

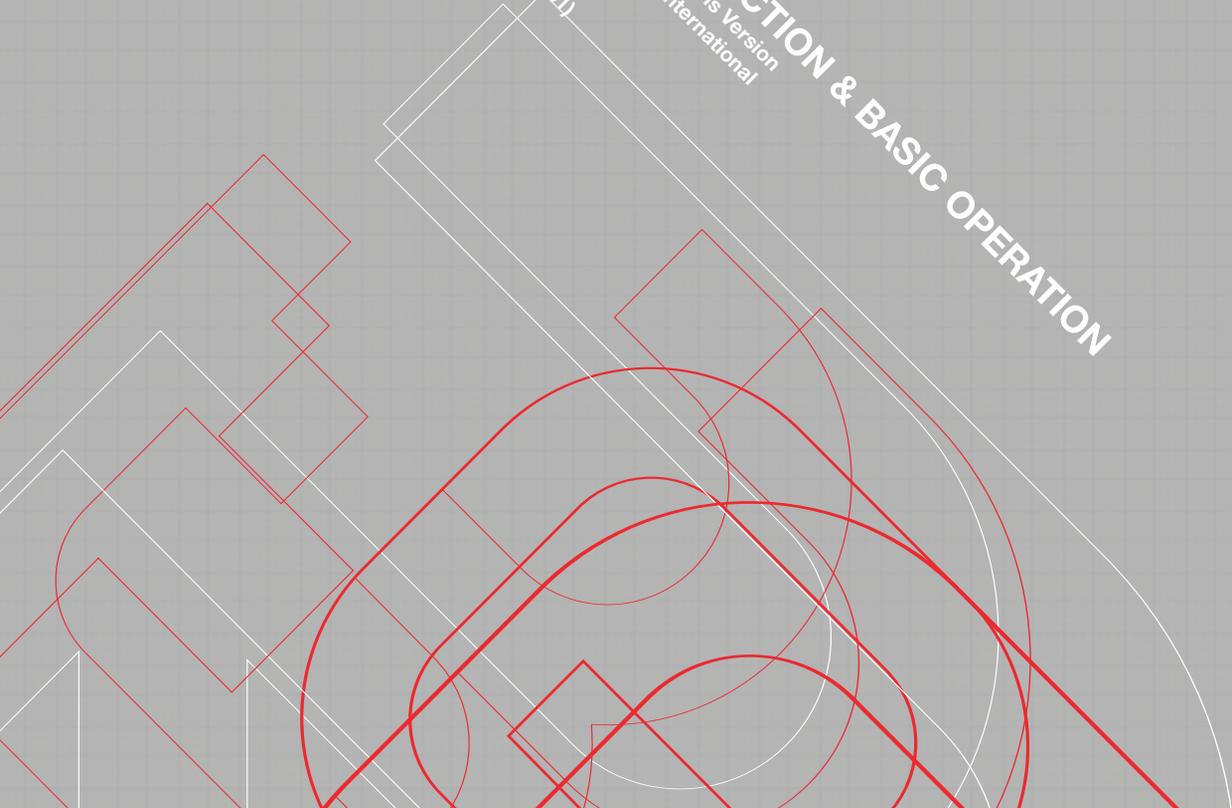
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INTRODUCTION & BASIC OPERATION
Evolution Panels Version
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CHAPTER 1: INTRODUCTION AND BASIC OPERATION

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CHAPTER 1: INTRODUCTION AND BASIC OPERATION.

THE POGLE PANELS.

The Pogle has three panels, which can be arranged in any order to suit operator preference, but they are not designed to be lifted from their mounting more than is necessary. If different operators prefer different layouts, Pandora supply a kit that allows each panel to be cased separately, and then moved as required. The panels communicate via USB, so hot-plugging should not be a problem.

In this manual, the panels are referred to as the Roller-ball panel **Fig. 1**, which is the one with the roller-balls and tablet; the Transport panel **Fig. 2**, which, as well as the transport controls, has the editing functions, preset and operator assignable knobs on it; and the SCC panel **Fig. 3**, which has all the colour corrector controls.

For clarities sake, the large central control on this panel, although identical to those on the roller-ball panel, will **always be called the track-ball**. On-screen windows are sometimes called panels, but in this manual 'panel' always means the actual hardware panels, **except** in the section on views, where the wrong usage could lead to further confusion. This will be made clear in the text.



Fig. 1



Fig. 2



Fig. 3

TRANSPORT CONTROL.

The transport controls are the large wheel and 5 keys arranged around it. Up to five machines of various sorts can be connected at any time; if a telecine is one of them, it has its own dedicated transport selection key (the leftmost of the five above the transport control keys themselves). **The icon for the telecine is always at the extreme bottom right of the vdu.** Vtrs and discs will have slightly different icons, depending on their internal configuration and current mode. On the vdu, they are displayed in order from left to right, with VTR1 at the left.

The transport keys work with whichever transport is currently selected; its key will be illuminated (the colour will vary depending on its edit mode). Stop is the top centre key. 'Play' is one press of the "Play" (>>) key, on the right. If the transport is already in play, another press of the "Play" key will put the machine into shuttle speed; a double press from still will shuttle the deck. Pressing "Play" once when the transport is in shuttle will return it to play speed. The same applies to the "Play reverse" (<<) key, to the left of the Stop key. Above the play keys are the inch keys (> and <); each press will move the transport either one frame (or one field) in the direction indicated; if pressed several times, the transport will move that number of frames.

The small white button above and to the left of the other keys will make the wheel a jog control, and the right-hand one a shuttle control. Some machines work well in one mode and not the other; telecines may not jog at all, and discs tend to dislike the shuttle command, but jog well.

CURSOR CONTROL.

To operate the Pogle system the pen and tablet act as a mouse, although a conventional mouse can be used if desired (this manual generally assumes the pen and tablet will be used). For mouse users, a left mouse-button click is the same as tapping with the pen, and a left mouse-button click and hold is the same as a pen press and hold. Tapping with the pen may require a little practice, as the slightest movement while doing this will be interpreted by the system as a dragging action rather than a single tap; this is especially true of the window icons at the top of screen. (the Linux version may be less prone to this problem). To move a window, position the cursor over the bar at the top and hold the pen down, then move the pen to drag the window. When the pen is released, the window will stay in the new position. Positioning the cursor over an icon or button and then pressing with the pen will reveal a drop down menu containing any options if they are available; move the cursor over the preferred one and release the pen to select it.

The operating systems used by the Platinum only requires a single tap to activate a selected option, so a double tap, as used by some other operating systems, will sometimes perform the operation twice. There is no keystroke equivalent of pressing 'Return' or 'Enter' on a PC type keyboard; a pen tap must be used where specified.

Some Pogle controls have a fixed set of values, normally on the scale of 0 (no control) to 9 (very sensitive). However, some others need a finer control, and tapping on one of these (if it doesn't have a dedicated control knob on the Pogle panels) will then allocate that control to one of the knobs on the orange sub-panel (part of the Transport panel). Some controls come in groups, and tapping on any button or box for one of them will assign all the controls in that group. Where controls are available with either a panel knob or button, or by selecting functions on the vdu by tapping, this manual assumes the panels will be used (although it always describes how to use the same functions with the vdu)

PLATINUM WINDOWS.

(Unix systems): If a window has a square button in its extreme top right-hand corner **Fig. 4**, tapping on it will enlarge it; tapping again will return it to its previous size. Two sizes can be chosen for each window, and tapping on the square will toggle between them. A small button, like a dot, also in the top right corner (to the left of the square), will make an icon of the window when tapped; tapping on that icon will open the window again, at the same position and size as when it was iconised. **The system does not always remember the position or order of the icons for different windows.**

Linux systems have different icons, at the top left-hand corner (fig 5.5). Most will only have the 'X' symbol, which will iconise the window in the Dock; these icons will always be at the same position. For those windows that have the extra icons, the '--' will make a separate icon outside the Dock, and the '*' will make the window full size.

(Unix and Linux systems). If there are small markers on the outer corners the window, positioning the cursor over that corner and holding down the pen will change the cursor shape, which then allows active resizing of the window by dragging the cursor (the new size and position will not automatically be saved for all windows). Many windows do not allow resizing, so this option is not always available. If the cursor is positioned over the edge of a window and holding down the pen changes its shape to an arrow pointing to a flat surface, dragging the cursor will expand the window in that direction.

Some windows have a small icon at the top right-hand corner (actually inside the window, not in the top bar, **Fig. 5.**); tapping on it will normally reset **all the controls inside that window** back to their default values. If a window has a symbol in the top left-hand corner, it is used to change that windows display behaviour; this function will be fully described in the section on views.

If a window is partially covered, clicking the visible area will not necessarily bring it to the front; the top title bar, or one of the extreme window edges, must be tapped on. Some windows can have their behaviour altered such that they automatically appear on top of others when opened or the device they refer to is selected; this function is described in the chapter on User Setups.

Although some windows can be resized, font size and style, icon size, basic screen layout and so forth cannot be changed. There are various colour options for the desktop available from the host computers own menu; these will be applied to all users, so a clear, neutral one should be chosen to suit everyone who will use the system. It is possible to make new Platinum windows and edit existing ones; this is covered in the section on views. If a window has a 'Close' symbol, tapping on it will store the values currently in the window and dismiss it from the screen completely.



Fig. 4



Fig. 5

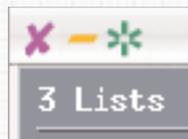


Fig. 5.5

ICONS AND BUTTONS.

Where the word 'icon' is used, it normally means that tapping on it will open a new window or carry out a command; a button is like an icon but normally contains switches or level controls. These are accessed either by tapping to step through them, or a press and hold to open a drop down menu, which will reveal all the options available (either method is available with most buttons).

Hold down the pen to keep the drop-down menu open, place the cursor over the required option (keeping the pen in contact with the tablet while doing this), then release the pen to select it. The Pogle panels also have buttons, but the distinction between the two types should always be clear from the context in which the word is used.

ENDSTOP WARNING.

All of the Pogles control knobs, and the rollerballs, are of the type that have no physical end position; they will continue to turn in the same direction, even when the control they affect has reached its maximum value. The warning that this maximum has been reached is a sound produced from the host computer, a sort of chirruping effect.

It is useful, especially for new users, if this can be heard, but if the host computer is in a different room this is not always the case. Users will then have to learn to judge when the endstop of any particular control has been reached by watching the vdu display for the current function. However, it should be possible to run a small, powered speaker from the audio output of the host computer at minimal cost.

THE PEN SIDE BUTTON.

Some functions (mainly reducing control values) can be achieved by holding the pen above the required control and pressing the side button on the pen (while not allowing the pen to tap on the tablet). This needs considerable practise, so is not usually recommended; press and hold on the controls button, and select the value from the drop down menu instead.

STARTING THE PLATINUM (UNIX SYSTEMS)

If the physical components of the system are turned on and running, but the Platinum is not, the vdu should have the SGI Toolchest in the top left hand corner; this mostly contains access to various SGI functions that are outside the scope of this manual. Position the cursor over the item second from bottom, labelled 'Pandora'. Press and hold to show the menu, then select the top one (Platinum) by positioning the cursor over it and then releasing the pen; this will boot up the Platinum. This message shown in Fig. 6 will appear.



Fig. 6

A message, 'Loading', will also appear in red at the bottom of the screen; wait until this has vanished before doing anything else. If the host computer has been restarted, the pen and tablet will not work, so the mouse must be used to start the Platinum and select a user (the pen should work as normal after one Platinum restart). When the boot-up sequence has finished, the screen should look something like this: Fig. 7

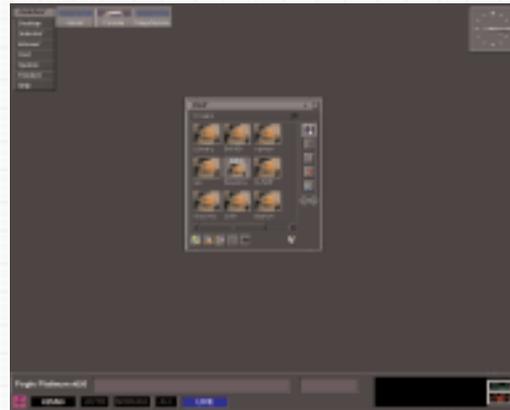


Fig. 7

The SGI Toolchest will still be at the top left of the screen, and the Vault will be open at its first page. There should be icons for the Viewer and a Unix console at the top of the vdu (depending on the exact system configuration) and the System area will occupy the bottom of the screen. The telecine and VTR icons will not display their correct status until a user logs in. There may be minor differences but if your screen does not basically look like this, or the system fails to run, please contact Pandora service.

LINUX SYSTEMS.

If the host computer is running, there will be a blank screen; click the mouse middle button or pen side switch to open a new menu. The top item will be 'Platinum'; select it to start the system. The Vault and System area will appear; click on a user in the Vault to continue. There is no Toolchest in Linux systems, and no icons are displayed, but otherwise the screen should be similar to the Unix version.

THE VAULT IN GENERAL.

The Vault is the starting point for all Pogle functions; it is very important to understand the relationship and order of the items in it. If it is hidden from view, **pressing the "Vault" key (on the Transport panel) will always bring it to the front from behind other windows, or open it if it was iconised** (or in the Dock with Linux systems).

It has two sets of buttons, one on the right and the other across the bottom. Those on the right change as different Vault pages are selected; those at the bottom (called action icons in this manual) stay the same. When the Platinum boots up, the Vault opens at its first page; it shows, at the top right, the icon for users.

This will be the only option available, as the lower items belong to users, and will not open until the system knows which users files to display. Tapping on any of the users will then change the Vault to show that users projects. Tapping on a project will open it, and the Vault view will change again to show the lists that exist inside that project; there are additional icons for notes and shapes, which are also stored inside the project.

The user icons are actually folders, inside which are further folders (projects), which contain several other folders, i.e. lists, notes and shapes; all the buttons on the right of the Vault, from the top down. They are arranged as in **Fig. 8**

The diagram represents the link from one selected user; when that user is selected the folder 'Preferences' is automatically opened and its contents, which are the screen layout and the sensitivity of the panel controls, are applied. The Vault view will change to show the existing projects.

In the Vault itself, the icon below users is for projects; below that are lists, then notes and shapes. There are other items stored by project, but these are not shown for clarities sake. The bottom button is an an arrow symbol, which will scroll to other Vault pages; the Vault display with the users the top page. **Fig. 9**

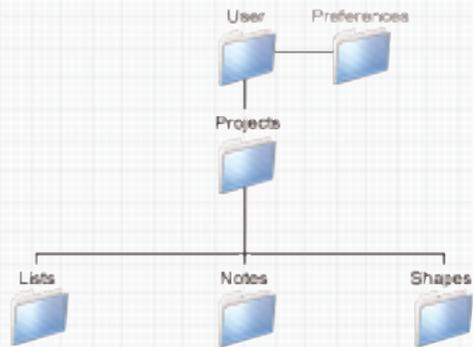


Fig. 8



Fig. 9

Across the bottom of the Vault window are the action icons; in the bottom left-hand corner is the 'New' symbol. Tapping on this will generate a new item of whatever is currently selected (shown by its outer box being highlighted) from the other set of buttons at the top right-hand side; thus, if 'Users' is selected (as in Fig. 9) tapping on 'New' will make a new user.

Next on the bottom right is a search function; after that a button to switch the Vault display from showing items either alphabetically or by date and time generated or modified; then one to turn extra information about items in the Vault on and off. Next on the right is access to the built-in browser, the Black Hole. The use of these functions is described in detail later.

Further to the right is the rubbish/trash icon; items can be dragged into it to delete them. This icon is always on the right; its position will depend on the size and shape of the Vault window. **Icons marked 'System' cannot (and must not) be deleted.** Lastly, at the top right of the Vault window, is a black question mark; tapping on it will open The Drifter, to access Pandoras on-line help.

If there are more items in a Vault window than can fit into its current size, at the bottom there will be arrowheads for left/right movement and draggable scroll bars. Press and hold on the scroll bar to grab it, and then move it with the pen; or tap on the arrowheads to move one row of icons at a time.

If there are several pages worth of hidden icons, tapping to either side of the scroll bar will jump to the next page. Items are selected in the Vault when their outer box is highlighted (this may sometimes not be clear, depending on the colours of the background and selected icon itself).

Apart from those options controlled by the User Setup window, if a function is not accessed directly from the Vault, it will not be stored by user or project. So if, for example, one user changes a value in the Edit Setup window (described later), it will be changed for all users. Like any other computer system, the Pogle can only react to the commands it is given, and a clear and consistent set of rules for its use will always result in more efficient use of time and personnel, and less frustration for the operators. For this reason, all users should have their own setups, **and when any use is to be made of the Pogle, the user should ALWAYS log in.**

THE SYSTEM AREA.



Fig. 10



Fig. 10.5

(Unix systems) After starting the Platinum, as well as the showing the Vault, the System area will appear across the bottom of the screen Fig. 10. This contains essential information about existing functions and the current operating mode. At the extreme left hand side is an icon to open the Engineering menu, which contains a further list of options. To the right, across the bottom of the screen, are the current line and field rate, then small windows to show various other functions; the current user and project name appears directly on the background to the right of these. Above these windows are two other areas.

The larger one, on the left, is the text area, where text entered from the qwerty keyboard will appear. Numbers entered from the top row of the qwerty panel will appear in this area, and will be used only in the naming of files etc.; where numeric values are needed for any other operation, they must be entered from the numeric keypad on the Transport panel.

These numbers appear in the smaller window to the right. If a number is entered in this area and a command that uses numbers is issued, the number in this box will be used; this function will be explained in more detail in relevant sections. When commands using numbers are issued, the Pogle will always use any number in the system numeric area first.

If the number is invalid for any reason (e.g. the last two digits represent a frame count higher than the number of frames in the current tv standard), there will be no reaction from the Pogle until the number is corrected or cleared. If a window is covering the numeric area, this can lead to some confusion about why nothing is happening. There are no separators (:) in the numeric area; there are added when the number is transferred to whichever command it will be used with.

In the space at the far right of the System area are icons for each transport (telecine, vtr or disc) currently connected to the Pogle. The telecine icon always appears at the far right hand side.

Linux systems have a slightly different system area (fig 10.5); to the right of the numeric area are four icons. They open, clockwise from top left, the virtual keyboard, MegaGamma, MegaShapes and The Vault. Otherwise it is the same as the Unix version.

RESTARTING OR QUITTING THE PLATINUM.

If necessary, the Platinum can be restarted by reselecting it's item from the SGI toolchest again (Unix systems). In Linux systems, middle click anywhere on the computers own desktop and select 'Platinum' from the drop-down menu that opens. This box should appear: click on 'Yes' to restart **Fig. 11**.

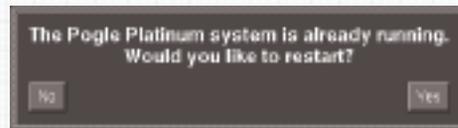


Fig. 11

To quit the Platinum but not restart, open the Engineering menu at the extreme bottom left of the vdu and then click on the bottom left icon **Fig. 12**. A message will appear: Do you really want to quit Platinum? click on 'Yes'.



Fig. 12

NAMING ITEMS IN THE VAULT.

If any text is entered in the window at the bottom of screen when 'New' is selected, the item generated will take as its name whatever that text is. If there is no text, the new item will be called 'New', 'Untitled' and so forth, depending on exactly what type of item it is. To change the name of an existing item in the Vault, enter the new name in the text area and then place the cursor over the text.

(For Unix systems, the mouse will have to be used for this operation due to a SGI/USB conflict). Hold the left-hand mouse button down, then drag the cursor over the item to be renamed in the Vault; the text will be dragged with it. Releasing the mouse button will then cause the Vault item to adopt the name of the text. With Linux systems, the text can be dragged with the pen.

The cursor itself must be positioned over the item in the Vault, not the text. Items can be renamed as desired; the Pogle does not use the names as seen in the Vault to locate files. Like most computer operating systems, both Unix and Linux believe 10 to be a lower number than 2, 20 to be lower than 3 and so forth. If a renamed item apparently vanishes, it has probably been sorted to outside the currently displayed area. There can be many icons with the same name in any Vault area; they are differentiated by date and time stamps.

If text or numbers are entered in the System area they will stay in their respective boxes until they are used by a function or command that checks the System area for them; Vault items sometimes appear to have inappropriate names because text has not been emptied from its box before they were generated. Unused text or numbers can be removed with the "Clear" key (on the Transport panel).

Before going any further, new users should be sure that they understand the way the Vault works, especially its structure regarding users, projects and so forth. The next section describes how to set up a new user, which requires access to different windows, and navigating to different set-up procedures. User set-ups can be easily modified, but, since possibly valuable data in the form of grading lists and so forth will be kept by users, they should be clear about where and how to recover lists easily and quickly.

MAKING A NEW USER AND STARTING A PROJECT.

To make a new user file, select 'Users' in the Vault (the top right option in the Vault window, Fig. 13) and tap on 'New' (bottom left of the Vault window) . If a name is entered in the system area at the bottom of the screen, any newly generated item (regardless of what it is) will take that name.

Generating any new item does not necessarily make it current; for new users, the icon for that user will appear in the Vault, and tapping on it will now make that user the current one (opening a user file is generally referred to as logging on). If the new users file does not appear in the Vault, it is possible it has been sorted to outside the currently displayed area; use the scroll bar to move around the Vault display to locate the file, then tap on it to log in.

The new users vdu screen will be empty, but they will have copied control sensitivities and so forth from the previous user. The latest software release notes will automatically appear when a new user logs in, or if the software has been changed since an already existing user last logged in. After checking for any relevant changes, tap on the 'Close' icon at the bottom to dismiss the window. The notes in this window are usually quite brief; check Pandoras web site (www.pandora-int.com) or contact your Pandora service agent for more details about any changes or new features.

When a user logs in, the Vault display will change to show their projects (Fig. 14); these are usually job names, although they can be clients names or any other form of identification. To open an existing project, tap on its thumbnail, or, to start a new project, tap on 'New' (in the bottom left-hand corner of the Vault)



Fig. 13



Fig. 14



Fig. 15

The Vault view will change again, to show lists. A new project will have no existing lists, and, if there is not a list already open, the Pogle will generate a new one. **There are some functions that will not work correctly if there is not a current project. Always log in as a user and select a project when using the Pogle.** If there is no project selected, pressing any panel key that will save data will cause this message to appear: Warning: unable to save file as no PROJECT selected. A project can contain many lists; as with other items, the limit is set by the amount of disc space and memory of the computer running the Platinum. These, as well as processor speed, will also affect how quickly the vdu graphics react as different windows are opened.

If, after rebooting the Platinum, logging in, then opening a project and a list, pressing a key causes Fig. 15 (above) to appear, several presses of the "Enter" key should clear the problem (although the error message will need to be removed from the screen with the "Clear" key).

A thumbnail will appear in the list window to show that the system is working properly. The same message may appear in different circumstances, and the same procedure should be followed. If a thumbnail does not appear, there may be a problem with the video feed to the host computer.

VIEWS IN BRIEF.

Users can have multiple vdu layouts for different operating conditions (they are called Views to distinguish them from the host computers own desktop). For instance, if working from a vtr or disc as a video source, there will be no need to have any telecine controls. To see the existing views for the current user, use the page arrows on the right hand side of the Vault and go to the second page. The third icon down is a small pair of dark glasses Fig. 16; this is the views. Tap on it and the Vault will change to show the existing views.

This will only show the views available to the current user (those of other users will not appear); a new user will always have one view in the Vault. Otherwise, there will be preset system views for different types of telecine and other sources. To make a new view, tap on 'New'. When making views for different operations, it is a good idea to name them as they are made. Once a new view has been made, tap on it to make it the current view. When a user logs in, the last view used by that user will be loaded.

The next step is to open the different windows needed for the view. To open windows, select the second icon down from the top in the Vault Fig. 17 (the Vault should still be on the second page; if not, use the arrows to find the same page as the views appear on). Tap on the icon and the Vault will change to show all existing panels available to the current user. There will be a great many, most of which will not be needed.

To select a window to always open in the new view, tap on it to open it. For instance, tap on 'Edit' to always have available the window that shows all 5 transport control ports. Other windows will depend on the telecine type and other external devices; views can be edited later if required, or copied and then modified for different types of operation.



Fig. 16



Fig. 17

After opening the selected windows, drag them around the screen to fix their position, remembering to leave an area for an active grading list. Some windows, like the Vault, can be resized by a pen press and hold on a corner, and then dragging the cursor. If a window is needed to be available but not always open, tap on the small dot symbol at the top right hand corner of the window; this will iconise it.

The Unix system does not remember the order or position of of these icons. It is not necessary to open the windows for any of Pandoras colour correctors, as they open automatically when selected, but their position on the vdu can be changed. Once the screen is arranged, position the cursor over the views icon in the Vault and hold the pen down (do not tap on it). A new set of options will appear. Move the cursor to select 'Save Over View' and release the pen. The existing view is now stored.

For Linux versions, the icons must be placed in the Dock Fig. 17.5, but first that needs to be copied. Find the Dock icon in the vault and press and hold on it; from the drop-down menu, select 'Make Duplicate Panel' and click on the resulting copy to open it. Then, press and hold on whatever vault item that needs to be iconised, and drag it to the Dock window; a new icon with the name of the item will be made, which can be opened by clicking on it. To position the Dock window, make sure the 'Kbd' icon in the System area is not highlighted; hold down the host computers keyboard Alt key, then press and hold inside the Dock area and drag it to its required position.



Fig. 17.5

Having made the view, how the controls react for the user can be set. At the bottom left of the vdu is the Engineering symbol. Tap on it to display a new set of options; select the top one, 'User Setups'. A new window will open; the values and options in it can be saved for the current user.

For now, the important ones are those controlling sensitivities of the roller-balls and knobs on the Pogle panels; other functions will be dealt with in more detail elsewhere. The second option down on the left-hand side decides in which direction the roller-balls operate when changing the colour balance. Neither option is better than the other, but new users might be better off selecting 'Vector', especially if there is a vector waveform display available, as the direction of travel of the roller-balls will now be the same as that displayed on the vectorscope.

'Trim Auto' should be set to 'Do Nothing', otherwise all other controls should be left at their default settings. The grid below allows for changes in the sensitivity of the roller-balls and the knobs of the orange displays. Place the cursor over the value box and hold down the pen; then select the new value from the drop-down menu by moving the cursor over it and releasing the pen. Most of the values set in this window are stored when it is dismissed with the 'Close' button at the bottom; **they are then applied to all views.**

The grid allows different sets of sensitivities for telecine pos, I/P and negative film; the roller-balls (this is the set of controls labelled 'Pixi'). There is one (labelled 'User') which sets the sensitivities of the knobs on both of the orange display panels.

MAKING LISTS.

When a project is opened, the Vault display will change to show lists, the third item down on the right-and side Fig. 17. To open an existing list, tap on its icon in the Vault; if there is not a list already open, this will become the active list. To make a new list, tap on 'New' and, if it is not already checked, tap on the small button next to the word 'Active' at the top of the list window (this will only be necessary if there is another list already open and active); there should be a red tick (Unix vers, Fig. 18) or green mark (Linux vers) in it for the active list.



Fig. 18

The Pogle can display up to 12 lists at once; see later in this manual for further information. Lists contain the colour grading information, telecine scan size and positions, plus the settings of any external devices (e.g. noise reducers) connected to the Pogle. This information is stored when either of the "Add" keys, on the Transport panel, are pressed; each press of the "Add" key generates an event by adding the current code to the list; a list is a series of events. **"Add" only generates an event; all the grading controls will stay at the same values as they were before "Add" was pressed.** "Add" can be pressed to make an event at any time, either inside or outside the current event list. The two "Add" keys on the Transport Panel are identical, and function in exactly the same way.

When "Add" is pressed, a thumbnail image will be displayed of the frame it was pressed on; if the "Enter" key is pressed anywhere inside an event, the current thumbnail will be replaced with one of of frame that the "Enter" key was pressed on. The point at which the thumbnail image was captured (either with the "Add" or "Enter" key) is called the Trim Frame. In a dynamic event (for a description of these, see later in the manual), if "Enter" is pressed inside the dynamic, the thumbnail at the end of the event will be changed, not the one of the dynamic event itself.

SETTING THE TELECINE COUNTER.

With telecines, either when starting a new list, or working with an existing one, the telecine counter can be set to be any number, as film has no fixed frame numbers, unlike timecode. (Film does have KeyCode, but this is not the same as timecode). To set the counter, park the film on an easily recognisable frame, enter the required number from the numeric keypad and then press the "Set Count" key (the fourth from the top left on the Transport panel), then "Enter". If no number is entered, the telecine counter will be set to 00:00:00:00; when the film is run back beyond that point, the Pogle will display a negative number.

For existing lists, **the counter must be set to be exactly the same code number on the same frame as when the list was generated**, or the grading changes will occur at the wrong points. For this reason, always set the counter on a known reference frame.

BASIC OPERATION.

If working from a source other than a telecine (i.e. Tape mode), the Pogle must be told which port the source deck is connected to for the timecode to run. To select the source deck, open the Edit window and select the correct port from the button in the lower left-hand corner, either by tapping until the right port is selected, or from the drop-down menu.

When working in 'Tape' mode, the numbers in the list will be taken from the source deck timecode, which cannot be changed on the Pogle. If the Edit window is not already available in the view, open it as described earlier.

When a new list is generated, the label at the bottom centre of the System area will say 'Live' on a blue background. This background colour will change in different modes. To make a list, move the transport by selecting control of it on the transport panel; the telecine control is at the left of the five above the transport keys. Press "Add" as the transport moves, and a list is generated, or stop and find the exact (last) frame of each shot.

When working with material such as uncut film rushes, the exact point that "Add" is pressed might not be critical, but, for finished, cut material, **the "Add" point must be pressed on the LAST FRAME of each shot to be graded.** Any new grading settings will be applied on the frame after the event code generated by pressing the "Add" key. Depending on the source, and some engineering setups, the Pogle may need the source deck to be run from a couple of seconds before the event point for there not to be a flash as the correction is changed.

Once event points have been entered, moving the transport back so the code has a lower value than that of the last event in the list will make the Pogle go into 'Program' mode, shown at the bottom of the vdu on a green background. In this mode, all the previously entered grading information will be applied to the image at the output of the colour corrector.

To change the grading of an event, stop the transport somewhere inside the event and make the alterations; the Pogle will now show it is in 'Trim' mode, on a red background, and, in the vdu list window, the current event will be highlighted in red. 'Trim' means that the stored values will be altered by changes made with the Pogle controls.

To see the difference between the existing settings as stored in the list and the modified version, press the "Trim" button on the Transport panel. This will toggle back and forth between the new and stored settings ('Trim' and 'Trim Off'). To store the new settings in the list, press the "Enter" key on the Transport panels. The new settings are saved and the Pogle will go back into the 'Program' mode; **the new settings will not be saved if the Pogle is in 'Trim Off'**. To prevent accidental changes, the Pogle will not go into 'Trim' if it is in 'Program' mode and the transport is playing; to trim while the transport is playing, press the "Trim" button.

If the Pogle is left in 'Trim' mode when passing an event boundary, that trim will be applied to the current event.

To see the correct balance between two adjacent events, the trim must be entered on the event to which it applies. If a trim is made to one event and the transport then moved to a point outside the code for that event, pressing "Enter" **will store the existing displayed grading for the event the transport is currently stopped at**. That is, if a trim is made to (say) event 3 but not stored by pressing "Enter", moving the transport to event 4 will then show event 4 with the trim made on event 3; pressing "Enter" will now enter into the list the trim that was made to event 3, but it will be applied to event 4. To discard a trim and leave the stored settings unchanged, press "Clear" on the Transport panel. There is no 'Undo' function.

To apply the grading from another event in the list to the current event, use the "Up" and "Down" keys on the Transport panel. The Pogle will go into 'Copy' mode, shown on a cyan background, and the vdu list window will change to show which events information it is currently displaying; it will be highlighted in red. **"Up" and "Down" refer to the direction on the screen, not to the event number.**

Thus pressing "Up" twice while on event 5 will display the information for event 3. If a number is entered in the numeric window in the System area, pressing "Up" or "Down" will then display the information for that event (if an event for the entered number exists). Thus entering "7" from the numeric keypad on the transport panel and pressing "Up" or "Down" (it doesn't matter at this point where in the list the transport is) will display the information from event 7. Pressing "Up" or "Down" again will now step one event in that direction. If "23" (or any number higher than the last event) is entered in the numeric window but there are only 18 events in the lists, the live event grading will be displayed when "Up" or "Down" are pressed.

Tapping on the thumbnail of an event will also apply its information to the current event. As with 'Trim', **'Copy' will continue to be applied as the list is played through;** it must be entered (or cleared) to see the correct balance between the events in a list.

It is possible to trim a copied setting directly, but the Pogle will stay in 'Copy' mode when this happens. Pressing the "Trim" key while in 'Copy' mode will toggle between the currently stored settings and the copied version. "Enter" will store the copied information into the current event; the "Clear" key will discard the copy. Nothing will happen if "Enter" is pressed when in 'Copy Off' mode; it must be in 'Copy' to enter the copied information, or cleared.

Once the timecode number is higher than that for the last event in the list, the Pogle will be in 'Live' mode. However, pressing the "Enter" key will store the current settings, this is called the **live event**; it does not require that the "Add" key is pressed. In most circumstances, the live event will behave exactly as events do in 'Program' mode. However, it is usually a good idea to mark the end of the last event with the "Add" key, as it will then provide a point which can be used to gauge the length of material; it can also be used with the editing functions.

Any controls altered from their default settings **when there is no list** will be returned to their default if a new list is created; pressing "Enter" before tapping on 'New' to make a list should prevent this happening.

SAVING LISTS.

To store a list, either press the "Save" key on the Transport panel or tap on the 'Save' icon **Fig. 19** at the top of the vdu list. If text is entered in the System area when a list is saved, it will take that name. Once a list has a name, each 'Save' will store the list as it is; **it will not overwrite the existing, saved versions with the same name** . Instead, it will store a new version with updated information about event numbers and the time that that version was saved. Tapping on 'Close' at the top of the list window will open a window, 'Save Changes etc.?' This has 'Don't Save', 'Cancel' and 'Save' buttons.



Fig. 19



Fig. 20

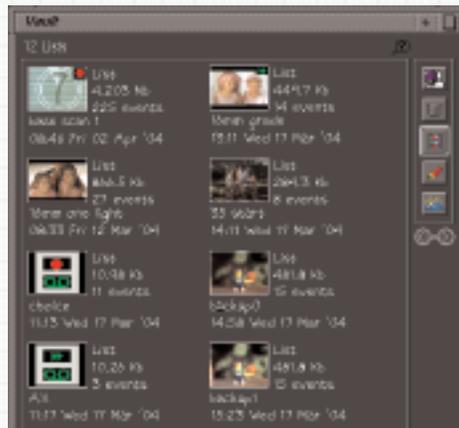


Fig. 21

'Yes' will store the list as a new file (not overwriting any existing ones), and 'No' will close the list without saving; 'Cancel' will leave the list as is and not saved. Lists will be stored in the current project, so it is possible to open a list in one project and save it in another; changing users and projects does not affect lists, which will stay open until deleted or closed. If the name of the list at the top of the list window has a * symbol by it, it has not been saved in its current state; the 'Save' icon will also be highlighted.

When a list is saved, the number of events shown for it in the Vault will be one higher than that shown in the list window. This is because the Pogle treats the information after the last entered event number as another event (the live event), and this is included in the number seen in the Vault (but not shown in the list window).

If there is no project open, the list cannot be stored; either trying to save the list, or making enough changes for the system to attempt to make a backup, will display the message: **Fig. 20 If the project is changed and the list saved, it will be in the current project, not in the project that was open when it was generated.**

LIST ICONS IN THE VAULT.

When a list is saved, its icon will be a smaller version of a thumbnail image from the list window; it is possible to scroll to any event, and 'Save' will then take that thumbnail to make the list icon. The icons of lists made from imported edl's (described later in the manual) will be slightly different; if made from a record edl, there will be a small red dot in the top right corner; if from a source edl, a small green dot. EDL icons (the bottom 2 in the left-hand column of Fig. 21, opposite) resemble vtr icons; one with a red dot contains record codes, and one with green arrows source codes

BACKUP LISTS.

The system automatically makes backup lists; there are two, overwritten in turn. By default, they are stored with every 5 changes to the existing list, either by adding events or by entering trims ect. To open a backup, tap on it as normal. To continue using a backup as the current list, enter a name and save the list; if called 'Backup', it will be automatically overwritten in turn with the other backup list.

Fig. 22



MAKING AND READING NOTES.

Notes Fig. 22 are a snapshot of all the current settings, and are stored with projects; they are the fourth item from the top of the Vault, on its first page. To make a note, either press the "Note" key on the Transport panel, or tap on the note icon in the Vault and then tap on 'New'. A note will take any text entered in the System area as its name; if there is no text, it will be called 'note'. Notes are used to store possible variations of an event; the number of notes that can be made is limited only by the memory and disc space of the host computer. Notes can be made at any time, regardless of what mode the Pogle is currently in.

To see the contents of a note, either tap on its thumbnail in the Vault, or press the "Read" key (next to the "Note" key on the Transport panel); the Pogle will now be in 'Read' mode, shown on a cyan background, the same colour as 'Copy' mode. Pressing 'Read' will step through the existing notes, starting with the most recent and then progressing backwards in the order they were made.

As with other modes, the Pogle will stay in 'Read' until it is entered or cleared. A read note can be trimmed directly from 'Read' mode, but the display will stay as 'Read'. Pressing the "Trim" key while in 'Read' mode will toggle between the currently stored settings and the note being read; the Pogle must be in 'Read', not 'Read Off', to enter the information into the list. The "Clear" key will return to the normal mode from 'Read'.

If there is text in the system area when "Read" is pressed, the Pogle will check to see if any notes match that text Fig. 22.

In this example, "ot" "Read" would immediately read from the note called 'note'; "e" "Read" would step through note, pear, lemon and apple; "le" "Read" would step between lemon and apple, but "lem" "Read" would only read lemon. These searches are not case sensitive.