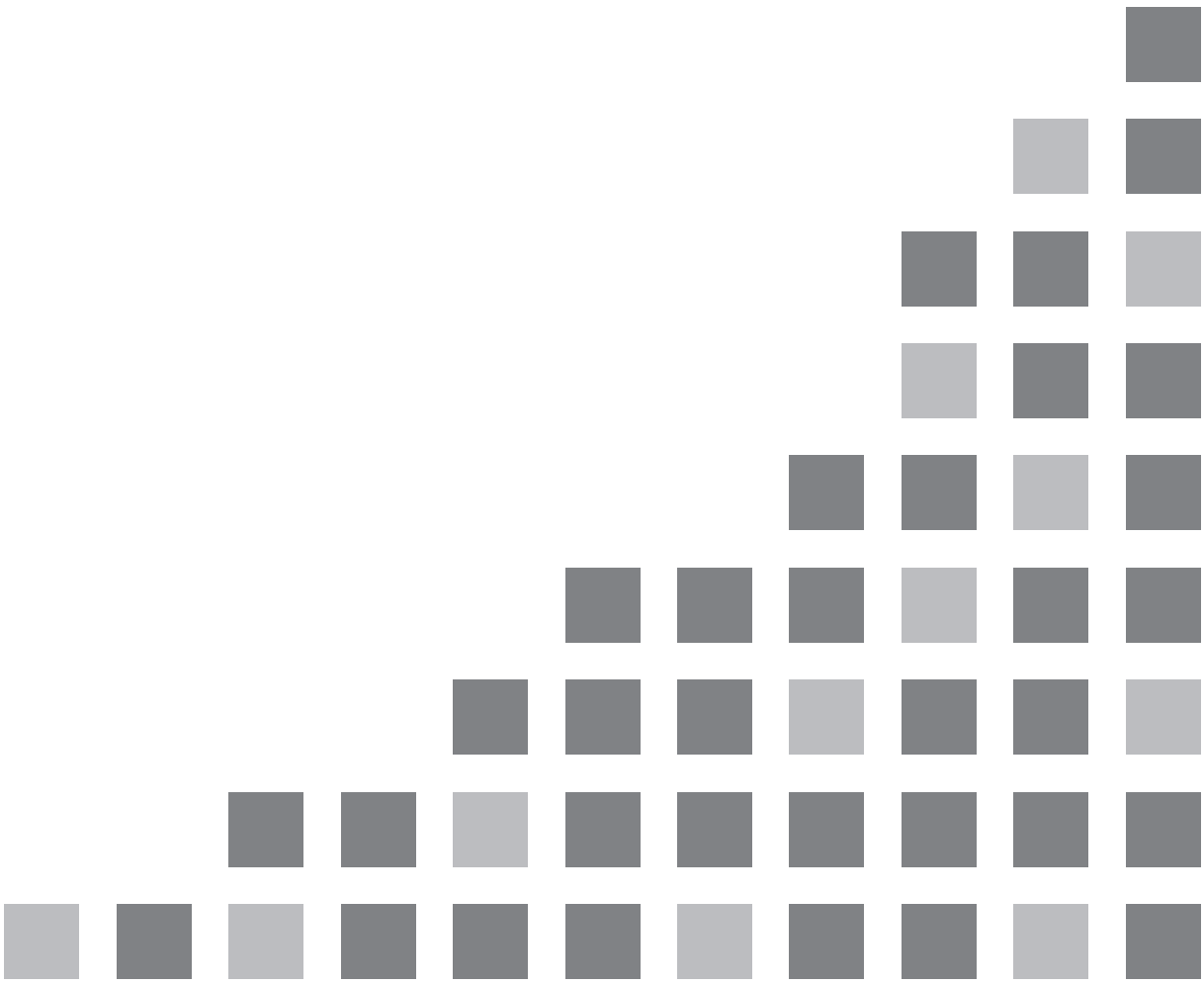
Panasonic

Operating Instructions

Software Control Panel
AV-SF500



ENGLISH

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Contents

1. About Software Control Panel

1.1. Introduction

Software Control Panel is application software for AV-UHS500 that runs in Windows and Macintosh. This software is used to control AV-UHS500 to perform operations such as switching the video material for the PGM, PVW and other video buses while checking the material, turning keys on and off, controlling the playback of still images and clips, and viewing a list of all materials.

The main features of this software are as follows.

[Background transition and wipe operation]

1. **ME selection**
   Select the ME to be operated.
2. **Bus and material selection**
   Select the PVW, and PGM and KEY1, KEY2, and KEY3 buses and display and select the material of each of the buses. Either a video or still image is displayed for material display depending on the material.
3. **Transition operation**
   Select from BKGD, and KEY1 as the transition target and then perform the transition operation.
   - Transition type setting
     Set a transition type from MIX, and WIPE.
   - Wipe direction selection
     Select the direction for the wipe when a background transition is executed.
     You can select from R (reverse), and N/R (normal reverse).
   - Transition execution
     A transition is executed using any of the fader operation, AUTO (auto transition), and CUT (instant transition).
   - Transition pattern selection
     As the transition pattern, select one of the 16 (4K) / 51 (2K) patterns displayed in the multiple pages that can be switched by the FWD/BACK buttons.

[KEY/DSK operation]

1. **Execute/cancel transitions for KEY1.**
2. **Display the setting information of the material set for each key.**
   - Material thumbnails
   - Transition type and transition time

[Memory operation]

1. **Display and select the information of shot memory, event memory, macro memory, still (still image) memory, and clip (video) memory.**
   - Shot memory: Display of thumbnails or names and numbers, rename, and playback by clicking a thumbnail.
   - Event memory: Display of thumbnails or names and numbers, rename, and playback by clicking a thumbnail or the play button. Pausing is also possible.
   - Macro memory: Display of names and numbers, rename, and playback by clicking a name area.
   - Still memory: Display of thumbnails and names.
   - Clip memory: Display of thumbnails and names and playback by clicking a thumbnail. Pausing is possible.
2. **It can recall still memory and clip memory from the PC and the SSD card installed in the AV-UHS500.**

[Menu panel operation]

1. **The menu screen on the menu panel is displayed and can be operated.**

[Material video status display]

1. **The thumbnails and names of the input materials (8 SDI and 2 HDMI), output materials (5 SDI and 2 HDMI), each bus material, and MV material can be displayed.**
   If the AV-UHS500 option unit is installed, the input/output materials corresponding to that unit can be displayed.

[Macro memory editing function]

1. **This can register and edit the macro memory.**

[Maintenance function]

1. **This can search, connect to and synchronize with the AV-UHS500 to be connected to the software.**

1.2. Operating Environment

For details on the operating environment for this software, see the Panasonic website (“Software download” at https://eww.pass.panasonic.co.jp/p2ui/guest/TopLogin.do?lang=en).

1.3. About the Information in This File

This file is for both Windows and Macintosh. Unless otherwise stated, the information included in this file is common to both Windows and Macintosh.
The screenshots used in this file are captured from Windows 10 or macOS Catalina. Although the screen layouts are for the most part common to Windows and Macintosh, there are differences with the following parts.

- **[Minimize], [Maximize], and [Close] buttons at the top of windows**
  The display states and display positions differ between Windows and Macintosh.

- The illustrations and screen displays in this file may differ from what actually appears.
- A personal computer is referred to as a "PC" in this file.

1.4. About Trademarks and Registered Trademarks

- Microsoft and Windows 10 are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.
- Mac, Macintosh, and macOS are trademarks of Apple Inc., registered in the U.S. and other countries.
- Other company names and product names appearing in this document are trademarks or registered trademarks of their respective owners. Furthermore, the TM and ® marks are not indicated in this document.

1.5. Information About the Software for This Product

This product includes software licensed under the MIT, LGPL, BSD, Ms-PL, and MPL/GPL/LGPL licenses as well as software licensed under the following individual licenses.

Libpng: http://www.libpng.org/pub/png/libpng.html

jQuery: https://jquery.org/license/

jQuery UI: https://github.com/jquery/jquery-ui/blob/master/LICENSE.txt

2. Setup

2.1. Operation Device Configuration

This software operates in the following device configuration.

1) PC: For running this software. Operation is performed with a mouse.

2) PC monitor: Capable of full HD (1920x1080) resolution display. If the monitor has a touch panel function, operation can be performed with touch operations on the touch panel instead of click operations.

3) AV-UHS500: This is the main unit of the AV-UHS500. It is connected with the PC via a network. Connect the <LAN> port at the rear of the main unit to the PC.

<Note>

- Only one PC can be connected to the AV-UHS500.
- In the case of a PC with a built-in monitor such as a notebook PC, check that the monitor supports a display resolution of 1920x1080 or higher and use it set to 1920x1080 (or 1920x1200).
- Frames may be dropped or black or white images may appear when displaying material due to the conditions of the PC.

2.2. Installation

Obtain the compressed package for your operating system environment from the website and then extract it. Then start the extracted installer and perform the installation work as described on the screen. For details, please see the AV-UHS500 Installation Guide.

3. User Interface Layout

3.1. Basic Screen Layout

The basic screen layout consists of the following two areas.

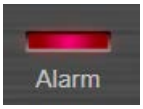
① **Mode selection area:**

1. Connect icon:
   This indicates the status of the connection with the AV-UHS500. It is lit in red when the connection is disconnected, and in green when the connection is connected.

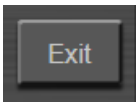
<Note>

- Once the Connect icon lights red to indicate the connection disconnected state, the connected state can not be restored automatically even if, for example, the connection state recovers. Check the IP address indication from the Maintenance screen and then reconnect by clicking the CONNECT button again.

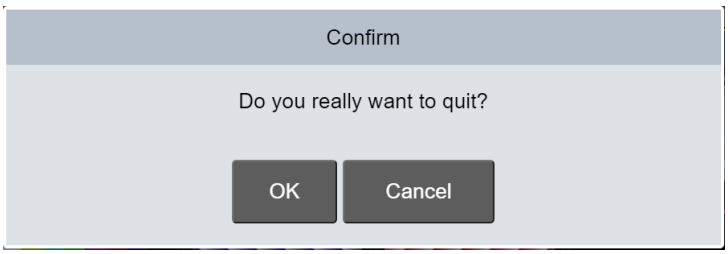
2. Alarm icon:
   This indicates the alarm status of the AV-UHS500. It is not lit when an alarm is not occurring and lit in red when an alarm is occurring.



3. Exit button:
   This closes the software.



Clicking the Exit button displays the confirm dialog as shown below. Click the OK button to close the software.

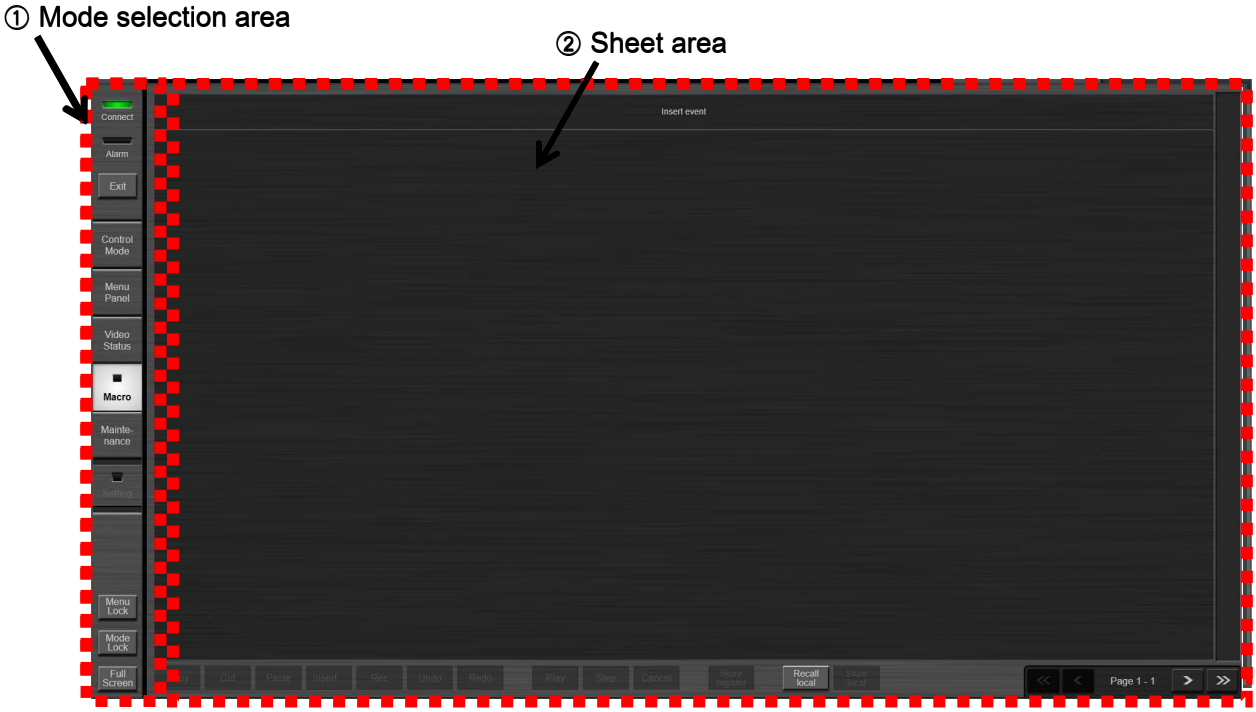


4. Mode (Control Mode/Menu Panel/Video Status/Macro/Maintenance) selection buttons:
   These are used to select any of the Control Mode, Menu Panel, Video Status, Macro, and Maintenance for the mode.

5. Setting button:
   This toggle button switches to the Setting screen for input material display assignment. It has an indicator for indicating the Setting screen transition status, which is lit in green when the Setting screen is displayed and not lit when it is not.

6. Menu Lock button:
   This button enables and disables user operations in each mode.
   Enabled: When user operation is disabled and the button is colored white
   Disabled: When user operation is enabled and the button is colored gray
7. Mode Lock button:
   This button enables and disables the mode selection buttons.
   Enabled: When mode change is disabled and the button is colored white
   Disabled: When mode change is enabled and the button is colored gray
8. Full Screen button:
   This button maximizes the application window. The title bar is no longer displayed.
   Enabled: When the screen is maximized and the button is colored white
   Disabled: When the screen is displayed according to user settings, and the button is colored gray

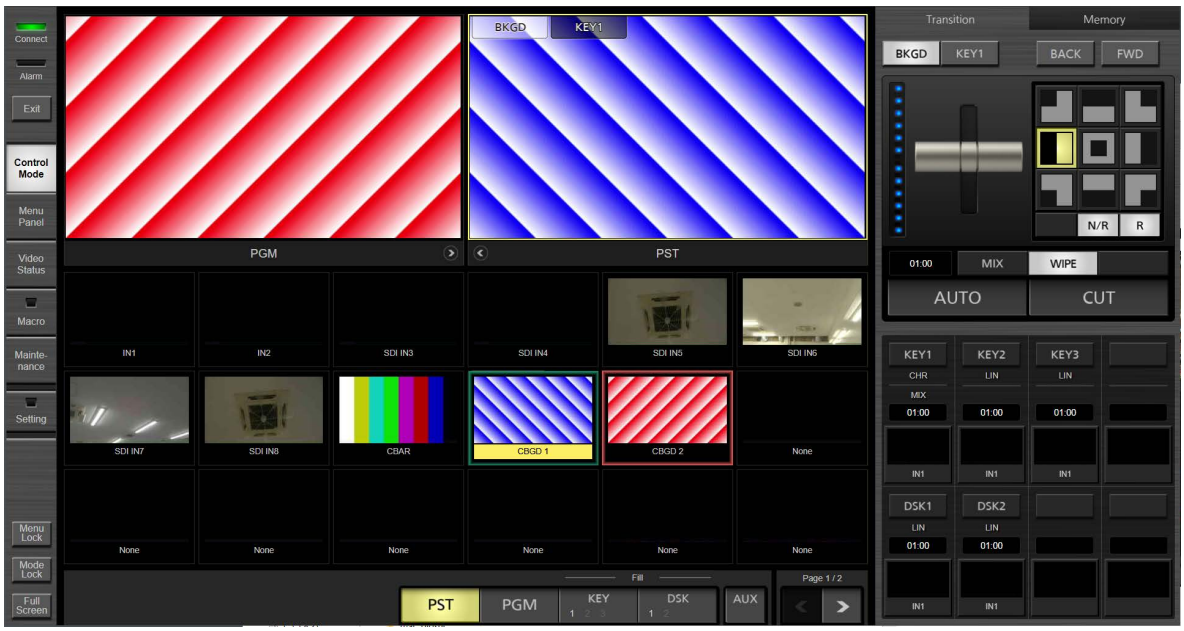
② **Sheet area:**
This area displays the screen for the mode selection button or Setting button clicked in the mode selection area of ①.



3.2. **Sheet Area Layout**

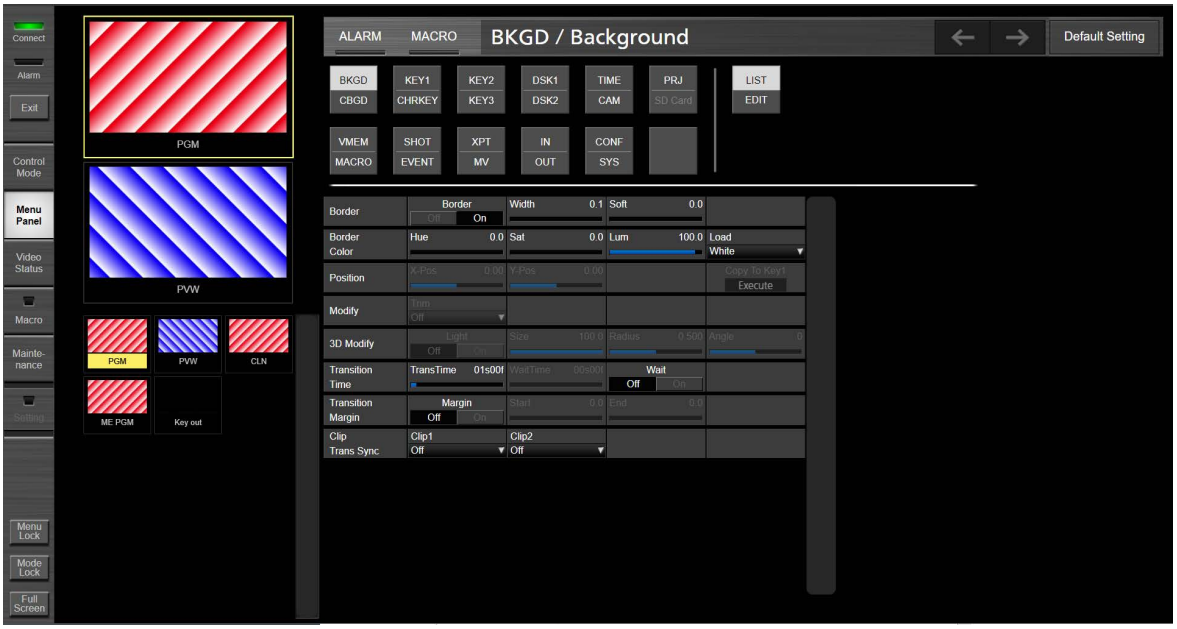
This area displays the screen corresponding to the clicked mode selection button or Setting button.

1. **Control Mode screen: This screen is for operating the switching and other functions while checking the video material of the AV-UHS500.**



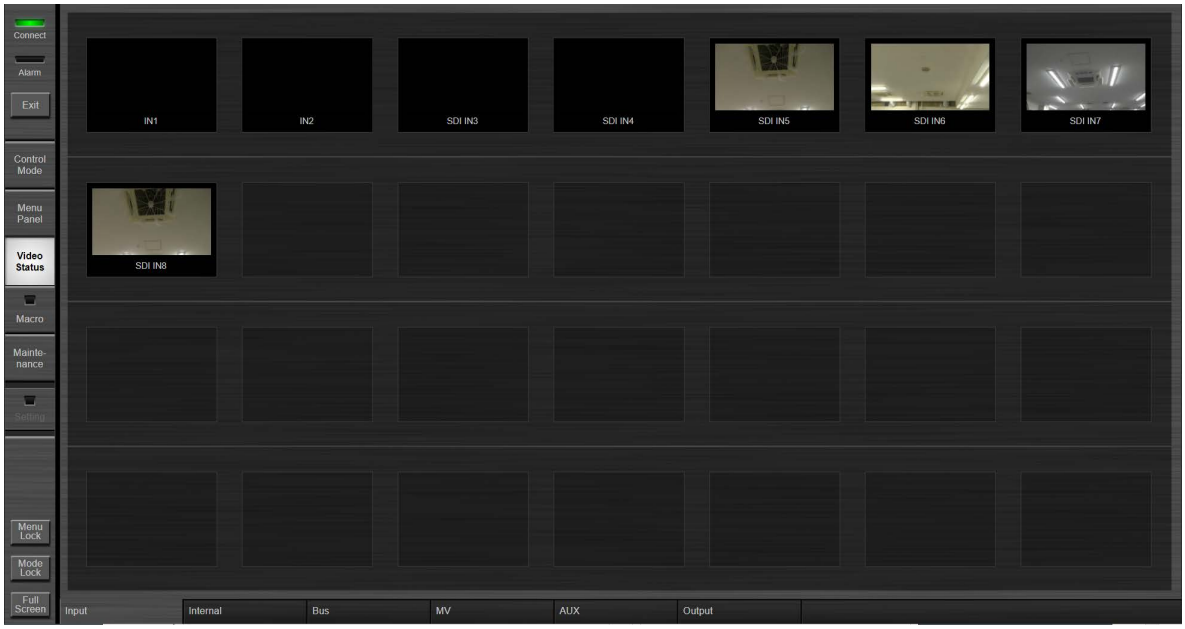
Control Mode Screen

2. **Menu Panel Screen: Displays the same screen as the menu screen displayed on the AV-UHS500's built-in display. Additionally, thumbnails of each internal bus video are displayed on the left side, above which are two windows that display enlarged thumbnails of selected bus videos.**



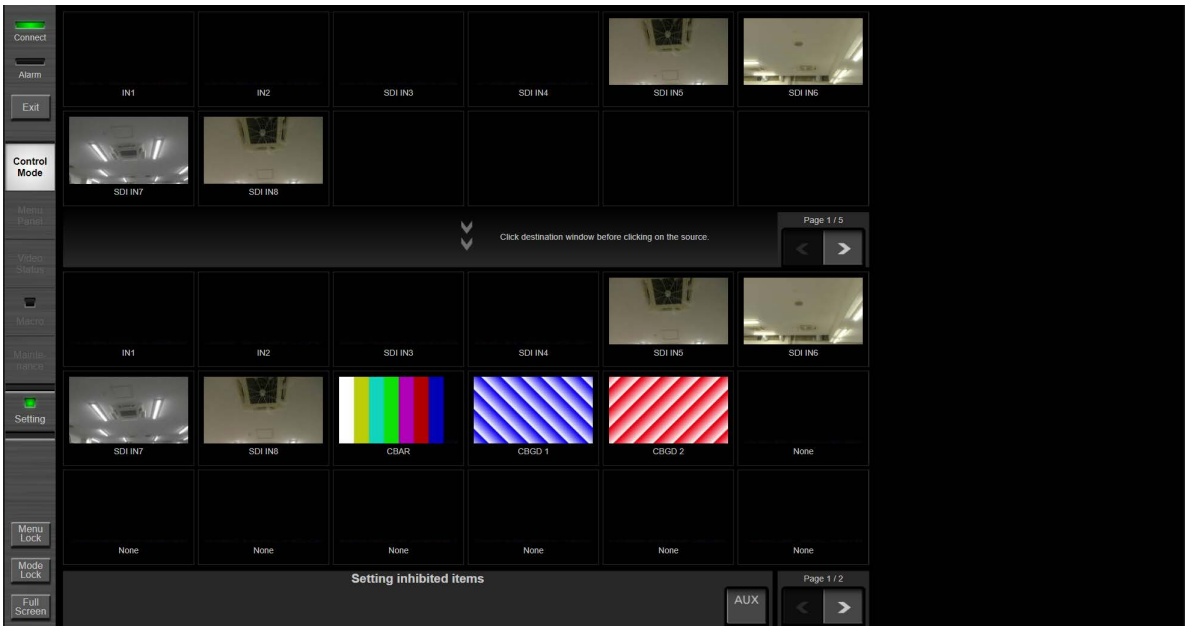
Menu Panel Screen

3. Video Status Screen: This screen displays all input materials, all output videos, internal materials (still images, clips, etc.), buses, AUX, and multi-view video materials of the AV-UHS500.



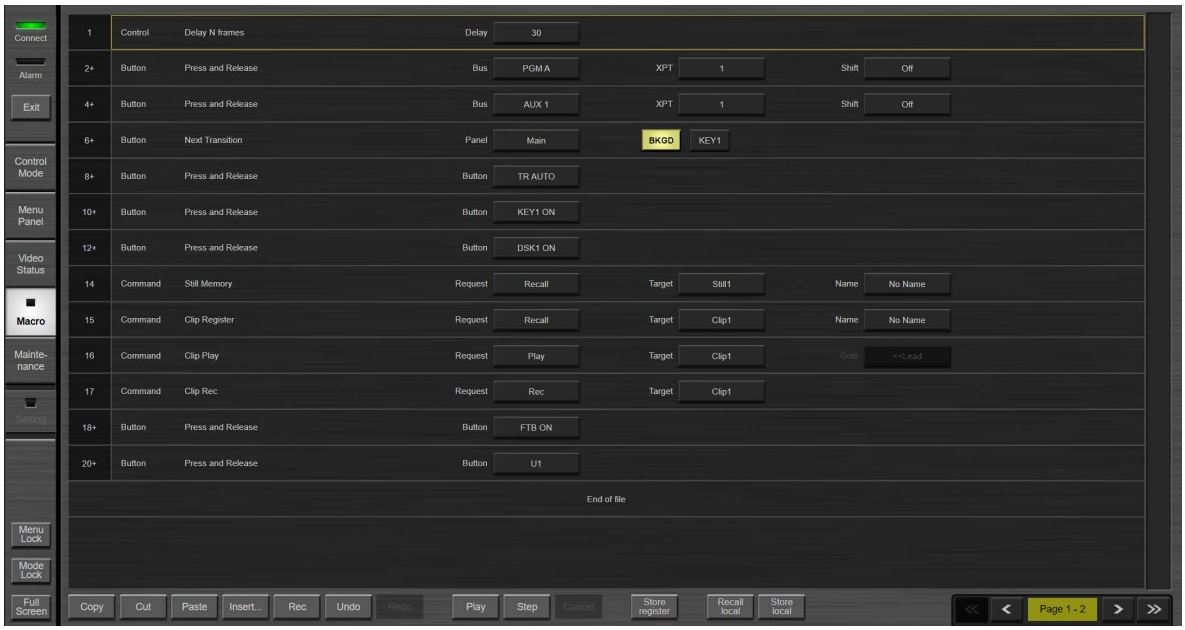
Video Status Screen

4. Setting screen: This screen allows you to assign any input materials to the material assignment area displayed in the lower part of the Control Mode screen. It can also inhibit AUX buses from operating the software panel.



Setting Screen

5. Macro Screen: Edits the macro memory. The Macro button is lit green during playback of the macro memory.



Macro Screen

6. Maintenance Screen: Searches, sets the IP address, displays the software version, and sets the time of the connected AV-UHS500.

Maintenance Screen

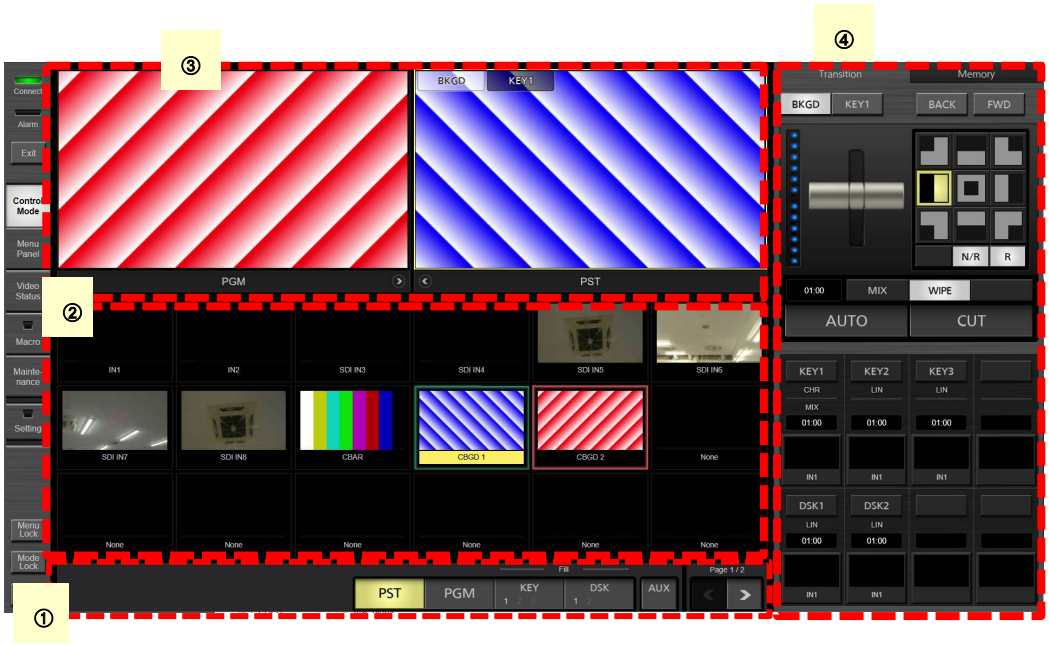
4. Control Mode Functions

4.1. Function Overview

In the Control Mode screen, operations such as the following are possible.

① Display the PGM/PVW video
② Switch the specified bus video by directly clicking to select the input material displayed as a video, and tally display in input material frame
③ Specifiable buses: PGM, PVW, KEY1 to KEY3, DSK 1 to DSK 2, and AUX.
④ Transition operations (fader, AUTO, and CUT) can also be performed by click operations
⑤ Transition time can be set as KEY control
⑥ Thumbnail display of material assigned to KEY and DSK is possible
⑦ Displaying and changing the name of SHOT MEM, EVT MEM, and MACRO is possible
⑧ Selection and thumbnail display of stills, and selection, thumbnail display and controlled playback (inc. loops) of clips is possible

Screen Layout Display



① Operation menu area

- Bus selection buttons:
  These are the bus selection buttons for choosing any of PVW, PGM, KEY, and DSK. The display of the material assignment area can be changed by selecting each of the buttons. The bus number can be toggled by clicking the KEY or DSK button. KEY can select any of buses KEY1, KEY2, and KEY3, and DSK can select either of buses DSK1 and DSK2. The selected bus number is displayed emphasized in black. One of the rows is in principle always selected, but all rows will be in an unselected state when DSK1 to DSK2 is selected in the operation panel area of ④ described later.
- The text above the KEY button indicates whether “Fill” is the operation target of the KEY and DSK buses. Fill/Source settings of Key Signal Coupling are reflected.

② Material assignment area

This area displays a total of 18 material videos (up to 24 materials divided into up to two pages). The page can be changed by selecting the < button (previous) or > button (next) on the right side of the operation menu area of ① or by swiping left (next) or swiping right (previous) in the area of ②. Also, the names are displayed below the materials. The bus target to assign material can be specified by clicking any of the PVW, PGM, and KEY buttons on the right side of the operation menu area of ①. The material name of the material selected for the specified bus target is indicated by yellow highlighting. Furthermore, the frame of that material is red if Tally Group1 or green if Tally Group2 is assigned as the tally.

Set the materials of the material assignment area in the Setting screen.

PGM, PVW, ME PGM, MV1, and MV2 can only be assigned to AUX.

③ PGM/PST display area

Displays the PVW/PGM video. Under default settings, the PVW video appears on the left and the PGM video appears on the right. If you want to switch the positions of the two displays, click the  or  button. The display positions from previous sessions will be remembered each time you start the software. The next transition setting state (BKGD/KEY1) is displayed superimposed on the PVW video. When the target selection state of the material assignment area of ② is PVW video or PGM video, the corresponding material display area is highlighted in yellow.

④ Operation panel area (screen has two pages)

- Page buttons: These page buttons change the display of the operation panel area.

④ - 1: Screen Layout of Page 1

Transition control area

Key control area

- Page 1 consists of two areas: the transition control area at the top and the key control area at the bottom.
  1) Transition control area
     (1) BKGD/KEY1 buttons:
     Set the next transition selection target (linked with the superimposed display of the next transition setting status of the PGM/PVW display area). Multiple items can be selected by clicking with the mouse while pressing the Ctrl key on the keyboard. In the case of a touch panel, support is also provided for selecting multiple items by multi-touch.

(2) Control area:
This area contains the following buttons, etc.
- Fader:
  Execute a transition using the fader operation.
- WIPE pattern selection area (3x3) of background:
  Select the wipe pattern. Pages can be changed with the BACK / FWD buttons.
- WIPE direction setting buttons (N/R, R):
  Set the WIPE direction by selecting either N/R or R.
- Transition time of background:
  Set the transition time. The following two setting methods are provided.
  i) Text editing
  Performing a mouse click or touch gesture displays the following numeric entry dialog box directly below the transition time area. If you click the OK button after setting the time, the setting is applied and the numeric entry dialog box will close. If you click the Close button, the settings up to that point are canceled and the dialog box will close.

  ii) Drag operation
  Touching or clicking the transition time area and dragging up increases the time, while dragging down decreases the time. The transition time will be displayed in red during drag operations.

  Double-clicking the transition time area restores the initial value (1 second).
- Transition type (MIX/WIPE) of background:
  Select one of the transition types.
- AUTO button:
  Execute the AUTO transition.
- CUT button:
  Execute the CUT transition.

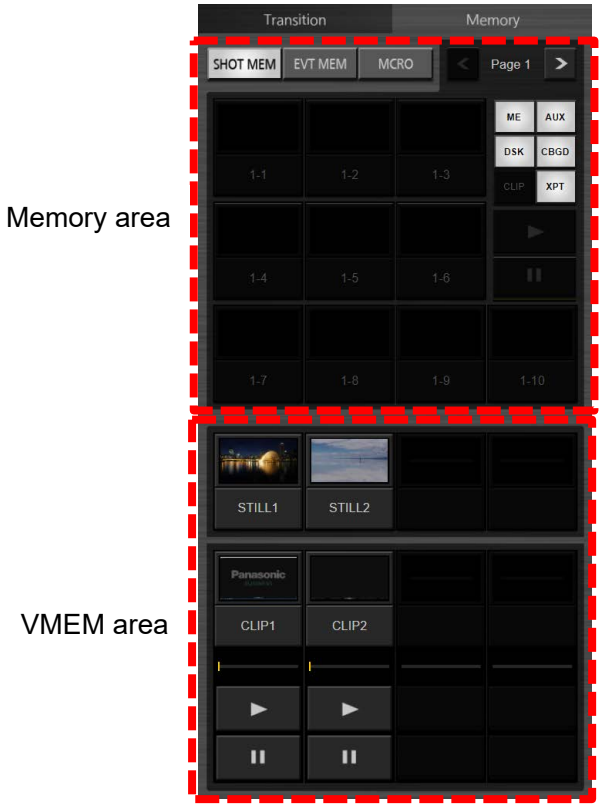
2) Key control area
Bus selection buttons KEY1 to KEY3 and DSK1 to DSK2: Select the KEY1 to KEY3 and DSK1 to DSK3 buses in the same way as the bus selection buttons in the operation menu area. Furthermore, the bus selection button display in the operation menu area is linked according to the selected bus. The following information is displayed for the bus material of each selected bus.

(1) When KEY1 to KEY3:
- Key type (LUM/LIN/CHR/FULL)
- Transition type (MIX/WIPE) (KEY1 only)
- Transition time
  Set the transition time using the same method as the background transition time.
- Thumbnail and name of assigned material

(2) When DSK1 to DSK2:
- Key type (LUM/LIN/CHR/FULL)
- Transition time
  Set the transition time using the same method as the background transition time.
- Thumbnail and name of assigned material

The thumbnail sections serve as image buttons to execute transition of KEY and DSK individually and also have the role of LEDs for indicating the transition state of KEY and DSK. Specifically, they flash during a transition and are lit when the transition target is selected. The outer frame color turns red for On-Air tally or yellow for others.

④ - 1: Screen Layout of Page 1



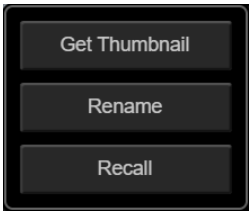
- Page 2 consists of two areas: the Memory area at the top and the VMEM area at the bottom.
  1) Memory area: Perform the SHOT MEMORY, EVENT MEMORY, and MACRO operations.
     - Memory type selection buttons:
       There are three selection buttons: SHOT MEM, EVT MEM, and MCRO. SHOT MEMORY is the operation target when the SHOT MEM button is clicked, EVENT MEMORY is the operation target when the EVT MEM button is clicked, and MACRO MEMORY is the operation target when the MCRO button is clicked.
     - Page selection buttons:
       Select from pages 1 to 10 with the buttons. Change the page with the > button (next) and < button (previous).
     - MEM selection area:
       The displayed content in the 10 selection areas differs depending on whether SHOT, EVENT, or MACRO is selected. The details are described later.
     - Target selection buttons:
       There are six selection buttons: ME, XPT, DSK, AUX, CBGD, and CLIP. The buttons are displayed depending on the MEMORY type selection button as follows.
       ① SHOT MEM: ME, XPT, DSK, AUX, CBGD
       ② EVENT MEM: ME, XPT, DSK, AUX, CBGD, CLIP
       ③ MCRO: Buttons are not displayed.

The MEM selection area displays the following information depending on the MEM type selection.

(1) SHOT MEM:

This consists of thumbnails and numbers (1-1, 1-2, ... 10-10). If thumbnails do not exist, the names are displayed.

Clicking a thumbnail plays the corresponding SHOT MEM. Clicking a number displays the Get Thumbnail/Recall context menu screen.



When Rename is selected, an ASCII keyboard like that shown below is displayed for renaming the thumbnail.

(2) EVT MEM:

This consists of thumbnails and numbers (1-1, 1-2, ... 10-10).

Clicking a thumbnail plays the corresponding EVT MEM. Clicking the ⏸ (PAUSE) button pauses playback. Clicking the ▶ (PLAY) button from the paused state resumes playback. Same as SHOT MEM, clicking a number displays the same Get Thumbnail/Recall context menu screen. It can be renamed by selecting Rename.

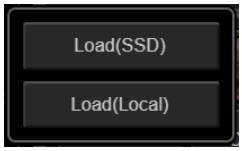
(3) MCRO:

This consists of text containing a combination of names and numbers (1-1, 1-2, ... 10-10). Clicking a number displays the Edit/Rename/Play context menu screen. It automatically switches to the Macro Screen when Edit is selected. It can be renamed by selecting Rename. When Play is selected, that macro is executed. During macro execution, the ⏸ (PAUSE) button is enabled, so macro can be halted. While the macro is paused, the ▶ (PLAY) button is enabled, so play can be resumed.

2) VMEM area: Perform still image and clip operations. The following information is displayed. Thumbnails and names (fixed) of the still image and clip materials.

Clicking a thumbnail or the ▶ (PLAY) button plays the corresponding clip. Clicking the ⏸ (PAUSE) button pauses playback. Clicking the PLAY button from the paused state resumes playback. The playback timeline is displayed below the thumbnail during playback.
Clicking a name displays following screen as the context menu.
Local (Load) supports the PNG, JPEG, and GIF formats.
When loading a STILL larger than HD size, it will automatically be shrunk to HD size before importing it.
The channel K of the STILL turns white (opaque) in the JPEG and GIF formats. Files without α similarly turn white in PNG format.

- STILL: Load(SSD), Load(Local)
- CLIP: Load(SSD), Load(Local), Loop OFF



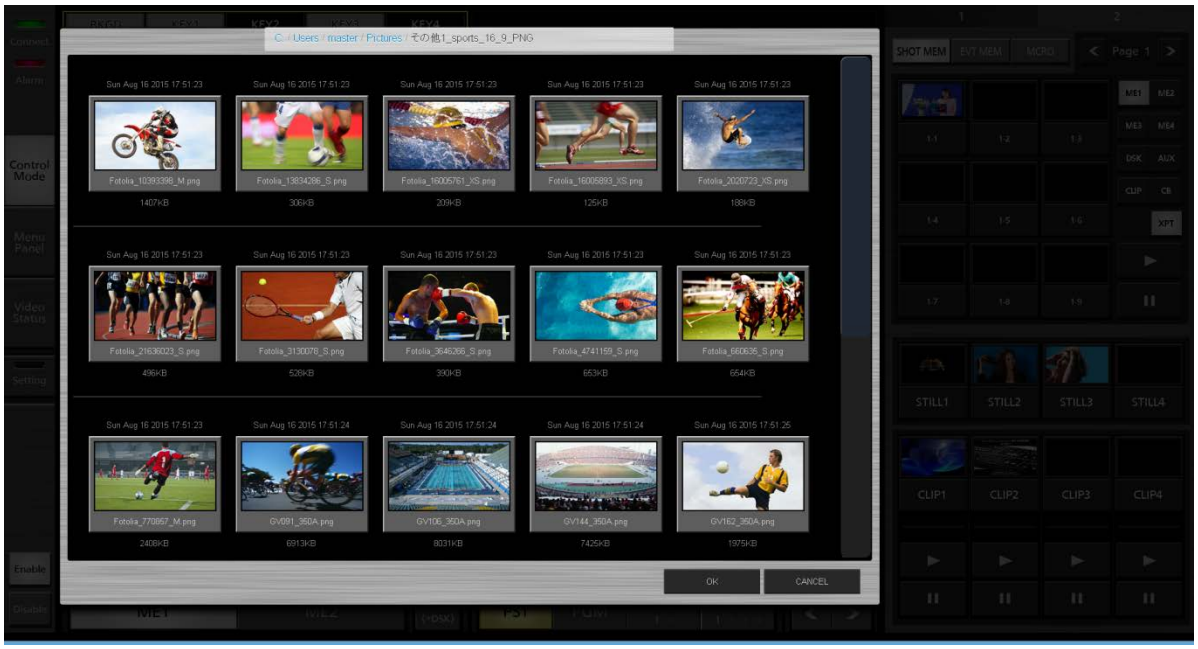
STILL context menu

CLIP context menu

Load(SSD) loads data from the SSD card installed in the main unit of the AV-UHS500.
Load(Local) loads data from the PC running this software.
Loop enables and disables looped playback of a CLIP.

When Load is clicked, the following selection dialog box is displayed. In the case of SSD, a list of the data in the predetermined STILL or CLIP folder is displayed. In the case of Local, the folder in the initial state when this software is first started is C:\ in the case of Windows and :/Users in the case of Macintosh.

You can move to any folder by clicking  move to folder above icon or  folder move icon in the folder list.
The folder of the loaded files is set as the folder for when the selection dialog box is opened next time.
When Load(SSD) is selected, the video format is displayed in the STILL and CLIP file selection dialog box.



When Load(Local) is selected, the video file format is displayed in the CLIP file selection dialog box.

5. Menu Panel Functions

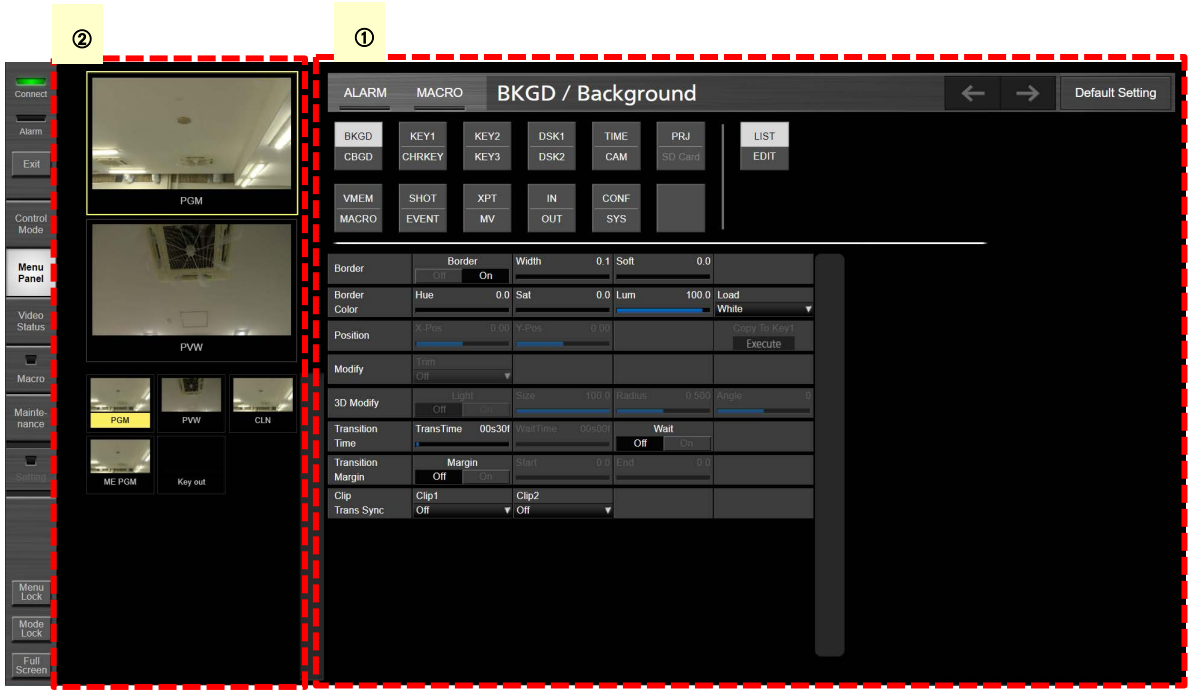
5.1. Function Overview

In the Menu Panel screen, operations such as the following are possible.

① The menu screen appearing on the built-in display is displayed and menu operations are possible. With regard to the operational relationship with the built-in display, the last one operated takes priority.

② Thumbnails of each internal bus and enlarged thumbnails (up to 2) of selected internal buses are displayed.

Screen Layout Display



① **Menu area**

This displays and enables operation of the menu screen displayed on the menu panel.

② **PGM display area**

There is an area to display thumbnails of the following internal bus materials and an area to display two enlarged thumbnails. After selecting the enlarged thumbnail area, select thumbnails of internal bus materials to enlarge and display them in that area. The frame of a selected thumbnail is displayed in yellow.

- Internal bus materials:
  PGM, PVW, CLN, ME PGM, Key out

6. Video Status Functions

6.1. Function Overview

This screen displays all input materials, all output videos, internal materials (still images, clips, etc.), buses (PGM, PVW, CLN, ME, PGM, Key Out, and AUX buses), and multi-view video materials of the AV-UHS500.

Screen Layout Display

① **Material selection area**

Select materials to display from the tab pages of Input, Internal, Bus, MV, AUX, and Output. The following material groups are displayed for Internal and Bus.

1) Internal: STILL1-2(V/K), CLIP1-2(V/K), CBGD1-2, CBAR, and Black
   If the system format of the AV-UHS500 main unit is 4K, only STILL1 and CLIP1 are available.
2) Bus: PGM, PVW, CLN, ME PGM, KeyOut
   If the option unit is installed in the main unit of the AV-UHS500, the video materials are displayed as IN-A/B or OUT-A/B in the Input/Output tabs for each unit type.

② **Video display area**

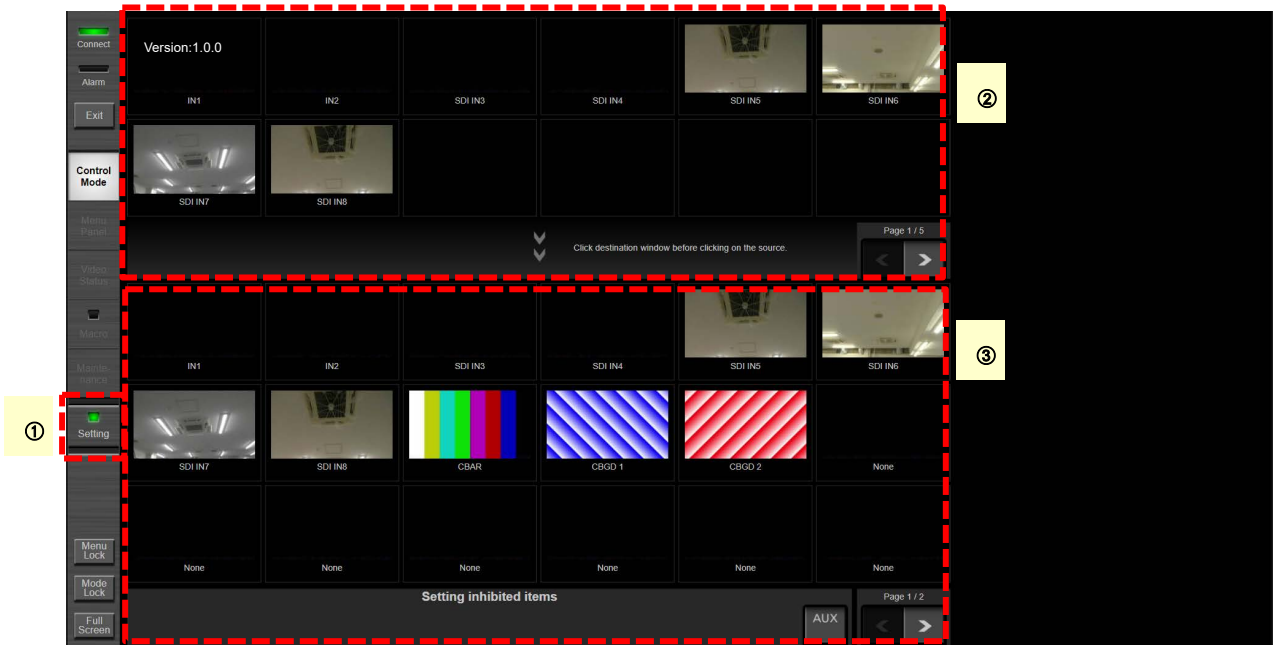
Displays the videos of the material selected in the material selection area.
They can be renamed by clicking the video materials in the Input tab.

7. Setting Functions

7.1. Function Overview

In the Setting area, any input materials can be assigned to the material assignment area displayed in lower part of the Control Mode screen.

Screen Layout Display



① **Setting button and status indicator**
The Setting button has an indicator for indicating the Setting screen transition status, which is lit in green when the Setting screen is displayed and not lit when it is not.
The Setting button can only be selected in the Control Mode screen. The Setting button is a toggle button. Clicking the button while it is lit green changes it to unlit and automatically switches the screen to Control Mode.

② **Material assignment selection area**
This displays a list of the source material that can be set in the material assignment area of ③ for you to select. The material list is divided into up to two pages and the pages can be changed with the < button (previous) and > button (next) or by swiping left (next) or swiping right (previous).

③ **Material assignment area**
Click the material area of the material you wish to assign so that the frame of the material area turns yellow. Then, click the material you wish to assign from the material assignment selection area of ② to assign that material to that area. After assignment, the frame of the next material area on the right turns yellow automatically. The yellow frame will not move when reaching the final material on that page (No. 18 on page 1 and No.6 on page 2). The material assignment list is divided into a maximum of 24 items (18 on page 1 and 6 on page 2) and the pages can be changed with the < button (previous) and > button (next) or by swiping left (next) or swiping right (previous).

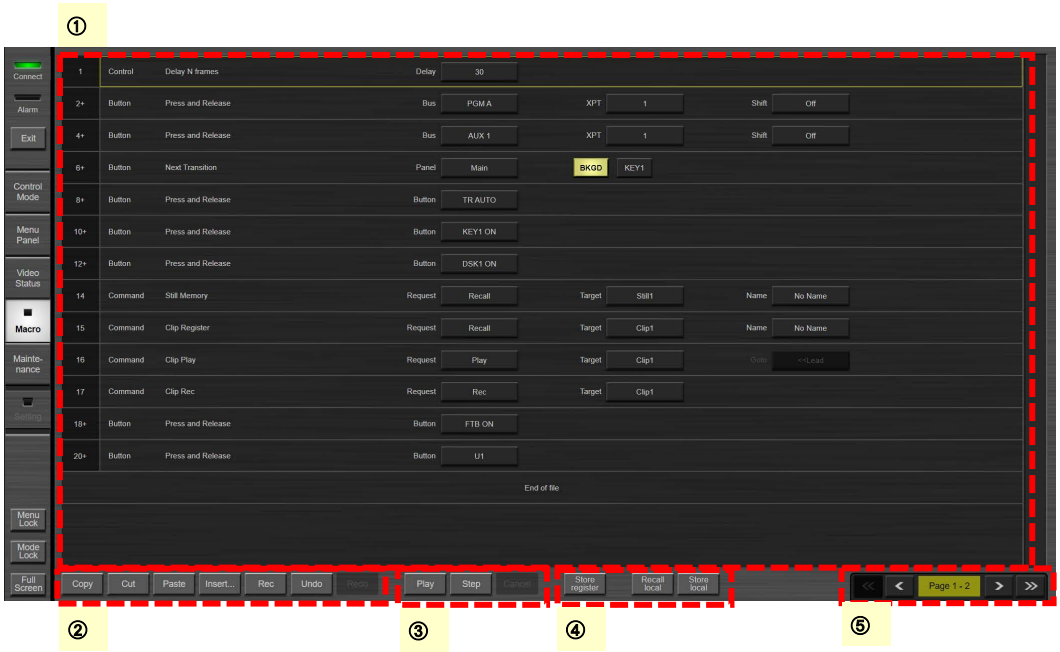
④ **Inhibit setting area**
Click the AUX button to inhibit operation of that bus in the Software Control Panel. The button can be toggled.

8. Macro Functions

8.1. Function Overview

This edits the macro memory.
The macro memory records a series of operations in the control panel and menu panel. Control Mode screen and Menu Panel screen operations are also recorded in the Software Control Panel.

Screen Layout Display



① **Macro memory editing screen area**
This area is for displaying and editing operating details saved in the macro memory. Operation strings are displayed in their recorded order. Clicking on part of an operation string enables a certain operation to be selected. The frame of the selected operation string will turn yellow. Touch or click the selected operation string and then drag it upwards or downwards to change the order.
The following 10 types of operation strings can be inserted.

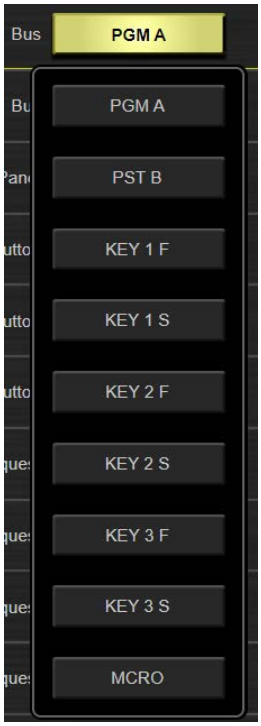
1) Delay operation: This operation delays execution of the next operation string.

When clicking the Delay value, a numerical keyboard is displayed for changing the Delay value (unit: frame, 0 to 600).

2) ME XPT button operation: This is a crosspoint operation that applies to the ME string.

With this operation, the Bus string, crosspoint number, and shift can be edited.

(1) Bus string: Click the button of the Bus item to display the following types and change the selection.



(2) Crosspoint number: When selecting the crosspoint number, a numerical keyboard is displayed for changing the number.

(3) Shift: When selecting Shift, the following is displayed and Shift can be turned ON/OFF.

3) DSK/AUX XPT button operation: This is a crosspoint operation that applies to the DSK and AUX strings.

With this operation, the Bus string, crosspoint number, and shift can be edited.

(1) Bus string: Click the button of the Bus item to display the following types and change the selection.

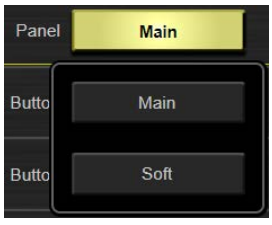
(2) Crosspoint number: Like the ME XPT button, the crosspoint number can be changed.

(3) Shift: Like the ME XPT button, Shift can be changed.

4) Next Transition button operation: This operation applies to the Next Transition button.

This operation can change the Next Transition button operation of BKGD / KEY1.

(1) Panel type: Click the button of the Panel item to display the following types and change the selection.



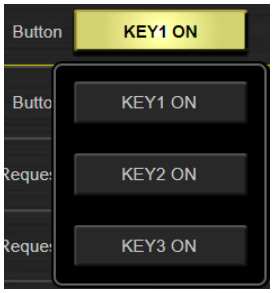
(2) Next Transition button: Both the BKGD / KEY1 buttons can be toggled, but at least one of them must be selected.

5) BKGD Trans button operation: This operation applies to the BKGD Transition button.

With this operation, the button types can be edited. Click the button type to display the following types and change the selection.

6) KEY Trans button operation: This operation applies to the KEY operation button.

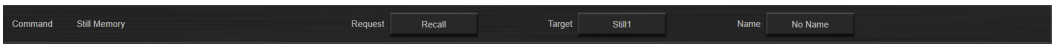
With this operation, the button types can be edited. Click the button type to display the following types and change the selection.



7) DSK Trans button operation: This operation applies to the DSK operation button.

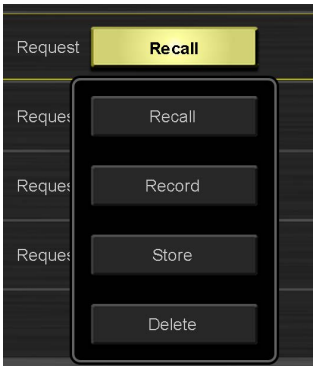
With this operation, the button types can be edited. Click the button type to display the following types and change the selection.

8) Command control: The executed internal command processing operation is displayed by using the buttons. The following four types of command can be edited. Other commands are only displayed.
   (1) Still Memory: This command applies to Still operations. The targeted Still is stored in Local (SSD), so it can be specified by Name.



The possible operations are as follows.

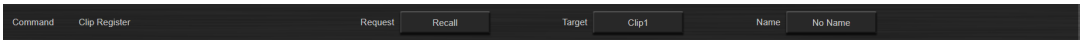
(a) Request: Indicates the operating request to the Still. Click this button to display the Request types of Recall, Record, Store, and Delete, and to switch between them.



(b) Target: Indicates the target channel of the Still targeted with the Request. Click this button to display the below target channel selection buttons and to switch between them. It cannot be selected if the Request is set to Delete.

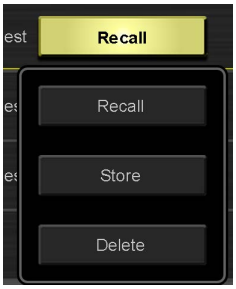
(c) Name: Indicates the file name of the Still targeted with the Request. Click this button to display the below file name entry screen and to enter the file name. It cannot be selected if the Request is set to Record.

(2) Clip Register: This command applies to Clip operations. The targeted Clip is stored in Local (SSD), so it can be specified by combining the page number (1 to 9) and the register number (1 to 9).

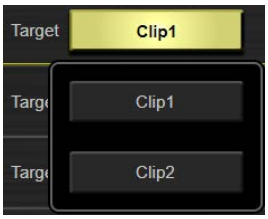


The possible operations are as follows.

(a) Request: Indicates the operating request to the Clip. Click this button to display the following Request types and change between Recall, Store, and Delete.

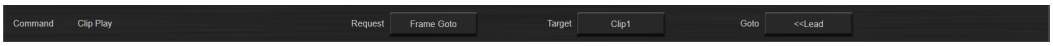


(b) Target: Indicates the target channel of the Clip targeted with the Request. Click this button to display the below target channel selection buttons and to switch between them. It cannot be selected if the Request is set to Delete.



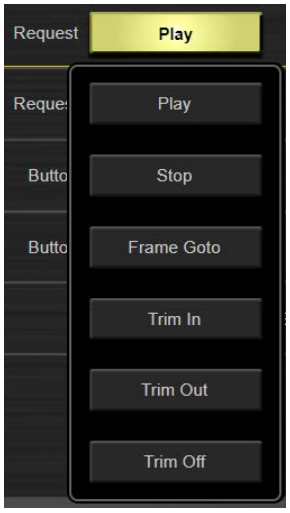
(c) Name: Indicates the file name of the Clip targeted with the Request. Click this button to display the below file name entry screen and to enter the file name. It cannot be selected if the Request is set to Record.

(3) Clip Play: This command applies to Clip playback operations.



The possible operations are as follows.

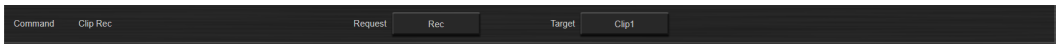
(a) Request: Indicates the request to play the Clip. Click this button to display the following Request types and to change the type.



(b) Target: Indicates the target channel of the Clip targeted with the Request. Click this button to display the below target channel selection buttons and to switch between them.

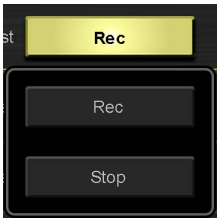
(c) Goto: This is displayed only when the Request is set to Frame Goto. Click this button to display the below target channel selection buttons and to switch between them.

(4) Clip Rec: This command applies to Clip recording operations.



The possible operations are as follows.

(a) Request: Indicates the request to record the Clip. Click this button to display the following Request types and to change the type.

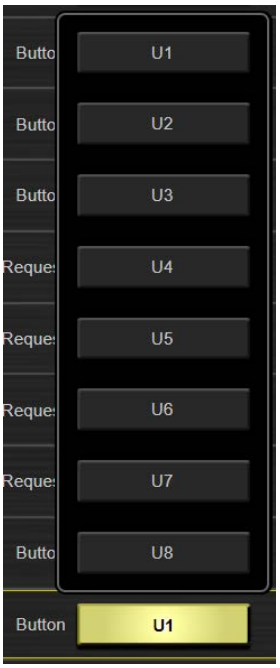


(b) Target: Indicates the target channel of the Clip targeted with the Request. Click this button to display the below target channel selection buttons and to switch between them.

9) FTB button operation: Displays the FTB button operations. This item cannot be changed.

10) USER button operation: Displays the USER button operations.

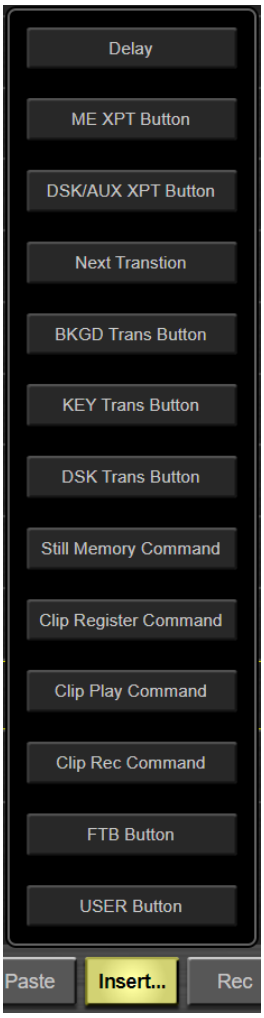
Click the button value to display the following types and change the selection.



② Macro memory editing buttons area

These buttons are used to edit the macro memory. The buttons are as follows.

1) Copy button: Stores the selected operation string in the buffer. The buffered operation string can be pasted to the required place by using the below-mentioned Paste button.
2) Cut button: Deletes the selected operation string. However, the operation string itself is stored in the buffer, so it can be pasted by using the Paste button.
3) Paste button: Pastes an operation string, stored in the buffer by the Copy or Cut button, immediately before a selected operation string.
4) Insert button: Inserts an operation string immediately after a selected operation string. The below operation strings can be selected.



5) Rec button: Records the macro memory. This is a toggle button, so clicking the Rec button again will stop the recording. The Macro button in the Mode Selection area is lit red during recording.
6) Undo button: Undoes the edited operation content.
7) Redo button: Re-executes the edited operation content.

③ Macro memory playback control buttons area

These buttons are used to play the macro memory. The buttons are as follows.

1) Play button: Plays the macro memory from the selected operation string. Plays the memory from the beginning when the selection is “End of file” or when multiple strings are selected.
2) Step button: Executes the macro memory of the selected operation string for the step (one operation string). It cannot execute the macro memory when multiple strings are selected or when “End of file” is selected (the button is disabled).
3) Cancel button: Stops playing the macro memory.

④ Macro memory registering/recalling buttons area

These buttons are used to register or recall the macro memory. The buttons are as follows.

1) Store Register button: Registers the macro memory in the Register.
2) Recall local button: Recalls the macro memory in a PC. Clicking this button opens the file selection dialog box, so the desired macro memory can be selected and recalled.
3) Store local button: Registers the macro memory in a PC. Clicking this button opens a file selection dialog box with an embedded keyboard, so the macro memory can be stored in the desired folder.

⑤ Macro memory editing page movement area

Users can move pages in the macro memory.

1) >> button: Moves 10 pages forward. Moves from 1-1 to 2-1.
2) << button: Moves 10 pages back. Moves from 2-1 to 1-1.
3) > button: Moves 1 page forward. Moves from 1-1 to 1-2.
4) < button: Moves 1 page back. Moves from 1-2 to 1-1.

9. Maintenance Functions

9.1. Function Overview

Select AV-UHS500 to connect it.
It displays Software Control Panel version information and AV-UHS500 firmware information.
It synchronizes the times of a PC and AV-UHS500.

Screen Layout Display

① AV-UHS500 network setting area

It sets and connects the IP address of the AV-UHS500 connected to the Software Control Panel. The IP address of the connected AV-UHS500 is displayed in the Connect IP Address area at the top of the screen. “No Connection” appears if AV-UHS500 is not connected.
The IP address of the AV-UHS500 to be connected can be set by the following two types of methods.

1) Manual setup: Click the Manual Input button to display a numerical keyboard and enter the IP address of the AV-UHS500 you want to connect to. Then, click the OK button to close the keyboard.

Next, set the user name. Click the User Name section to display the below entry screen. Enter the user name set with the AV-UHS500 main unit to authenticate the software panel.

Next, set the password. Click the Password section to display the below entry screen. Enter the password set with the AV-UHS500 main unit to authenticate the software panel.

Then, click the Connect button found at the bottom right of ① section.

2) Automatic setup: Clicking the Search button automatically searches and displays the IP address of the AV-UHS500 on the same network as the PC running the Software Control Panel. Click the IP address of the desired AV-UHS500 from the search results, and click the Connect button. All of the AV-UHS500 on the local network that does not pass via the network router are searched. The AV-UHS500 of the different subnet is also displayed, however, connection is not possible even by pressing the Connect button. If the subnet is different, change it so that the IP address and subnet mask of the PC matches the subnet of the AV-UHS500.

If it connects normally, the “Currently connected IP address” appears in the Connect IP Address area.

② Version display area

It displays the firmware version of the connected AV-UHS500 and the software version of the Software Control Panel.

Switcher System version: Firmware version of the AV-UHS500’s main unit.

Software Panel version: Software version of the Software Control Panel

③ Time synchronizing area

Time information for the PC installed with this software is transmitted to the main unit of the AV-UHS500 enabling times to be synchronized. Press the DateTimeSet button to synchronize the times.