

Output Configuration

Program and Preview Outputs

Zodiak Program and Preview outputs are fed to dedicated BNCs on the rear of the Video Processor frame. These output destinations cannot be changed. The only configuration necessary is defining the clean feed outputs for the downstream keys that will appear on either of the Program outputs (PGM A and PGM B). This is done with the DSK menu, not part of Eng Setups. Refer to [Other Configuration Settings on page 135](#) for how to set up the clean feed outputs.

Aux Bus Configuration

There are 9 Aux buses in the 2.5-M/E system and 13 in the 3-M/E system. The Aux Bus video outputs are fed to BNC connectors on the rear of the Video Processor frame. The physical Aux Bus output BNCs can be mapped to any of the logical Aux Buses as desired. This is done with the Eng Setup – Outputs menu.

Other Aux Bus attributes such as bus-to-panel delegation and Aux Pair configuration are covered in menus outside of Eng Setups and will be referred to in this section. Also refer to [Appendix C-External Interfaces](#) at the end of this manual for a complete Aux Bus configuration example using Aux pairs.

Mapping Aux Bus Physical Outputs

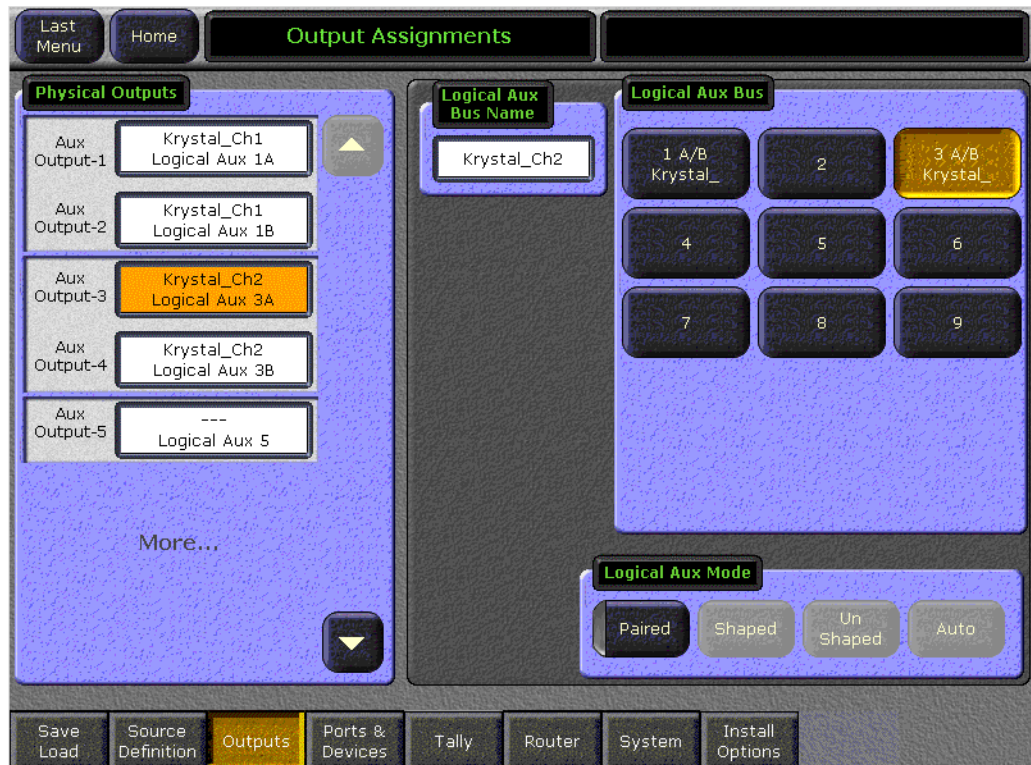
To map the Aux Bus physical outputs, touch the **Outputs** button at the bottom of the **Eng Setup** menu to display the Outputs menu ([Figure 74 on page 112](#)). Depending on the type of equipment the Aux Bus is feeding, some Aux Bus attributes are configurable, such as assigning Aux Pairs.

1. Select a physical Aux Bus BNC number from the Physical Outputs pane on the left of the screen.
2. Select an Aux Bus number from the Logical Aux Bus pane on the right to assign it to the physical output BNC connector.
3. Touch the Logical Aux Bus Name data pad to bring up the alphanumeric keypad. Enter the desired name of the Aux Bus and touch **Enter**. The name of the Logical Aux Bus should appear in the assigned physical output box.

- Continue to name and assign each Aux Bus you wish to use to a physical output.

Once the Aux Bus physical assignments are made, you will need to delegate each Aux Bus to the **Aux 1 – 9** buttons on the PVW/AUX delegation subpanel. This is done in the Aux Deleg Mapping menu (accessed by touching **Daily Setups, User Prefs, Aux Deleg Mapping**). Refer to the *Zodiak User Manual* in the User Prefs section for configuration instructions.

Figure 74. Output Mapping Menu



Defining Aux Pairs

Physical Aux Buses can also be configured as Aux Pairs in the Outputs menu. Aux Pairs are two physical Aux Buses that have been configured to send a video and associated key signal to an external device, such as a DPM, usually for an effects send effect. Pairing of the video and key signal to be used on the Aux bus is defined in the Sources menu as explained earlier. The Aux Pair can be defined in the Outputs menu and also be named and configured for shaping or unshaping.

Aux Buses 1 and 2, 3 and 4, 6 and 7, 8 and 9, 10 and 11 (3-M/E only), 12 and 13 (3-M/E only) can be paired. Note that Aux Bus 5 cannot be paired with any other Aux Bus. In a 2.5-M/E switcher, only two pairs (6 and 7, 8 and 9) will have effects send capability. In a 3-M/E switcher, there will be four effects send pairs (6 and 7, 8 and 9, 10 and 11, 12 and 13). Effects send capability will be active in a later software release.

To define an Aux Pair, do the following:

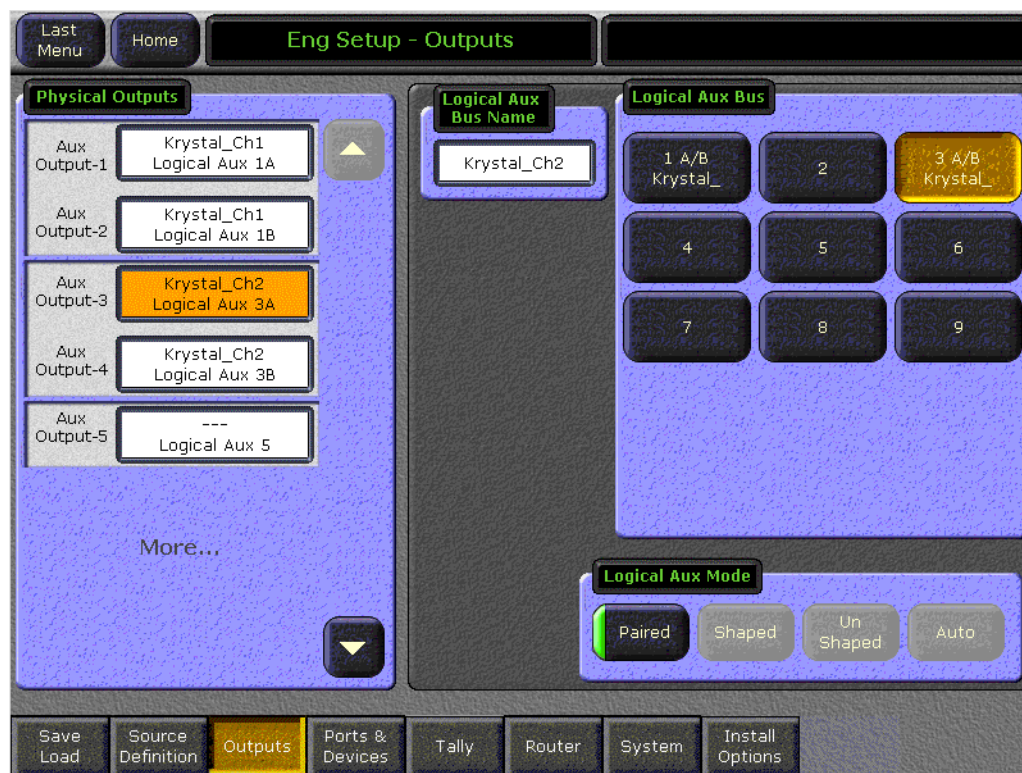
1. Select a physical Aux Bus that can be paired (1 or 2, 3 or 4, 6 or 7, 8 or 9 and 10 or 11, 12 or 13) from the Physical Outputs list.
2. Select an Aux Bus from the Logical Aux Bus pane on the right and name it using the Logical Aux Bus Name data pad.
3. In the Logical Aux Mode pane at the lower right, touch the **Paired** button. This will create an Aux Pair with the adjacent Aux Bus.

The **Shaped**, **UnShaped** and **Auto** buttons are used with the effects send function and are not active at this time.

In the example shown in Figure 75, Logical Aux Bus 1 has been assigned to physical Aux Bus 1 and paired with physical Aux Bus 2. This is indicated by the gray area around the two buses changing to show they are grouped. The Aux Bus name also shows the pair as DPMCh1 Logical Aux 1A and DPMCh1 Logical Aux 1B.

The Aux 1A signal is always a video signal. The Aux 1B can be defined as either video or key. This is done in the Aux Bus menu, outside of Eng Setup. To access this menu touch **Aux Bus** from the Home menu. This menu is described in detail in the Zodiac User Manual.

Figure 75. Aux Pair Example

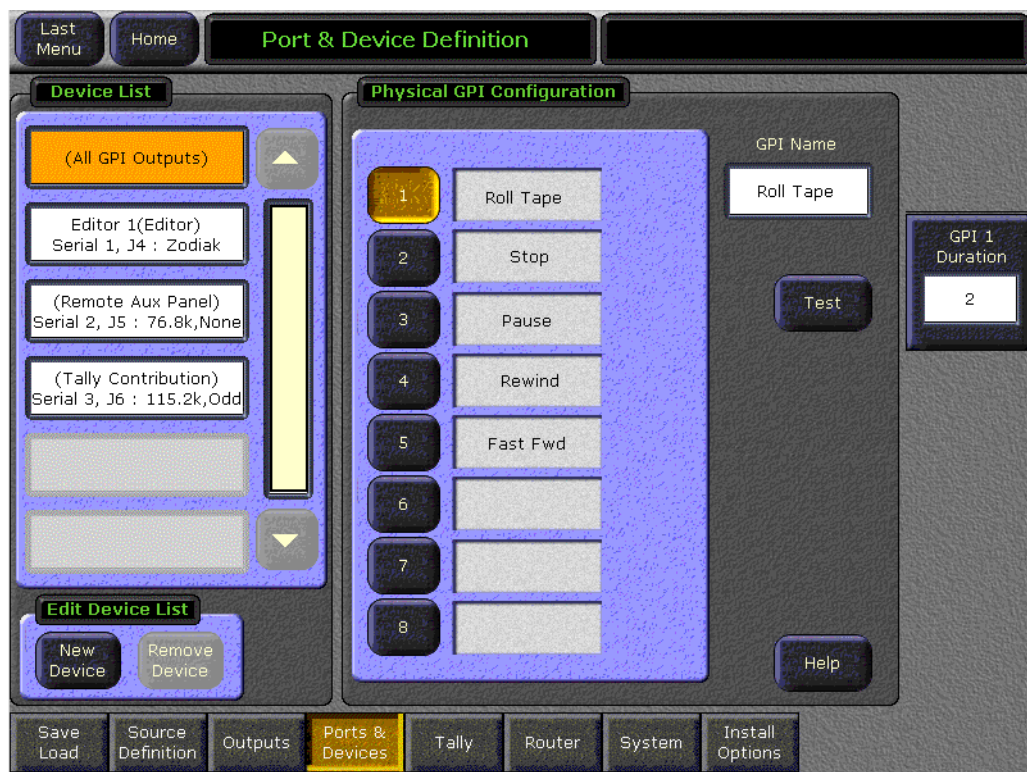


Ports & Devices Menu

The Eng Setup Ports and Devices menu is used to configure external devices such as DDRs, VTRs, editors, 24-Crosspoint Remote Aux panel options, Tally contribution devices, Krystal and GVeous DPMs, GPI devices and Peripheral Bus II (PBus2) devices.

The external interfaces for each type of device are described in detail in [Appendix C-External Interfaces](#) at the end of this manual.

Figure 76. Eng Setup – Ports & Devices Menu



Remote Aux Panel Configuration

After the optional Remote Aux panels are installed, powered up, and set to different addresses, they need to be configured to the Zodiac system.

The following steps are involved.

- Identify and name the Remote Aux panels in Engineering Setup,
- Map sources to Remote Aux panel buttons in Daily Setups, and on multiple destination 32-Crosspoint Remote Aux panels map the Aux buses to be controlled by the delegation buttons on each panel.
- Program joystick overrides, if appropriate.

Identify Remote Aux Panels

The Eng Setup System menu is used to identify the type of Remote Aux panel and its name and IP or Serial device address. This menu is reached by touching **Eng Setup, System, Aux Panel, Add Panel** (Figure 77).

Figure 77. Eng Setup – System Menu – Aux Panels



1. Touch the type of panel in the Panel Type pad (24 or 32 Button, Single or Multi Destination) as shown in Figure 78.
2. In the Panel Info pad, touch the Panel Name data pad and bring up the alphanumeric keypad to give the panel an easily recognized name.

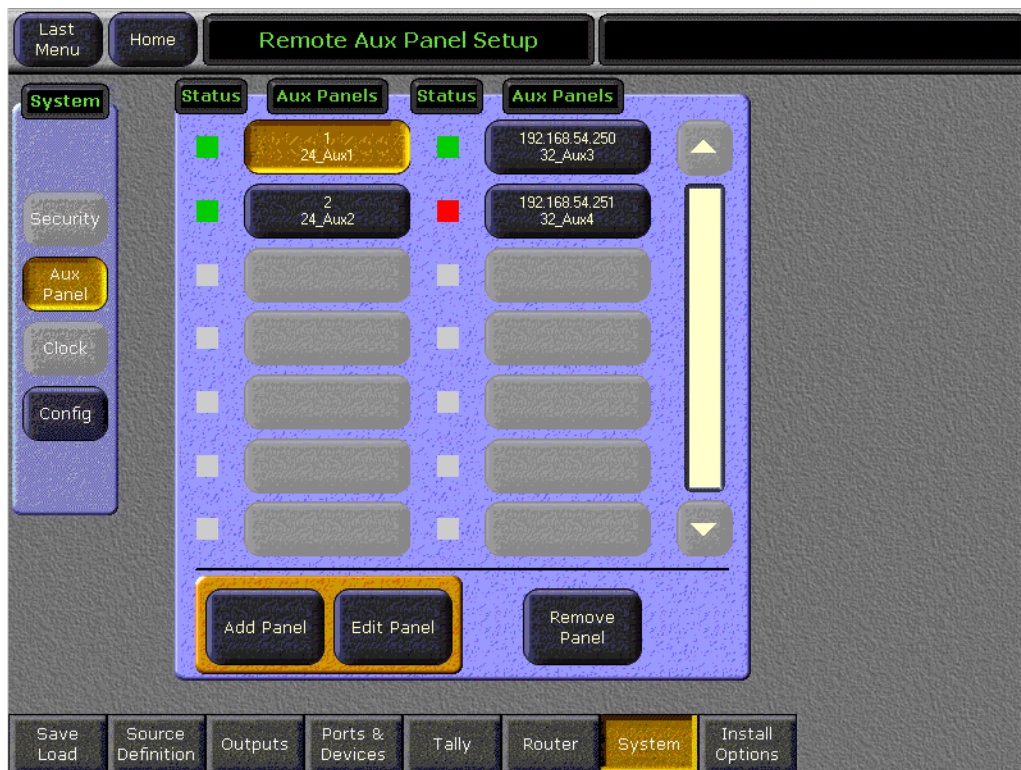
3. Enter the address of the panel. depending on the type selected as detailed below:
 - If a 24-Crosspoint panel, touch the **Panel ID** data pad (not shown) enter the Panel ID number set with the DIP switches on the Remote Aux panel.
 - If a 32-Crosspoint panel, touch the **IP Address** data pad (Figure 78) and enter the IP address of the Remote Aux panel being configured. Refer to [Setting 32-Crosspoint Remote Aux Panel IP Address on page 99](#) for information on determining and setting IP addresses.
4. Touch the **Done** button.
5. Repeat this procedure with all the Remote Aux panels to be used with your Zodiac system.

Figure 78. Add Aux Panel Menu

The screenshot displays the 'Remote Aux Panel Setup' menu. At the top, there is a navigation bar with 'Last Menu', 'Home', and 'Remote Aux Panel Setup' (highlighted in green). On the left, a vertical sidebar contains 'System' (highlighted in blue), 'Security', 'Aux Panel' (highlighted in yellow), 'Clock', and 'Config'. The main area is titled 'Add Aux Panel' and is divided into two sections: 'Panel Type' and 'Panel Info'. The 'Panel Type' section has four buttons: '24 Button', 'Single Destination', '32 Button' (highlighted in yellow), and 'Multi Destination'. The 'Panel Info' section contains two input fields: 'Panel Name' and 'IP Address' (highlighted in blue). At the bottom of the main area are two buttons: 'Done' (highlighted in blue) and 'Ident Panel'. A bottom navigation bar includes 'Save Load', 'Source Definition', 'Outputs', 'Ports & Devices', 'Tally', 'Router', 'System' (highlighted in yellow), and 'Install Options'.

When you have completed all of the Remote Panel assignments, the menu will list all panels you have created as shown in [Figure 79](#).

Figure 79. Eng Setup – System – Aux Panels Assigned



Note 24-Crosspoint Remote Aux panels must also be defined in the Ports & Devices menu and assigned to a serial port. Refer to [Appendix C-External Interfaces](#) at the end of this manual for complete details.

Remote Aux Panel Button Mapping

After a Remote Aux panel has been identified it will be available for button mapping.

- The Button Mapping menu (accessed by touching **Daily Setups, User Prefs, Button Mapping**) is used to map the sources associated with each source selection button. This menu is also used to program joystick override operation (see [Joystick Override](#)).
- For multi-destination panels, the Aux Deleg Mapping menu (accessed by touching **Daily Setups, User Prefs, Aux Deleg Mapping**) is used to map the aux buses to delegation buttons.

Refer to the separate *Zodiak User Manual* for specific button mapping instructions. Mapped buttons can also be labeled, using film inserts (see [Button Labeling on page 143](#)).

Joystick Override

Camera joystick override allows the Aux bus to be momentarily switched to a camera for shading, then switched back to what ever source was previously selected, typically Program. Contact closures in the camera shading panels are wired to the joystick override connector on the Remote Aux panel (see [Joystick Override on page 47](#)). Remote Aux panel joystick override is programmed using the Button Mapping menu. Joystick override selections are available at the bottom of the scrolling button mapping list.

1. Select the Remote Aux panel to be programmed by touching the **Remote Panels** data pad, and then selecting the remote Aux panel from the list ([Figure 80](#)). The red Status box indicates the Remote Aux panel is not communicating with the Zodiac. If communication is taking place, the Status box will be green.

After selection you will be returned to the Button Mapping menu ([Figure 81 on page 119](#)).

Note Remote Aux Panels need to be configured (Panel ID or IP Address set) before joystick override can be programmed.

Figure 80. Remote Aux Panel Selection

