SIX

USER CONFIGURATIONS

Evolution Panels Version

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CHAPTER 6:
USER CONFIGURATIONS

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CHAPTER 6:
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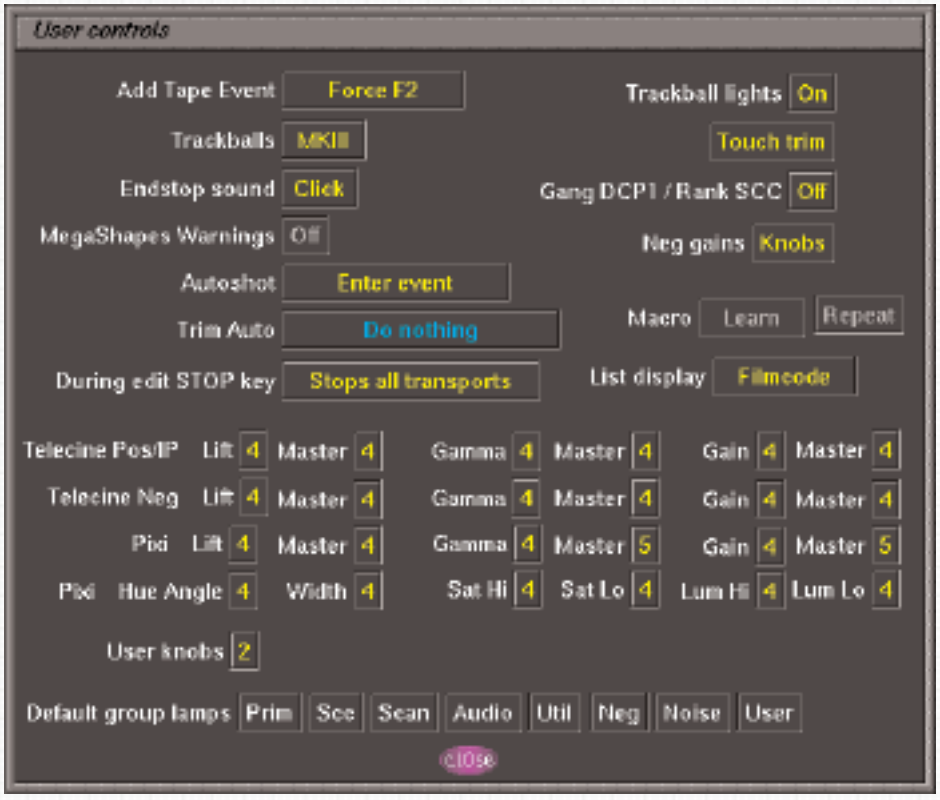
USER SETUPS WINDOW (USER CONTROLS)

Fig. 56



Tapping on the Engineering symbol in the lower left hand corner of the vdu will open the Engineering menu, which contains another set of options; most of these are engineering setups. Once set, they should not usually need to be changed; they are generally outside the scope of this manual. However, the top option, User Setup, is an important part of the Platinum interface, and is described in detail here. When this window opens, it is labelled 'User Controls' Fig. 56.

All the settings in this window are applied to the current user only; tapping on the 'Close' icon at the bottom stores them. They are mostly 'live' controls, which means that changing them has an instant effect on the appropriate control. Their use is described from the top left, with all the option buttons covered first.

ADD TAPE EVENT.

This button is only relevant with tape source material, in that it forces all events in a list with a tape source (rather than telecine) to be on the selected setting.

TRACKBALLS (Roller-balls).

This option refers to what in this manual are always called roller-balls, and means those that are used for colour control, not the one on the SCC panel, which is always referred to as the track-ball.

There are two options, which change the direction of control of all the roller-balls; they are MK111 and Vector. In the former, the roller-balls conform to the directional movement that originated with joystick controls (MK111 is a misnomer, as television colour cameras had similar controls before any telecines).

In Vector, the roller-balls move in the same direction as the display on a vectorscope. Neither option is better than the other, and the choice depends on user preference. However, new operators may find 'Vector' preferable if there is a vectorscope in the telecine desk, as it is easier to see a direct correlation between roller-ball movements and the colour changes they make.

ENDSTOP SOUND.

This determines whether the warning sound that a control has reached its minimum or maximum is produced from the host computer; it is either On or Silent.

MEGASHAPES WARNING.

MegaShapes (see later in this manual) cannot always be generated in the time interval between 2 frames; this option will show a warning if a situation arises that may cause an error (i.e. the shape not being drawn in time) between two events.

AUTOSHOT.
(This requires an external scene or shot change detector to be fitted)

The default is to simply enter the detected point in the list; the single option available will also stop the transport after a scene change is detected.

TRIM AUTO.

If the Pogle is in 'Trim' mode and the 'Auto' flag is on in the System area (turned on by pressing the "Auto" key), there are several options available. The default is to enter as normal, i.e. put a point in the list with the current grading.

Among the options are: Do Nothing (in blue lettering), which will have no effect. This is the least destructive option, and should be selected for most normal operations. If 'Auto' is left on after being used to build a list, reviewing a trim can cause it to either automatically be entered into the list as the event boundary is passed, overwriting the existing grading, or discarded before the review process is complete, see below.

If 'Clear Trim' is selected, then any current trim will be discarded as the list passes an event, and the Pogle will return to 'Program' or 'Live' mode. 'Enter Event and Clear Trim' will put the currently displayed grading in the event and then return to 'Program' or 'Live' mode. The setting of this option makes no difference to the normal operation of "Auto" when marking events.

DURING EDIT STOP KEY.

There are only two options; either Stop all transports (the default) or Stops current transport, which will stop only the transport currently selected on the transport panel.

TRACKBALL LIGHTS.

To turn off the internal illumination of the roller-balls and trackball off, if required.

TOUCH TRIM.

If selected, the "Trim" key will need to be pressed to make the Pogle go into 'Trim' mode, rather than whenever a control is altered, which is the default .

GANG DCP1 / RANK SCC is not used in Pixi based systems, and the NEG GAINS control is not currently implemented.

MACROS.

Each panel has several small, round white buttons, which are macro keys. The two, unlabelled sets of smaller, square white keys across the middle of the SCC panel are also macro keys. These are used to store sequences of key presses (although nearly all keys can store macros on them). Macros are stored by User but not by view; the same macros apply to all the views for each User.

To make a macro, first tap on 'Learn', which will change to say 'Key?'. Pressing a macro key will then change the button display to say 'Learning'. Any keys then pressed will be remembered; to end the sequence of recording, tap on the macro window button again, when it will change back to 'Learn'.

The sequence of recorded key presses is then carried out when the selected macro key is pressed. **Macros only remember keys presses, not control values or anything selected by the cursor**. As an example, tapping on 'Learn', then pressing any available macro button, then typing 01:00:00:00, pressing "All" and "Cue", and then tapping 'Learning', will, when the macro button is pressed, send all the connected and slaved decks to code 01:00:00:00 (if possible).

However, all controls are live when recording macros so, if making one which sends transport to various codes, remember not to press "Stop" while recording the macro, or it will be included as part of it.

To delete a macro, tap on 'Learn', which will change to 'Key?'. Then press the key with the macro to be deleted on it, then tap on 'Learning'; the macro key now has no function assigned to it. The 'Repeat' button on the right will repeat a sequence of events, but should be used with caution, as it is possible to program an unending loop, which cannot be stopped or deleted.

If, when the button is showing 'Key?', the small white button above the R channel selector on the SCC panel is held down, most other buttons can then be made macro keys by pressing them. (A warning may appear indicating that proceeding will overwrite a system function; continuing may well cause operational problems).

If no such warning appears, highly dedicated macros can be created on directly related keys. For instance, press 'Learn', and when 'Key?' appears, hold down the white button and press "R" on the SCC panel; 'Learning' should now appear in the vdu button. Then press the "M2" key on the SCC panel (to select Mega 2) then "R" again, followed by a press of every reset button on both selection and output sides, including a press and hold on the region trackball button.

This will make a macro that will reset only the Mega 2 R channel. To play macros made this way, hold down the white button and press the key on which the macro was programmed. If a mistake is made when recording a macro, it is virtually impossible to edit the macro sequence; going back and starting again is quicker, and more reliable.

Although macros cannot store and recall values directly, they can be programmed to read notes, which can have the values stored in them, although **any notes to be read must already be in the existing project**.

To make a macro read a note as part of its program, give the note a unique name (say 1X) and then include "Read" "1X" as part of the keystroke sequence. Because the Group Keys work with notes, they can also be included, so "Read" "1X" (Group key) "Scans" "Enter" will read and enter in the current event only the scan information from the note.

FILMCODE.

Sets the type of code displayed in the vdu list window **when the source of the code is a telecine** (the display in the telecine transport window will stay as filmcode); there are four options. Filmcode (the default) is time plus frames; a + sign in a code number normally indicates that the last digits are frames, not timecode.

The filmcode option, and those of Feet and Frames and Frames, take their counting point from either the preset counter value for a telecine, or convert source timecode into the appropriate values. So, to make a measurement from a fixed point, either the telecine counter must be set at zero, or the editor must be used to calculate a duration (see the hints and tips section for how to do this).

The selected display can be changed by holding down the transport key for a couple of seconds; this will step through the possible code displays. This will change the code type for the default setting in the User control window, but will stay as the set default unless the User Control window is closed while displaying a different option in the relevant button.

SETTING THE TK COUNTER FOR TIMECODE DISPLAY.

Timecode, the other option (shown in blue), is useful when running the telecine at any speed other than normal, as it will show the real running time. It can be set from the counter in the same way as filmcode.

CONTROL SENSITIVITIES.

The grid of numbers in the lower half of the window directly affect the sensitivity of the roller-ball and other knobs, on a scale of 0 (no response at all) to 9 (very sensitive). To change the values, a tap will increase the value by one. Alternatively, press and hold to reveal a drop-down menu with all the numerical values in it; select one by highlighting and releasing the button. 'Master' is the outer ring.

The top two rows alter the behaviour of the roller-balls when controlling a telecine, with different film types selected, as labelled on the left of each row. The third row down, labelled Pixi, affects the response when the roller-balls are controlling Mega 1or Mega 2 primaries.

The fourth row down, also labelled Pixi, controls the sensitivities of the nine knobs at the top left of the SCC panel. The first two (Hue angle and Hue width) control the leftmost and middle knob; the rightmost knob in each row has the same setting as the middle one. Then the next two (Sat) control the centre row, and the last two (Lum) the bottom.The single button down (labelled 'User') is for all the knobs on the two orange display panels; there is the same sensitivity applied to all 8 on each panel, for all functions.

DEFAULT GROUP LAMPS.

This is used to include or exclude group controls from events in a list. For instance, to make a list containing only scan information, deselect all the buttons except 'Scans'. Then, any press of the "Add" (or "Start Mix") key will make an event at which only scan values are remembered and changed; this requires the window to be closed before it takes effect.

To force the Pogle to make a point with all the groups, press the white "All" group key on the Transport panel; the next "Add" will then make an event for all groups. Any other group can be selected this way, with the system reverting to the setting in the User control window after "Add" is pressed. If using this function, remember to reset it after use, or an entire list can be built with events that will have no effect.

This function will work with an existing list, so, for instance, pan and scan information can be added to an existing grading list. However, it cannot work retrospectively, so existing lists cannot have groups turned on or off with it after their creation.

TELECINE SHUTTLE SPEED (Limit Max Shuttle).

While not in this window, it is included here, as it can be considered a user preference (although it cannot be stored as such). The shuttle speed is accessed through the Engineering icon and then the Source Setup window (the middle button in the Engineering menu).

The top left item is 'Limit Max Shuttle'; it is set on a scale of 0 to 15, with 15 the telecines own maximum speed. It is not live; if the telecine is already in shuttle, changing this value will not have an instant effect; pressing the "Stop" key and then shuttle straight away will change to the new setting (it is not necessary to wait for the telecine to stop moving before doing this).

Some telecines shuttle at different speeds for different film formats; what is a reasonable speed on one format may be too fast or slow on the other, so the value of this setting might need to be changed for different film formats. This control will not affect vtr shuttle speeds, which are set on the machines themselves.

Any control which has a fixed set of values, rather than is continuously variable, can have its value increase by one by tapping on it. However, positioning the cursor above the vdu button and pressing the side button on the pen will decrease the value by one. This requires some practise; if the pen touches the tablet, it will be interpreted as a click, and the value will then increase by one.

VIEWS IN DETAIL.

The previous Pandora manual (and the Drifter) refered to on-screen windows as 'panels'; in this manual, these are called 'windows'.

Users can have different views for different types of work. Whereas the settings from the User Control window are applied to all the owners views, the actual windows and their layout on the vdu can be stored as named views. They are accessed from the Vaults second page, by tapping on the icon of a pair of dark glasses. The Vault contains several System views; these are opened by tapping on them.

Views are made by opening and positioning the windows as required on the vdu; they can be iconised, **but, in the Unix version, the position of the icon will not be remembered**. If an existing view has been modified, to store the new version press and hold on the current views icon in the Vault, and select the 'Save over view' option. To make the current layout a new view, select the Vault views icon and then tap on 'New' at the bottom left of the Vault window.

This will make a new view with all the existing windows in their current positions; the layout etc. can then be re-arranged and stored with the 'Save over view' drop down menu. Views can be named as normal for Vault items. Only the current users views will be shown in the Vault; to copy an existing view from another user, open the Black Hole, then select the user whose view is to be copied.

Navigate to the views, and drag the selected view over the Vault and release the button. The existing user now owns a copy of the view.

WINDOW BEHAVIOUR

Fig. 57

With Unix systems, some windows have an icon at the top left, tapping on which can alter the behaviour of the window **Fig. 57** (this behaviour is stored by view). The top option of the drop down menu is not implemented, it will have the same effect as the X icon (see below).

The second option will make the window pop up automatically, but this only works with some windows and controls; experimentation is the best way to find if this works for a particular window/control. The third option, the X, will make the window stay in its current state (open or iconised) until manually changed; it will recede behind any pop-up window if one is opened. The bottom option, 'Close', will dismiss the window from the screen, and store any values in it.

Most Linux system windows do not have this icon; if needed, the window can be copied and have the behaviour icon added in the Panel Editor, described later.

THE PANEL (WINDOW) EDITOR.

User can make their own windows, and modify existing ones, using the Panel Editor. To open the editor **Fig. 58**, select 'Panels' from the Vault and either tap on 'New', which will open the editor and a generate a new, empty window, or press and hold on any panel icon in the Vault; then select 'Edit panels' from the list of drop down options (this will open the editor without generating a new window, to allow modification of existing ones).

Fig. 58

To put a control in a new window, and remove it from a current one, drag items directly from an existing window to the new one (the system will not normally allow items to be removed from System windows). Some items move individually, and others are in groups; these groups cannot be split up. A new window can be shaped and sized as for any any variable window.

Dragging an item from a existing window removes it; to make a new window with a similar item, but leave the original window intact, first drag the item into the editor; then drag it to the new window. The original item will stay in the editor, from where it can be replaced in the source window.

There can only be one item in the editor at once; dragging an item into the editor will replace any other items already in it. Generally, the larger graphic displays cannot be altered in the Panel Editor; the system will not allow these to be moved.

Once items are placed in the edit panel, they can be changed in various ways. Below the edit panel is a 'Format' button; holding down on that will open a list of all the possible formats that can be applied to the item currently in the area above.

Select the required option and release the button; then drag the item from the editor to the new (or original) window. As the original item stays in the editor, **different formats for the same source item can be chosen and displayed at the same time**. Some items (e.g. filmcode) can be displayed in formats not shown in this list. Press and hold on the item when it is in the editor; if there are further alternatives, they will appear in another window.

To the left of the edit panel are buttons allowing the colour of the display to be set for default and trimmed states. Tap on 'Colours' (if not already selected) and then drag the chosen colour (from the small boxes on the right of the panel) onto either of the buttons on the left.

When the item is dragged from the editor to its window, it will now have the default and trimmed colours as set. If the editor will not allow the colour to be dropped onto the buttons on the left, that function cannot be changed.

The colours on the right are fixed; they cannot be altered from those displayed. For numerical values, the scaling (range of values) can be set. Once the item is in the editor, with 'Numerical' selected as its format, tap on 'Scaling' (to the left of the edit panel); boxes appear to allow the setting of maximum and minimum values (these cannot be negative). Then type the upper number of the scaling range in the system numeric area and tap on 'Maximum'; repeat with the lowest value for 'Minimum'.

A control that has a midway point as its default (e.g. scans with a range of 0 to 100) will have the default value set at its midpoint (50). Using this should allow for very accurate numeric values to be measured; functions with a known range (say 0 to 64000) can be set to display the actual control level.

At the extreme bottom left of the edit panel is a box with 'Channels' and up/down arrows next to it. As this is changed, the window at the top right changes to show which controls have that number of channels. To its right is 'Allow Reset'; leave this checked to allow the reset icon (new windows are always generated with all the system icons present) to reset the value of any function in it to its default. To prevent new windows being able to reset values, uncheck the box.

Below the colour boxes on the right of the edit panel is a two-way arrow symbol. If a control group is placed in the editor, it will be either horizontally or vertically displayed; tap on the arrows symbol to change the orientation from one to the other. Below that is another button that will normally say 'User'. Tapping on it will change it to 'System', to allow editing of system windows. Normally, the editor will block the alteration of system windows.

Extreme caution should be used when editing system windows. Do not edit shared windows. One colourists useless button is another's essential control. If system windows are incorrectly modified, reloading the software will restore them to their correct configuration; this manual assumes that system windows will not be edited.

To make a modified system window (Unix systems), first copy it from the Black Hole to the Vault; a new window icon will appear in the Vault with the same name but without the word 'System' in it. Linux systems have an option, 'Make Duplicate Panel' in the icons drop-down menu instead. The copy can then be modified as required; each user can copy and modify system windows individually, the correct ones will open for each user.

The modified copy of a system window will open in preference to the original if it is opened and the original closed, and that View is then saved.

To edit existing windows, open the editor and move items from the window into the edit panel, modify as required and replace in the source window. To remove an item from a window, drag it into the editor and don't replace it. Opening the editor will make the corner markers that allow size change to appear on any resizable window; existing windows can be expanded to allow space for more items, or reduced in size to exclude existing ones this way.

For instance, if using a 3-channel Mega 2, its system window always shows 6 channels. To make a window with only three channels, copy the Mega 2 window, then open it on the vdu. Open the editor and then resize the window to exclude the YCM channels from it, then close the editor. Close the original Mega 2 system window, and the copy will now open when Mega 2 is selected. **On some slower host computers, windows modified this way may not display properly**.

Once a new window has been made and positioned, **it must be saved in the view** by selecting views in the Vault and then choosing 'Save over view' from the drop down menu of the current view icon; otherwise it will not appear when the view is reloaded, although it will still be in the Vault.

An edited window is saved in its modified form when the editor is closed. If 'New' is selected to open the editor, a new untitled window is always made. This can result in large numbers of untitled window icons appearing in the Vault; they should be named as usual or, if not needed, deleted (new windows are stored by user). If a new window is made and named, the name will not appear in the window on the vdu until the user who made it logs out and and logs back in again.

With Linux systems, the Panel editor has some additional functions. Middle-click on the Panel Editor window to open a new window (fig 58.5).

Additional Dock windows can be created by making a new window and then selecting 'Dock', the top item in the menu. This can then be positioned as normal on the desktop; vault item can then be dragged into it for quick access. If hidden, any additional Dock will open again with the normal one. Items in the Dock can be re-named by dragging the new name from the system area onto it's icon.

KEEPING WINDOWS OPEN

The Popup mode can be chosen with the next set of options and, to add the window behaviour icon, select 'Mode Menu' from the bottom set of. If this is added to a window, it can then be used to keep that window open at all times if needed

The other options in this window are fairly self-explanatory, but some combinations will not allow windows to be iconised or closed. If this happens, the modified window will have to be deleted and remade.

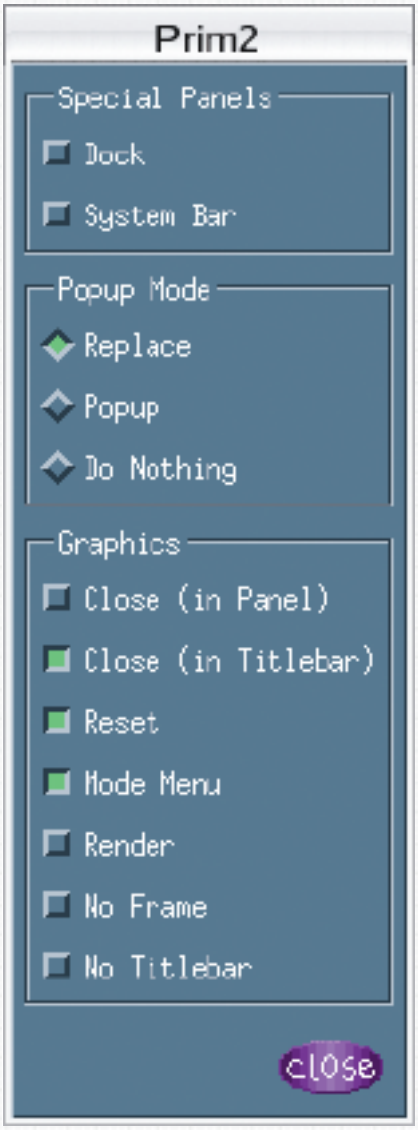


Fig. 58.5