

Edit controller

The Panasonic editing controller is a versatile device that allows an editor or VTR operator to program and execute linear edit events in a variety of ways. It also allows the operator to control playback and record decks infinitely more so than the on-deck controls.

Complete diagrams and explanations of all buttons appear in the operating instructions for this equipment (available in Control Room 2) and in the TV-1 Course Book provided to all students.

Before using the edit controller, it's a good idea to reset it to a default condition. To do this:

- Push the "EVENT" button.
- Type in "9 9 9 9"
- While holding the "SHIFT" button, push the "ENTER" button. Then release both.

Step by step instructions for performing linear edits are provided in the TV-1 class. Instructions for operating the VTR controller during studio recordings are provided earlier in this manual. Detailed diagrams and explanations of the edit controller buttons and functions are available in manuals in Control Room 2 and from the TV Production Coordinator and TV Engineer. This section of the manual provides some reminders and quick tips for operation.

- When you first begin using the edit controller, **perform the reset to default conditions.** In the event that the controller does not work properly or beeps at you incessantly, perform the reset and try your edit again.
- When programming timecode mark points (marking in and out, or using GOTO commands), tell the edit controller exactly which device you want to use by pushing the appropriate device button before typing in a timecode value. Use **'P1'** or **'P2'** for the specific player, and **'R'** for the recorder.
- If you are performing a linear edit or studio recording where there is no need to simultaneously control the source deck, you must take this source offline by setting the source control to **AUX - 1** by pressing SHIFT + P1. Otherwise the controller will try to preroll a source deck. If a tape is loaded, the tape will be locked out and you will not be able to control it. If no tape is loaded, the controller will beep at you indicating a problem, and the edit will not be performed.
- The DVCPRO tapes used at Rowan have control track, timecode, video and two tracks of audio information. However, during an insert edit only **V, A1, and A2** are available. The others are recorded in assemble mode only. A3 and A4 are used as shuttle cue tracks, and cannot be played back normally.
- The Jog / Shuttle wheel is the most abused part of the edit controller. **Do not get into the habit of hitting the wheel to stop tape motion!!** If in Shuttle mode, simply turn the wheel back to center or in the opposite direction to stop the tape - or you can press the STILL button. If in Jog mode, simply stop turning the wheel. To change modes, gently depress the wheel until the spring clicks. No need to hit it!

- If an edit is not in progress, you can use the **GOTO command** to automatically cue tapes. If you have marked any points, you can instantly cue to those points by doing the following:
 - Push the device button for the tape with marked points (P1, P2, or R)
 - Above the numeric keypad, push either the IN or OUT button to specify which point you want to cue to.
 - Push the GOTO button, and the tape will automatically be cued to the indicated point. The tape is then paused. You can push STILL to see the frame at that timecode.

You can also use this command to cue to a specific timecode or counter position. Note that if you GOTO a timecode while the display is in CTL mode, it will not work. If you want to cue to a timecode, the LED display must be in TC mode.

- Push the device button for the tape to be cued (P1, P2, or R)
- Use the numeric keypad to enter the exact timecode (HH MM SS FF)
- Push the GOTO button, and the tape will automatically be cued to the indicated timecode. The tape is then paused. You can push STILL to see the frame at that timecode.

Remember, GOTO cannot be used while an edit or recording is in progress!

- Use **Mark In and Mark Out** to enter currently cued points as marks.
- To **clear a marked in or marked out point:**
 - Push the device button for the deck with the point you want to clear.
 - Above the numeric keypad, push either the IN or OUT button to specify which point you want to modify.
 - Push the 'C' button (below the '2' in the numeric keypad).
 - Push the 'ENTER' button (to the right of 'C'). The mark is now cleared.

Alternatively, you can mark a new point. A new mark overwrites the previous mark.
- To **manually enter a timecode as a mark without jogging or shuttling the tape:**
 - Push the device button for the deck with the mark you want to set.
 - Above the numeric keypad, push either the IN or OUT button to specify which point you want to set.
 - Use the numeric keypad to enter the exact timecode (HH MM SS FF)
 - Push the 'ENTER' button. The mark is now entered.
- To execute a programmed edit, push the **Auto Edit / End** button. To end an edit early, or end an edit with no marked out point, push the button again.
- To preview a programmed edit without recording anything to tape, push the **PREVIEW** button.
- To review the most recently completed edit, activate the **REVIEW** feature by pushing SHIFT + PREVIEW.

- If you execute an edit to completion and need to repeat the edit (i.e., wrong cued footage or bad audio mix), you can have the **controller automatically recall all marked points for a previous edit** (Four total, 2 in's and 2 out's).
 - Locate the EVENT display LED (four number positions) and note the number.
 - Push the EVENT button.
 - Type the number less 1 (so if the current displayed event is 0021, you would type in 0020) or any previous event number.
 - Push the ENTER button.

This will recall all points for that programmed edit. You can change the points or keep them the same, and repeat the edit. The event number will NOT automatically increment after this process, so you'll need to manually progress to the next event by typing in the last displayed event before the procedure (i.e., 0021).

- If the edit controller **beeps before pre-rolling**, this could indicate one of several problems. If you cannot determine the problem or a solution, perform the EVENT 9 9 9 9 + SHIFT + ENTER reset and try again.
 - Timecode calculation error. You may have too many points marked. At max, manually mark only three points. If you have a fourth, the duration on the source side may not match the duration on the record side, and the controller will not proceed.
 - Track selection error. Did you select V, A1, A2, or nothing at all? You must select a target track for insert editing or ASMBL for an assemble edit.
 - Source selection error. If you have P1 or P2 chosen, you must have a tape loaded. Otherwise the edit cannot occur.
 - Record deck error. You must have a tape loaded in the record deck to perform an edit.
 - Event error. You may be trying to perform an edit event that has already been executed and completed. Or you may be trying to perform an event that does not yet exist.
- If the edit controller beeps **after pre-roll but before executing the edit**, this could indicate one of several problems. If you cannot determine the problem or a solution, perform the EVENT 9 9 9 9 + SHIFT + ENTER reset and try again.
 - Preroll error. The tape could not preroll sufficiently to prepare for the edit. This could mean that the tape is at the very beginning of the cassette and no preroll space is available.
 - Timecode error. An inconsistency with timecode was detected in the preroll segment and the timecode calculations or references cannot be obtained.
 - No control track. Since the edit controller references timecode, timecode must be present within a pre-defined control track. If you pass through an area of tape with no control track, the controller cannot lock on and prepare the edit. Re-adjust your edit points so that the edit takes place in an area of tape with control track present.
- The edit controller will **beep** once at the start of a programmed edit and again at the end of the edit. This is normal and means everything is fine.

- The Standard Status Display Screen for the edit controller is detailed in the TV 1 Course Book and also in the Equipment Operations Manual in Control Room 2. However, the In/Out Marks display screen explanation was omitted from these materials. The IN-OUT Marks Display Screen can be viewed by pressing either the IN or OUT button above the numeric keypad.

R	00:00:12:00	3	
1	00:51:29:07	00:51:41:07	2
P 1	00:00:05:10		
	00:14:39:01	00:14:44:11	
P 2	--:--:--:--		
	--:--:--:--	01:15:37:08	
P 3	--:--:--:--		
	--:--:--:--		
P 4	--:--:--:--		
	--:--:--:--		

Screen while IN, OUT and DUR settings are input

*For (2) and (3), DUR is indicated on the top level and OUT on the bottom level for each VTR.

1 Edit IN point

The edit IN point is displayed here. Its status can be determined from the punctuation mark used between the seconds and frames of the time code.

“.”: An edit point which has been set.

“.”: An edit point which has been automatically calculated from another edit point.

“.”: An edit point which has been controlled by the time track.

2 Edit OUT point

The edit OUT point is displayed here. As with the edit IN point, its status is clear from the punctuation mark used between the seconds and frames of the time code.

3 Duration

The editing duration is displayed here. As with the edit IN point, its status is clear from the punctuation mark used between the seconds and frames of the time code.

RECORDING STUDIO PROGRAMS

You will act as the VTR operator for studio recordings of program material for the TV-1 classes. These include Newscasts and Talk Shows, as well as practice recordings for both types of shows. You will use labeled tapes prepared with reference bars and tone, and some black space (but the tape is *not* blacked to its end).

- 1) Insert the appropriate tape into the Record VTR.
- 2) On the edit controller, clear out all commands by pushing: EVENT 9 9 9 9 , then hold SHIFT and push ENTER for one second.
- 3) Push SHIFT and P1 together for a half second to select the "AUX 1" input.
- 4) Push the "R" button to activate functionality for the Record VTR.
- 5) On the edit controller, push the "ASMBL" button to enable the assemble-edit mode. Since the tape is not blacked, you cannot perform an insert edit.
- 6) Cue the tape to two seconds (02;00) prior to when the recording should begin.
 - a. If this is the first recording, the timecode should read 23;59;58;00 (two seconds prior to 00;00;00;00).
 - b. If this is not the first recording, cue to the timecode that is two seconds prior to the next clean minute, making sure there is at least 10 seconds of black prior to this point. For example:
 - i. If the previous recording ended at 00;06;27;02, cue to 00;06;58;00.
 - ii. If the previous recording ended at 00;09;55;17, cue to 00;10;58;00.
- 7) Make sure that the crew is ready to begin. Once recording starts, it should not stop until the end of the program. Double check that the director is ready to cue:

Color Bars & Audio Tone	for 30 seconds
Video Slate & Audio Silence	for 15 seconds
Video Black & Audio Silence	for 15 seconds
Program or show w/ Audio	for as long as it takes
- 8) When everyone is ready, push the "AUTO EDIT / END" button to begin the assemble-edit recording. The program/switcher should be in black and audio silent.
- 9) Count down to zero at the start of the clean minute for recording. Since you marked in two seconds prior to this point, the edit will actually begin and the controller will "beep" signifying recording as you count "2 seconds" left before recording. This is normal. At your zero count, the director should cue bars and tone.
- 10) Count down 30 seconds of bars and tone.

At the end of 30 seconds, the director should cue slate and silence.
- 11) Count down 15 seconds of slate.

At the end of 15 seconds, the director should cue black and silence.
- 12) Count down 15 seconds of black. Remind the crew that their show starts next.

At the end of 15 seconds, the director should cue the start of the show as scripted.
- 13) Continue recording until the program ends in black. Instruct the TD and audio operator to leave everything in black (video and all audio muted), and continue recording until the next nearest full minute (so if the show ends at 00:06:15.10, let it record in black and silence through to 00:07:00.00. If the end of the show is within 10 seconds of the next nearest minute, let it record in black up to that minute).
- 14) When reaching the end point of the recording, push the "AUTO EDIT / END" button to stop the edit recording. **DO NOT PUSH ALL STOP !!!!**

RECORDING STUDIO PROGRAMS - WITH VTR PLAYBACK DURING RECORDING

You will need to play back a tape (i.e., newscast package dub tape or roll-ins tape for talk shows) while simultaneously recording the studio show. This is performed with two separate decks, but with the one single edit controller. The key to this is in the setup ... and you will know almost instantly if you've done it incorrectly.

You will start exactly as you did before in Steps 1 - 6, to set the record VTR for recording. See the previous page for those instructions. Moving forward, you can use either VTR 1 or VTR 2 for tape playback. For instructional purposes, we'll use VTR1.

- 7) Insert your tape into VTR 1, and on the edit controller, push the "P1" button to active functionality for the Playback VTR 1.
- 8) Using the left-side controls on the edit controller, cue the tape in VTR 1 to the first frame of video to be used.
- 9) Push the "R" button to reactivate the Record VTR.
- 10) Push SHIFT and P1 together for a half second to reselect "AUX 1".
- 11) Push the "R" button again to confirm the recorder is selected.
- 12) When everything is ready and all personnel are prepared as in Steps 7 and 8 on the previous page, you can begin recording by pushing the "AUTO EDIT / END" button.
 - a. If you notice timecode on BOTH the player side and recorder side begin to move as if preparing for an edit, push the "ALL STOP" button to cancel the action. Then repeat Steps 2 through 6 on the previous page and 7 through 12 above to double check your setup.
 - b. If only the timecode on the record side moves, continue to Step 13.
- 13) Follow Steps 9 - 15 from the previous page to begin and execute your recording.
- 14) To ready the playback VTR at any time after recording is underway, push the "P1" button on the edit controller.
 - a. If you see a non-black image on the VTR 1 monitor, the tape is ready for playback and you can play the tape instantly by pushing "PLAY" on the left side of the edit controller.
 - b. If you see black on the VTR 1 monitor but you are sure you cued the tape properly, the tape has entered into standby mode.
Standby mode will occur automatically after about 4 minutes of inactivity At least 5 seconds prior to playback, push "STILL" on the left side of the edit controller to re-cue the tape. Re-cue it manually if necessary, then push "PLAY" and it will roll instantly.

With these instructions, you can play / cue VTR 1 without impacting the Record VTR. Remember that the TD must bring up VTR 1 and the audio op must bring up the VTR 1 fader in order for any of the VTR 1 content to be recorded to the recording tape.

IMPORTANT NOTE: In training, you may be shown several ways to count using timecode, counter time, and cueing using the "GO TO" command on the edit controller. You cannot change the timecode/counter view or use any automatic search features of the edit controller such as "GO TO" while an edit or recording is in progress. The TV Production Coordinator will provide you with more information.