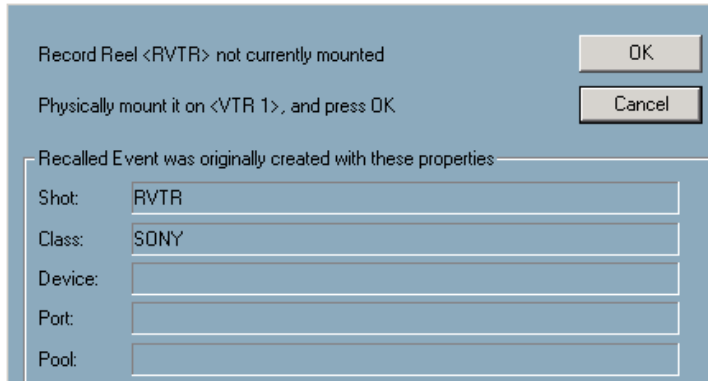
Assign the Reel by pressing the appropriate **[T1]-[T8]** key or by **[clicking]** on its Track.

Changes are not a requirement of a RECALL operation. If an event is recalled, it does not have to be replaced into the EDL and regular editing may be resumed.

If a change is made to the event, it may be re-recorded as it is now programmed on the Timeline. Recording the event places it into the EDL as a new edit.

- **REPLACE** - **[Click] Replace** to replace a **recalled** edit back into the EDL.

After an EDL edit has been recalled and modified, you can now replace the modified edit back in the EDL. *Only **recalled** edits can be **replaced**.* Trying to replace an event not recalled with the Recall feature results in a REPLACE ERROR message.

- **DELETE - [Click] Delete** to delete the highlighted edit and all of its components.

- **CUT - [Click] Cut** to open the **EDL Management Dialog**, and cut edits from the EDL.
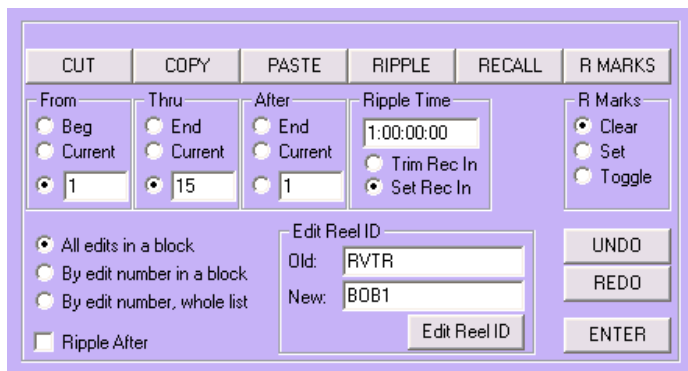
- **FROM**

- **BEGINNING –** Select **Beginning** as the **first** edit in a **group** to cut from the EDL.
- **CURRENT –** Select **Current** the **first** edit in a **group** to cut from the EDL.
- **TEXT FIELD –** Select the **Text Field** and type the edit number to be the **first** edit in a **GROUP** to cut from the EDL.
- **THRU**

- **END –** Select **End** as the **last** edit in a **group** to cut from the EDL.
- **CURRENT –** Select **Current** the **last** edit in a **group** to cut from the EDL.
- **TEXT FIELD –** Select the **Text Field** and type the edit number to be the **last** edit in a **group** to cut from the EDL.

- **ALL EDITS IN A BLOCK –** All edits that physically fall **within** the **From** and **Thru** range defined will be cut from the EDL.
- **BY EDIT NUMBER IN A BLOCK –** All edits whose edit numbers fall **within** the **From** and **Thru** range defined will be cut from the block of edits defined.
- **BY EDIT NUMBERS, WHOLE LIST –** All edits whose edit numbers fall **within** the **From** and **Thru** range defined will be cut from wherever they are found in the EDL.
- **RIPPLE AFTERWARDS –** All edits following the last edit in the Cut group, will have their **Record** times adjusted accordingly so as not to leave a gap in the EDL.

- **COPY - [Click] Copy** to open the **EDL Management** Dialog and copy edits from the EDL to another location in the EDL or to another EDL Bin.
- **FROM**

- **BEGINNING –** Select **Beginning** as the **first** edit in a **group** to copy from the EDL.
- **CURRENT –** Select **Current** the **first** edit in a **group** to copy from the EDL.
- **TEXT FIELD –** Select the **Text Field** and type the edit number to be the **first** edit in a **group** to copy from the EDL.

- **THRU**
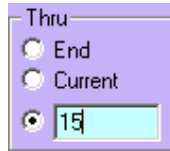
  - **END –** Select **End** as the **last** edit in a **group** to copy from the EDL.
  - **CURRENT –** Select **Current** the **last** edit in a **group** to copy from the EDL.
  - **TEXT FIELD –** Select the **Text Field** and type the edit number to be the **last** edit in a **group** to copy from the EDL.
- **AFTER**
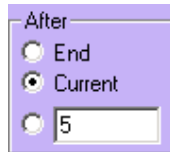
  - **END –** Select **End** to paste the copied group of edits at the end of the EDL.
  - **CURRENT –** Select **Current** to paste the copied group of edits after the current (highlighted) edit in the EDL.
  - **TEXT FIELD –** Select the **Text Field** and type the edit number **after** which you will **paste** the copied group of edits.
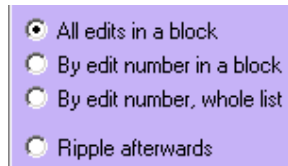
    - **ALL EDITS IN A BLOCK –** All edits in the EDL that physically fall **within** the defined **From** and **Thru** range will be copied.
    - **BY EDIT NUMBER IN A BLOCK –** All edits whose edit numbers fall **within** the defined **From** and **Thru** range will be copied.
    - **BY EDIT NUMBERS, WHOLE LIST –** All edits whose edit numbers fall **within** the defined **From** and **Thru** range will be copied from wherever they are found in the EDL.
    - **RIPPLE AFTERWARDS –** All edits following the last edit in the pasted group will have their **Record** times adjusted accordingly so the pasted edits do not overlap other edits in the EDL.
  - **PASTE - [Click] Paste** to open the **EDL Management** Dialog and paste edits copied from the EDL to another location in the EDL or to another EDL Bin.

- **AFTER**

    - **END –** Select **End** to paste the copied group of edits at the end of the EDL.

    - **CURRENT –** Select **Current** to paste the copied group of edits after the current (highlighted) edit in the EDL.

    - **TEXT FIELD –** Select the **Text Field** and type the edit number **after** which you will **paste** the copied group of edits.

    - **RIPPLE AFTERWARDS –** All edits following the last edit in the pasted group will have their **Record** times adjusted accordingly so the pasted edits do not overlap other edits in the EDL.

- **RIPPLE - [Click] Ripple** to open the **EDL Management** Dialog and Ripple the Record times in the EDL.

  Ripple and its effects on the EDL are very important. After an event is added, deleted, or moved, rippling the EDL adjusts the record times of a specified group of events. The specified events themselves remain where they are in the EDL. Ripple automatically changes the record times of any event with an equal or later record IN-time, regardless of where it appears in the EDL.

  For example, when a new event is inserted into the EDL, all events with Record IN-times later than or equal to the Record IN-time of the inserted event would have their record times adjusted by the amount of the inserted event's duration. Source times are not affected. All rippled events lose their R-Marks, since they are unrecorded in their current form.

- **FROM**

    - **BEGINNING –** Select **Beginning** as the **first** edit in a **group** to ripple in the EDL.

    - **CURRENT –** Select **Current** the **first** edit in a **group** to ripple in the EDL.

    - **TEXT FIELD –** Select the **Text Field** and type the edit number to be the **first** edit in a **group** to ripple in the EDL.

- **THRU**

- **END –** Select **End** as the **last** edit in a **group** to ripple in the EDL.

    - **CURRENT –** Select **Current** the **last** edit in a **group** to ripple in the EDL.

    - **TEXT FIELD –** Select the **Text Field** and type the edit number to be the **last** edit in a **group** to ripple in the EDL.

- **ALL EDITS IN A BLOCK –** All edits that physically fall **within** the **From** and **Thru** range defined will be rippled in the EDL.
- **BY EDIT NUMBER IN A BLOCK –** All edits whose edit numbers fall **within** the **From** and **Thru** range defined in the block of edits will be rippled.
- **BY EDIT NUMBERS, WHOLE LIST –** All edits whose edit numbers fall **within** the **From** and **Thru** range defined will be rippled wherever they are found in the EDL.

- **R MARKS** - **[Click] R Mrks** to open the **EDL Management** Dialog and **clear, set** or **toggle R Marks** from an edit or group of edits in the EDL.
- **FROM**

- **BEGINNING –** Select **Beginning** as the **first** edit in a **group** of edits to **clear, set** or **toggle R Marks** in the EDL.
- **CURRENT –** Select **Current** as the **first** edit in a **group** of edits to **clear, set** or **toggle R Marks** in the EDL.
- **TEXT FIELD –** Select the **Text Field** and type the edit number to be the **first** edit in a **group** of edits to **clear, set** or **toggle R Marks** in the EDL.

- **THRU**

- **END –** Select **End** as the **last** edit in a **group** of edits to **clear, set** or **toggle R Marks** in the EDL.
- **CURRENT –** Select **Current** the **last** edit in a **group** of edits to **clear, set** or **toggle R Marks** in the EDL.
- **TEXT FIELD –** Select the **Text Field** and type the edit number to be the **last** edit in a **group** of edits to **clear, set** or **toggle R Marks** in the EDL.

- **ALL EDITS IN A BLOCK –** All edits in the EDL that physically fall **within** the defined **From** and **Thru** range will have their R Marks cleared, set or toggled.
- **BY EDIT NUMBER IN A BLOCK –** All edits whose edit numbers fall **within** the defined **From** and **Thru** range will have their R Marks cleared, set or toggled.

- **BY EDIT NUMBERS, WHOLE LIST –** All edits whose edit numbers fall **within** the defined **From** and **Thru** range will have their R Marks cleared, set or toggled from wherever they are found in the EDL.

- **REEL ID** - **[Click] Reel ID** to open the **EDL Management** Dialog and **edit** or change one or more Reel ID in the EDL.

- **FROM**

  - **BEGINNING –** Select **Beginning** as the **first** edit in a **group** of edits in the EDL to change the Reel ID.
  - **CURRENT –** Select **Current** as the **first** edit in a **group** of edits in the EDL to change the Reel ID.
  - **TEXT FIELD –** Select the **Text Field** and type the edit number to be the **first** edit in a **group** of edits in the EDL to change the Reel ID.

- **THRU**

  - **END –** Select **End** as the **last** edit in a **group** of edits to of edits in the EDL to change the Reel ID.
  - **CURRENT –** Select **Current** the **last** edit in a **group** of edits in the EDL to change the Reel ID.
  - **TEXT FIELD –** Select the **Text Field** and type the edit number to be the **last** edit in a **group** of edits in the EDL to change the Reel ID.

    - **ALL EDITS IN A BLOCK –** All edits in the EDL that physically fall **within** the defined **From** and **Thru** range will have their Reel ID changed.
    - **BY EDIT NUMBER IN A BLOCK –** All edits whose edit numbers fall **within** the defined **From** and **Thru** range will have their Reel ID changed.
    - **BY EDIT NUMBERS, WHOLE LIST –** All edits whose edit numbers fall **within** the defined **From** and **Thru** range will have their will have their Reel ID changed wherever they are found in the EDL.

- **NOTE** - **[Click] Note** to open the Note Dialog to allow the addition of a text note to the selected Edit Line.

- **TITLE** - **[Click] Title** to open the Title Dialog to allow the addition of a Title or name to the current EDL Bin.

- **CLEAN** - **N/A**.

Find Selected Edit on the Timeline/EDL

With **SELECT RECORDED** set to **Yes** in the INIT Page, whenever an edit line in the **EDL** is selected, the Timeline will reposition to show where on the Record Track this edit was recorded.

Similarly, whenever a recorded area of the Linear Record Track is selected with the mouse, the **EDL** will jump to, and highlight, the edit recorded at that point.

Note the following about EDL Bins:

▪ A **dummy edit**, an edit that is placed in the EDL but had not been recorded to tape, can be made by selecting **Record Off** ☑ in the Assign dialog prior to pressing **[RECORD]**. A dummy edit will not display an **R** mark alongside the Record Event in the EDL.

▪ When an Event is deleted from the EDL, its graphic counterpart is also removed from the Record Track.

▪ If the Reel ID is longer than the displayed 12 characters, placing the cursor over the **Reel/Name** in question will display the entire name in a tooltip.

▪ You may also **[Click]** on the line in the EDL and press **[EVENT]**. This will open the Event Dialog where the Reel ID in its entirety can also be found and modified.

▪ The EDL is displayed in a **BIN**, and there are 10 BIN tabs selectable at the bottom of the EDL BIN window.

6.2. Linear Mode Initialization Page Settings

The following Initialization Page settings are directly related to the Linear Mode. All **Yes**/**No** settings can be assigned as shortcuts. The numbers to the left are for reference only, and may change as additional items are added to the Initialization Page.

Press **[SHIFT][INIT]** to open the Initialization Page. Scroll down to the LinearMode section.

046	LinearMode	DefRecStart	01:00:00;00
047	LinearMode	DefRecDur	01:00:00;00
048	LinearMode	Select Recorded	yes
049	LinearMode	AutoSel Rec Track	yes
050	LinearMode	Auto Pvw At Rec In	yes
051	LinearMode	Def Linear Rec Type	Insert
052	LinearMode	LRT Always LockCPI	no
053	LinearMode	Shift/MarkIn Invert	no
054	LinearMode	Auto Pickup	yes
055	LinearMode	Pickup Match to IN	yes
056	LinearMode	Clr Trks at Pickup	no
057	LinearMode	Allow Rec Gaps	yes
058	LinearMode	Workbin Updates	yes

● **DEFRECSTART (Default Record Start)** - When the **LINEAR RECORD TRACK**

MEDIA MOUNT Dialog is opened, the default timecode displayed in the **IN** field will be the timecode number entered into this INIT Page field. This Time specifies the Timecode at the start of the videotape, and not necessarily that of the show.

- **DEFRECDUR (Default Record Duration) -** When the **LINEAR RECORD TRACK MEDIA MOUNT** Dialog is opened, the default time for the **Dur** (duration) field will be the time entered into this INIT Page field. This duration specifies the duration of the Black Track, and not necessarily that of the show.

- **SELECT RECORDED** - With this item set to **Yes, [clicking]** on a portion of the Record Track will cause the EDL to search and highlight the related edit. With this item set to **No,** the EDL will not search.

- **AUTOSEL REC TRACK (Auto Select Record Track)** - With this item set to **Yes,** the LRT Record Track will be selected automatically when a Record or Preview is initiated. For **Aux Bus and E-E Preview** to work properly, set this item to **Yes.** With this item set to **No,** the currently selected Track will remain selected when Record or Preview is initiated.

- **AUTO PVW AT REC IN (Auto Preview At Record In)** - With this item set to **Yes,** the IN-point of the Record Event will be selected whenever Preview is initiated. With this item set to **No,** the current **CTI** position will be used as the Preview IN-point.

- **DEF LINEAR REC TYPE (Define Linear Record Type)** - This item can be set to **Insert** or **Assemble.** In **Insert,** only audio and video will be recorded during an edit. Control Track and timecode must be previously recorded. With **Assemble** selected, audio, video, control Track and timecode will be recorded during an edit. Note that an Assemble edit will edit cleanly at the edit IN-point, but will disrupt the control Track on the videotape at the edit OUT-point.

- **LRT ALWAYS LOCK CPI** - With this item set to **Yes,** the CPI of the Record Event will lock to the CTI when the record device is put in Play, Rewind, Jog, etc.

- **SHIFT/MARKIN INVERT ([SHIFT][MARK IN] Invert)** - With this item set to **No,** pressing **[MARK IN]** on a source Event will mark and move the new IN-point to line up with the Record Event. Pressing **[SHIFT][MARK IN]** will mark the new IN-point at the CTI. With this item set to **Yes,** the functions are reversed.

- **AUTO PICKUP** - A "pickup" point is the point at the end of an edit where the record device is terminated by pressing **[RECORD]** during the edit or by reaching a pre-determined OUT-point. This setting enables or disables the "pickup" action at a Linear edit's OUT-point. With **Auto Pickup** set to **Off,** all sources are left "as is" at the termination of an edit, whether by defined OUT-point or by "bumping out" with the **[RECORD]** key. With **Auto Pickup** set to **On,** the update action on all sources at the termination of an edit will be determined by another INIT page item, **Pickup Match to IN.** With **Pickup Match to IN** set to **Yes,** at the termination of an edit Fastrack will automatically perform an **Auto Match** to the **IN** of all "on-air" Events. With **Pickup Match to IN** set to **No,** at the termination of an edit Fastrack will match all on-air Events and perform a **Match** to the **OUT** of the Events.

- **PICKUP MATCHED TO IN** - A "pickup" point is the point at the end of an edit where the record device is terminated by pressing **[RECORD]** during the edit or by reaching a pre-determined OUT-point. If **Auto Pickup** is set to **Yes,** when this item is set to **Yes,** at the pick-up point the source Event(s) IN-point(s) will align or "Match" to the new Record IN-point. With this item set to **No,** at the pick-up point the source Event(s) OUT-point(s) will align or "Match" to the new Record IN-point.

- **CLR TRKS AT PICKUP (Clear Tracks at Pickup)** – If this item is set to **Yes, Auto**

Pickup and **Pickup Matched to IN** should be turned **Off.** Under these conditions, at the "pick-up" point of an edit, the Timeline is cleared of all Events except for the LRT and Record Event.

- **ALLOW RECORD GAPS** - With this item set to **Yes,** the OUT-point of an edit is defined by the OUT-point of the Record Event, regardless of whether the source Event(s) are shorter or longer than the Record Event. With this item set to **No,** the OUT-point of an edit is will be defined by the OUT-point of the Record Event **only if** the source(s) are as long as or longer than the Record Event. If the source(s) are shorter than the Record Event, that is, if there is a "gap" between the source(s) OUT-point and the Record Event OUT-point, the source(s) OUT-point will define the edit OUT-point, and the Record Event will be shortened accordingly.

- **WORKBIN UPDATES** - When not involved in a Preview or Recording, Fastrack refreshed the Work Bin about every 4 frames. Unfortunately, in the event of a Timeline that contains several hundred Events, the system speed may be compromised. Setting Workbin Updates to **NO** will cease the Workbin updating. Setting this option to **YES** will resume Workbin updating. A momentary toggle of this item will also refresh the display. This option may be set to a shortcut key for quick access.

6.3. Open-Ending an Event

To "open end" an Event in the Linear Edit Mode, is to extend Event(s) to the next encountered Event or to the end of the Record Track, whichever is first. There are two modes of Open End:

1. Press **[SHIFT][DUR]** to open-end the Hot Event on the selected Track. The Hot Event will be extended to the beginning of the next Event encountered on the Track. If there is just one Event on the Track, then it is hot by default and will open-end to the end of the Record Track.

2. Press **[CTRL][DUR]** to open-end **all** Hot Events on **all** enabled Tracks. The Hot Event will be extended to the beginning of the next Event encountered on the Track. If there is just one Event on the Track, then it is hot by default and will open-end to the end of the Record Track.

If **Ripple** is **ON**, the open-end command will be ignored.

6.4. Matches

Press **[CTRL][MARK IN]** to perform an **AutoMatch** to the current position of the **CPI** on the Record Track. The Record Event In-point will relocate to the CPI position and all the Sources involved in the highlighted edit of the EDL at this R-VTR timecode will be recalled to the Timeline.

An Auto Match searches the current EDL for an edit that contains a Record Event that has the same **Reel name**, the same **A/V components**, and includes the timecode located at the **Record Event CPI** on the Linear Record Track. The search begins at the bottom of the current EDL. If a Match to these criteria is not found, **"Match not found"** will be displayed in the Message Area of the Fastrack.

Match Dialog

In the Linear Mode, pressing the **[MATCH]** key opens the **Match Dialog**. Here you can change **EDL Match Options** as well as **Record OUT Point Options**. This also opens the **MATCH F-key set**, with additional Match Options.
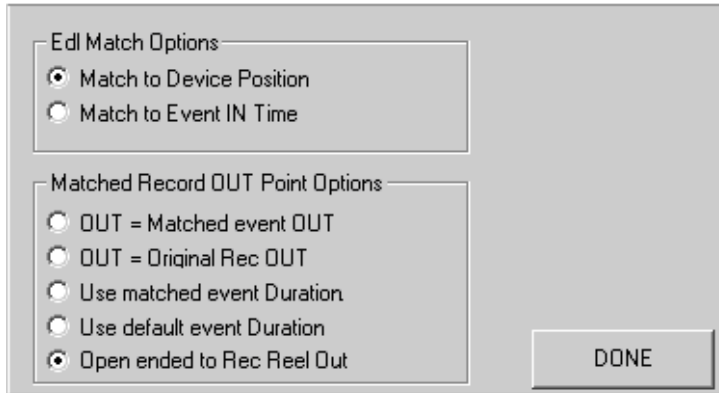
EDL Match Options

- **MATCH TO DEVICE POSITION** - With this option selected ⊙, the **CPI** of the Match Event will be used as the Match point.   (Recommended)

- **MATCH TO DEVICE IN-TIME** - With this option selected ⊙, the **IN-point** of the Hot Event will be used as the Match point.

Matched Record Out Point Options

- **OUT = MATCHED EVENT OUT** - With this option selected ⊙, the Matched Events OUT-time will be set as the new Record OUT-point.

- **OUT = ORIGINAL REC OUT** - With this option selected ⊙, the OUT-point as it was before the Match will be left as the Record OUT-point.

- **USE MATCHED EVENT DURATION** - With this option selected ⊙, the matched Events Duration will be used as the new Record Duration.

- **USE DEFAULT EVENT DURATION** - With this option selected ⊙, the INIT Page **Default Event Duration** will be used as the new Record Duration.

- **OPEN ENDED TO REC REEL OUT** - With this option selected ⊙, the Record Event will open-end to the end of the Black Track.

Match F-Keys

When the Match Dialog is opened, the Match F-Keys are automatically set. Their underlying functions can be accessed by **[clicking]** on them or by pressing their corresponding **[F1] - [F8]** keys. This F-Key set will remain active until another set is opened, or until you select **"Return" [F8]**.

Auto Match F1	Rec Match F2	Src Match F3	Take It F4
Reset F5	F6	F7	Return F8

Auto Match [F1]

An Auto Match searches the current EDL for an edit that contains a Record Event that has the same **Reel name**, the same **A/V components**, and includes the defined **Match point** of the Record Event on the Linear Record Track. The search begins at the bottom of the current EDL. If a Match to these criteria is not found, **"Match not found"** will be displayed in the Message Area of the Fastrack.

Pressing **[CTRL][MARK IN]** is the same as pressing **Auto Match [F1]**.

Record Match [F2]

A Record Match searches the current EDL for an edit that contains a Record Event that has the same Reel name and the defined Match point of the Record Event on the Linear Record Track. It does not look at the A/V components of the Event. The search begins at the bottom of the current EDL.

A Record Match is only available from the **"Rec Match" [F2]** key. Pressing the **"Rec Match" [F2]** key will seek the next Match in the EDL. The Matched edit in the EDL is selected, but the edit is not recalled. Pressing the **"Rec Match" [F2]** key again will cause it to seek the next Match in the EDL. When the desired Match is found, press **"Take It" [F4]** to **"Take It"**, and the Matched edit will be recalled.

Dismissing the Match keycap set will reset the Record Match to begin at the end of the EDL again the next time it is called. You may also reset the seek sequence by pressing **"Reset" [F5]**.

Source Match [F3]

A Source Match searches the *selected edit* in the current EDL for a Source Event that has the same Reel ID as the selected source, and which includes the sources Match point. It does not look at the A/V components of the Event. The search begins at the bottom of the current EDL. You must have the desired "Match Event" selected in the EDL prior to doing a Source Match.

A Source Match is only available from the **"Src Match" [F3]** key. Pressing the **"Src Match" [F3]** key will seek the next Match in the EDL. The Matched edit in the EDL is found and selected, but the edit is not recalled. The appropriate Record timecode will be displayed in the Message area of the edit screen.
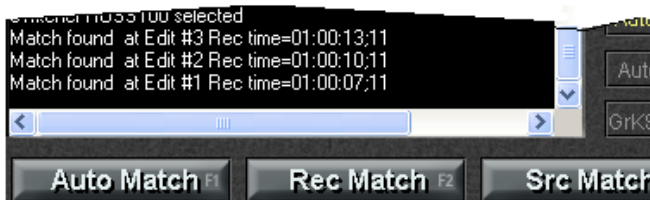
Pressing the **"Src Match" [F3]** key again will find and select the next Match in the

EDL. The EDL will wrap when no more matches are found. If the desired Match is found, press **"Take It" [F4]** to "Take It" and the matched edit will be recalled. If the CPI is not within the Event to be Matched, an Extended Match is performed. An Extended Match will show what the Match would have been had the Event extended to the CPI.

Dismissing the Match F-Keys will reset source match to begin at the end of the EDL again the next time it is called, or you can reset it using **"Reset" [F5]**.

TL Seek

If you **[Click]** on a recorded area of the Linear Record Track, the EDL will scroll to that edit. You can then recall it if you wish.

6.5. Reel ID

Each VTR Event on a Timeline has its own Reel ID. A Reel ID is the name of the tape that is mounted on a current device. If you have not assigned a Reel ID to a mounted Reel, Fastrack uses the Device Name of the VTR as the default Reel ID.

Assigning a Reel ID

To assign a Reel ID to a mounted Reel,

1   Press **[INIT]**. The Track Init Dialog will open for the current Track (see below).
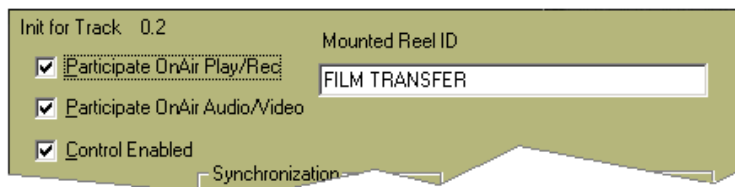
The **Mounted Reel ID** field will display the currently assigned Reel ID. To change the Reel ID,

2   Enter a new name in this field and press **[ESC]**.

Recalling a Reel ID

If you attempt to recall an edit from the EDL with a Reel ID that has not been mounted, you will be prompted with the following Dialog:
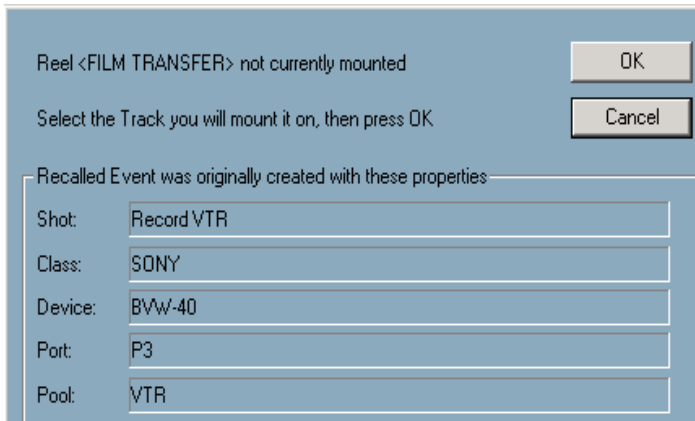
[Click] on the Track where you wish this Reel mounted and **[Click] OK**.

Show Reels

The name displayed on the Fastrack screen to the right of the Track number can either be the **Device Name** as assigned in the Assignment Page, or the **Reel ID** as assigned in the Track Init Dialog. In the Initialization Page, see the Settings item **Show Reel Name**. With this item set to **Yes**, the **Reel ID** will be displayed. With this item set to **No**, the **Device Name** will be displayed. This item can be assigned to a Shortcut.

6.6. Auto Assembly

The Auto Assembly function works in conjunction with the current EDL. To use the Auto Assembly feature, your Fastrack system must have the **Linear Mode** option installed and applied. Fastrack will Auto Assemble imported **GVG .EDL** lists or its own native **.L2D** files that have been generated in a Fastrack EDL Bin.

Auto Assembly Options Dialog

Press **[ASMBL]** on the K7 keyboard. The **Auto Assembly Options Dialog** will open (below).
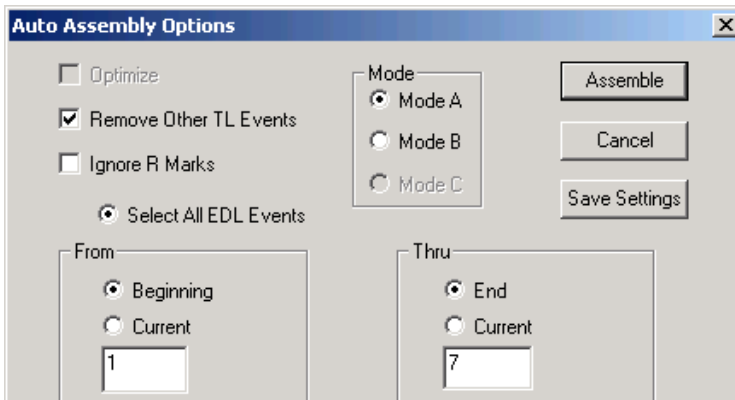
- **REMOVE OTHER TL EVENTS** - With this item checked ☑, recalling an edit from the EDL will remove Events currently on Tracks where recalled Events will be placed.

- **IGNORE R-MARKS** - With this item checked ☑, the selected Auto Assembly Mode will be performed on all applicable edits, ignoring whether or not there is an R-Mark associated with the Edit. If unchecked ☐, edits with an R-Mark are skipped.

- **SELECT ALL EDL EDITS** - With this item selected ⊙, the first and last edit numbers from the EDL will be entered into the "From" and "Thru" text entry fields, and the "Beginning" and "End" radio buttons will be selected.

MODE

- **MODE A** - With **Mode A** selected ⊙, the Edits defined in the "From" and "Thru" text entry fields will be performed in consecutive order, prompting you to Mount a new reel when necessary. An R-Mark will be added to each Edit after it is performed.

- **MODE B** - With **Mode B** selected ⊙, the Edits defined in the "From" and "Thru" text entry fields will be performed in consecutive order if the Edit's required Reel is mounted. If the Reel is not currently mounted, the Edit will be skipped. An R-Mark will be added to each Edit after it is performed.

From

You may enter the desired starting Edit using the numeric keypad, select **Beginning** ⊙ to define the **first** Edit in the EDL, or select **Current** ⊙ to define the **highlighted** Edit in the EDL.

Thru

You may enter the desired last Edit using the numeric keypad, select **End** ⊙ to define the **last** Edit in the EDL, or select **Current** ⊙ to define the **highlighted** Edit in the EDL.

Shortcut Keys

The following "shortcut" keys may also be used when entering Edit numbers in the "From" and "Thru" text entry fields:

- **[A]** = All Edits

- **[B]** = Beginning Edit

- **[E]** = End Edit

- **[C]** = Current Edit

- **[R]** = Resume Edit

- **Assemble** - Press the Assemble button to **begin** the Auto Assembly process.

- **Cancel** - Press the Cancel button to **stop** the Auto Assembly process.

- **Save Settings** - Press the Save Settings button to **save** the current Auto Assembly dialog choices.

Note: Pressing **[ASMBL][ASMBL]** performs the Auto Assemble using the previously

defined settings.

Set and Clear R-Marks

An **R-Mark** (Record Mark) is automatically displayed in the **REC** column to let the user and the system know if a specific Edit in the EDL has or has not already been recorded. Unless the "Ignore R-Marks" setting is selected in the Auto Assembly Dialog, the Auto Assemble process will perform all of the Edits defined in the From & Thru text fields that do not have R-Marks associated with them in the EDL.

You may manually **Set** R-Marks to Edits to prevent them from being Auto Assembled, or **Clear** them from Edits to enable them to be Auto Assembled.

Press **[SHIFT][ASMBL]** on the K7 keyboard. The **R-Marks Dialog** will open.
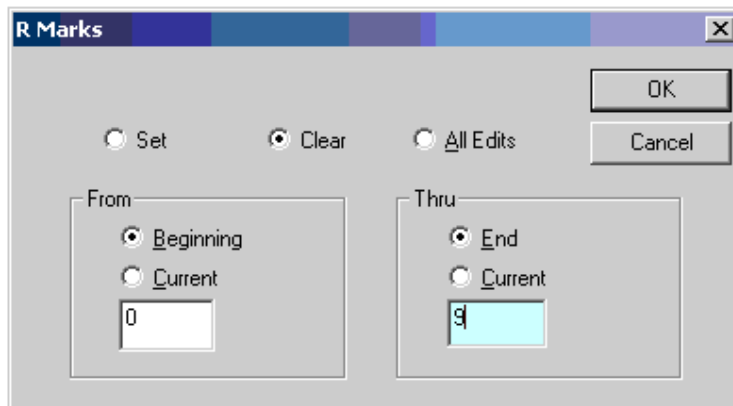
- **SET** - With this item selected ⊙, R-Marks will be Set or added to the range of Edits defined in the "From" and "Thru" text entry fields in the R-Marks Dialog.

- **CLEAR** - With this item selected ⊙, R-Marks will be cleared or deleted from the range of Edits defined in the "From" and "Thru" text entry fields in the R-Marks Dialog. Pressing the **[RESET]** key on the keyboard will also select the Clear radio button.

- **ALL EDITS** - With this item selected ž, R-Marks will be Set or Reset on all Edits in the EDL.

From

You may enter the desired starting Edit using the numeric keypad, select **Beginning** ⊙ to define the **first** Edit in the EDL, or select **Current** to define the **highlighted** Edit in the EDL.

Thru

You may enter the desired last Edit using the numeric keypad, select **End** ⊙ to define the **last** Edit in the EDL, or select **Current** ⊙ to define the **highlighted** Edit in the EDL.

Shortcut Keys

The following shortcut keys may also be used when entering Edit numbers in the **From** and **Thru** text entry fields:

[A] = All Edits

[B] = Beginning Edit

[E] = End Edit

[C] = Current Edit

The Auto Assembly Track

When an EDL is loaded into the current EDL Bin, it is automatically displayed on the Timeline with blue "edit line" separators at each edit point. Edits *with* R-Marks associated with them are green to show that they have been recorded. Edits *without* R-Marks are displayed pink to show they have yet to be recorded.

When the Auto Assembly process is initiated by pressing the **Assemble** button in the Auto Assemble Dialog, the next Edit is recalled to the Timeline, and the Record Event is displayed red for an Insert Edit or magenta for an Assemble Edit.

Once the Edit has been performed, the Record Event is displayed green to show that it has now been recorded, and an R-Mark is placed to the right of the Edit in the EDL.
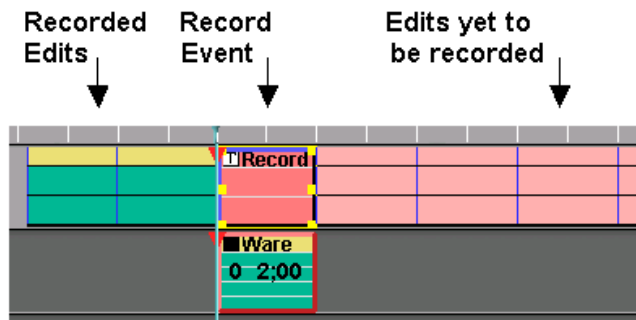
FastCut

In the INIT Page, enable FastCut.

FastCut allows the user to have multiple Tracks populated with server clips or VTR Events, and be able to use only the selected Track in the edit without having to disable all the other Tracks. This feature can be assigned to a shortcut.

7. APPENDIX

7.1. Fastrack & Profile PDR / XP Connection

Ethernet direct or Network connection

In order to use the Profile **PDR** or **XP** series video servers with the Fastrack in the Profile **Native** mode, several conditions must first be met. The following instructions will guide you through installing and/or running various software programs on the Fastrack and on the Profile.

Loading the SNMP (Simple Network Management Protocol)

If your Profile is an **1100 Series XP**, it must have Version **5.0.7.4** software or later installed in order to work with the Windows OS of the Fastrack. If this is the case, the Fastrack must also have the **SNMP** installed. If your Profile is <u>not</u> an 1100 Series XP, and it is a PDR or a 1000 Series XP, please proceed to *Copying Profile System Software to the Fastrack.*

1 At the Fastrack editor, and with the Fastrack booted to the Desktop, **[click]** on and open **My Network Places**.

2 Select **Properties**.

3 On the left side of the newly opened dialog window, select the hypertext **Add Network Components**.

4 **Management and Monitoring Tools** should be hi-lited. If not, do so.

5 If the box is checked ☑, press **Cancel** and continue with *Copying Profile System Software to the Fastrack.*

6 If the box is <u>not</u> checked, <u>do so</u> and select **Next>.**

7 The **Insert Disk** dialog will open and ask you to either insert a CD or to find the i386 directory. Select **OK**

8 The **Files Needed** dialog will open. At the **Copy files from** prompt, type in **D:\win2000\i386** and select **OK**. Close all windows.

Copying Profile System Software to the Fastrack

1 Connect the Fastrack to the same HUB or Network as the Profile, or directly to the Profile via a CAT 5 **crossover** Ethernet cable.

2 If the Profile is an **XP**, open and run the **PortServer** on the Profile.

3 If the Profile is a **PDR**, open and run the **PortServer** and the **HtsSvc** on the Profile.

4 At the Fastrack editor, and with the Fastrack booted to the Desktop, select and open **My Network Places**.

5 Select **Computers Near Me** or the location on the Network where the Profile resides.

6 **[Double-click]** on the Profile name you wish to connect to. Example: **B021390**.

7 Within the selected Profile's directory, find the folder that contains the Profile's System Software.

8 Within the Profile's System Software folder, find and run the **Setup** Application

9 Once through the opening amenities, choose the **Destination Folder**. It is recommended you choose the defaulted destination. Select **Next>**.

10 If your Profile is a **PDR**, you will be asked to confirm that you are **not a GVG or Tektronix Storage product**. You are **NOT**. Click on **YES**.

11 If your Profile is an **XP**, select **PC Software Installation**. Click **Install**. When done select **Finish**.

Connecting to the Profile

1 On the Fastrack Desktop, run the **Media Manager icon**. The Profile Media Manager will run on the Fastrack.

2 Select **File** then select **Add** then select **Remove Machine….** Select **Add**.

3 In the **Add Network Host** dialog, enter the EXACT Profile name. Example **B021390**. Select **OK**. Note that the Profile name has been added to the **Network Host List**. Select **OK**.

4 The Profile and its Media Directory along with their existing Clips are now displayed in the Media Manager. **Close the Media Manager**.

Setting the PDR Host Files on the Fastrack

1 On the Fastrack Desktop, **[right-click]** on the **Fastrack icon**, and select **Properties**. Make note of the current Target Directory. Example: **D:\ftruntime**

2 On the Fastrack Desktop, open "**Windows Explorer**". Select the directory found in the last step. Example: D:\ftruntime

3 **[Double-click]** on the file **PdrHosts**. If prompted, use **Notepad** or **Editor** to open the file.

4 In the **[PdrHosts]** section, replace the existing Profile name with the name of the Profile you are using, followed by a **colon**, followed by the **channel number**. These entries comprise the list of available definitions in the drop down list of ports in the Fastrack **ASSIGN** dialog. You can make as many definitons as you want, and give them sensible names after the colon. Here we are using 1,2,3,4... for the PDR.

5 Since the PDR series has no database with sets of configurations, the resources have to be allocated by the remote system in a single manner. This is accomplished in extra sections which have the identical name from one of entries in the [PdrHosts] section, but with brackets such as **[B021390:1]**

6 When connecting to the **XP** or **PVS** series of Profile, allocation is done using a database on the Profile. There in the **Config Manager** you can name the configurations like **VTR1**, **Edit231, xp1** etc. Each entry in the PdrHosts section will be listed in the Fastrack ASSIGN dialog drop down box under **Port**. Since the configuration settings are on the Profile itself, there is no need (and no use) for input or output settings in the section. Still the section has to be made for the Delay settings. (See below).

7 The **[AquireStyle]** is normally set to **SingleConnectionHandle=0** forcing the system to use one socket for each channel. For example:

[AquireStyle]
SingleConnectionHandle=0

8 Replace the existing Profile name at **[PdrHosts]** and at the head of each of the sections.

PDR Example:

[PdrHosts]
Host= B021390:1
Host= B021390:2
Host= B021390:3
Host= B021390:4

Possible CodecTypes are:

MPEG with EnCoderNumber and/or DeCoderNumber

JPEG

DVCPRO_50

DVCPRO_25 with a CodecNumber.

It is important that you use these <u>exact</u> names.

All resources in the Profile are **zero** based. The first one is number **0**. No double allocation of outputs or codecs on channels are ever used at the same time.

[B021390:1]
CodecType=**MPEG**
EnCoderNumber=0   // if you want this channel to be an **ENCODER**
DeCoderNumber=   // leave it blank if you don´t want a **DECODER** on the
channelVideoIn=0
VideoOut=0
VideoMonOut=
AudioStart=0
AudioChannelCount=4
TcInput=0   // LTC input
TcOutput=0   // LTC output
PlayDelay=2
RecDelay=1

[B021390:2]
CodecType=**JPEG**
CodecNumber=0   // always a coder/decoder
VideoIn=0
VideoOut=0
VideoMonOut=
AudioStart=0
AudioChannelCount=4
TcInput=0   // LTC input
TcOutput=0   // LTC output
PlayDelay=2
RecDelay=1

XP Example:

[PdrHosts]
Host= B021390:xp1   (where "xp1" is the name of the configuration file for that
channel)
Host=B021390:xp2
Host=B021390:xp3

Host= B021390:xp4

[B021390:xp1]
PlayDelay=8
RecDelay=8

 [B021390:xp2]
PlayDelay=8
RecDelay=8

 [B021390:xp3]
 PlayDelay=8
 RecDelay=8

 [B021390:xp4]
 PlayDelay=8
 RecDelay=8

9   Select **File**.

10   Select **Save**.

11   Close the PdrHost dialog.

12   Close the Windows Explorer.

13   Execute the Fastrack icon.

7.2. LAN Speed to GVG Profiles

It is important that both the Fastrack and the Profiles <u>not</u> be set to Auto. For optimum compatibility we recommend 100 Half Duplex Mode. Please perform the following:

1 On the Fastrack Desktop, **[right click] Network Places**

2 Select **Properties**

3 **[Right-click]** on **Local Area Connection**

4 Select **Properties**

5 Select the **General** Tab

6 In the **Connect using** section, press **Configure**

7 Select the **Advanced** Tab

8 Select **Link Speed/Duplex Mode**

9 Change Value to **100 Half Mode**

   Select **OK**.

7.3. VTR Timing & Adjustments

SYSTEM TIMING

System timing is based on the video black reference signal to the editing system. Ensure the same video black reference is used for the video switcher, audio mixer, digital effects, VTRs and all controlled devices for proper genlock of the entire editing system. Fastrack confirms proper black reference by the 'green light' illuminated in the upper right of the Timeline screen.

VTR EDIT TIMING (xxx.dev files)

1 Start with a new empty timeline (**[INPUT] [New] [Yes])**

2 Select a Record Track on the Assign Dialog page (**[SHIFT][ASGN]**)

3 Press **[IN]** to create a new Event on the Record Track. For the most accurate testing, the record tape should have pre-recorded "burned-in" timecode.

4 Set Duration to **1:00** (one second)

5 Select any source (**XPNT** only sources are best for this test) or turn **VSWR Off** and select a matte or bars signal for the switcher to output "on air"
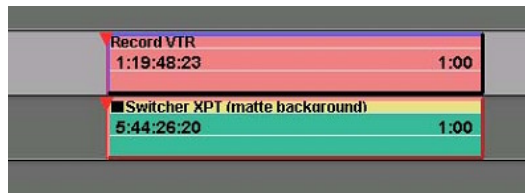
One second record event with simultaneous one second source event

1 Perform the recording of the Timeline Event to the Record VTR by pressing **[RECORD]**.

2 After recording, **zoom** in to the tightest TL viewing mode (TL size, F1) and go to the **IN- point** of the above edit by selecting the Record VTR Track and pressing **[SEARCH]**.

3 **Jog** a few frames before the Edit IN point and then jog to the Edit IN-point. Verify that the Record VTR went into record at EXACTLY the right field! (Note: it is easiest to check if the jogger is set to 50 for very precise control; **[SHIFT][INIT]** page)

4 Verify that the Record VTR came **OUT** of record at exactly the right field!

If either or both are incorrect, the settings are adjusted in the **[CTRL] [INIT]** .dev file Dialog.

5 **Select** your Record VTR device type from the long list of VTR .dev files

6 Select **F1** (Modify)

7 Adjust the Edit In Delay and/or Edit Out Delay time(s) (larger numbers mean 'sooner')

8 **SAVE** (if this is the first time that specific .dev file has been modified, the factory

default will be saved as a .bak file with your updated file now having the .dev suffix. You can also **Save As**, and give the modified .dev file a new name.

Note that the device will not appear in the dropdown device menu in the Assign page until the next time the Fastrack application is started.

C:\fastrack\FtruntimeV3.2.0x17\DEV\DVW500A.DEV

Settings	Value
Sync Speed	20
Sync Window	00
Play Delay	03
PreRoll	4:00
TCG Delay	08
Preview In Delay	06
EE Delay	08
Preview Out Delay	06
Edit In Delay	06
Split Edit Delay	06
Edit Out Delay	06
Cue Speed	20
Cue Window	2

9 Now **re-load** the Record VTR device driver by de-selecting that device on the Assign Dialog page and re-selecting it (click Off/On the X under the ON column)

If you did make changes to the factory default settings for the Edit In Delay and the Edit Out Delay, please note these changes will be stored in your C:\Fastrack\Ftruntime\dev folder. These changes will be superceded if you update your Fastrack software into the same 'Ftruntime' folder. It is highly recommended that you save your Ftruntime folder under a new name each time you install new Fastrack software. When new software is installed, subfolders are overwritten, causing the loss of updated .dev settings. It is also advisable to save any changed/updated .dev files to floppy disk for easy re-installation after future updates of Fastrack software. And we at Editware would appreciate being informed of any changes to the factory defaults so we can do our own testing and, if necessary, make changes to the factory settings for that device.

7.4. Windows Display Settings

To improve CPI display updating using Windows , Editware recommends you make this settings change to all systems installed prior to February 2004. Please perform the following:

1   Close the Fastrack Application

2   **[Right click]** on the Desktop

3   Select **Properties**

4   In the **Display Properties** Window, select the **Settings** tab

5   In the **Colors** section select **High Color (16 bit)**

6   **[Click] OK**

7   **Restart** Fastrack

7.5. Fastrack Data Trap

The Fastrack "Data Trap" has been made available to the user to better help you and us diagnose problems when they arise. The settings for the Data Trap can be found under the heading **[Debug]** in the **FTConfig.ini** file (C:\Fastrack\Ftruntime). If all the items mentioned are not present, you may add them as shown below.

    [Debug]
    DataTrapPort=none
    OmitTimeCodeTraffic=1
    Logging=0
    Filename

DataTrapPort=P1

Replace "none" with the port you want to monitor, such as **P1** or **P5**. You can only monitor 1 port at a time. "**none**" turns the data logger **OFF**. The Data Logger should be left off when not needed, as it does consume resources.

OmitTimeCodeTraffic=1

Set this to **=1** to make the Data Trap **ignore** timecode and status traffic, which is very prolific.

Set this to **=0** to make the Data Trap **include** timecode and status traffic, which is very prolific.

You may leave this item ON, even if you are not actively trapping data.

Logging=0

Set this to **=1** if you want to log the data to a file for a hard copy. You can then email it to Editware if requested or keep for your files. You must first define a file name using **LogFilename** (next item). The file created is shareable, and you can open it to see what is there at any time. Note that the copy you open will not get updated with new data. To refresh the data, you will need to dismiss the open copy and open it again. This item should be set to **0** when not in use, as it does consume resources.

LogFilename

If you wish to log the trapped data to a file, specify a file name, including a full path, such as:

LogFilename= C:\fastrack\ftruntime\datalog1.txt.

You do not need to change this setting to turn off logging. Turn off logging by setting Logging=0.

After making changes to the [Debug] section of the FTConfic.ini file, if the Fastrack application is open, press [SHIFT][RESET] to load the new settings.

7.6. Serial Port Test

This executable program allows the Fastrack user to test RS-422 port TX (transmit) and RX (receive) communications between the Fastrack and the Port Panel. A 9-pin Echo plug or Loop-back DB9 connector is required for this application.

Pin-outs for Echo Plug Connector
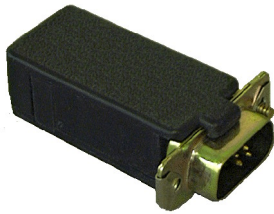
If you do not have an Echo plug or Loop-back connector, the pin-outs are as follows:

	SIGNAL	
	RX- to TX-	
	RX+ to TX+	

Using the Port Test

Remember that Serial Port numbers do not reconcile with COM Port numbers. Serial Port 1 is COM3, Serial port 2 is COM4, and so forth.

1   Insert the Echo Plug into an available port on the Fastrack Port Panel.

2   Open Window Explorer.

3   Open **C:/FTsupport/Decision**
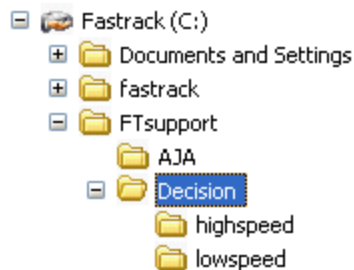
4   Run **COM_Diagnostics.exe.** The Port Test **Setup** window will open.
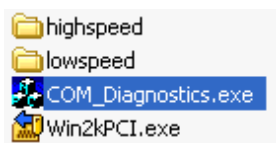
5   In the example below, I have enabled Serial Ports 6, 7, and 8. Once you have enabled the port(s) with Echo Plug(s), **[click]** the **START** button.
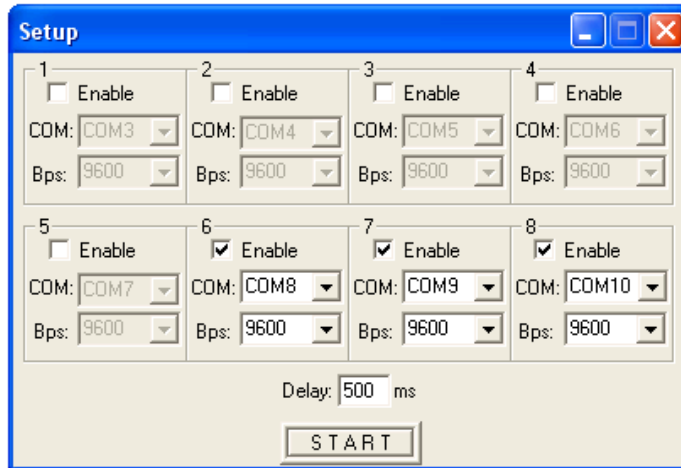
6   The **DECISION PCCOM Diagnostic Test** window will open and the test will automatically begin. In the example below, the Echo Plug is in Serial Port 8, COM 10.
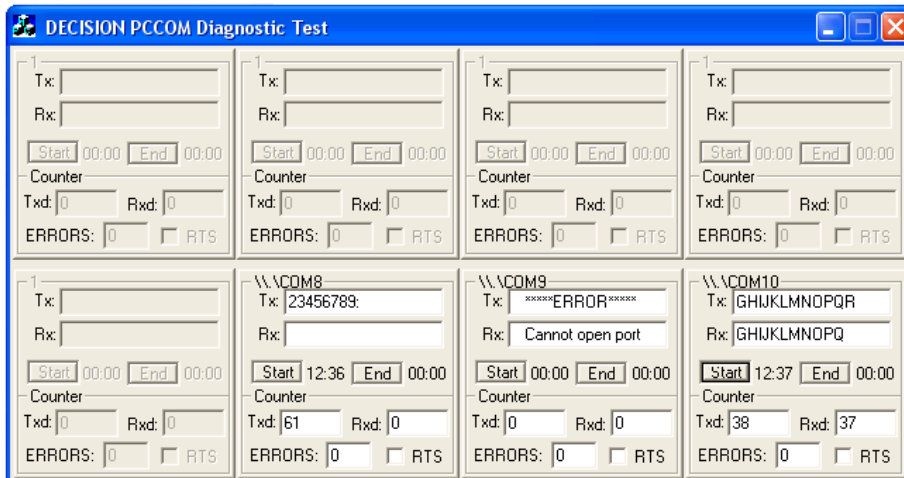
The computer sends (Tx) a character command to the enabled ports as shown in COMs 8 and 10 in the example above.

When the port is working properly, the Echo Plug returns the same command to the computer (Rx).

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