Version 1.02 Release Notes

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Pinnacle Systems, Inc
PDS 9000 Version 1.02 Release Notes

Release Notes Table of Contents.
1) Release Identification and Contents
2) Software Installation
3) New Features in the v1.02 Release
4) Known Restrictions and Workarounds
5) Reporting Defects
6) Pinnacle Systems Inc. End User License Agreement
7) Microsoft Inc. End User License Agreement

1) Release Identification and Contents

Software Version: Version 1.02
Release Date: September 2000

2) Software Installation

NOTE
To install and run PDS 9000 software on a PDS 9000 system, the user MUST boot both the panel and the frame using the MSDOS 6.22 boot disk supplied with the system. Using any other DOS boot disk will result in failure to install correctly.

Installing the Version 1.02 Software Update

PDS 9000 Version 1.02 software is provided as a self-extracting file on a floppy disk. The same software is used in both the Video Processor Chassis and the Control Panel. It is important that both frame and panel are at the same software revision. The software should be installed on the Video Processor Chassis first, and then the panel should be updated.
To install PDS 9000 Version 1.02 software on the Video Processor Chassis:

1. Connect a VGA monitor and a keyboard with a 6 pin PS2 connector to the rear of the Video Processor CPU card (if not already attached). The VGA monitor connects to the 15 pin “D” type connector at the top of the CPU.

2. If a mouse is already attached using the “Y” cable shipped with the PDS system, ensure that the keyboard is connected to the end of the cable that has a keyboard icon.

3. If a mouse is not attached, connect the keyboard directly to the 6 pin PS2 connector on the CPU at the rear of the Video Processor Chassis.

4. Power up the frame with the MSDOS 6.22 boot disk in the floppy drive. Once the system has completed its boot cycle and the A:> prompt appears, remove the boot floppy from the floppy drive and insert the PDS 9000 1.02 software update floppy into the floppy drive.

5. At the A:> prompt, type “update<ret>” The system will ask you if you want to extract the file. Type “y” (no <ret> needed).

6. Upon completion, the C:> prompt will return. You may now remove the PDS 9000 software disk.

7. If you added the keyboard and VGA monitor for this procedure, you should power down the frame, disconnect them and power the frame back up again. If the keyboard, mouse and VGA are permanently installed on your system, you can power cycle the frame, or simply press the <ctl><alt><del> keys on the keyboard to reboot the frame.

To install PDS 9000 Version 1.02 software on the Control Panel:

1. Connect a keyboard with a 6 pin PS2 connector to the control panel (if not already attached).

2. Power up the panel with the MSDOS 6.22 boot disk in the floppy drive. Once the system has completed its boot cycle and the A:> prompt appears, remove the boot floppy from the floppy drive and insert the PDS 9000 1.02 software update floppy into the floppy drive.

3. At the A:> prompt, type “update<ret>”

4. The system will ask you if you want to extract the file. Type “y” (no <ret> needed).

5. Upon completion, the C:> prompt will return. You may now remove the PDS 9000 software disk.

6. If you added the keyboard for this procedure, you should power down the Control Panel, disconnect it and power the frame back up again. If the keyboard is permanently installed on your system, you can power cycle the Control Panel, or simply press the <ctl><alt><del> keys on the keyboard to reboot the frame.
3) New Features in the v1.02 release

For detailed instructions on the operation of these features, please refer to the PDS 9000 Operators Guide.

Transition preview is now functional. Pressing the “TRANS PVW” button in the transition area will allow the currently selected transition to be viewed on the preview system. Turning “TRANS PVW” off again allows the transition to take place on the Program output.

An Auto Transition can now be stored in an FXMEM register. Upon recall, the M/E will perform the stored auto transition.

Shaped video sources are now handled correctly.

Auto Recall is now functional.

The Mask Bus and the Key “hole cutter” can now be previewed on a monitor. Pressing and holding either of the key delegate buttons in an M/E’s keyer area will cause that keyer’s key signal to be displayed on the M/E’s preview output. Pressing and holding either of the Mask buttons will cause that mask signal to be displayed on the preview output.

Effects dissolves are now S-linear.

GMEMs, which allow multiple framestore images to be saved and recalled to and from the system hard drive are now functional. Learns and recalls of these registers are activated from the Framestore menu.

Double pressing the joystick delegate buttons now takes you to the appropriate menu on the touch screen.

Pressing the button on the joystick while in the wipe menu centers the wipe and sets positioner off

Double pressing the wipe transition button automatically delegates the joystick to wipe position and aspect ratio.

Double pressing the framestore buttons in the keyer subpanel now take you to the appropriate menu.

Preset patterns are now functional. These use their own wipe systems to generate the wipe shape, bringing the total number of wipe systems per M/E to 3. Selection of the pattern shape, and adjustment of parameters is made by selecting the appropriate keyer as a resource in the “WIPE” menu. Control of size and softness (if enabled) is made on the control panel.

The Fade To Black rate can now be adjusted. The rate is set by selecting the “RATE” button on the left of the PGM/PST “TRANS” menu, and turning the appropriate softknob (or using the numeric keypad)

The Fade to Black and Cut to Black buttons now light whenever the switcher has been faded or cut to Black.

The individual “Key Mix” buttons are now fully functional and their rates can be individually adjusted by selecting the “RATE” button on the left of the M/E’s “TRANS” menu, and turning the appropriate softknob (or using the numeric keypad)

The H and V multiply controls on the wipe page are now fully functional.

Transition DVEs warp table B is now automatically loaded with a page turn on power up.
It is now possible to load all warp tables into a memory cache for faster access.

Importing a graphic from the control panel's hard drive or loading warp tables no longer cause the touch panel to lock out user selections.

The UNDO button now will undo a menu Clear, Clear Page and Clear All.

Copy and Paste now work for transition resources.

A copy page that allows you to copy key and other setups between keyers and other resources has been added.

On the DVE page, with size selected, Size and Aspect controls have been added.

A status page that displays parameter information for the entire switcher has been added.

Diagnostic information showing the status of the fans and power supplies has been added.

It is no longer necessary to synchronize the lever arms after a reboot.

FXMEMs can be saved and restored from the hard drive.

Recalling an FXMEM no longer causes a bank jump.

The joystick and knobs are now more ergonomically scaled.

In the WIPE menu, the “Direction” button now works correctly.

The selection of 16x9 video format is now functional.

The system configuration file (000.reg) can now be easily backed up and restored.
4) Known Restrictions and Workarounds in this release.

In this release of software, the RS422 ports on the switcher are not functional. This will be corrected in a future release.

In this release of software, The switched preview overlay is not functional. Thus safe title/safe action grids and auto chroma key setup are not available. This will be corrected in a future release of software.

In this release of software, the utility buttons on the control panel are non functional. This will be corrected in a future release of software.

In this release of software, the GPIs (both input and output) are not functional. This will be corrected in a future release of software.

In this release of software, the Clean Feed output is non functional. This will be corrected in a future release of software.

In this release of software, Input naming is non functional. This will be corrected in a future version of software.

In this release of software, timelines are non functional. This will be corrected in a future release of software.

In this release of software, it is not possible to program the custom transitions, both on the wipe menu page and the DVE menu page. This will be corrected in a future release of software.

In this release of software, Satellite aux panels are non functional. This will be corrected in a future release of software.

In this release of software, it is not possible to select between frame, even field and odd field playback on the framestores. This will be corrected in a future release of software.

In this release of software, it is not possible to select which of the 2 keyers on any M/E will be passed to the effects send loop (Key1 is always selected). This will be corrected in a future release of software.

In this release of software, it is not possible to “paint” into a framestore. This will be corrected in a future release of software.

In this release of software, the Zip® drive and floppy drive in the control panel are not accessible from the main UI. They may, however, be accessed by booting the panel with the supplied DOS boot disk, transferring files under DOS, and then rebooting the panel.
Architectural restrictions:

The following points explain some anomalies, which are fundamental to the architecture of the PDS 9000. Pinnacle Systems Inc has no plans to alter these operational features:

When performing a DVE transition involving the background and “top” key level, but leaving the “bottom” key level on air on a single M/E, the DVE transition will also transition the bottom key, revealing the new background with the “bottom” key composited over it.

Using the Transition DVE as a background transition will cause the A bus to DVE off. It is not possible to DVE the B background on.

Using the Transition DVE on key sources will cause the DVE transition direction to flip-flop.
5) Reporting Defects

Pinnacle Systems prefers that any defects found in the field, by customers or dealers be reported. The information you should have ready when reporting a defect is:

**Product:** PDS 9000 Production Switcher

**Serial Numbers:** Located on the front of the Video Processor Chassis, and the rear of the Control panel.

**Version:** Version number may be located in the “Switcher Status” menu at the top of the touch screen.

**Type of Defect:** Crash, Video Glitch, Bug/Doesn't work right, Feature Request, or Usability/Improvement. A brief description of the problem. Exact steps to repeat the problem (even if it's 15 steps), if it can be reproduced.

Once you have this information please call Pinnacle Systems and report the defect, or fax to

ATTN Defects Manager (650) 526 1601

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