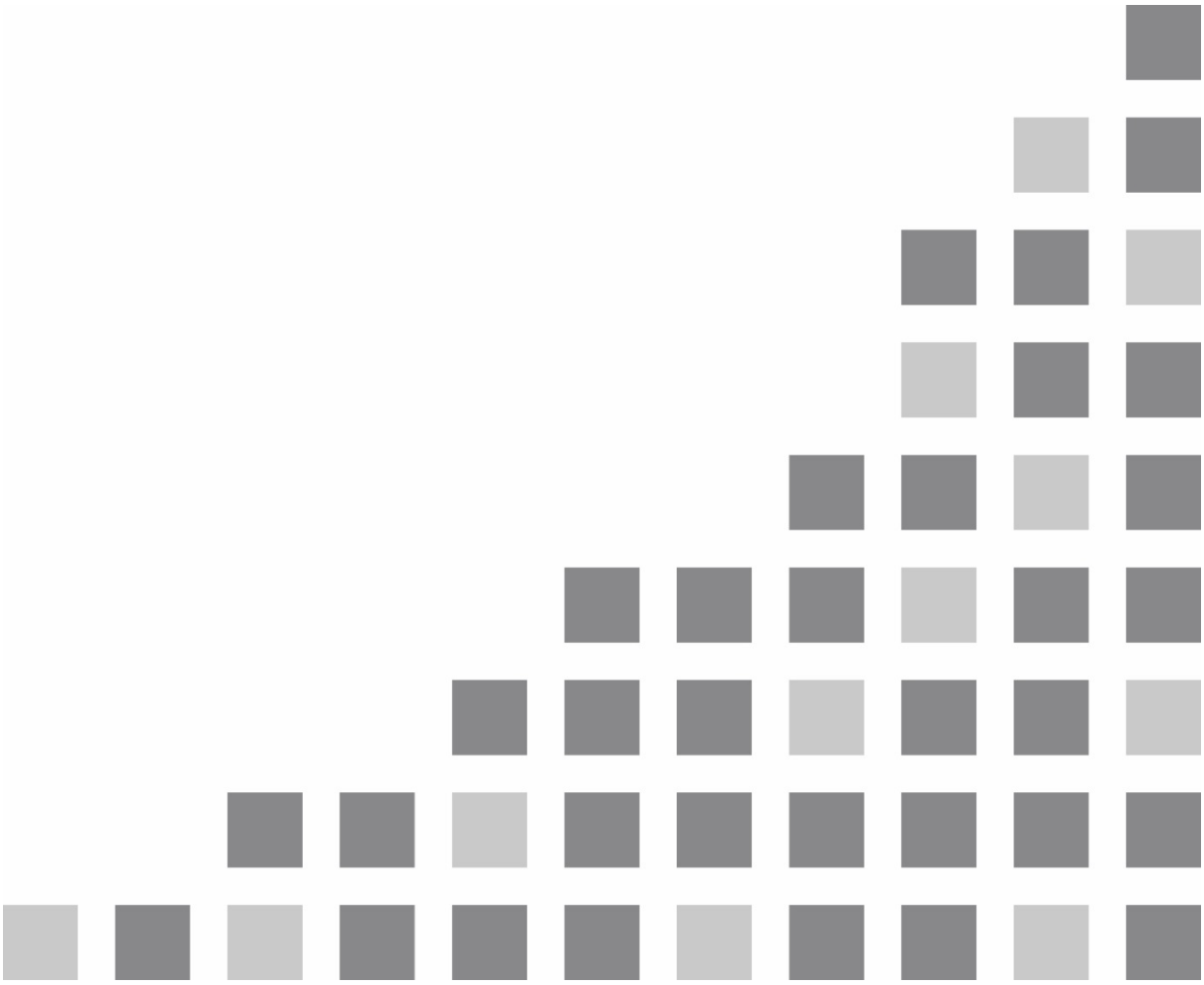
Panasonic

Operating Instructions

Software Control Panel

AV-SF6000G



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Contents

1. About Software Control Panel

1.1. Introduction

Software Control Panel is application software for AV-HS6000 that runs in Windows and Macintosh.
This software is used to control the AV-HS6000 mainframe to perform operations such as switching the video material for the PGM, PST and other video buses while checking the material, turning on and off keys, 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 ME1 and ME2 to be operated.
2. **Bus and material selection**
   Select the PST, PGM, UTIL1, and UTIL2 and KEY1, KEY2, KEY3, and KEY4 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, KEY1, KEY2, KEY3, and KEY4 as the transition target and then perform the transition operation.
   - Transition type setting
     Set a transition type from MIX, WIPE, and EME LINK.
   - Wipe direction selection
     Select the direction for the wipe when a background transition is executed.
     You can select from N (normal), 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
     Select one of nine patterns as the transition pattern.

[KEY/DSK operation]

1. **Execute/cancel transitions for KEY1, KEY2, KEY3, and KEY4 and DSK1, DSK2, DSK3, and DSK4.**
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 thumbnail or names and numbers, and playback by clicking a thumbnail.
   - Event memory: Display of thumbnails or names and numbers, and playback by clicking a thumbnail or the play button. Pausing is also possible.
   - Macro memory: Display of names and numbers 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. **Recall from the PC for still memory and clip memory and the SSD card installed in the AV-HS6000 mainframe.**

[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 (32 SDI and 2 DVI), output videos (16 SDI), each bus material, and MV material can be displayed.**

1.2. Operating Environment

For details on the operating environment for this software, see the Panasonic website (Support & Downloads at http://panasonic.biz/sav).

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 7, Windows 8.1 or Mac OS X 10.8. 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. In Windows, the maximize button is displayed grayed out and cannot be clicked.

  - 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, Windows 7, Windows 8 and Windows 8.1 are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.
- Mac, Macintosh, and OS X 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-HS60U1/AV-HS60U2: This is the AV-HS6000 mainframe. It is connected with the PC via a network.
   Connect the LAN port of the mainframe to the PC. Set the IP address of the mainframe after the software starts up (see "Basic Screen Layout" on page 5 and "Setting Functions" on page 17).

<Note>

- Only one PC can be connected to the mainframe.
- Moving images, WFM, and VECT are not displayed on the menu panel or DVI monitor connected to the control panel while this software is running.
- Set the IP address of the PC to be connected so that it differs from the IP address of any sub control panel that can be additionally connected. For how to check and set the IP address of a sub control panel, see the separate instruction manual for AV-HS6000.
- 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.

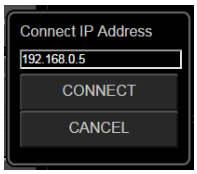
3. User Interface Layout

3.1. Basic Screen Layout

The basic screen layout consists of the following two areas.

A **Mode selection area:**

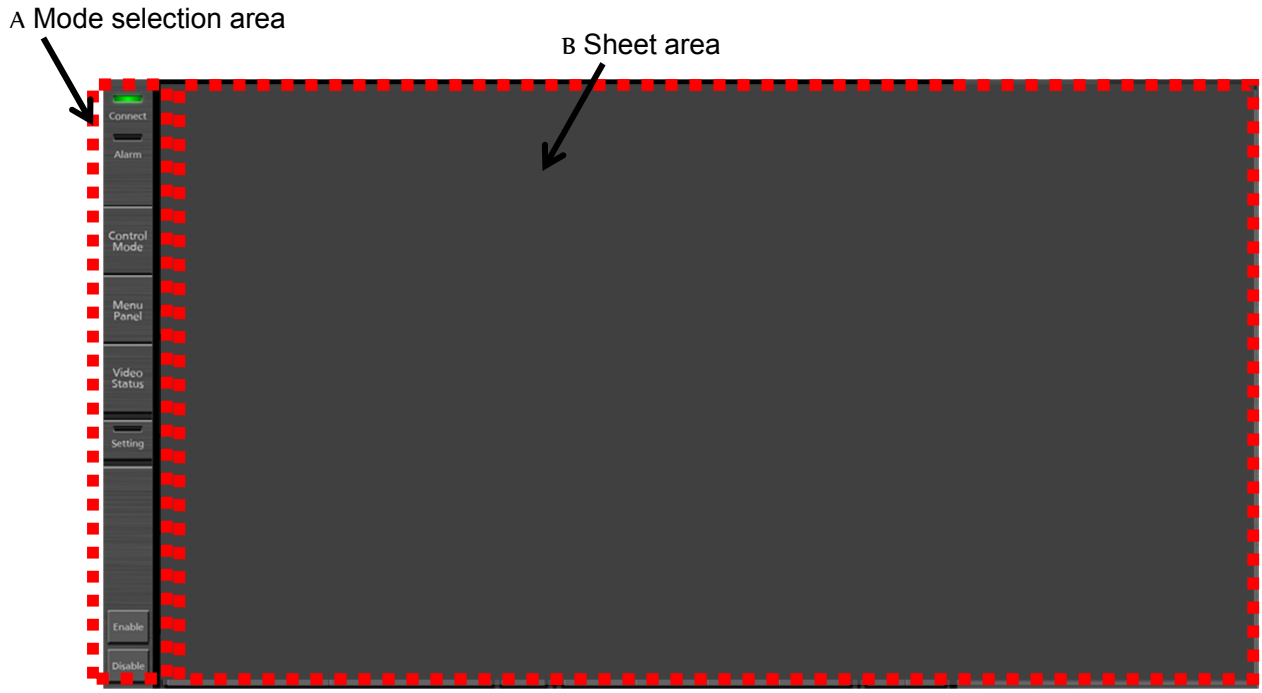
1. Connect icon:
   This indicates the status of the connection with the mainframe. It is lit in red when the connection is disconnected, and in green when the connection is connected.
   Also, clicking this icon after switching to the Setting screen displays the IP address setting dialog box shown below so that you can specify or change the IP address of the connection destination mainframe. Set the IP address of the connection destination switcher in the text box of the IP address setting dialog box. If you click the CONNECT button, the reconnect process is performed for the mainframe with the specified IP address.



   <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 IP address setting dialog box and then reconnect by clicking the CONNECT button again.

2. Alarm icon:
   This indicates the alarm status of the mainframe. It is not lit when an alarm is not occurring and lit in red when an alarm is occurring. The alarm status of the panel is not reflected.
3. Mode (Control Mode/Menu Panel/Video Status) selection buttons:
   These are used to select any of the Control Mode, Menu Panel, and Video Status for the mode.
4. Enable/Disable button:
   These toggle buttons enable and disable the mode selection buttons.
   When Enable: The mode selection buttons can be operated.
   When Disable: The mode selection buttons cannot be operated.
   Operation of the B sheet area below is possible regardless of the above setting.
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.

B Sheet area:
This area displays the screen for the mode selection button or Setting button clicked in the mode selection area of A.



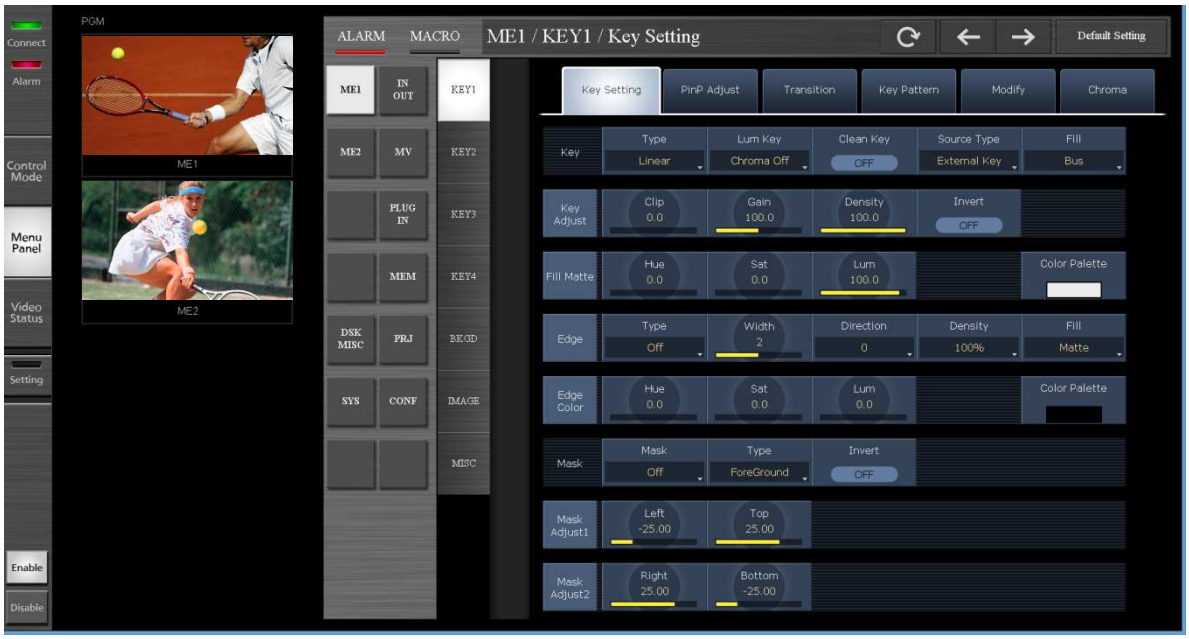
3.2. Sheet Area Layout

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-HS6000.**

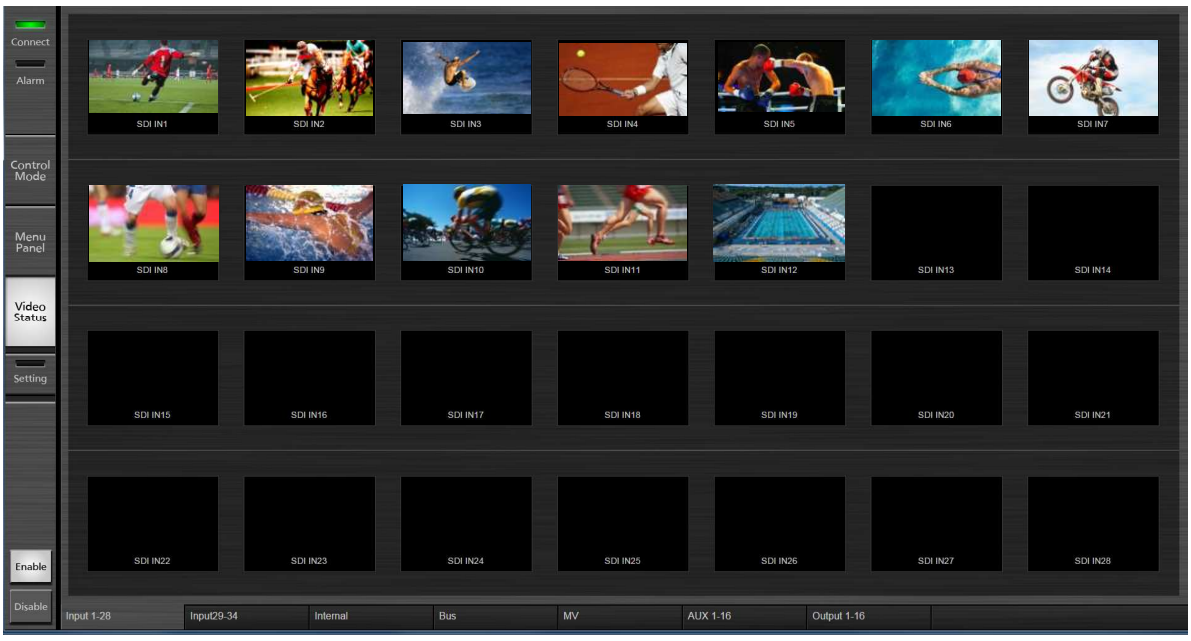
Control Mode Screen

2. Menu Panel screen: This screen displays the same screen as the menu screen displayed on the AV-HS6000 menu panel. It displays the video of ME1PGM and ME2PGM.



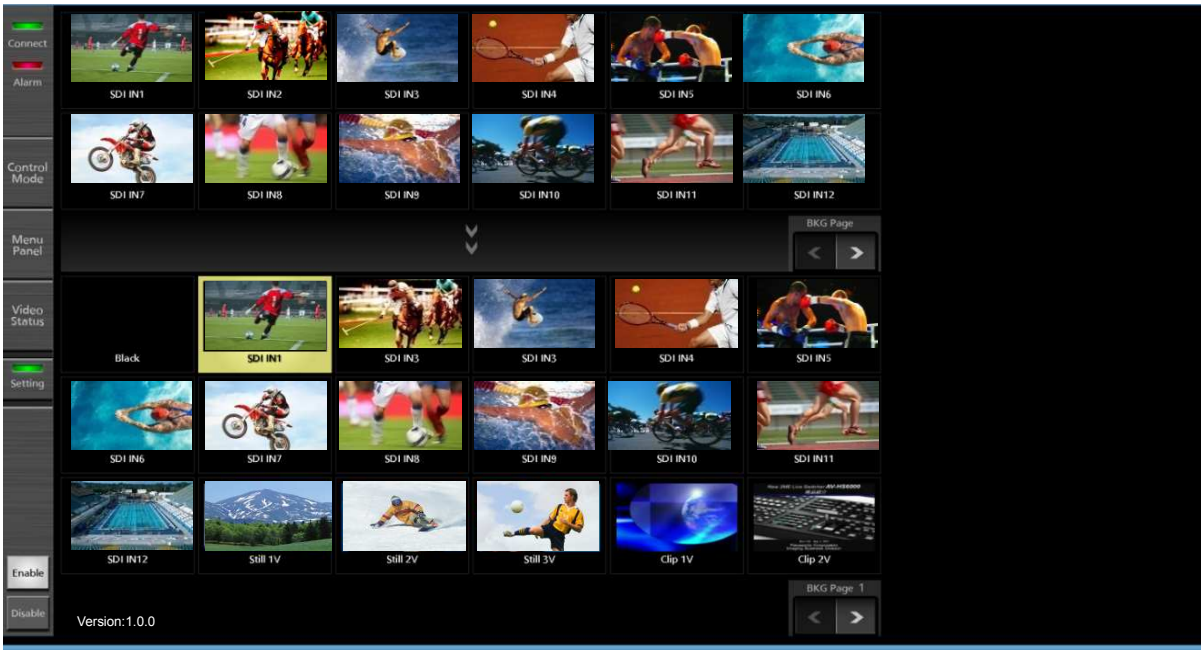
Menu Panel Screen

3. Video Status screen: This screen displays all input materials, all output videos, internal materials (still images, clips, etc.), buses (ME system buses, DSK system buses, and AUX buses), and multi-view video materials of the AV-HS6000.



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.



Setting Screen

4. Control Mode Functions

4.1. Function Overview

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

A Display the PGM/PST video of the specified ME

B Switch the specified bus video by directly clicking to select the input material displayed as a video, and tally display in input material frame

C Specifiable buses: PGM, PST, UTIL1 and UTIL2, KEY1 to KEY4 and DSK 1 to DSK 4

D Transition operations (fader, AUTO, and CUT) can also be performed by click operations

E Transition time can be set as KEY control

F Thumbnail display of material assigned to KEY and DSK is possible

Screen Layout Display

A Operation menu area

- ME1/ME2 buttons:
  Specifies the ME column (1 or 2) to be operated. "---DSK---" is displayed above the ME button corresponding to the ME column with DSK assigned, and when that ME is specified, PGM display of the PGM/PST display area of C described later can be switched by turning ON/OFF the PGM (+DSK) button.
- Bus selection buttons:
  These are the bus selection buttons for choosing any of PST, PGM, UTIL, and KEY. The display of the material assignment area can be changed by selecting each of the buttons. The bus number can be toggled by clicking a UTIL button or KEY button. UTIL can select either of buses UTIL1 and UTIL2, and KEY can select any of buses KEY1, KEY2, KEY3, and KEY4. 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 DSK4 is selected in the operation panel area of D described later.
- The text above the KEY button indicates whether the operation target of the KEY and DSK buses is either fill or source.

B Material assignment area

This area displays a total of 18 material videos (up to 54 materials divided into up to three pages). The page can be changed by selecting the < button (previous) or > button (next) on the left side of the operation menu area of A or by swiping left (next) or swiping right (previous) in the area of B. Also, the names are displayed below the materials. The bus target to assign material can be specified by clicking any of the PST, PGM, UTIL, and KEY buttons on the right side of the operation menu area of A. 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 (Tally Group3 and Tally Group4 cannot be assigned like with MV).
Set the materials of the material assignment area in the Setting screen.

C PGM/PST display area

This area displays the PST/PGM video of the ME specified in the operation menu. Under default settings, the PST 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. When the PGM (+DSK) button is enabled in the operation menu of A, the PGM video is switched to DSK1 PGM display and PST video is switched to DSK1 PVW display. The next transition setting state (BKGD/KEY1, KEY2, KEY3, or KEY4) is displayed superimposed on the PST video. When the target selection state of the material assignment area of B is PST video or PGM video, the corresponding material display area is highlighted in yellow.

D Operation panel area (screen has two pages)

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

D - 1: Screen Layout of Page 1

Transition control area

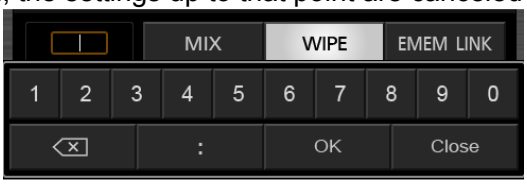
Key control area

- 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/KEY2/KEY3/KEY4 buttons:
Set the next transition selection target (linked with the superimposed display of the next transition setting status of the PGM/PST 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.
- WIPE direction setting buttons (N, N/R, R):
  Set the WIPE direction by selecting any of N, N/R, and 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/EMEM LINK) 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 KEY4 and DSK1 to DSK4: Select the KEY1 to KEY4 and DSK1 to DSK4 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 KEY4:

- Key type (LUM/LIN/CHR/FULL)
- Transition type (MIX/WIPE)
- 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 DSK4:

・ Key type (LUM/LIN)

・ Transition time

Set the transition time using the same method as the background transition time.

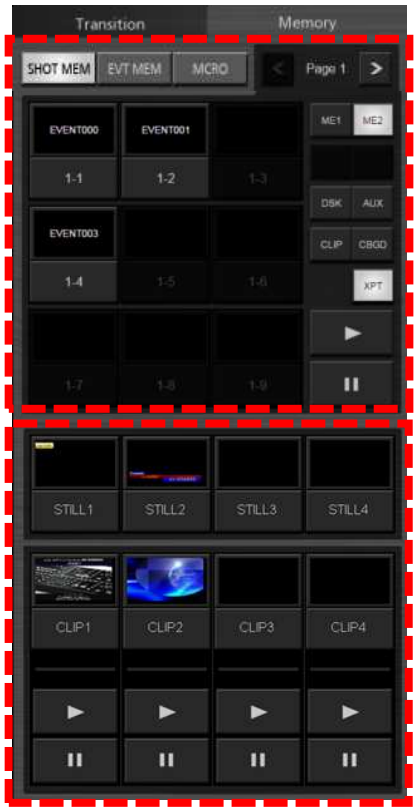
・ Thumbnail and name of assigned material

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.

D - 2: Screen Layout of Page 2

Memory area

VMEM area



- 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 MEMORY 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 9 with the buttons. Change the page with the > button (next) and < button (previous).
     ・ MEM selection area:
     The display in the 3x3 selection area differs depending on whether SHOT, EVENT, or MACRO is selected. The details are described later.

・ Target selection buttons:
There are seven selection buttons: ME1, ME2, XPT, DSK, AUX, CBGD, and CLIP. The buttons are displayed depending on the MEMORY type selection button as follows.
A SHOT MEM: ME1, XPT, ME2, DSK, AUX, CBGD
B EVENT MEM: ME1, XPT, ME2, DSK, AUX, CBGD, CLIP
C MCRO MEM: 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, ... 9-9). 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.

(2) EVT MEM:
This consists of thumbnails and numbers (1-1, 1-2, ... 9-9).
Clicking a thumbnail plays the corresponding EVT MEM. Clicking the ‖ (PAUSE) button pauses playback. Clicking the ▸ (PLAY) button from the paused state resumes playback. Pressing the PLAY button from the paused state resumes playback. Clicking a number displays the Get Thumbnail/Recall context menu screen.

(3) MCRO:
This consists of text containing a combination of names and numbers (1-1, 1-2, ... 9-9).
Clicking an area plays the corresponding MCRO.

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.

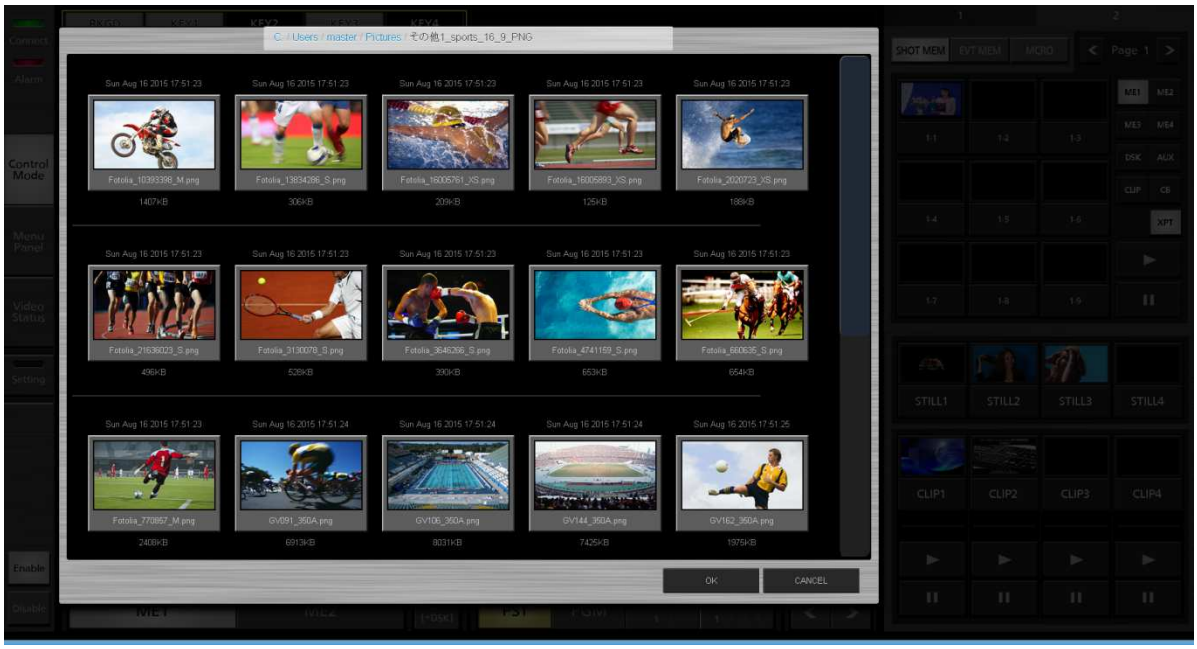
・ STILL: Load(SSD), Load(Local)
・ CLIP: Load(SSD), Load(Local)

Load(SSD) loads data from the SSD card installed in the AV-HS6000 mainframe.
Load(Local) loads data from the PC running this software.

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.



5. Menu Panel Functions

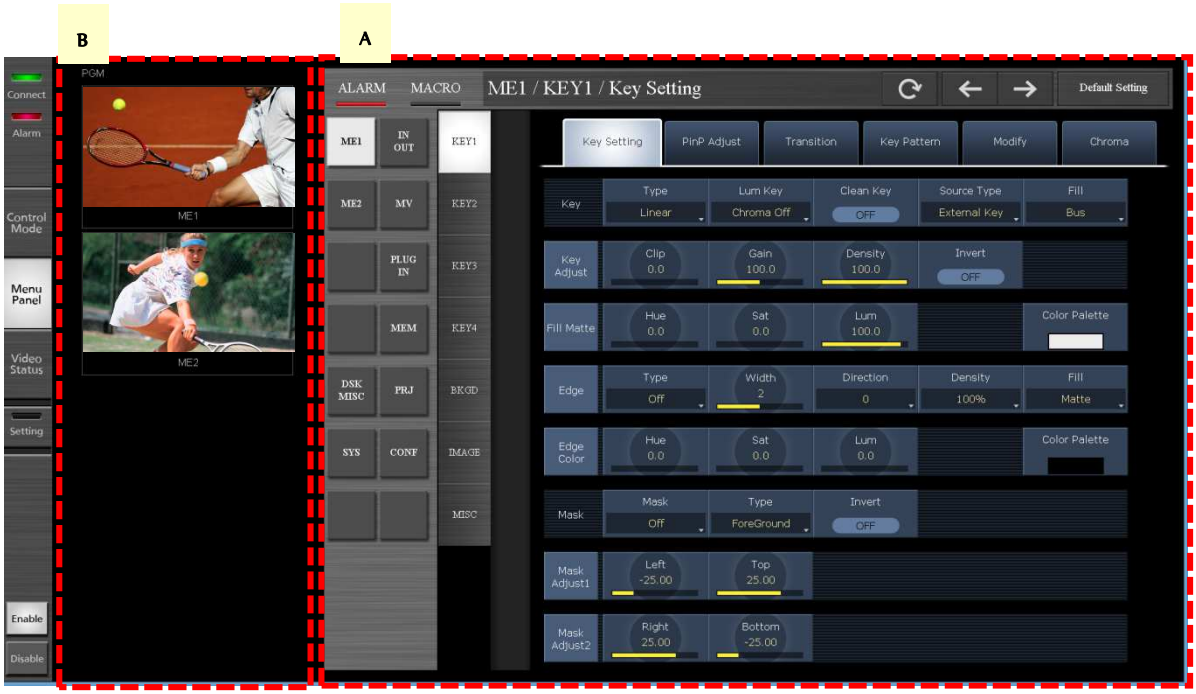
5.1. Function Overview

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

A Display the menu screen displayed on the menu panel and perform menu operations.
With regard to the operational relationship with the menu panel, the last one operated takes priority.

B Display ME1 PGM and ME2 PGM images.

Screen Layout Display



A Menu area

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

<Note>

 at the top right is the reload button. Clicking the reload button redraws the menu screen. In the event that there is a problem with menu area display, click this reload button. Please note that this button is not available in the menu screen displayed on the menu panel.

B PGM display area

This displays the PGM videos of ME1 and ME2. The results of menu operations can be checked while viewing the video.

6. Video Status Functions

6.1. Function Overview

This screen displays all input materials, all output videos, internal materials (still images, clips, etc.), buses (ME system buses, DSK system buses, and AUX buses), and multi-view video materials of the AV-HS6000.

Screen Layout Display

A Material selection area

Select the videos to display from Input1-28, Input29-34, Internal, Bus, MV, AUX1-16, and Output1-16. The following material groups are displayed for Internal and Bus.

1) Internal: STILL1-4(V/K), CLIP1-4(V/K), CBGD1-2, CBAR, and Black

2) Bus: ME1PGM, ME1PVW, ME1CLN, ME1KEYPVW, ME2PGM, ME2PVW, ME2CLN, ME2KEYPVW, DSKPGM1, DSKPGM2, DSKPVW1, DSKPVW2, DSK1CLN, DSK2CLN, DSK3CLN, DSK4CLN, and SELKEYPVW

B Video display area

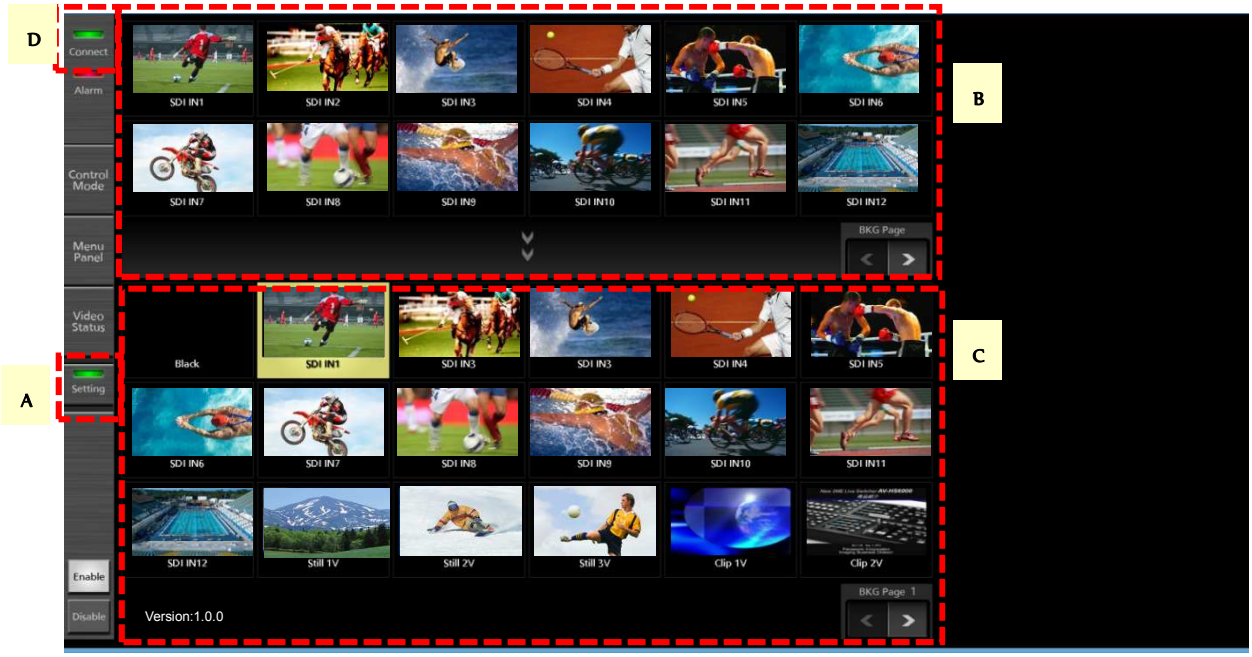
Displays the videos of the material selected in the material selection area.

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.
Furthermore, the IP address of the connection destination mainframe can be set and the version number can be displayed.

Screen Layout Display



A **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.

B **Material assignment selection area**

This displays a list of the source material that can be set in the material assignment area of C for you to select. The material list is divided into up to eight pages (however, up to six pages when 1080/59.94p and 50p) and the pages can be changed with the < button (previous) and > button (next) or by swiping left (next) or swiping right (previous).

The software version is displayed at the bottom.

C **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 B to assign that material to that area. After assignment, the frame of the next material area on the right turns yellow automatically. The material assignment list is divided into up to three pages and the pages can be changed with the < button (previous) and > button (next) or by swiping left (next) or swiping right (previous).

D Connect icon

Clicking this icon while the Setting button is lit in green displays the IP address setting dialog box of the connection destination mainframe. In this dialog box, set the IP address by entering an IP address and clicking the CONNECT button. Clicking the Cancel button closes the IP address setting dialog box without doing anything.