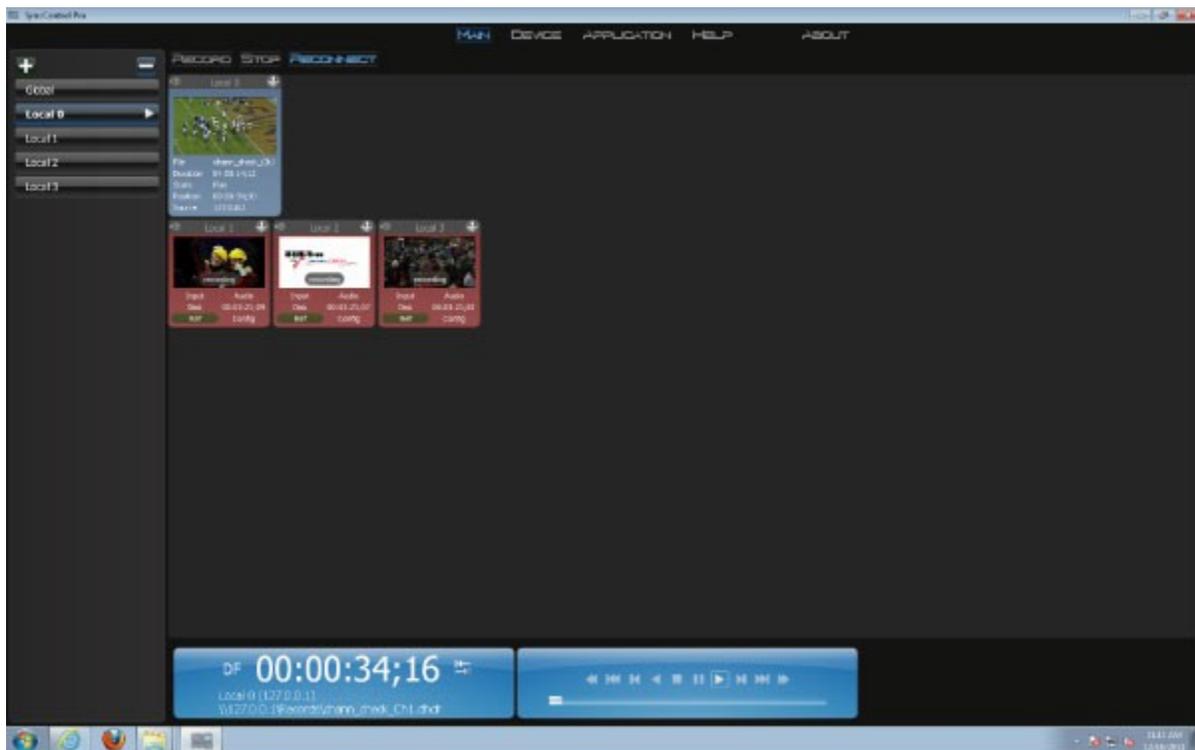


# SyncControl Pro

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# SyncControl Pro Features



*Main SyncControl Pro interface*

SyncControl Pro is a software application which allows the user to control multiple Drastic DDR capture channels for simultaneous and synchronized capture and playback.

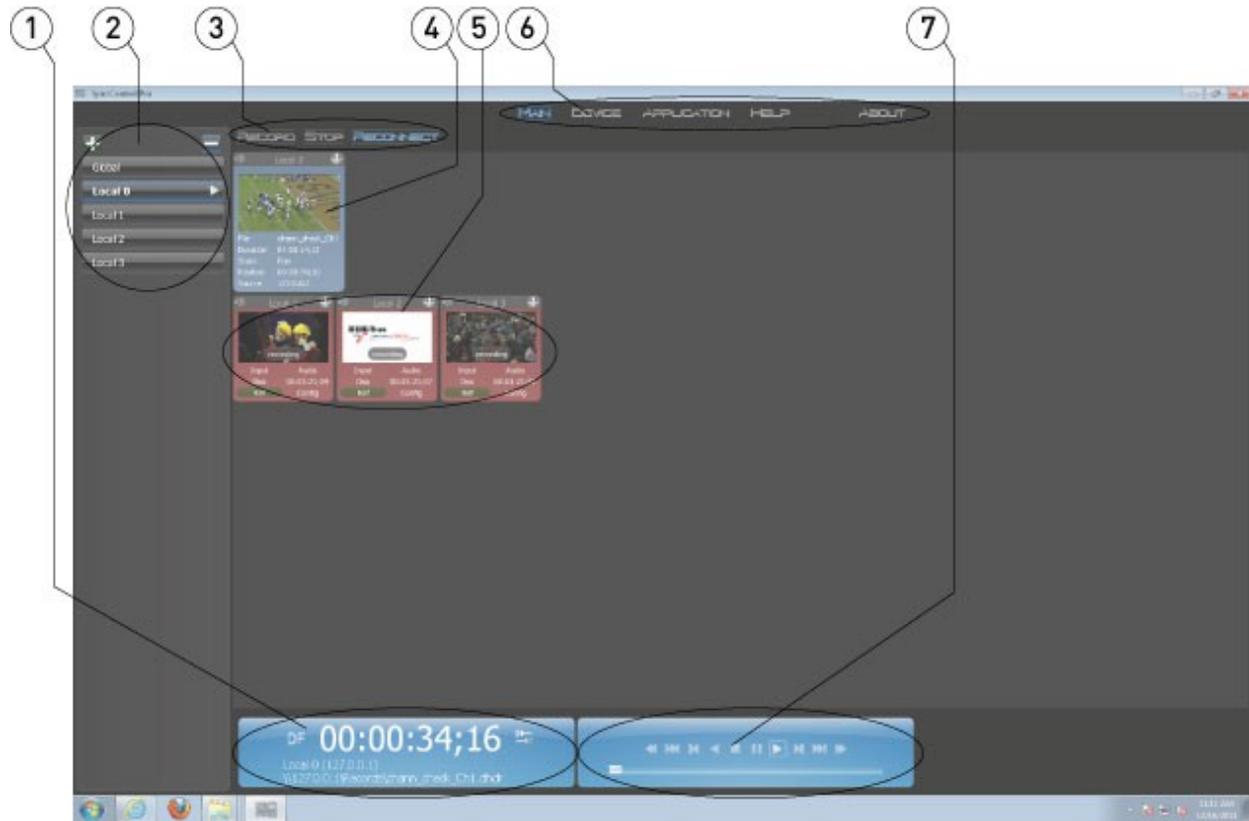
The user may set up a multiple channel DDR within one chassis using one or more video cards and control them using a local install of SyncControl Pro. Also, the user may control the channels of available Drastic DDRs on the network (or any combination of local and network channels).

Each of the controlled channels may be set up to either be a playback channel or capture channel. Clips may be played out while the file is still recording subject to a minimal follow distance. Each DDR offers signal analysis tools to view the signal, including vector scope, waveform monitor and histogram.

# Controls and Displays

## The Main Interface

When **SyncControl Pro** is first opened, the main view is displayed. This view shows the DDRs that have been added, provides record and playback controls and displays, and offers menu choices to access other controls and displays.



The **Main Interface** is selected by pressing the **Main** button at the top of the application window.

<b>1</b>	<b>Time Code</b> section	Displays the current time code location, the video standard, the IP address and pathway, and offers a <b>Go To</b> button to cue to a specific time code location.
<b>2</b>	<b>Channels</b> section	Displays each of the DDRs that have been loaded as selectable channels, including a <b>Global</b> button for changes which affect all DDRs, and provides an <b>Add</b> and <b>Delete</b> button to load or remove DDRs from being controlled.
<b>3</b>	<b>Control</b> section	Provides a <b>Record</b> , a <b>Stop</b> and a <b>Reconnect</b> button to control recording actions on selected Record DDRs.
<b>4</b>	<b>Player</b> DDR	Displays information about the channel name, and the file the Player DDR has loaded, including a video or audio representation. Also provides controls to display signal analysis and system information views.

<b>5</b>	<b>Record DDRs</b>	Displays information about the channel name, and the file the Record DDR is recording, including a video or audio representation. Also provides controls to display signal analysis and system information views.
<b>6</b>	<b>Interface Menu Selectors</b> section	Provides <b>Main, Device, Application, Help</b> and <b>About</b> buttons.
<b>7</b>	<b>Transport Controls</b> section	Provides transport controls ( <b>Stop, Play, Reverse Play</b> etc.) and the <b>Position</b> control.

### Time Code Section

The **Main** view offers a time code window which provides time code information about media files on selected playback DDRs



<b>1</b>	<b>Network Path</b>	Displays the location of the selected file
<b>2</b>	<b>Device name</b>	Displays the name and IP address of the selected DDR
<b>3</b>	<b>Video Standard</b>	Displays the video standard to which the selected DDR has been set
<b>4</b>	<b>Time Code Location</b>	Displays the time code location of the current file
<b>5</b>	<b>Go To</b> button	Pressing the <b>Go To</b> button opens a window, which allows the user to enter a time code location, and cue to that location

### Go To

The **Main** view time code window **Go To** button opens this window:

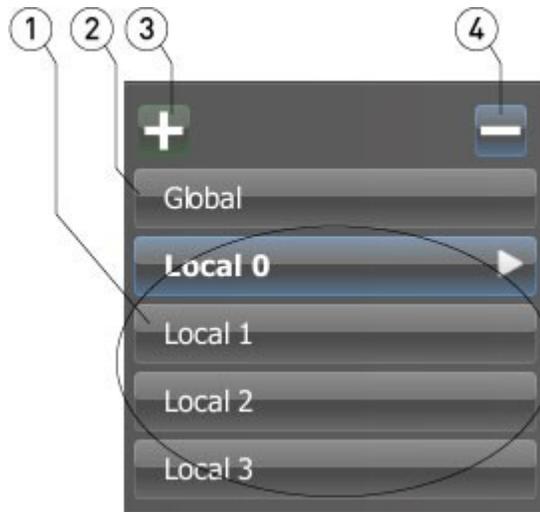


<b>1</b>	<b>Time Code</b> field	Displays the current time code location, and allows the user to enter a new time code location
<b>2</b>	<b>Clear</b> button	Clears the current time code information from the Time Code field
<b>3</b>	<b>Info</b> button	Provides Help information about the Go To window

4	<b>Close</b> button	Closes the Go To window without enabling any changes
5	<b>Enter</b> button	Cue the time code location in the Time Code field and display the frame of video found there

### Device List Section

The **Main** view offers a **Device List** section to allow the user to add or remove DDRs, and to select a single DDR, or to select all DDRs.



1	<b>Device</b> buttons	Each DDR being controlled is represented by one of these controls. A selected DDR is highlighted and shows an arrow. When selected, any changes made apply to that DDR alone.
2	<b>Global</b> button	When the <b>Global</b> button is selected, any changes made apply to all DDRs.
3	<b>Add</b> button	Pressing the <b>Add</b> button allows the user to find a DDR on the network to add to the list of DDRs being controlled.
4	<b>Remove</b> button	With a DDR selected, pressing the <b>Remove</b> button removes the selected DDR from the list of DDRs being controlled.

### Control Section

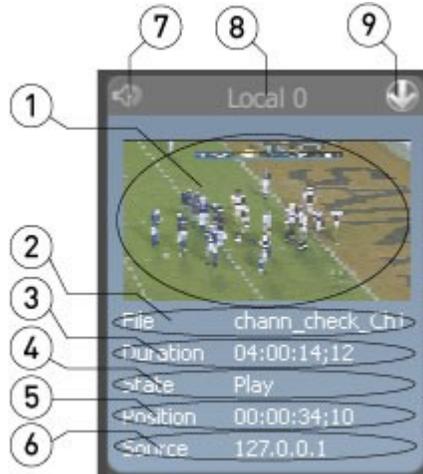
The **Main** view offers a **Control** section, whose buttons apply to the record DDR or DDRs.



1	<b>Record</b> control	Pressing the <b>Record</b> control places all Recorder DDRs into Record mode.
2	<b>Stop</b> control	Pressing the <b>Stop</b> control places all Recorder DDRs into Stop mode.
3	<b>Reconnect</b> control	Pressing the <b>Reconnect</b> control allows the user to reconnect or alter settings for a selected DDR.

## DDR Slate Player Mode

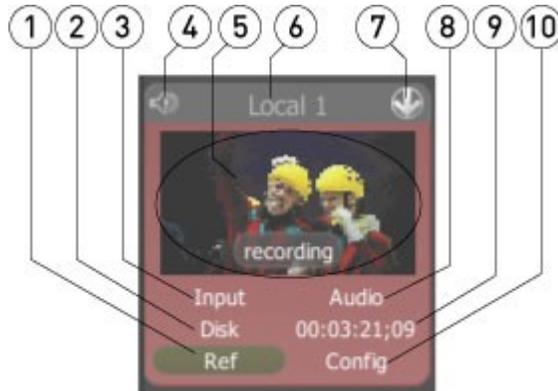
The **Main** view offers a slate for each DDR designated as a player DDR.



<b>1</b>	<b>Audio/Video</b> display field	With Video selected, displays a scaled down view of the video currently loaded or being played on the Player DDR. With Audio selected, displays a scaled down image of audio meters, to confirm relative audio output levels.
<b>2</b>	<b>File name</b> display	Displays the name of the loaded file.
<b>3</b>	<b>Duration</b> display	Displays the duration of the loaded file.
<b>4</b>	<b>Device State</b> display	Displays the current transport state of the Player DDR, i.e. whether in Stop or Play mode.
<b>5</b>	<b>Position</b> display	Displays the current position within the loaded file.
<b>6</b>	<b>Source</b> display	Displays the IP address of the source DDR.
<b>7</b>	<b>Audio/Video</b> toggle	When the video is displayed, this control will offer an audio icon to display audio levels. When the audio is displayed, this control will offer a video icon to display a scaled down video monitor.
<b>8</b>	<b>Player DDR</b> name display	Displays the name of the Player DDR.
<b>9</b>	<b>Device Views</b> button	Pressing the <b>Device Views</b> button opens the Views section, which allows the user to display the signal analysis views, and the system info/metadata views for the selected channel.

## DDR Slate Record Mode

The **Main** view offers a slate for each DDR designated as a record DDR.



<b>1</b>	<b>Reference</b> display	Indicates the state of the Reference source.
<b>2</b>	<b>Disk</b> display	Indicates the state of the Record Disk.
<b>3</b>	<b>Input</b> display	Indicates the state of the Input signal.
<b>4</b>	<b>Audio/Video</b> toggle	When the video is displayed, this control will offer an audio icon to display audio levels. When the audio is displayed, this control will offer a video icon to display a scaled down video monitor.
<b>5</b>	<b>Audio/Video</b> display field	With Video selected, displays a scaled down view of the video signal present on the Record DDR. When the DDR is recording, a <b>Recording</b> chip will be displayed over the video. With Audio selected, displays a scaled down image of audio meters, to confirm relative audio input levels.
<b>6</b>	<b>Record DDR</b> name display	Displays the name of the Record DDR.
<b>7</b>	<b>Device Views</b> button	Pressing the <b>Device Views</b> button opens the Views section, which allows the user to display the signal analysis views, and the system info/metadata views for the selected channel.
<b>8</b>	<b>Audio</b> display	Indicates the state of the audio input.
<b>9</b>	<b>Time Code location</b> display	Indicates the current time code location.
<b>10</b>	<b>Config</b> display	Indicates the state of the Record DDR's Config.

## DDR Audio Display

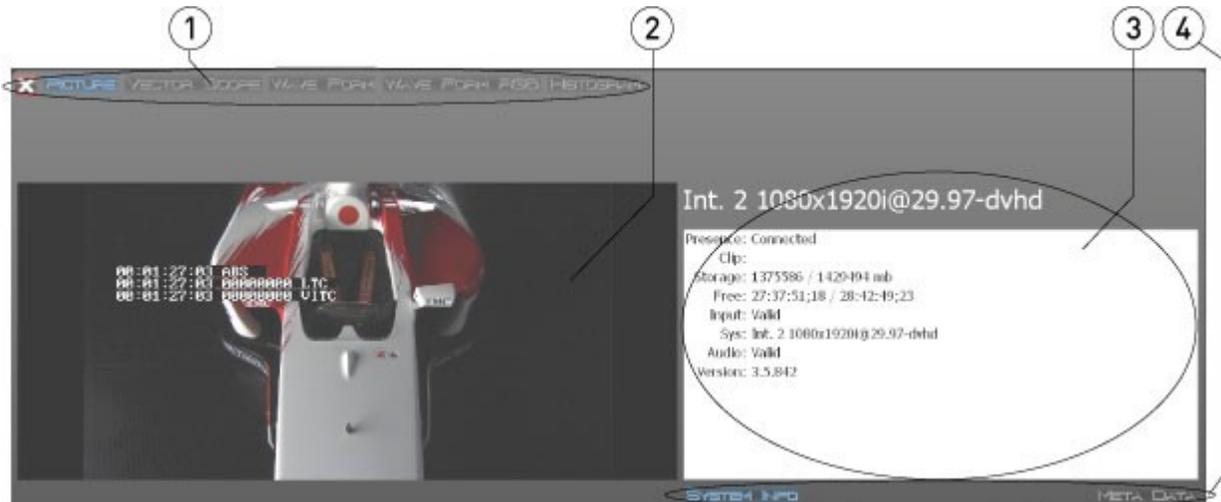
Pressing the **Audio/Video** toggle will switch the DDR slate between the video view and the audio view.



<b>1</b>	<b>Audio Levels</b>	Relative audio level markers are displayed to confirm nominal level activity on the DDR
<b>2</b>	<b>Video</b> toggle	When the Audio is displayed a video icon will be present to allow the user to return to the video display
<b>3</b>	<b>Device name</b>	Each device has its name at the top of the slate
<b>4</b>	<b>Levels</b> field	Up to the first eight channels of audio will be represented by a dynamic bar

## Record DDR Views

Pressing the **Device Views** button for each DDR reveals the views portion of the interface. Pressing the **Picture** button reveals the **Picture View** for the DDR.

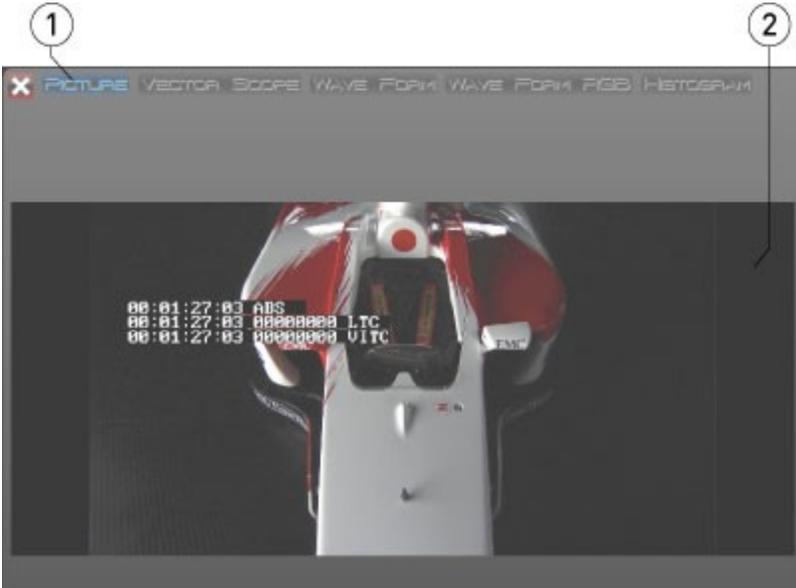


<b>1</b>	<b>View</b> selector	Select between the available views by clicking on one of the controls. In the above example the <b>Picture</b> view is selected, and therefore highlighted. The Vector Scope, Wave form monitors and Histogram views may be selected by clicking on their buttons. There is also a button to close the Record DDR view.
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2	<b>View Monitor</b>	Displays whichever view which has been selected in the <b>View</b> selector. In the <b>Picture</b> view for example, the video is displayed including any time code overlay.
3	<b>System/Metadata</b> field	This window displays either <b>System Info</b> or <b>Metadata</b> depending on which control below the field is selected. When <b>System Info</b> is selected, this window displays information about the channel. When <b>Metadata</b> is selected, this window displays the metadata associated with the media.
4	<b>System Info/Metadata</b> controls	These controls allow the user to select between displaying the <b>System Info</b> or the <b>Metadata</b> in the window above the controls.

**Record DDR View - Picture**

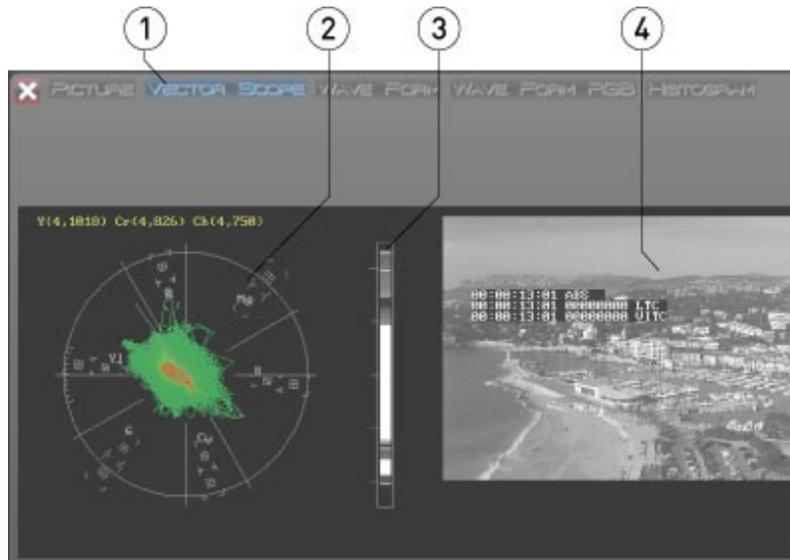
Pressing the **Device Views** button for each record DDR reveals the views portion of the interface. Pressing the **Picture** button reveals the picture view for the DDR.



1	<b>Picture</b> button	When selected, this button will be highlighted and the <b>View Monitor</b> will display the <b>Picture View</b>
2	<b>Picture</b> field	Provides a video monitor including any time code overlay

## Record DDR View – Vector Scope

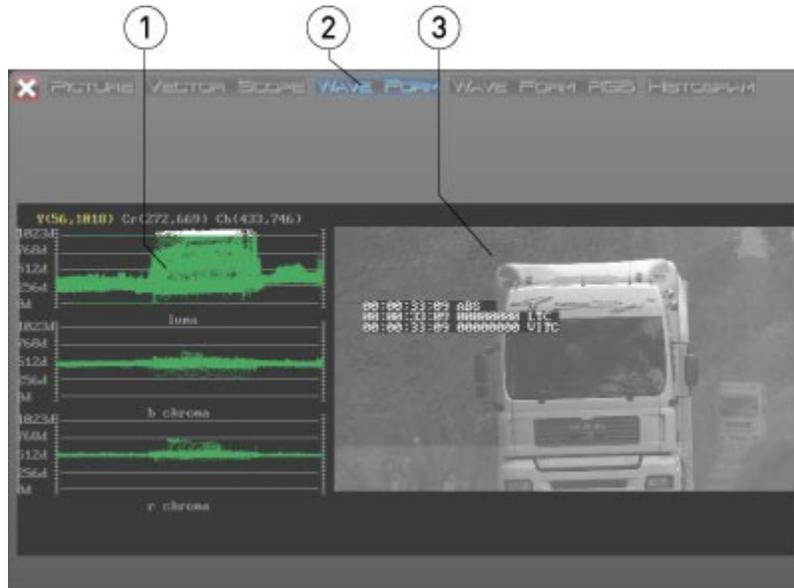
Pressing the **Device Views** button for each record DDR reveals the views portion of the interface. Pressing the **Vector Scope** button reveals the vector scope view for the DDR.



1	<b>Vector Scope</b> button	When selected, this button will be highlighted and the <b>View Monitor</b> will display the <b>Vector Scope</b>
2	<b>Vector Scope</b> field	Provides a traditional vector scope including graticule overlay
3	<b>Drastic Luma Stick</b>	Displays luminance distribution within the image
4	<b>Video Monitor</b>	Provides a scaled down confidence video monitor to confirm which content is being viewed

## Record DDR View – Wave Form Monitor

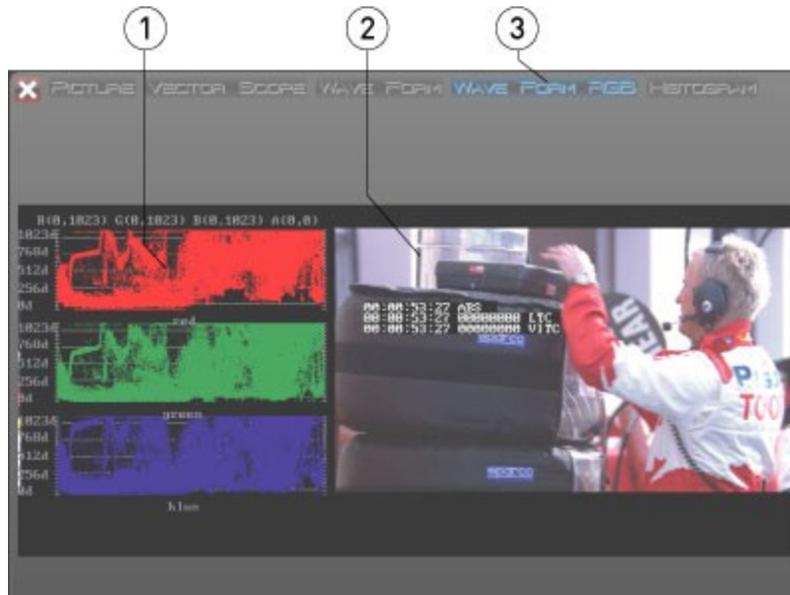
Pressing the **Device Views** button for each record DDR reveals the views portion of the interface. Pressing the **Wave Form** button reveals the wave form monitor view for the DDR.



1	<b>Wave Form Monitor</b> field	Provides a YCbCr (luma, b chroma, r chroma) wave form monitor
2	<b>Wave Form Monitor</b> button	When selected, this button will be highlighted and the <b>View Monitor</b> will display the <b>Wave Form Monitor</b>
3	<b>Video Monitor</b>	Provides a scaled down confidence video monitor to confirm which content is being viewed

## Record DDR View – Wave Form Monitor RGB

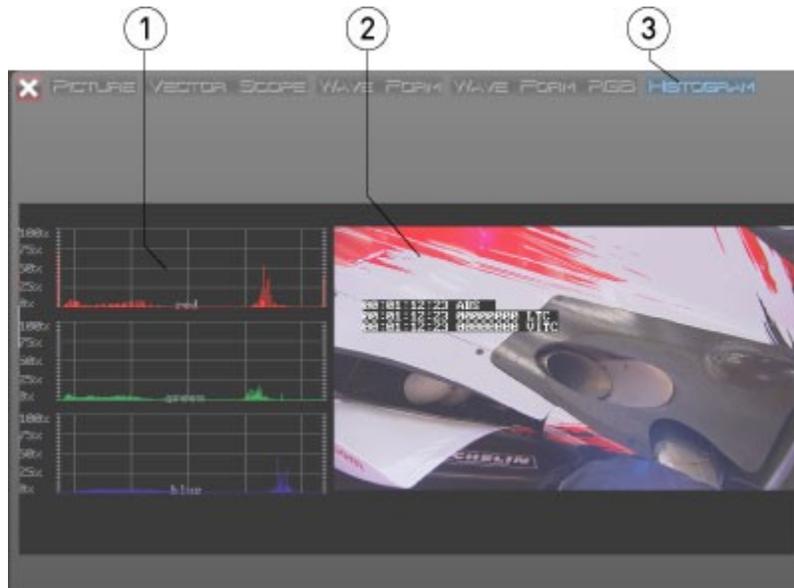
Pressing the **Device Views** button for each record DDR reveals the views portion of the interface. Pressing the **Wave Form RGB** button reveals the wave form RGB monitor view for the DDR.



1	<b>Wave Form RGB Monitor</b> field	Provides an RGB (red, blue, green) wave form monitor
2	<b>Video Monitor</b>	Provides a scaled down confidence video monitor to confirm which content is being viewed
3	<b>Wave Form RGB Monitor</b> button	When selected, this button will be highlighted and the <b>View Monitor</b> will display the <b>Wave Form RGB Monitor</b>

## Record DDR View – Histogram Monitor

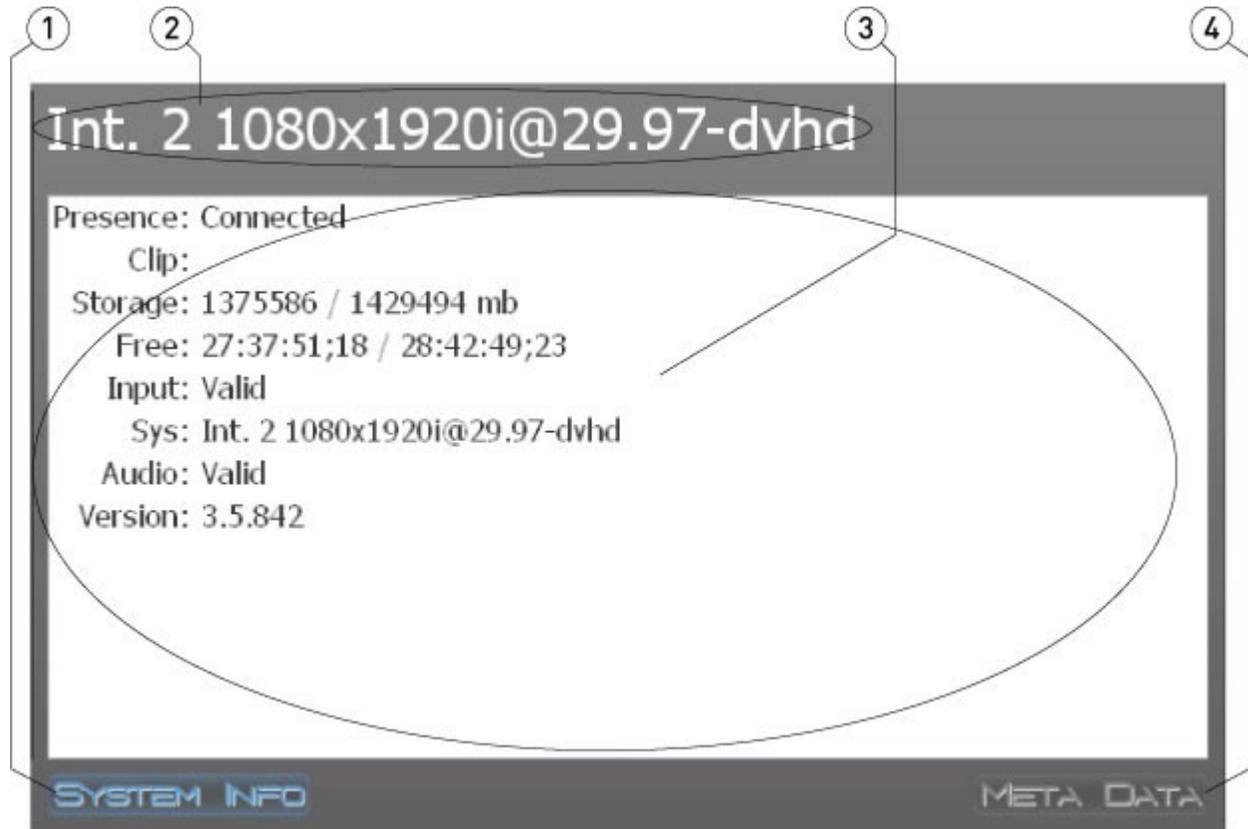
Pressing the **Device Views** button for each record DDR reveals the views portion of the interface. Pressing the **Histogram** button reveals the histogram view for the DDR.



<b>1</b>	<b>Histogram</b> field	Provides a histogram view of the video signal
<b>2</b>	<b>Video Monitor</b>	Provides a scaled down confidence video monitor to confirm which content is being viewed
<b>3</b>	<b>Histogram</b> control	When selected, this button will be highlighted and the <b>View Monitor</b> will display the <b>Histogram</b>

## Record DDR View – System Info

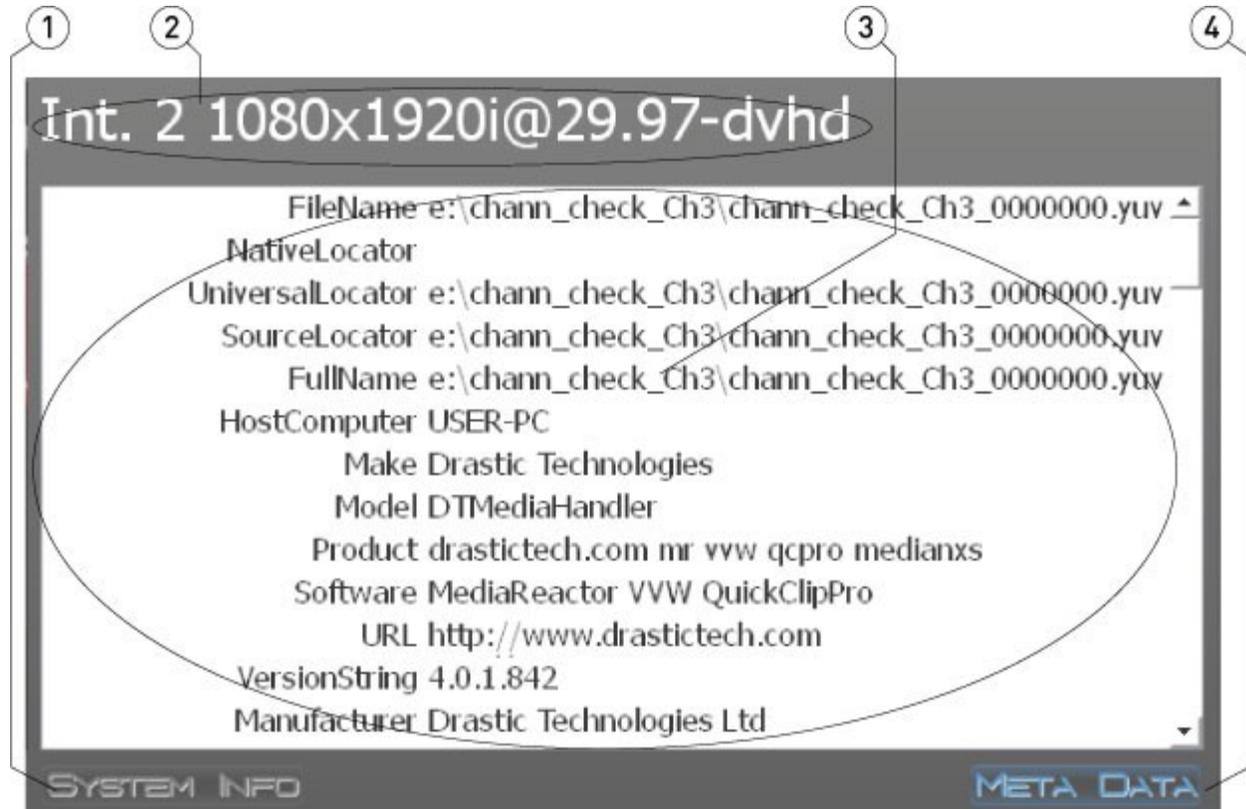
Pressing the **Device Views** button for each record DDR reveals the views portion of the interface. Pressing the **System Info** button reveals the System Info for the DDR.



1	<b>System Info</b> button	Pressing this button displays system information within the <b>System Info/Metadata</b> field. The button will be highlighted when selected.
2	<b>Channel</b> info	Describes the internal channel and video standard to which the system is set
3	<b>System Info/Metadata</b> field	This field displays system information when the <b>System Info</b> button is selected and metadata when the <b>Metadata</b> button is selected.
4	<b>Metadata</b> button	Pressing this button displays metadata within the <b>System Info/Metadata</b> field. The button will be highlighted when selected.

## Record DDR View – Metadata

Pressing the **Device Views** button for each record DDR reveals the views portion of the interface. Pressing the **Metadata** button reveals the Metadata for the DDR.



1	<b>System Info</b> button	Pressing this button displays system information within the <b>System Info/Metadata</b> field. The button will be highlighted when selected.
2	<b>Channel</b> info	Describes the internal channel and video standard to which the system is set
3	<b>System Info/Metadata</b> field	This field displays system information when the <b>System Info</b> button is selected and metadata when the <b>Metadata</b> button is selected.
4	<b>Metadata</b> button	Pressing this button displays metadata within the <b>System Info/Metadata</b> field. The button will be highlighted when selected.

## Interface Menu Buttons

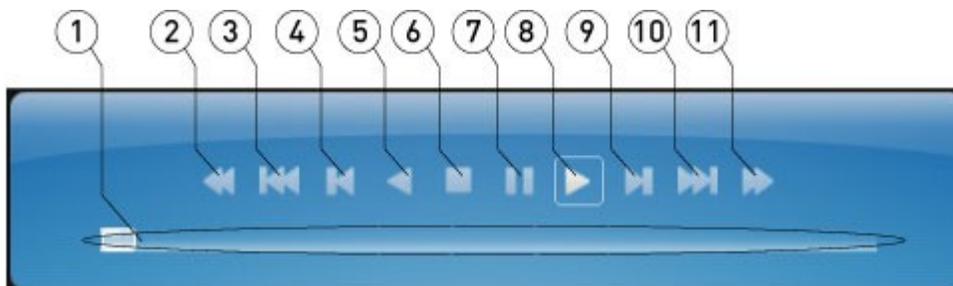
The **Interface Menu** buttons are located at the top of the interface, and provide access to specific controls and displays for the device and application, as well as help and about info.



<b>1</b>	<b>Main</b> view	When selected, shows the main view of SyncControl Pro.
<b>2</b>	<b>Device</b> menu	When selected, offers controls to affect the device settings for SyncControl Pro.
<b>3</b>	<b>Application</b> menu	When selected, offers controls to affect the application settings for SyncControl Pro.
<b>4</b>	<b>Help</b> pages	Where the device is connected to the internet, loads the Drastic website.
<b>5</b>	<b>About</b> window	Opens the <b>About</b> window, which offers version information for SyncControl Pro.

## Transport Controls

The **Transport** controls are located at the bottom of the main view and allow the user to cue and play files.

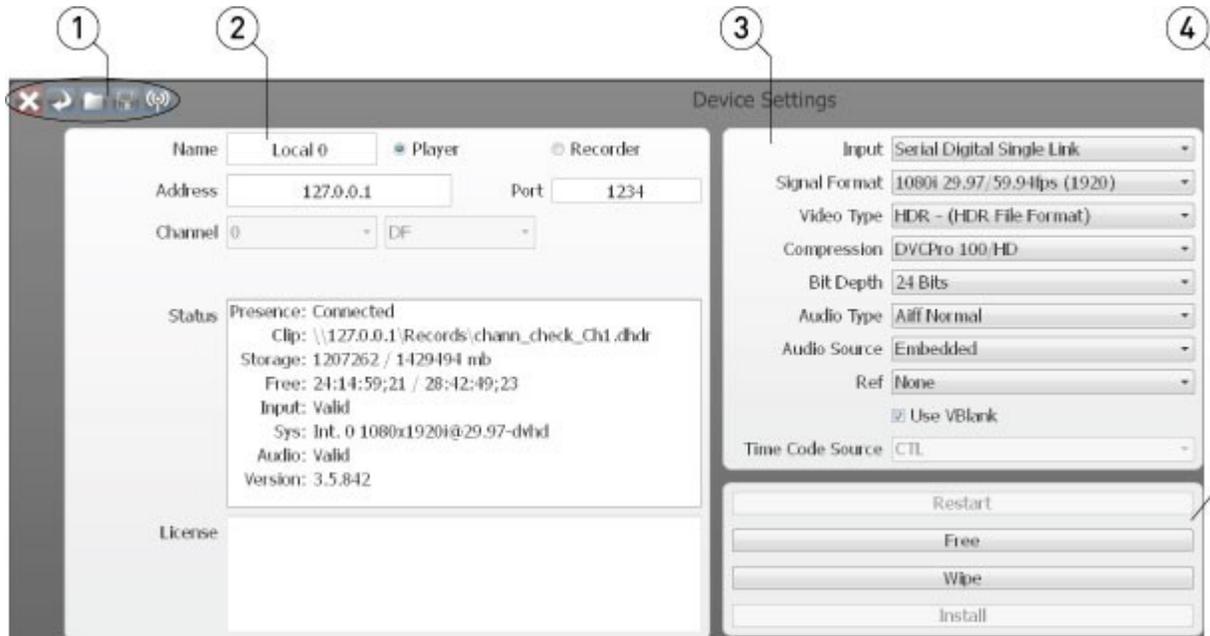


<b>1</b>	<b>Position Controller</b>	Displays the current location within the clip, and allows the user to cue locations within the clip by dragging
<b>2</b>	<b>Fast Reverse</b> button	Plays the clip in reverse at high speed
<b>3</b>	<b>Back 5 Seconds</b> button	Cues and displays the frame 5 seconds before the current frame
<b>4</b>	<b>Back 1 Frame</b> button	Cues and displays the frame before the current frame
<b>5</b>	<b>Reverse Play</b> button	Plays the clip in reverse at the normal rate of frames per second
<b>6</b>	<b>Stop</b> button	Stops playback and displays black, or passthrough video if present
<b>7</b>	<b>Pause</b> button	Stops playback and displays the current frame
<b>8</b>	<b>Play</b> button	Plays the video at 100% of normal speed
<b>9</b>	<b>Forward 1 Frame</b> button	Cues and displays the frame after the current frame
<b>10</b>	<b>Forward 5 Seconds</b>	Cues and displays the frame 5 seconds after the current

	button	frame
<b>11</b>	<b>Fast Forward</b> button	Plays the clip at high speed

## Device Menu

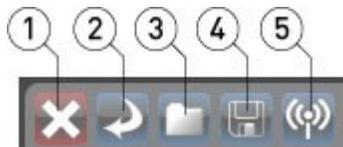
The **Device** menu is selected by pressing the **Device** button at the top of the application window.



<b>1</b>	<b>File</b> controls	Offers controls to cancel, go back, save or enable changes made to the file settings.
<b>2</b>	<b>Device Status</b> section	Offers displays and controls for the device's connections, status and license
<b>3</b>	<b>Input Settings</b> section	Offers controls to set up the parameters of the video input
<b>4</b>	<b>Drives</b> section	Allows the user to <b>Restart</b> the system, pressing <b>Free</b> shows how much space remains, <b>Wipe</b> all media from the record drives, and to <b>Install</b> a new version of SyncControl Pro

## File Controls

When the **Device** menu is displayed, the **File** controls will be displayed at the top of the **Device** menu window.

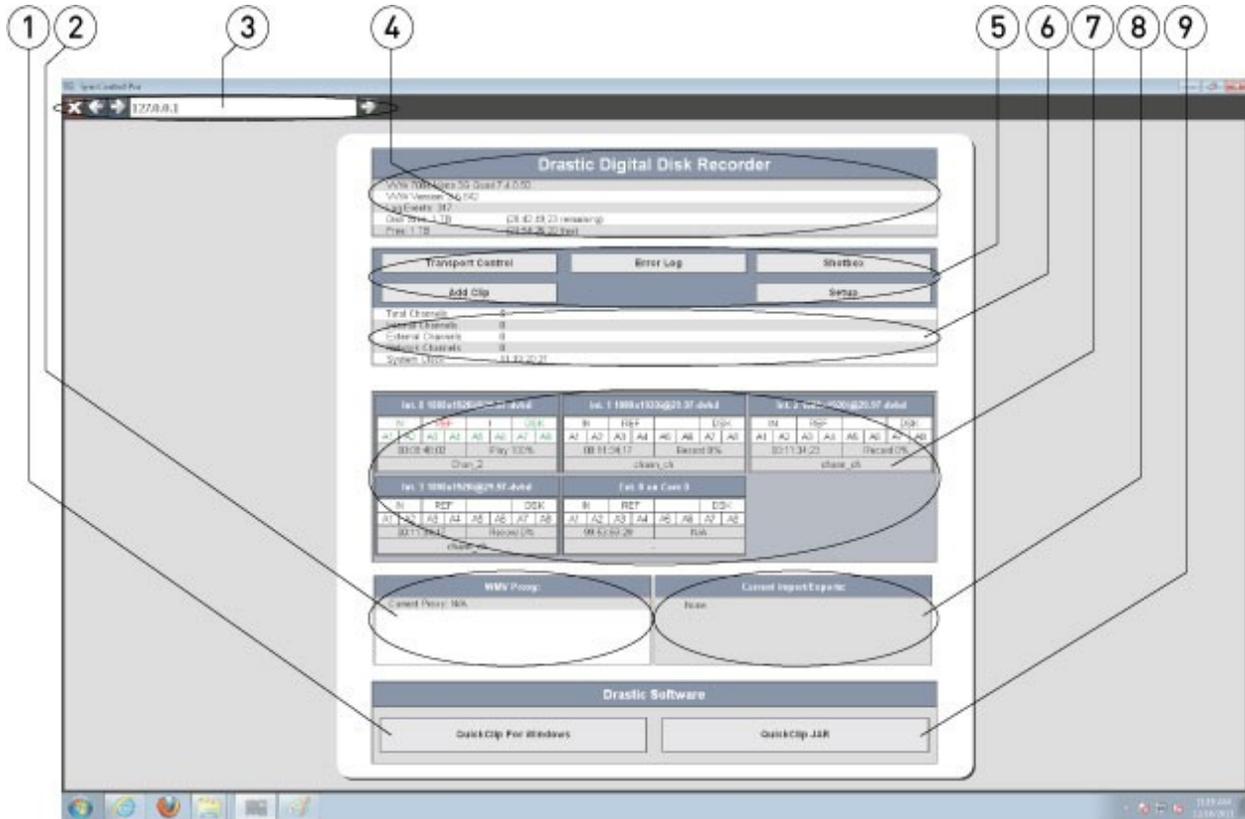


<b>1</b>	<b>Close</b> button	Close the Device section of the interface and return to the main view
<b>2</b>	<b>Refresh</b> button	Reload the current information from the device
<b>3</b>	<b>Record Folder</b> button	Select or confirm which folder to which media will be

		recorded
<b>4</b>	<b>Save</b> button	Save the current settings as a configuration file
<b>5</b>	<b>Device Web Page</b> button	Loads the device web page containing information about the selected DDR's state, and offers controls to access other settings and displays pertinent to the DDR.

## Device Web page

Select a DDR by clicking on its selector button. Press the **Device** button then press the **Device Web Page** button to reveal the following section.

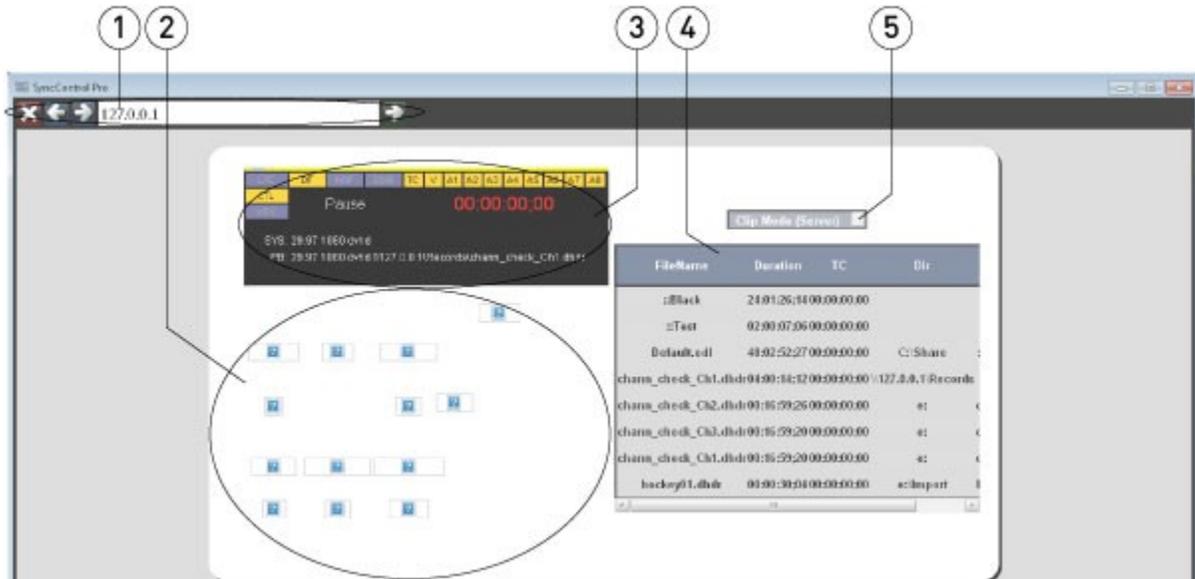


<b>1</b>	<b>QuickClip For Windows</b> button	Provides a link to install QuickClip on a Windows DDR
<b>2</b>	<b>WMV Proxy</b> window	Displays any proxy file creation activities which are set up or taking place on the DDR
<b>3</b>	<b>Web Page</b> navigation buttons	Displays the IP address of the selected DDR. Provides a <b>Close</b> , <b>Forward</b> and <b>Return</b> button for quick navigation.
<b>4</b>	<b>DDR Details</b> section	Displays information about the DDR video board, the software version, the Error Log and the Record Drive.
<b>5</b>	<b>Display</b> buttons	Provides buttons to open the following windows: <b>Transport Control</b> , <b>Error Log</b> , <b>Shotbox</b> , <b>Add Clip</b> , and <b>Setup</b> .
<b>6</b>	<b>DDR Channel Details</b> section	Displays an overview of the channels that are present in the DDR. Also shows system clock time.
<b>7</b>	<b>DDR Channel Extent</b> section	Displays an information window for each internal, external and network channel that is present in the DDR.
<b>8</b>	<b>Current Imports / Exports</b> window	Displays any import or export activities which are set up or taking place on the DDR
<b>9</b>	<b>QuickClip JAR</b> button	Provides a link to install QuickClip on a Windows DDR

	<b>Exports</b> section	taking place on the DDR.
<b>9</b>	<b>QuickClip JAR</b> button	Provides a link to the QuickClip JAR install.

## Device Web page – Transport Control

Select a DDR by clicking on its selector button. Press the **Device** button then press the **Device Web Page** button to reveal the **Device Web Page**. Press the **Transport Control** button to reveal the following **Transport Control** section.



<b>1</b>	<b>Web Page</b> navigation buttons	Displays the IP address of the selected DDR. Provides a <b>Close</b> , <b>Forward</b> and <b>Return</b> button for quick navigation.
<b>2</b>	<b>????</b> section	
<b>3</b>	<b>Channel Extents</b> section	Displays the time code setting, the video standard setting, the number of audio and video channels, the current transport state, the current time code location, the system settings and the playback settings.
<b>4</b>	<b>Clip Bin/EDL</b> section	Displays either depending on what is selected in the <b>Mode</b> pulldown menu.
<b>5</b>	<b>Mode</b> pulldown menu	Use this pulldown menu to select between the Clip Bin or the Time Code Space EDL.

## Device Web page – Error Log

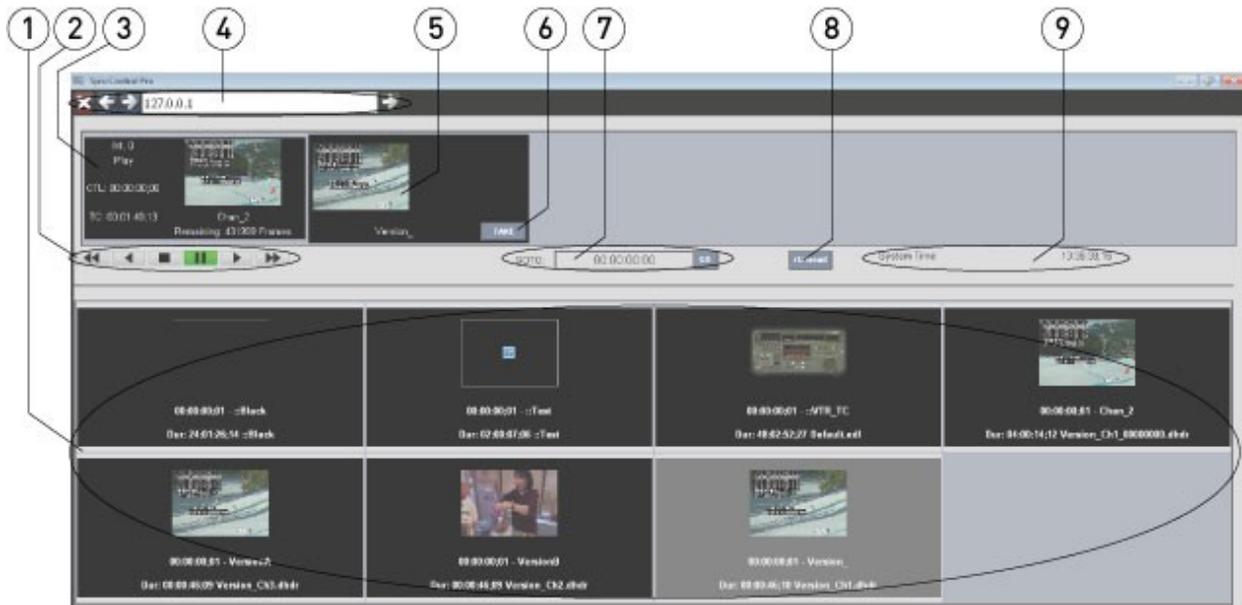
Select a DDR by clicking on its selector button. Press the **Device** button then press the **Device Web Page** button to reveal the **Device Web Page**. Press the **Error Log** button to reveal the following **Error Log** section.



1	<b>Error Log Save</b> section	Provides options to clear or save the error log.
2	<b>Web Page</b> navigation buttons	Displays the IP address of the selected DDR. Provides a <b>Close</b> , <b>Forward</b> and <b>Return</b> button for quick navigation.
3	<b>Error Type</b> checkboxes	Allows the user to select whether specific error type messages will be displayed. Choices include: <b>Error</b> , <b>Warning</b> , <b>Caution</b> , <b>Status</b> , <b>User</b> and <b>Auto Scroll</b> .
4	<b>Error Messages</b> field	Displays the error event, along with the time of the error, its severity and the specific message.

## Device Web page – Shotbox

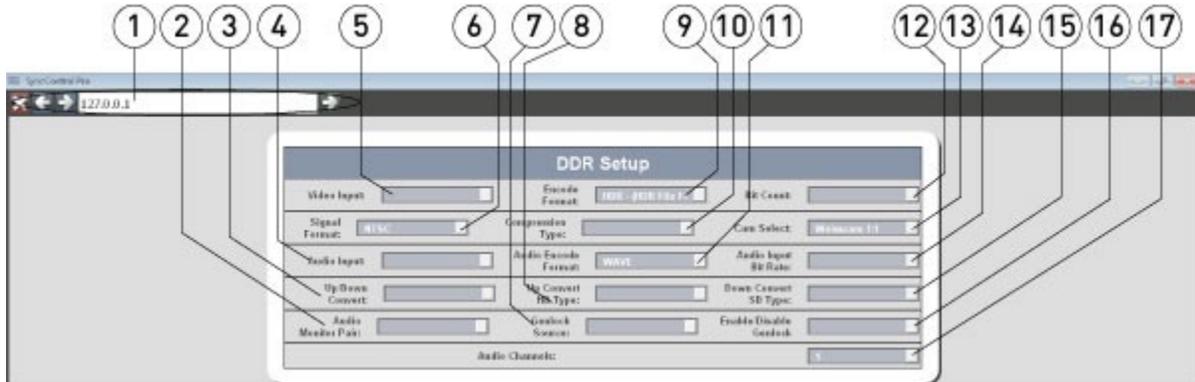
Select a DDR by clicking on its selector button. Press the **Device** button then press the **Device Web Page** button to reveal the **Device Web Page**. Press the **Shotbox** button to reveal the following **Shotbox** section.



1	<b>Clip Bin</b> section	This section displays the clips in the Clip Bin of the selected DDR.
2	<b>Transport Controls</b> section	The <b>Transport Controls</b> allow the user to play the selected clip. The controls offered are: <b>Fast Reverse, Reverse, Stop, Pause, Play, and Fast Forward.</b>
3	<b>Playback</b> slate	Displays information about the DDR: playback channel identifier, CTL time code, TC time code, channel name, and frames remaining within the selected clip.
4	<b>Web Page</b> navigation buttons	Displays the IP address of the selected DDR. Provides a <b>Close, Forward</b> and <b>Return</b> button for quick navigation.
5	<b>Clip Selector</b> section	When the user selects a clip in the <b>Clip Bin</b> , its frame will be displayed in the <b>Clip Selector</b> monitor. Pressing the <b>Take</b> button loads this clip for playback into the <b>Playback Slate.</b>
6	<b>Take</b> button	Press the <b>Take</b> button to load a selected clip into the <b>Playback</b> slate.
7	<b>GoTo</b> section	The user may cue to a specific frame within the selected clip by entering the time code location of the frame into the time code field and pressing the <b>GoTo</b> button.
8	<b>RTZ/Head</b> button	Pressing the <b>RTZ/Head</b> button cues up the first frame of the selected clip.
9	<b>System Time</b> display	The current system time is displayed.

## Device Web page – Setup

Select a DDR by clicking on its selector button. Press the **Device** button then press the **Device Web Page** button to reveal the **Device Web Page**. Press the **Setup** button to reveal the following **Setup** section.

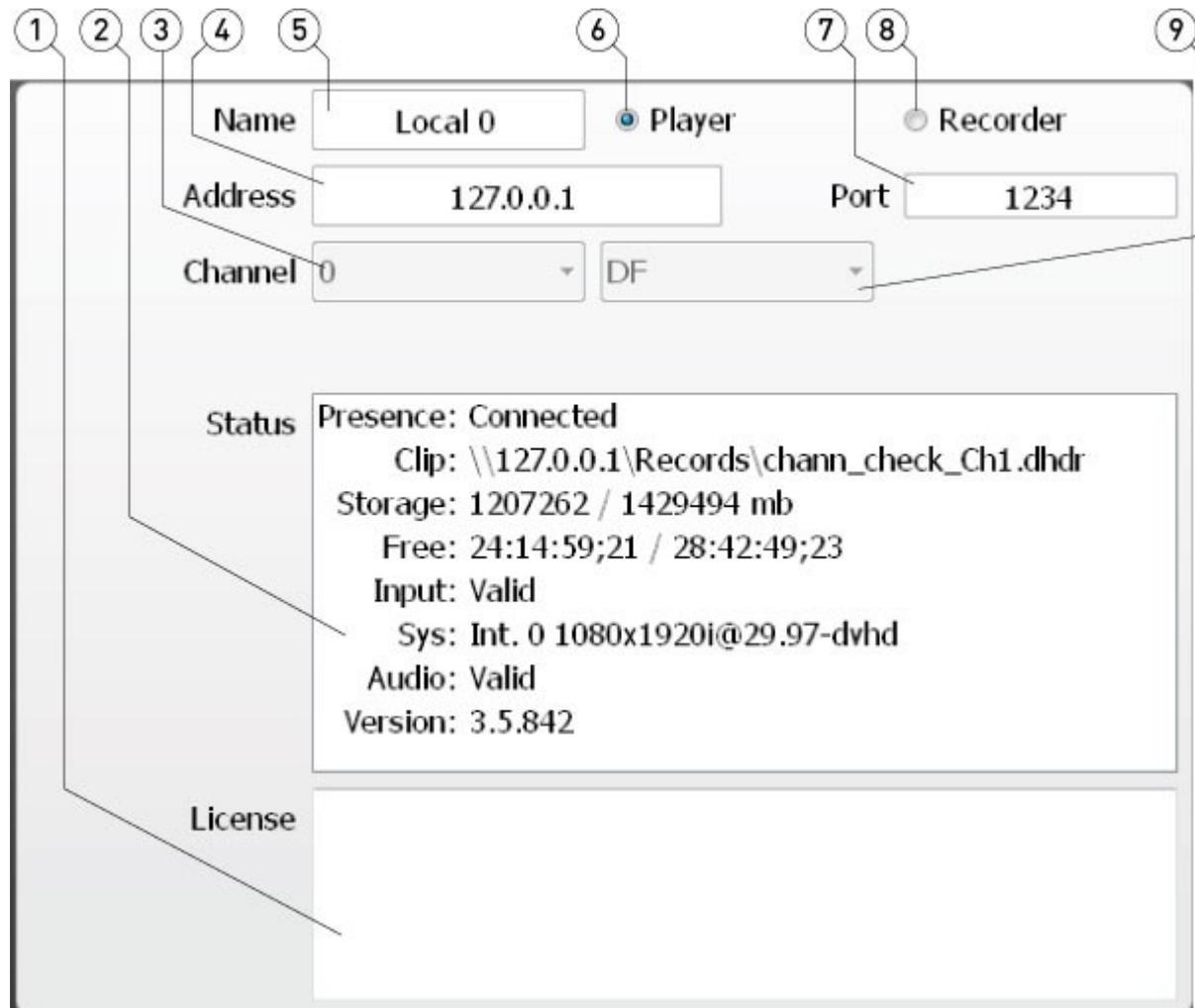


1	<b>Web Page</b> navigation buttons	Displays the IP address of the selected DDR. Provides a <b>Close</b> , <b>Forward</b> and <b>Return</b> button for quick navigation.
2	<b>Audio Monitor Pair</b> pulldown menu	Use the pulldown menu to select the audio pair that will be monitored.
3	<b>Up/Down Convert</b> pulldown menu	Use the pulldown menu to select between available up- or down-conversion types.
4	<b>Audio Input</b> pulldown menu	Use the pulldown menu to select between available audio input types.
5	<b>Video Input</b> pulldown menu	Use the pulldown menu to select between available video input types.
6	<b>Signal Format</b> pulldown menu	Use the pulldown menu to select between available signal format types.
7	<b>Genlock Source</b> pulldown menu	Use the pulldown menu to select between available genlock sources.
8	<b>Up Convert HD Type</b> pulldown menu	Use the pulldown menu to select between available HD types for up-conversion.
9	<b>Encode Format</b> pulldown menu	Use the pulldown menu to select between available encoding formats.
10	<b>Compression Type</b> pulldown menu	Use the pulldown menu to select between available compression types.
11	<b>Audio Encode Format</b> pulldown menu	Use the pulldown menu to select between available audio encode formats.
12	<b>Bit Count</b> pulldown menu	Use the pulldown menu to select between available bit count settings.
13	<b>Cam Select</b> pulldown menu	Use the pulldown menu to select between available Raw Camera types.
14	<b>Audio Input Bit Rate</b> pulldown menu	Use the pulldown menu to select between available audio input bit rates.
15	<b>Down Convert SD Type</b> pulldown menu	Use the pulldown menu to select between available SD types for down-conversion.
16	<b>Enable/Disable Genlock</b> pulldown menu	Use the pulldown menu to select between available settings for enabling or disabling the genlock.

<b>17</b>	<b>Audio Channels</b> pulldown menu	Use the pulldown menu to select between available number of audio channels (hardware-dependent).
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### Device Status Section

The **Device Status** section is displayed within the **Device Settings** view.

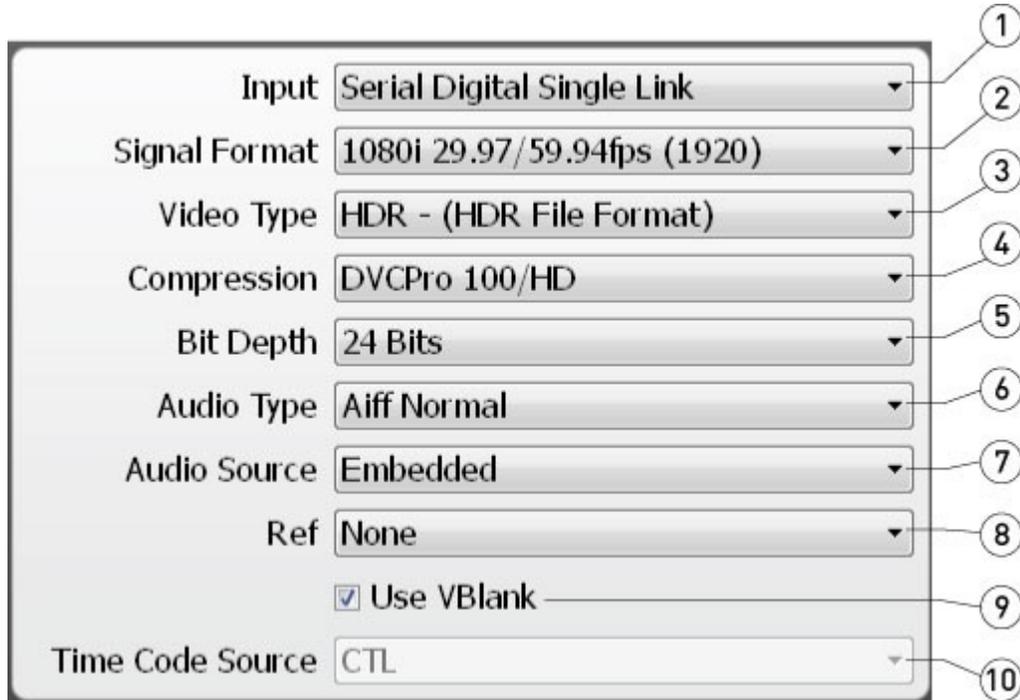


<b>1</b>	<b>License</b> display	Displays the current licensing status
<b>2</b>	<b>Status</b> display	Displays the current device status, including
<b>3</b>	<b>Channel</b> pulldown menu	In a multichannel system, allows the user to select between available channels
<b>4</b>	<b>IP Address</b> display	Displays the IP address of the device
<b>5</b>	<b>Device Name</b> display	Displays the device's name
<b>6</b>	<b>Player</b> button	Pressing the <b>Player</b> button sets the device as an output channel
<b>7</b>	<b>Port</b> display	Displays the port setting for the device
<b>8</b>	<b>Recorder</b> button	Pressing the <b>Record</b> button sets the device as an input channel to record video
<b>9</b>	<b>Video Standard</b>	Allows the user to select between available video standard

	pull-down menu	settings
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## Device Input Section

The **Device Input** section is displayed within the **Device Settings** view.



<b>1</b>	<b>Input</b> pull-down menu	Allows the user to select between available input source types
<b>2</b>	<b>Signal Format</b> pull-down menu	Allows the user to select between available signal format settings
<b>3</b>	<b>Video Type</b> pull-down menu	Allows the user to select between available video type settings
<b>4</b>	<b>Compression</b> pull-down menu	Allows the user to select between available compression settings
<b>5</b>	<b>Bit Depth</b> pull-down menu	Allows the user to select between available bit depth settings
<b>6</b>	<b>Audio Type</b> pull-down menu	Allows the user to select between available audio type settings
<b>7</b>	<b>Audio Source</b> pull-down menu	Allows the user to select between available audio source settings
<b>8</b>	<b>Ref</b> pull-down menu	Allows the user to select between available reference input settings
<b>9</b>	<b>Use VBlank</b> checkbox	Selecting this checkbox saves information contained in the vertical blanking interval
<b>10</b>	<b>Time Code Source</b> pull-down menu	Allows the user to select between available time code sources

## Application Menu

The **Application** menu is selected by pressing the **Application** button at the top of the application window.



<b>1</b>	<b>Close</b> button	Pressing the <b>Close</b> button to exit the Application Settings menu
<b>2</b>	<b>Record</b> settings	Set how the record file is created
<b>3</b>	<b>GUI</b> settings	Set how the GUI looks, reset the password, and confirm the selected DDR's IP address

## Record Settings Section

The **Record Settings** section is displayed within the **Application Settings** view.

The screenshot shows a 'Record Settings' dialog box with the following elements and callouts:

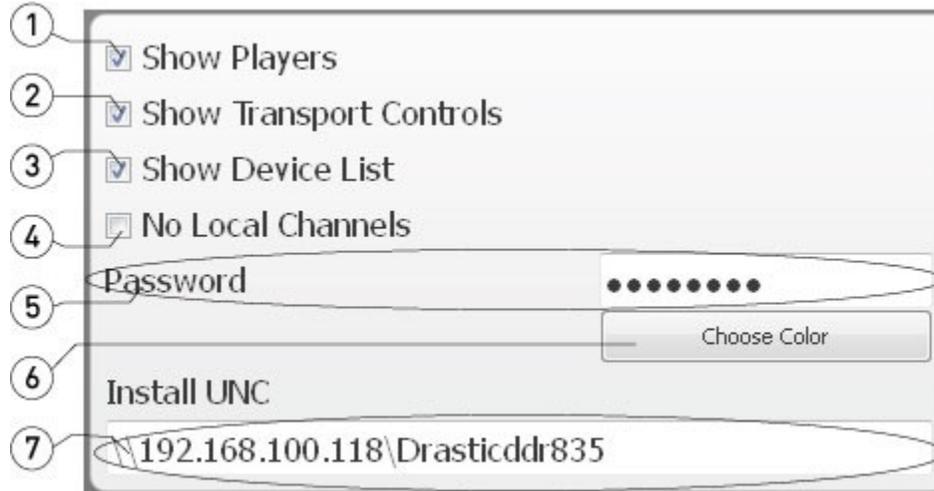
- 1: Default Record Base Name field (value: chann\_check)
- 2: Include Machine Name checkbox (unchecked)
- 3: Include Channel # checkbox (checked)
- 4: Include Date/Time checkbox (unchecked)
- 5: Include Count checkbox (unchecked)
- 6: Record Start Offset (ms) field (value: 2000)
- 7: Post Record Command dropdown menu (value: Pause)
- 8: Sync With dropdown menu (value: Absolute)
- 9: Show Offset checkbox (unchecked)
- 10: Resync Play checkbox (unchecked)
- 11: Tolerance (frames) field (value: 15)

1	<b>Default Record Base Name</b> field	Displays the current clip name and allows the user to enter a new base name. The base name is added to the clip name created under SyncControl Pro by connected record DDRs.
2	<b>Include Machine Name</b> checkbox	Select this checkbox to include the Machine Name in the clip name created during records.
3	<b>Include Channel #</b> checkbox	Select this checkbox to include the Channel Number in the clip name created during records.
4	<b>Include Date/Time</b> checkbox	Select this checkbox to include the Date and Time in the clip name created during records.
5	<b>Include Count</b> checkbox	Select this checkbox to include the Count in the clip name created during records.
6	<b>Record Start Offset (ms)</b> field	Displays the current record offset setting, and allows a user to enter a new value. This value represents the number of milliseconds each DDR will wait before a record command.
7	<b>Post Record Command</b> pull-down menu	Use this pull-down menu to select between available choices as to what each record DDR will do after the recording has been stopped, i.e. pause, stop, etc.
8	<b>Sync With</b> pull-down menu	Use this pull-down menu to select between available choices for incoming time code synchronization
9	<b>Show Offset</b> checkbox	Select this checkbox to display the offset time code value
10	<b>Resync Play</b> checkbox	Select this checkbox to resynchronize playback
11	<b>Tolerance (Frames)</b>	Displays the current frame tolerance, or the number of

	field	frames that may be dropped in Production mode before recording will be stopped.
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## GUI Settings Section

The **GUI Settings** section is displayed within the **Application Settings** view.



<b>1</b>	<b>Show Players</b> checkbox	When this checkbox is selected, all player DDRs will be displayed in the Main View
<b>2</b>	<b>Show Transport Controls</b> checkbox	When this checkbox is selected, the Transport Controls will be displayed in the Main View
<b>3</b>	<b>Show Device List</b> checkbox	When this checkbox is selected, the Device List will be displayed in the Main View
<b>4</b>	<b>No Local Channels</b> checkbox	When this checkbox is selected, no local channels will be displayed in the Main View
<b>5</b>	<b>Password</b> field	The user may select the text in this box to reset the password by entering a new password.
<b>6</b>	<b>Choose Color</b> button	Pressing the <b>Choose Color</b> button opens a color picker window, which determines the overall color scheme.
<b>7</b>	<b>IP Address</b> and <b>Install</b> path	Displays the current IP Address and install path for the selected device

# User Guide

## Setting up the device or devices

### Installation

Double click or Run the executable install file. Agree to the license terms. Set where the software should be installed. Make a couple decisions about menu and shortcut settings. Once installation is complete, restart the system.

### Licensing

Use LicenseDDR to generate a site code. This involves filling in a short form, then pressing a **Generate** button. Send the site code to Drastic via email at: [authorization@drastictech.com](mailto:authorization@drastictech.com). You will receive a reply containing a site key. Load the site key into the licensing dialog and press the **Update License** button.

## Setting up the application

Select whether the changes will apply to a specific channel (select its channel button) or to all channels (select the **Global** button).

Press the **Application** button:

**GUI** settings section - set up how the interface will look:

**Show Players** – with this checkbox selected any DDRs that have been set up as player DDRs will be displayed in the **Main View**.

**Show Transport Controls** - with this checkbox selected the **Transport Controls** will be displayed in the **Main View**.

**Show Device List** - with this checkbox selected the **Device List** will be displayed in the **Main View**.

**No Local Channels** - with this checkbox selected any local channels will be removed from the **Main View**. This allows the user to set up control over devices on a network without using any local channels that are present.

**Record** settings section:

**Default Record Base Name** - set up the naming convention for clips

**Include Machine Name** - with this checkbox selected the machine name will be included in the name of a recorded clip.

**Include Channel Number** - with this checkbox selected the channel number will be included in the name of a recorded clip.

**Include Date/Time** - with this checkbox selected the date and time will be included in the name of a recorded clip.

**Include Count** - with this checkbox selected the count will be included in the name of a recorded clip.

**Record Start Offset** (ms) – set the time interval between the device receiving a record command and record start.

**Post Record Command** – use the pulldown menu to set how the device behaves after a record is stopped.

**Sync With** – use the pulldown menu to set the type of control track will be used.

**Show Offset** – select this checkbox to display any offset being applied during recording.

**Resync Play** – select this checkbox to resynchronize playback between controlled devices.

**Tolerance (Frames)** – set the tolerance, or the number of dropped frames that will be tolerated before recording is stopped in Production Mode.

## Assigning Channels

Add a channel: press **Add** button

Set up the channel: with channel selected, press **Device** button

**Device Status Section:** use this section to identify and connect to a DDR, and control one of its channels

**Name** – enter a name for the DDR into this field

Whether player/recorder – select the **Player** button to set the DDR as a player DDR, or select the **Recorder** button to set the DDR as a record DDR. Selecting one of these buttons de-selects the other.

**Address** – enter the IP address of the DDR into this field

**Port** – set a port number through which network control will be exercised.

**Channel** – in a multiple channel system use the pulldown menu to select the specific channel

**Video Standard** – use the pulldown menu to set the video standard that is being used

**Device input section:** use this section to set the type of video and audio that will be recorded.

**Input** – use the pulldown menu to set the input source type

**Signal format** – use the pulldown menu to set the signal format type

**Video type** – use the pulldown menu to set the video file type

**Compression** – use the pulldown menu to set the codec

**Bit depth** – use the pulldown menu to set the bit depth

**Audio type** – use the pulldown menu to set the audio file type

**Audio source** – use the pulldown menu to set the audio source

**Reference** – use the pulldown menu to set the reference status

**Use Vblank** – select the **VBlank** checkbox to specify that vertical blanking information will be used

**Time Code Source** – use the pulldown menu to set the time code source.

**Delete a channel:** select a channel and press the **Delete** button

## Actions

### Recording

Once all channels have been loaded and set to be either the player or recorder, with all the parameters set to create the type of video required, in the correct location and with the appropriate name, the user may start recording.

**Select Global** – confirm all Record DDRs will start at the same time by clicking on the **Global** selector.

**Start Recording** – press the **Record** button. The Record channels' slates will turn red and the word **Recording** will be placed over top of the video to indicate the record state.

**Stop Recording** – press the **Stop Recording** button.

**Reconnect** – press the **Reconnect** button.

## Playback

### Load a clip

The user may drag a clip being recorded on a record DDR to the playback DDR to load a clip. In the **Transport Display** the user should see the current time code location of the loaded media, the device name and the network path of the loaded media. Pressing the **Go To** button allows the user to enter a time code location to cue a specific frame within the clip.

### Position Controller

The **Position Controller** allows the user to drag its pointer to cue general locations within a clip.

### Transport Controls

The transport controls affect playback of media loaded on a playback DDR. Pressing Play with a clip loaded will start playback from the current time code location. Fast Forward and Fast Reverse exist to scrub through a clip at high speed. Five Seconds Reverse and Five Seconds Forward allow quick chunk by chunk cueing. 1 Frame Plus and 1 Frame Minus allow fine tuning of the cued location. Reverse Play is minus 100% of play speed. Stop will cause playback to cease and will allow passthrough video if present. Pause causes playback to stop, and displays the frame at the current time code location.

## Signal Analysis Views

### Picture

The Picture view shows the video signal, to confirm the source is correct and to display time code location. Both picture safe and title safe graticules are optionally available.

### Vector Scope

The vectorscope displays a traditional Cb by Cr X-Y display with overlaid reference graticule. Color accurate graticules automatically switch between SD and HD colorspace. The markers include color points (for standard bar checks) at 75% and 100% saturation. All the standard points are boxed; red, magenta, blue, cyan, green and yellow. A skin tone/flesh line is provided to allow for easy hue adjustment as well as standard diagonals. The exclusive Drastic Luma Stick (patent pending) displays luminance distribution and strength in a space saving and intuitive graphic format. At all times a minimum and maximum value for each of the channels (Y, Cr and Cb) is displayed in 10 bit mode (0-1023). The color of the text for each channel indicates the following: in range (green), out of range but legal (yellow) and illegal/sync values (red).

### Wave Form Monitor – YCbCr

The YCbCr waveform monitor displays the levels of the Y, Cb and Cr from the left of the picture to the right of the picture with all the lines summed into one graph. The Y, or luma/luminance, graph provides accurate white and black level information, as well as the range in between. The Cb and Cr display the +/- 512 levels of chroma of both types. This provides a visual representation of the chroma range of the signal. At all times a minimum and maximum value for each of the channels (Y, Cr and Cb) is displayed in 10 bit mode (0-1023). The color of the text for each

channel indicates the following: in range (green), out of range but legal (yellow) and illegal/sync values (red).

### **Wave Form Monitor – RGB**

The RGB waveform monitor shows each of the red, green and blue signals as independent graphs, displaying the RGB, or chrominance/color values associated with the signal. At all times a minimum and maximum value for each of the channels (R, G and B) is displayed in 10 bit mode (0-1023).

### **Histogram**

The histogram view shows the distribution of red, green and blue within the signal as a series of discrete bars that make a continuous graph for each color. This display provides an overview of the tonal range of each color in the picture. Each bar is the count of the number of pixels for one of the 1024 possible colors. These totals are then auto ranged to fit within the graticule and represent the relationship between the shades of each color and between each other. Each color has its own graph. The color's levels are represented from left to right, with the absolute left being 0 and the absolute right being 1024. The scale is presented as a percentage to allow for extremely bright or dark pictures to be analyzed without truncating.

### **System Info**

This section displays information about the selected channel is displayed.

**Presence:** whether the DDR is connected or not

**Clip:** the name of the loaded clip

**Storage:** amount of drive space left and the total amount of drive space

**Free:** the amount of video that could be recorded into the free storage, and the amount of video that could be recorded into the entire amount of storage

**Input:** whether the video input is seen as valid

**Sys:** shows the channel number and the input setting

**Audio:** whether the audio input is seen as valid

**Version:** displays the version number of the SyncControl Pro install

### **Metadata**

This section displays all the metadata associated with the media, in a scrollable window.