Storing Still Images in Frame Memories (with Data Transmission Software)

★ Still images can be stored in AW-HS50 switcher's two built-in memories (FMEM 1 & 2) to be used at the bus.

This Manual will give you the explanation of "how to use Data Transmission Software" to transfer the image data from PC.

(Note) Bitmap (bmp), JPEG (jpg), TIFF (tif), GIF (gif) and PNG (png) are the image file formats that this switcher can handle.

(Downloading the software)

- ① Install "Data Transmission Software" on PC (Windows only) from the CD-ROM that comes with the switcher.
 - * "Data Transmission Software" can also be downloaded from the website below.

https://eww.pass.panasonic.co.jp/pro-av/support/content/download/EN/ep2main/soft/tool_hs50data_agree_e.htm

- 2 Connect AW-HS50 switcher and PC using a LAN cable (directly with a cross cable, or via hub with a straight cable).
- ③ Set an IP address for PC so that it belongs to the same segment as AW-HS50.

* Initial IP Address for AW-HS50: 192. 168. 0. 8

(Setting up and operating the software)

- ④ Start the data transmission software (double-click "HS50Tool.exe") and set it up as shown in Figure 1 below.
- 5 Click Send button (Fig.1-A). Data will be transferred and stored in the memory.
- (6) If the transferred image data is stored in the internal flash memory area, it can be retained even when the power is turned off.
 - [Write Flash] Button (Fig.1-B) * Selected: Data retained * Deselected: Data not retained

(Figure 1: Data Transmission Software Screen)



- ★ If you transfer the image with Alpha Channel included, you can select [RGBA(1&2)] button. (Fig.1-C) Select the image data file you want to transfer and click [RGBA(1&2)] button. Then select FMEM1 at the [Target] section and click Send button. RGB image will be transferred to FMEM1 and Alpha Channel image will be transferred to FMEM2.
- ★ Imported still images can be seen on Multi View Display or using the bus selected for FMEM1 / 2. * To use Multi View Display, you need to put the settings for output signal in advance.



(Multi View Display Screen)