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# Model No. 2000CL-N (&2000CL-N-T)

## 200 CLIP INSTANT ACCESS SYSTEM

FOR GRASS VALLEY GROUP *NATIVE* PROTOCOL

## USER MANUAL

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# 1. REVISION HISTORY

- |        |     |  |
|--------|-----|--|
| 091603 | 1.1 | Company header information revised.  |
| 110303 | 1.2 | Added DNF Controls Limited Warranty.<br>Updated Receive Cue List & Transmit Cue List function description. |
| 062904 | 1.3 | Added Key Layout.  |
| 073004 | 1.4 | Reformatted.   |

## *Getting Started . . .*

### **2. SYSTEM DESCRIPTION**

- \* Instantly load a video clip at the press of a button.
- \* Instantly load a FILL clip & KEY clip at the press of ONE button, then play out both channels in sync.
- \* LOOP up to 4 channels in sync.
- \* Control up to 4 video channels individually or ganged.

The 2000CL-N, 200 Clip Instant Access System consists of the ST300-SSM with Clip software and the ST320 SHOTBOX. The ST300 and SHOTBOX share a common, non-volatile Cue Point memory in the ST300.

The Video Server is the Grass Valley Group PROFILE running Native Protocol.

The 4 banks of 50 switches each on the SHOTBOX provide instant access to 200 Clips.

Press [**LEARN**] on the SHOTBOX to learn the CLIP ID, current IN time of each clip on up to 4 video channels and the current GANG mode into the selected Shotkey on the SHOTBOX (Cue Point on the ST300).

Press any Shotkey on the SHOTBOX to instantly recall the learned CLIP ID and cue to the learned Time on up to 4 video channels and setup the learned GANG mode.

Quickly & Easily learn and re-learn Shotkey assignments on the SHOTBOX.

### **DEFINITIONS**

- Throughout this document, the Grass Valley Group Profile will be referred to as the Video Server.
- The ST300-S/SM as the ST300.
- The ST320 as the SHOTBOX.
- Words surrounded by brackets, for example, [**ENTER**], are keys on the ST300 or the SHOTBOX. [**XXX**] + [**XXX**] means hold the two keys down simultaneously.
- Softkey refers to the multiple functions keys located directly below the display window.

### 3. SYSTEM INSTALLATION

#### a. ST300-S/SM, VTR/DDR CONTROLLER

- 1) Plug one end of a 9-conductor, RS422 serial cable into the VTR 1 (2, 3 or 4) connector on the rear of the ST300. Plug the other end of the cable into the 9-pin REMOTE connector on the Video Server.
- 2) Connect the +5, +12, -12 VDC POWER SUPPLY into the POWER connector on the rear of the ST300. Plug the Power Supply into an outlet, 90 VAC to 240 VAC.

***Do NOT Hotplug!!!***

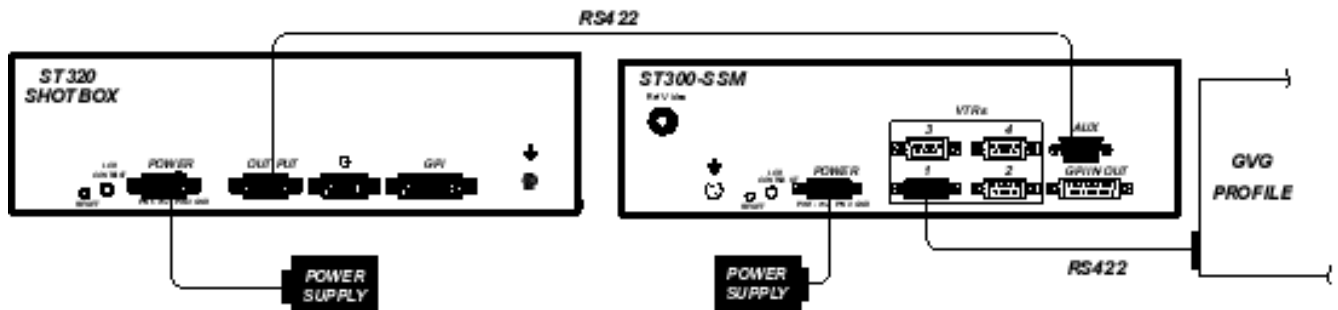
Check SETUP MENU prior to using the ST300 to confirm proper Record mode and other user settable modes. See Configuring the Profile for Native Mode in the “**VIDEO SERVER SETUP**” section.

#### b. ST320 SHOTBOX

- 1) Plug one end of a 9-conductor, RS422 serial cable into OUTPUT connector on the rear of the SHOTBOX. Plug the other end into the AUX connector on the ST300.
- 2) Connect the +5,VDC POWER SUPPLY into the POWER connector on the rear of the SHOTBOX. Plug the Power Supply into an outlet, 90 VAC to 240 VAC.

Installation is complete.

### CONNECTION DIAGRAM



## 4. LOADING A CLIP

- a. Select a VTR by pressing VTR [1], VTR [2], VTR [3] or VTR [4].
- b. Press [CLIP LIST] to view the list of Clips that exist in the VIDEO SERVER. The Clip List indicator turns on. The display will show "CREATE NEW CLIP."
- c. Turn the Wheel. The display will show:

XXXXXXXX	LOAD=OK
ENTER ID :	

Where "xxxxxxxx" is the eight-character CLIP ID.

Turn the Wheel clockwise to scroll forward, or counter-clockwise to scroll backward, through the list of available CLIPs.

You may also type in the numeric ID (if a clip has one) from the keypad.

- d. Press [LOAD] to load the current CLIP ID shown on the top line of the display.
- e. Locate the clip to the desired IN time.

## 5. IN, OUT POINTS AND GANG

### a. SETTING AN IN (OUT) POINT

- 1) Locate the clip to the desired IN (OUT) time
- 2) Press [IN] ([OUT]).  
The IN (OUT) indicator turns on.

### b. CLEARING AN IN (OUT) POINT

Press and hold [DELETE], then press and release [IN] ([OUT]).  
The IN (OUT) indicator turns off.

### c. GANGING CLIPS WITH PREVIOUSLY SET IN POINTS

If a gang is established with the master having an IN point, the gang relationship will be relative to the master IN point and all slave IN points will be overwritten.

## d. MULTIGANG SUPPORT

2 gangs are allowed to exist on the ST300 simultaneously, as long as the loading of a Cue Point or a selection of a gang does not interfere with another gang. Any gang is legal.

For example:

Load clips on all four VTRs

Press **[SHIFT]** + VTR **[1]**

Press VTR **[1]** then VTR**[2]**

Press **[ESC]**

Press **[SHIFT]** + VTR **[3]**

Press VTR **[3]** then VTR **[4]**

Press **[ESC]**

The two gangs will exist without conflict. LEARN either one of these gangs into a Cue Point and then load the Cue Point.

## 6. LEARN ON THE SHOTBOX

**NOTE:** The ST300 and SHOTBOX share common memory in the ST300.

If you LEARN on the SHOTBOX you don't need to LEARN on the ST300.

Overview - The LEARN function allows you to:

- Select a VTR to load and play a CLIP on.
- Load a CLIP.
- Select the starting point of the CLIP.
- Set the GANG mode, to gang multiple VTRs.
- Save into the selected Cue Point.

### LEARN

a. Press **[LEARN]**. The display will show:

Select Bank & SW Stop-Abort
--------------------------------

b. Select Bank & Shotkey

## 7. RECALL ON THE SHOTBOX

- a. Select the desired BANK, pressing BANK 1, 2, 3 or 4.
- b. Select the desired Shotkey by pressing Shotkey 1 through 50.

## *Advanced Features . . .*

### **8. LEARN ON THE ST300**

- a. Select a VTR by pressing VTR [1], VTR [2], VTR [3] or VTR [4].
- b. Press [CLIP LIST] to view the list of Clips that exist in the VIDEO SERVER. The display will show "CREATE NEW CLIP."
- c. Turn the Wheel. The top line of the display will show "xxxxxxx:"  
Where "xxxxxxx" is the eight-character CLIP ID.  
  
Turn the Wheel clockwise to scroll forward, or counter-clockwise to scroll backward, through the list of available CLIPs.
- d. Press [LOAD] to load the current CLIP ID shown on the top line of the display.
- e. Locate the clip to the desired IN time.  
If no IN time is set, the LEARN will be at the current position and the IN point will be the current position.
- f. Repeat steps a. thru e. if clips are loaded into other VTRs, and set the GANG mode.
- g. Select the desired Cue Point by pressing [NEXT CUE], [LAST CUE] or by manually entering the Cue Point using the numeric keypad.  
  
The selected Cue Point number is shown on the bottom line of the display.
- h. Press [SHIFT] + [LEARN] to initiate the Learn of the current configuration.  
  
The display shows:

Select VTR: Learn=OK, ESC-Cancel
-------------------------------------
- i. Press VTR [1], VTR [2], VTR [3] or VTR [4] to select the VTRs.
- j. Press [LEARN] and the ST300 will: LEARN (save) the Cue Point, CLIP IDs, IN and OUT Times, Current Directory and Ganged VTRs.

### **9. LEARNING IN POINTS**

#### **a. SINGLE CLIP**

If the learned clip has an IN point marked, the LEARN time will be the IN point. If there is no IN point marked, then the current location will be the LEARN time and will be made the IN point upon learning.

#### **b. GANGED CLIPS**

If the master has no IN point, the current location of each clip in the gang will be learned as IN points. If the slaves have IN points, the slaved IN points will be overwritten.

## 10. GO TO TIME

- a. Press **[SHIFT]** + **[RECUE]** to enter a search time.
- b. Enter the desired time using the numeric keypad.
- c. Press **[RECUE]** OR **[ENTER]** to GOTO the selected time.

## 11. LOOPING FUNCTIONS

### a. DEFINITIONS

Loop: Play from the IN point to the OUT point continuously.

Play to Loop: Played from the beginning of clip to the OUT point of the clip, then the clip plays in a continuous loop from the IN point to the OUT point.

- 1) Press **[LOOP ENABLE]** after a clip is loaded to place any clip in loop mode. To loop clips in GANG mode, the Master Clip should be loaded in loop mode. All the clips in the Gang will loop when **[PLAY]** is pressed.

**NOTE:** Clips will now loop from the IN point to the END of the clip **OR** a set OUT point.

- 2) Press **[LOOP ENABLE]** + **[SHIFT]** to Play To Loop.

### b. SAVING CLIPS THAT AUTOMATICALLY LOOP

To automatically Loop a clip each time it is loaded, DUPLICATE the clip and assign the suffix “\*” to the CLIP ID.

On the ST300: Press **[ENTER]** + **[0]** to add a ‘\*’ at the end of the clip name.

### c. SAVING CLIPS THAT AUTOMATICALLY PLAY TO LOOP

- 1) To automatically Play to Loop a clip each time it is loaded, DUPLICATE the clip and assign the suffix “#” to the CLIP ID.  
On the ST300: Press **[ENTER]** + **[1]** to add a ‘#’ at the end of the clip name.

- 2) Locate the desired IN (OUT) point.  
Press **[IN]** (**[OUT]**) to set your IN (OUT) point. The IN (OUT) indicator turns on.

- 3) Select the desired Cue Point by pressing **[NEXT CUE]**, **[LAST CUE]** or by manually entering the Cue Point using the numeric keypad.  
The selected Cue Point number is shown on the bottom line of the display.

- 4) Press **[SHIFT]** + **[LEARN]** to initiate the LEARN of the current configuration.

The display shows:

Select VTR: Learn=OK, ESC-Cancel
-------------------------------------

- 5) Press VTR **[1]**, VTR **[2]** or VTR **[3]** to select the VTRs.

- 6) Press **[LEARN]** to LEARN the current configuration, which consists of:  
Cue Point, CLIP IDs, IN and OUT Times, Current Directory and Ganged VTRs.

## 12. RECALL ON THE ST300

- a. Select the desired Cue Point by pressing [**NEXT CUE**], [**LAST CUE**] or by manually entering the Cue Point using the numeric keypad.  
The selected Cue Point number is shown on the bottom line of the display.
- b. Press [**LOAD**] on the ST300.  
The ST300 will automatically load the Learned clips on the Learned VTRs, cue the clips to the Learned time, then set the Learned GANG mode.

## 13. DUPLICATING A CLIP

- a. To save a copy of a clip, first load the clip.
- b. Set the IN and OUT at the head and tail of the clip.  
Press [**SHIFT**] + [**CLIP LIST**].

The display will show:

"Save Trimmed Clip?"	
LOAD=Yes	Wheel=Next

- c. Press [**LOAD**].  
Enter a numeric CLIP ID using the numeric keypad on the ST300.  
**OR**  
Enter an alphanumeric CLIP ID using the SHOTBOX "qwerty" keyboard, using the Naming Conventions in "**VIDEO SERVER SETUP**" section.
- d. To add looping functions to the created clips, see "**LOOPING FUNCTIONS**" section for more information.
- e. Press [**LOAD**] to save.  
**OR**  
Press [**ESC**] to abort without saving.

## 14. TRIMMING A CLIP

- a. To make a sub-clip, first **LOAD** the clip.
- b. Locate the desired **IN** point.  
Press [**IN**] to set your **IN** point. The **IN** indicator turns on.
- c. Locate the desired **OUT** point.  
Press [**OUT**] to set your **OUT** point. The **OUT** indicator turns on.
- d. Press [**SHIFT**] + [**CLIPLIST**].

The display will show:

"Save Trimmed Clip?"	
LOAD=Yes	Wheel=Next

- e. Press [**LOAD**].
- f. After pressing [**LOAD**], the display shows: "Manually enter ID."  
Enter a numeric **CLIP ID** using the numeric keypad on the ST300.  
**OR**

Enter an alphanumeric **CLIP ID** using the **SHOTBOX** "qwerty" keyboard, using the Naming Conventions in "**VIDEO SERVER SETUP**" section.

- f. Press [**LOAD**] to save the trimmed clip.  
**OR**  
Press [**ESC**] to abort without saving.

## 15. RECORDING A NEW CLIP

- a. To make a new clip and insert video from either another Profile channel or an external source, first press [**CLIP LIST**]. The Clip List indicator turns on.

Since there is no clip loaded, the display now shows:

"Create New Clip?"	
LOAD=OK	Wheel=Next

- b. Press [**LOAD**].
- c. After pressing [**LOAD**], the display shows: "Manually enter ID."  
Enter a numeric **CLIP ID** using the numeric keypad on the ST300.  
**OR**

Enter an alphanumeric **CLIP ID** using the **SHOTBOX** "qwerty" keyboard, using the Naming Conventions in "**VIDEO SERVER SETUP**" section.

- d. Press [**LOAD**] to save the new **CLIP ID**.  
**OR**  
Press [**ESC**] to abort without saving.
- e. **RECALL** the Clip and then start the video that will be inserted.
- f. Press [**RECORD**].
- g. Press [**STOP**] when finished.

## 16. VIEW CONTENT OF CUE POINTS ON THE ST300

- a. Select VTR [1], [2], [3] or [4] to examine the contents of a Cue Point.
- b. Press [NEXT CUE] or [LAST CUE] to step forward or step backward through the Cue Points.  
**OR**

Enter a 1-, 2- or 3-digit number on the numeric keypad, followed by [ENTER].

The contents of the selected Cue Point are shown on the bottom line of the display.

## 17. TRANSFER CUELIST

### a. TRANSMIT CUE LIST FUNCTION

The TRANSMIT CUELIST function allows you to transmit your list of Cue Points to a PC, using the provided utility software on the PC, or to another ST300. Transfer to a PC requires OpSuite 3.0 software, which runs on a Windows-based computer. Contact DNF Controls for more information.

#### 1) To Transmit Cue Points to the ST300

- a) Connect the VTR 4 connector on the rear of the ST300 to the VTR4 connector of the receiving ST300 using an RS422 9-pin cable with TX and RX lines crossed. (A “turnaround” cable)
- b) Press [MENU].
- c) Scroll the Wheel until “Transmit CUE List? YES=Enter, Exit=ESC” is displayed.
- d) Press [ENTER] to start transmitting.  
The Display shows “Waiting to transmit” on the first line.
- e) When the Receiver is ready, transfer starts automatically.  
The Display now shows “Transmitting cue list.”
- f) After the transfer is over, the display shows “Transfer is over” for one second and then shows “Waiting to transmit” again.
- g) Connect another ST300 to transmit the list again.  
**OR**

Press [ESC] twice to exit the MENU mode.

#### 2) To Transmit Cue Points to the PC

- a) Connect the VTR4 connector on the back of the ST300 to one of the COM ports on the PC using a RS422 to RS232 adapter.
- b) Repeat steps a) thru g) of the “To Transmit Cue Points to the ST300” section.

## **b. RECEIVE CUELIST FUNCTION.**

The RECEIVE CUELIST function allows you to receive your list of Cue Points from a PC or from another ST300. Transfer to a PC requires OpSuite 3.0 software, which runs on a Windows-based computer. Contact DNF Controls for more information.

### **1) To Receive Cue Points from the ST300**

- a) Connect the VTR4 connector on the back of the ST300 from the VTR4 connector of the transmitting ST300 using RS422 9-pin cable with TX and RX lines crossed. (A “Turnaround” Cable)
- b) Press [**MENU**].
- c) Scroll the Wheel until “Receive CUE List? YES=Enter, Exit=ESC” is displayed.
- d) Press [**ENTER**] to start receiving.  
The Display shows “Waiting to receive” on the first line.
- e) When the Transmitter is ready, transfer starts automatically.  
The Display now shows “Receiving cuelist.”
- f) After the transfer is over the display shows “Done-Success! Press any key...”
- g) Press any key. The display shows “Receive cuelist?” message.
- h) Press [**ESC**] to exit the MENU mode.

### **2) To Receive Cue Points from the PC**

- a) Connect the VTR4 connector on the back of the ST300 to one of the COM ports on the PC using RS422 to RS232 adapter
- b) Repeat steps a) thru h) of the “**To Receive Cue Points from the ST300**” section.

## Reference . . .

### 18. SHOTBOX DISPLAY

- a. If the currently selected VTR on the ST300 is VTR1 or VTR2, the SHOTBOX display shows:

V:1 L: xxxxxxxx
V:2 L  yyyyyyyy

where xxxxxxxx- clip, loaded on VTR1  
where yyyyyyyy- clip, loaded on VTR2

- b. If the currently selected VTR on the ST300 is VTR3 or VTR4, the display shows the clips loaded on VTR3 and 4.

### 19. SHOTBOX SHOTKEY MAPPING TO ST300 SHOTLIST LOCATIONS

The SWITCHES on the SHOTBOX access the SHOTLIST locations as follows:

BANK 1, SWITCHES 1 → 50 access SHOTLIST locations 101 → 150.  
BANK 2, SWITCHES 1 → 50 access SHOTLIST locations 201 → 250.  
BANK 3, SWITCHES 1 → 50 access SHOTLIST locations 301 → 350.  
BANK 4, SWITCHES 1 → 50 access SHOTLIST locations 401 → 450.

### 20. SHOTBOX CONTROL SWITCHES

The [PLAY], [STOP], and [RECUE] keys control the VTR selected by the ST300 or the last “recalled” VTR.

- a. Pressing [PLAY] puts the VTR into PLAY mode.  
b. Pressing [STOP] puts the VTR into STOP mode.  
c. Pressing [RECUE] stops the VTR and rewinds back to the start of the clip.

The CONTROL Switch indicators show the real-time status of the VTR.

### 21. VIEW CONTENTS OF CUE POINTS ON THE SHOTBOX

- a. Press and hold [VIEW].  
b. Select the desired bank key, then the desired switch key.  
The display will show:

VT1 xxxxxxxx
VT2 yyyyyyyy

Where:

xxxxxxx - is the CLIP ID assigned to the selected Cue Point on VTR1  
yyyyyyy - is the CLIP ID assigned to the selected Cue Point on VTR2

- c. Press the selected switch again to see which clips are assigned to this Cue Point on VTR3 and 4.

## 22. VIDEO SERVER SETUP

Configuring the Profile for operation with Grass Valley Group Native Protocol -

You **MUST** (1) Configure the PDR **AND** (2) Open a Prolink session **BEFORE** the DNF System can be used.

### a. CONFIGURING THE PROFILE FOR NATIVE MODE

The ST300 Controller with NATIVE protocol communicates with the PROFILE through the PROLINK program, on the PROFILE. Prolink uses Configuration Files found in the PROFILE/CONFIGS Directory. These files are called: VTR1.CFG, VTR2.CFG, VTR3.CFG and VTR4.CFG. These files do not affect the operation of VDR Panel. Prolink and VDR Panel share resources so that the total number of PROLINK channels used and VDR Panels opened cannot exceed the available number of resources (typically 4 channels).

If CFGEDLIN.EXE is in the Profile directory, use CFGEDLIN.EXE to configure the .CFG files.

If you do not have CFG.EXE, install PDRCFG.EXE. Instructions for installing PDRCFG.EXE accompany the disk.

### b. OVERVIEW OF PROFILE CONNECTIONS

Physical access to the Profile is made through its RS-422 breakout box.

A Profile session activated with Prolink establishes which port(s) Profile will use for serial communications.

The communications link is complete when a connection is made from a connector on the ST300 to an open session\port on the Profile.

A correctly configured connection consists of a connector and a channel.

Connections for the ST300 are called CN1, CN2, CN3 and CN4 and refer to the 9-pin ports on the back of the ST300 labeled VTR1, VTR2, VTR3 and VTR4.

Channels for the ST300 (CH A, B, C and D) refer to the Profile's Channel 1, 2, 3 and 4.

The numeric\alpha translation is made in the ST300 in order to comply with the VDR Panel Software which refers to the numbered channels as Panel A, B, C and D.

### c. CONNECTION AND CHANNEL ASSIGNMENTS

- 1) Press [MENU] to enter Menu Mode.
- 2) Turn Wheel until “Press VTR key for CH and CN assignments” is displayed.
- 3) Press VTR [1] key. **NOTE:** VTR [X] toggles between CH and CN assignments
- 4) “VTR 1 Connection” is displayed on the top line.  
The bottom line of the display shows “CHA CHB CHC >>> OFF”
- 5) Press the keys under these selections to choose a channel. Select “>>>” to view more channels.
- 6) Repeat steps 3) thru 5) for VTRs 2, 3 and 4.
- 7) Press [ESC] at any time to exit menu mode.

**NOTE:** Set all unused VTR Connections and Channels to OFF.

### d. COMPLETING THE PROFILE CONNECTION

So far in this setup, the session P1 has been opened on the Profile and is ready for communication.

Noting the port/session number just selected (P1), locate the P1 connector on the Profile’s breakout box and connect an RS-422 cable from Port 1 to the connection called ‘VTR1’ on the back of the ST300.

The default values for channel connections CHA, CHB, CHC and CHD on the ST300 are for VTR1 (CN1). Upon connection, the ST300 will be communicating with the Profile on all available channels. This is the connection just built:

From:		To:
Profile Session P1 On Port 1		ST300 ‘VTR1’ <b>Connection 1</b>
VTR	Connection	Channel
1	CN1	CHA
2	CN1	CHB
3	CN1	CHC
4	CN1	CHD

### e. PROFILE CONNECTION OPTIONS

Open another session and connect an RS-422 cable to another ‘VTR’ on the back of the ST300.

From the setup menu on the ST300, assign any ST300 VTR to the new connection (CN).

The ST300 VTR just assigned will be communicating on with the Profile via the new connector.

The program displays a screen titled “Channels.” Assign a Video, Audio and Timecode CODECs, Video Input and Video Output as required to Channels 1-4.  
If a resource is in use, it will be highlighted in Red.

Click OK when all assignments have been made.

## **f. DRIVE/DIRECTORY SELECTION**

To change the PROFILE Drive or Directory where Clips will be saved:

- 1) Press [**MENU**] and scroll to the Drive/Directory selection.
- 2) Select Drive or Directory by pressing the Softkey under the menu item.
- 3) Scroll to the desired Drive/Directory and press [**ENTER**].  
The selected drive/directory will be used for locating and loading clips.

**NOTE:** When a Drive/Directory changes, the Clip List created using a different Drive/Directory is no longer valid. Set all unused VTR Connections and Channels to OFF.

## **g. NAMING CONVENTIONS**

The ST300 Native Mode Controller can load clips that meet the following requirements:

- 1) Clip names cannot exceed 8 characters.
- 2) A space cannot be embedded within the clip name.
- 3) The clip name must be in upper case characters only.
- 4) All special characters can be used.

## **h. DEFINING RECORD LOOP LENGTH**

If the length of time is entered and then set to record, a clip will be recorded for that length and then loop back to the beginning and continue recording.

## 23. SETUP MENU

Press [MENU]. The MENU indicator will turn on.

Turn the Wheel to select item to change.

Press [MENU] **OR** use the Softkeys to change the desired mode for that option.

Turn the Wheel at anytime to select another item.

Press [ESC] at anytime to exit SETUP MENU. The MENU indicator will turn off.

IMPORTANT NOTE: Please set the following MENU items during initial installation:

ST300 Setup:	Clear Mem; Set Defaults
ST300 Config:	Select Directory

<u>MENU MODES</u>	<u>(Turning Wheel Clockwise)</u>				
<b>DISPLAY SOFTWARE VERSION</b>	The version number and date for the currently installed software is displayed. For example: <table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td style="text-align: center;">2000CL-N</td> <td style="text-align: center;">V3.0</td> </tr> <tr> <td colspan="2" style="text-align: center;">111300</td> </tr> </table>	2000CL-N	V3.0	111300	
2000CL-N	V3.0				
111300					
<b>RECORD</b>	Press Softkey to select the desired mode: Lockout or Crash (Full).				
<b>CHANNEL, CONNECTOR ASSIGNMENT</b>	Press VTR key for CH (Channel) and CN (Connector) assignment.				
<b>RECORD LOOP TIME</b>	Press VTR keys for RECORD LOOP Lengths, then, enter HH:MM:SS:FF.				
<b>RECORD</b>	Press Softkey to select single button or 2-button record. RECORD = [REC] Only <b>OR</b> [REC] + [PLAY]				
<b>RECALL MODE</b>	Press Normal or Redirect (Redir). If [ <b>REDIR</b> ] is on: The Clip will be REDIRECTED to load on the currently selected VTR. If [ <b>NORMAL</b> ] is on: The Clip will be loaded on the VTR it is LEARNED into.				
<b>LEARN MODE</b>	In normal mode, you learn IN/Current time and OUT points as well as any gang information. In CLEAR mode the IN and OUT points are cleared after learn is done. This is used to set multiple Cue Points with individual IN and OUT points in the <b>SAME</b> video clip.				
<b>MARK-Q</b>	Press Softkey to: Enable ADVANCE to next Cue Point, when [LEARN] is pressed. <b>OR</b> Maintain CURRENT Cue Point when [LEARN] is pressed.				
<b>TAPE TIME</b>	NDF = non-drop frame. DF = drop frame.				

<b>STOP MODE</b>	<p>PB = while playing a clip, when [<b>STOP</b>] is pressed, the Profile freezes on last good video.</p> <p>PB/EE = When [<b>STOP</b>] is pressed the first time, the Profile freezes on last good video. When [<b>STOP</b>] is pressed a second time, video out is switched to video in.</p>				
<b>WIND MODE</b>	<p>Press Softkey to select:  HOLD (fast wind is maintained only while key is depressed).  <b>OR</b>  LATCH (fast wind is initiated and maintained with momentary key press).</p> <p>Select fast wind speed (04X, etc.) by pressing Softkey.</p>				
<b>SLOMO</b>	<table border="1" data-bbox="821 501 1338 611"> <tr> <td>SLOMO with: WHEEL</td> <td>TBAR</td> </tr> </table> <table border="1" data-bbox="821 644 1338 753"> <tr> <td>SLOMO with: SpdRange</td> <td>WHEEL Preset</td> </tr> </table> <p><b>NOTE</b> - The T-BAR has a fixed speed range of 0 → +200 with a detent at +100% play speed.</p> <p><b>For Wheel only:</b>  Press Softkey [<b>SPDRANGE</b>] to select SLOMO speed ranges:  Press Softkey to select: 0 → +200 <b>OR</b> -100 → +200.</p> <p>Press Softkey [<b>BACK</b>] to return to SLOMO MENU.  Press [<b>ESC</b>] to exit SETUP MENU.</p> <p><b>OR</b> turn the Wheel to select another item.</p> <p><b>For Wheel only:</b>  Press Softkey [<b>PRESET</b>] to select the SLOMO Preset Speed Mode</p> <p>Press Softkey [<b>UPDATE</b>]. When exiting SLOMO mode, the last used speed is saved in the Preset Speed register.</p> <p>Press Softkey [<b>STATIC</b>]. The Preset Speed register is NOT updated when exiting SLOMO mode.</p> <p>It is only changed by [<b>SHIFT</b>] + [<b>SLOMO</b>] (PRESET SLOMO).</p>	SLOMO with: WHEEL	TBAR	SLOMO with: SpdRange	WHEEL Preset
SLOMO with: WHEEL	TBAR				
SLOMO with: SpdRange	WHEEL Preset				
<b>MAX SHUTTLE SPEED</b>	<p>Press Softkey to select maximum shuttle speed of the Profile.</p>				

<p><b>ST300 CONFIG</b></p>	<p>Press Softkey [<b>DRIVE</b>], then press Softkeys to save the default drive or turn the Wheel to change the drive.</p> <p>Press Softkey [<b>ENTER</b>] to return to the ST300 CONFIG screen.</p> <p>Press Softkey [<b>DIRECTORY</b>] to save the default directory or turn the Wheel to change the directory.</p> <p>Press Softkey [<b>ENTER</b>] to save the selected directory and return to the ST300 CONFIG screen</p> <p><b>NOTE:</b> You should choose default when setting up the system the first time or when eeproms are upgraded.</p>
<p><b>DATA PORT</b></p>	<p>Select the VTR Connector (1-4) through which the Cuelist may be transmitted or received.</p>
<p><b>TRANSMIT CUELIST</b></p>	<p>Transmits Cuelist to another ST300 or to a PC.</p>
<p><b>RECEIVE CUELIST</b></p>	<p>Receives Cuelist from another ST300 or a PC.</p>
<p><b>SET TO PROFILE MODE</b></p>	<p>Press Softkey [<b>YES</b>] to set ST300 to parameters currently stored in the Profile.</p>
<p><b>UNASSIGNED PORT OPTION</b></p>	<p>Recovers Profile resources which have been opened by another device. Press any key to allow the ST300 to report any unassigned resources. When prompted, select VTRs 1, 2, 3, for any unassigned resources.</p>
<p><b>AUTO ALIGNMENT</b></p>	<p>Option will automatically realign slaves <u>which are not on the same connector</u> as the master. This automatic realignment will occur upon pressing stop or after one second has elapsed while still. The second delayed realignment will occur only in Shuttle, Slomo and Jog. (Supported in – a units ONLY).</p>
<p><b>ST300 SETUP</b></p>	<div data-bbox="570 1140 1144 1255" style="border: 1px solid black; padding: 10px; margin: 10px auto; width: fit-content;"> <p style="text-align: center;">ST300 SETUP</p> <p style="text-align: center;">Clear Mem                      SetDefault</p> </div> <p>Press Softkey beneath ClearMem to clear all Cue Points to 00:00:00:00. Press Softkey [<b>YES</b>] when asked “Are You Sure?”</p> <p>Press Softkey beneath SetDefault to set ST300 to default settings.</p>
<p><b>SAVE USER DEFAULTS</b></p>	<p>Press Softkey [<b>YES</b>] to save.</p>

## ST300 SETUP Defaults

<b>RECORD</b>	Lockout
<b>CHANNEL, CONNECTOR ASSIGNMENT</b>	CN1 for all. CHA, CHB, CHC, CHD respectively.
<b>RECORD</b>	RECORD = [REC] Only
<b>LEARN MODE</b>	Normal mode
<b>MARK-Q</b>	CURRENT Cue Point
<b>DROP FRAME</b>	DROP FRAME OFF
<b>TAPE TIME</b>	NDF
<b>STOP MODE</b>	PB
<b>WIND MODE</b>	LATCH
<b>SLOMO with</b>	Wheel
<b>DATA PORT</b>	VTR 4
<b>AUTO ALIGNMENT</b>	OFF

**NOTES-**The directory chosen in the menu will be the directory selected upon reset.  
If the Profile's working directory is changed by other programs, when the ST300 starts, it will change to the directory last chosen from the menu.

When installing an upgrade eprom, you should:  
Clear the Cue Point memory  
Set factory defaults  
Set the directory

You must then re-enter your CLIP IDs at the appropriate Cue Points, or download them from a PC to which you have previously saved the list, using the Transfer Utility or Operator's Suite.

You should also enter into the MENU any changes you wish to use.  
Failure to follow this procedure may lead to corruption of the Clips and unpredictable operation.

## 24. FUNCTION TABLE

Function	Key Press	Description
GOTO ENTERED TIME	[SHIFT] + [RECUE]	Search the VTR to the manually entered time. Use the numeric keypad. Press [ENTER] or [RECUE].
GANG	[SHIFT] + [VTR #1] OR [SHIFT] + [VTR #2] OR [SHIFT] + [VTR #3] OR [SHIFT] + [VTR #4]	One at a time, press the VTR keys to be included in the gang. The LED above the key will turn on.  Press the VTR key again to remove from gang. Press [ESC] to exit & save the gang.  The VTR LEDs that are on show the gang.  The flashing LED shows which VTR is currently selected (and is monitoring Time Code on the display).
FFWD	[FFWD]	Press and HOLD to shuttle. Release key to stop. Set WIND Speed in MENU.
JOG	[JOG]	Select JOG mode and enable Wheel.
LAST CUE	[LAST CUE]	Step to the previous Cue Point Location.
NEXT CUE	[NEXT CUE]	Step to the next Cue Point Location.
RECORD	[REC]	Places VTR into the Record mode selected by RECORD MODE in the SETUP MENU.
REWIND	[RWD]	Press and HOLD to shuttle. Release key to stop. Set WIND Speed in MENU.
SHUTTLE	[SHUTTLE]	Select SHUTTLE mode and enable Wheel.
DISPLAY CURRENT DIRECTORY	[SHIFT]+[CLIP LIST]	Displays current directory.
DISPLAY DIRECTORY CURRENT CUE POINT IS SAVED IN	[SHIFT]+ [NEXT CUE] OR [SHIFT]+ [LAST CUE]	Displays the directory in which the clips in the CURRENT Cue Point are saved.
DISPLAY DURATION OF CLIP and WHICH CLIP IS LOADED	[SHIFT] + [LOAD]	Display duration of currently loaded clip and which clip is loaded.
PRESET SLOMO SPEED	[SHIFT] + [SLOMO]	Turn Wheel to preset slo-mo speed.
SLOMO	[SLOMO]	Press [SLOMO] to slo-mo the VTR. Turn the Wheel (or move the T-Bar, if available) to change the play speed. Press [SLOMO] to STILL frame <b>OR</b> press any transport key to exit SLOMO.
STOP	[STOP]	Press once to STILL frame VTR. Press again to put VTR into STOP mode.
PLAY TO LOOP	[SHIFT]+ [LOOP ENABLE]	Loops from the IN point to the OUT point of a clip continuously.
LOOP ENABLE	[SHIFT] + [PLAY]	Plays clip from beginning to end then repeats.

<b>Function</b>	<b>Key Press</b>	<b>Description</b>
GOTO end of CLIP	[ <b>SHIFT</b> ] + [ <b>FFWD</b> ]	Position to last frame of clip
GOTO beginning of CLIP	[ <b>SHIFT</b> ] + [ <b>REW</b> ]	Position to first frame of clip
TIME MODE SELECT	[ <b>TIME MODE</b> ]	Press to toggle between Timecode (TC), VITC (VT) or Tape Timer (TM) display modes.

## 25. SPECIFICATIONS

### ST300

Power:	90 VAC to 265 VAC adapter supplied with IEC connector		
Size:	(L" x W" x H") 12" x 6" x 1.5" (front) 3.0" (rear)		
Weight:	4 lbs.		
Rear Panel Connectors:	VTR1, VTR2, VTR3, VTR4	(All DB9F)	
	GPI	(DBF15F)	
	Power	(DB9M)	
	Aux	(DB9F)	
Display:	Easy to read 2-line, back-lit LCD display (User adjustable contrast)		
Jog/Shuttle Wheel:	With mechanical detents		
Optional "T"-bar:	Slo-mo 0-200% of Play Speed		

### RS422 SERIAL CONNECTOR

#### 9-Pin D-Type, Female (DB9F)

Pin #	1	Frame Ground	6	Receive Common
	2	Receive A ←	7	Receive B ←
	3	Transmit B →	8	Transmit A →
	4	Transmit Common	9	Frame Ground
	5	Spare		

### POWER CONNECTOR

#### 9-Pin D-Type, Male (DB9M)

Pin #	1	+5v DC	6	+5 VDC
	2	+5v DC	7	Ground
	3	Ground	8	Ground
	4	+12 VDC	9	Ground
	5	-12 VDC		

### AUX PORT RS422 SERIAL CONNECTOR

#### 9-Pin D-Type, Female

Pin #	1	Frame Ground	6	Transmit Common
	2	Receive A ←	7	Receive B ←
	3	Transmit B →	8	Transmit A →
	4	Receive Common	9	Frame Ground
	5	Spare		

## **GPI IN/OUT CONNECTOR**

### **15-Pin D-Type, Female (DB15F)**

Pin #	Function	Pin #	Function
1	GPI OUT 1	9	GPI IN 1 = RECORD
2	GPI OUT 2	10	GPI IN 2 = PLAY
3	GPI OUT 3	11	GPI IN 3 = STOP
4	GPI OUT 4	12	GPI IN 4 = RECUE
5	GPI OUT 5	13	GPI IN 5 = LOAD
6	GPI OUT 6	14	GPI IN 6 = NEXT CUE
7	GPI OUT 7	15	GPI IN 7 = LAST CUE
8	Common: GPI IN and GPI OUT		

## **ST320 (SHOTBOX)**

Power: 90 VAC to 265 VAC adapter supplied with IEC connector

Size: (L" x W" x H") 10.5" x 7.5" x 1.75" (front) 3.13" (rear)

Weight: 4 lbs.

Rear Panel Connectors: Power (DB9M)  
OUTPUT (DB9F)

Display: Easy to read 2-line, back-lit LCD display  
(User adjustable contrast)

## **RS422 SERIAL CONNECTOR**

### **9-Pin D-Type, Female (DB9F)**

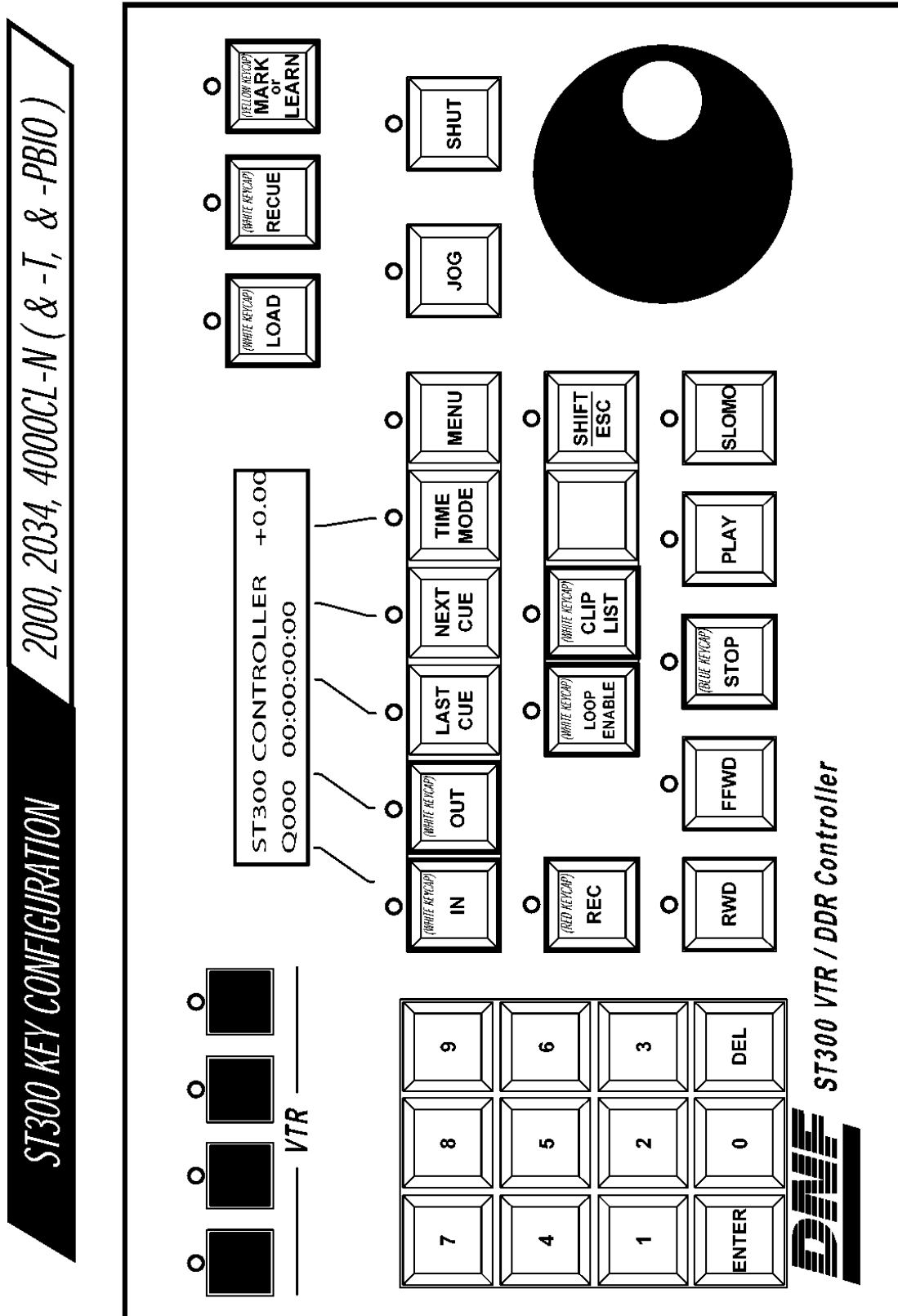
Pin #	1	Frame Ground	6	Transmit Common
	2	Transmit A →	7	Transmit B →
	3	Receive B ←	8	Receive A ←
	4	Receive Common	9	Frame Ground
	5	Spare		

## **POWER CONNECTOR**

### **9-Pin D-Type, Male (DB9M)**

Pin #	1	+5v DC	6	No Connection
	2	+5v DC	7	Ground
	3	Ground	8	Ground
	4	No Connection	9	Ground
	5	No Connection		

## 26. KEY LAYOUT



## **27. DNF CONTROLS LIMITED WARRANTY**

DNF Controls warrants its product to be free from defects in material and workmanship for a period of one (1) year from the date of sale to the original purchaser from DNF Controls.

In order to enforce the rights under this warranty, the customer must first contact DNF's Customer Support Department to afford the opportunity of identifying and fixing the problem without sending the unit in for repair. If DNF's Customer Support Department cannot fix the problem, the customer will be issued a Returned Merchandise Authorization number (RMA). The customer will then ship the defective product prepaid to DNF Controls with the RMA number clearly indicated on the customer's shipping document. The merchandise is to be shipped to:

DNF Controls  
12843 Foothill Blvd., Suite D  
Sylmar, CA 91342  
USA

Failure to obtain a proper RMA number prior to returning the product may result in the return not being accepted, or in a charge for the required repair.

DNF Controls, at its option, will repair or replace the defective unit. DNF Controls will return the unit prepaid to the customer. The method of shipment is at the discretion of DNF Controls, principally UPS Ground for shipments within the United States of America. Shipments to international customers will be sent via air. Should a customer require the product to be returned in a more expeditious manner, the return shipment will be billed to their freight account.

This warranty will be considered null and void if accident, misuse, abuse, improper line voltage, fire, water, lightning or other acts of God damaged the product. All repair parts are to be supplied by DNF Controls, either directly or through its authorized dealer network. Similarly, any repair work not performed by either DNF Controls or its authorized dealer may void the warranty.

After the warranty period has expired, DNF Controls offers repair services at prices listed in the DNF Controls Price List. DNF Controls reserves the right to refuse repair of any unit outside the warranty period that is deemed non-repairable.

DNF Controls shall not be liable for direct, indirect, incidental, consequential or other types of damage resulting from the use of the product.

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