eyeheight

iris series

SDI vision mixer. Iris, irisLite,irisOB

user manual

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eyeheight Unit 34 Park House Watford Business Park Greenhill Crescent Watford Herts GB WD18 8PH

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1 System Overview

The “Iris” is a small SDI vision mixer. There are three versions of this unit.

1. **iris**: This is a 12 input SDI mixer with options for up to 2 keyers and a bug inserter. This has a small control panel with a program-preset bus, a system controller, a T-tar, and an auto transition panel. This system is multi channel capable. The basic Iris fits into a 1RU chassis. The options require an extra 1RU chassis.
2. **irisLite**: This is a basic 8 input SDI mixer. This has a small control panel with a program-preset bus, a system controller, a T-tar, and an auto transition panel. IrisLite can be upgraded to a full iris. IrisLite fits into a 1RU chassis.
3. **irisOB**: This is an 8 or 12 input SDI mixer with a cut-down control panel consisting of a program-preset bus, and a T-tar which can be mounted separately to fit into available spaces. This system operates in single channel mode only. IrisOB can be upgraded to a full iris. IrisOB fits into a 1RU chassis.

Full technical details of each version of iris are given in appendix 3 at the end of this manual.

Figure 1-1 The iris system with all options fitted requires two 1RU chassis

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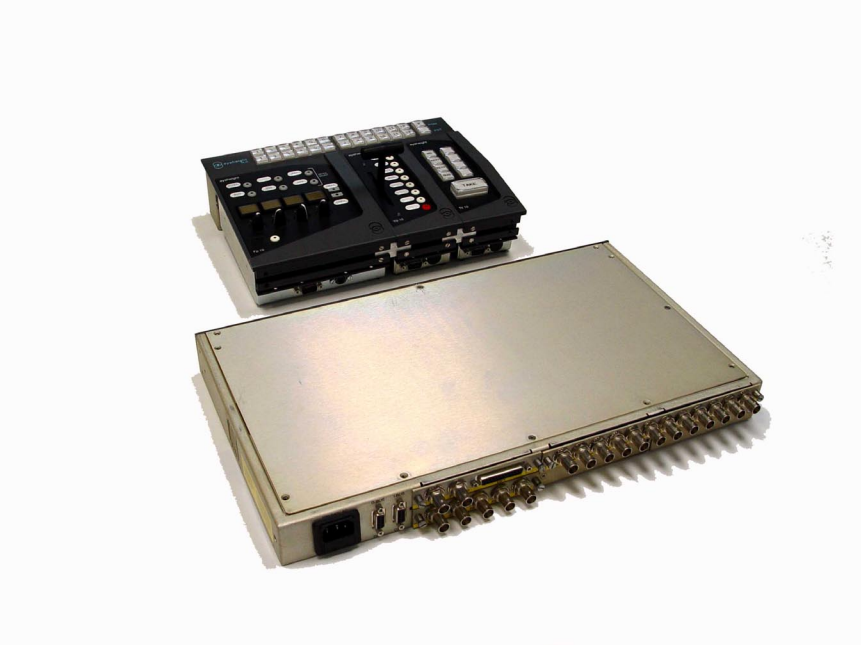

Figure 1-2 The irisLite system requires one 1RU chassis.

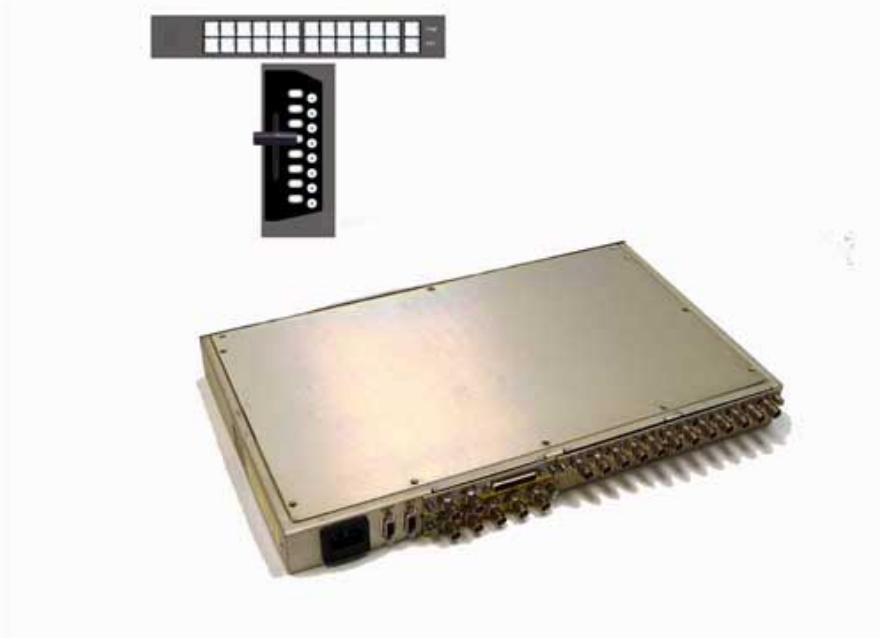

Figure 1-3 The irisOB system. Small footprint control panel and 1RU chassis

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2 Installation

The Iris system comes in two parts, the control panel and the processing chassis.

2.1 Control Panels.

Iris and IrisLite have the same control panel. The control panel is made from four separate modules. These modules either can be mounted in the Eyeheight Iris "Tub", order code xx-x, or can be mounted in a desk cutout.

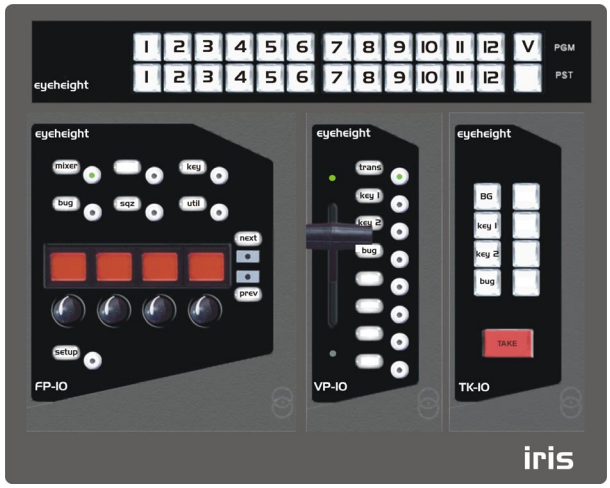

Figure 2-1 The Iris Control panel mounted in a desk cut-out

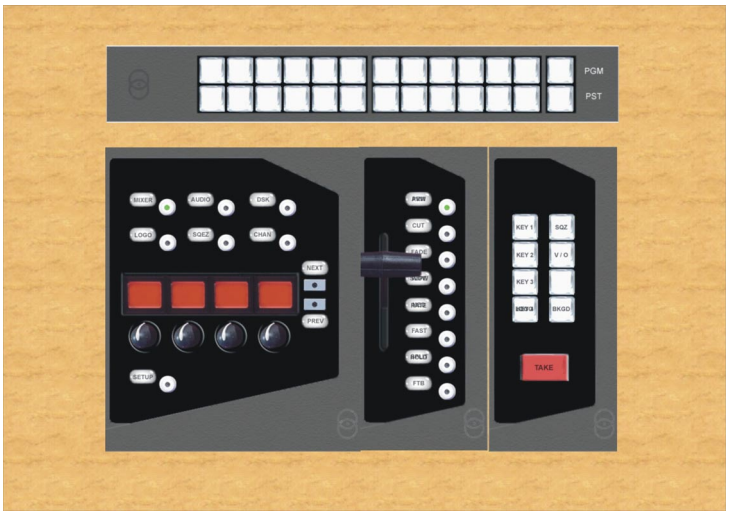

Figure 2-2 The Iris Control panel mounted in a desk cut-out

Desk cutout dimensions are given in appendix 1. Panel dimensions are also given.

IrisOB is optimised for a small control surface footprint. This system, functionally, is less comprehensive than a full iris but still allows for up to 12 input cut/mix functionality with auto transitions. The free control panel space can be used for any other purpose. Space is of prime importance in OB systems. Iris OB can be upgraded to a full iris if required.

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Figure 2-3 irsiOB panel in a desk cut-out

Desk cutout dimensions are given in appendix 2. Panel dimensions are also given.

2.2 Main Processing Chassis

2.2.1 Environmental requirements.

The Iris, IrisLite and IrisOB Processor are a 1RU Chassis. If iris options are fitted then an extra 1RU chassis is required.

The iris chassis relies on forced air (fan) ventilation from side to side. It is important to allow at least 1cm on the left (looking from the front) for the ventilation slots. It is also important to leave at least 4cm on the right (looking from the front) for the fan to blow out the warm air.

The unit requires 4 x M5 rack bolts to secure the unit at the front. It is not necessary that the unit be given support at the rear, as the chassis is relatively shallow and light.

The units should be run in an air-conditioned technical area with an ambient temperature no greater than 25 C.

2.2.2 Electrical requirements.

An iris chassis system will use less than 50 Watts of power from an electrical supply. The power supplies are "Wide Range" and will operate from a steady 100→250 Volts AC 50 or 60Hz. A clean technical feed is required to ensure "Glitch Free" operation.

The chassis is currently fitted with one live-wired one amp fuse, which is detachable underneath the IEC inlet. The fuses should only be replaced with "slow-blow one Amp 20mm type".

Important Note:
Do not handle any mains equipment with wet hands or remove the cover without disconnecting the mains feed first.

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2.2.3 Video connections.

The main processing chassis consists of up to three blocks

1. A two input A/B mixer/effects unit (MW-3)
2. An 8x4 Video Router (VX-5)
3. A video expansion card for an extra 4 inputs and relay tally outputs. (AVX-5)

Item 3 is not fitted on an irisLite and is optional on the IrisOB.

The system requires some video connections between the blocks to make up an iris vision mixer.

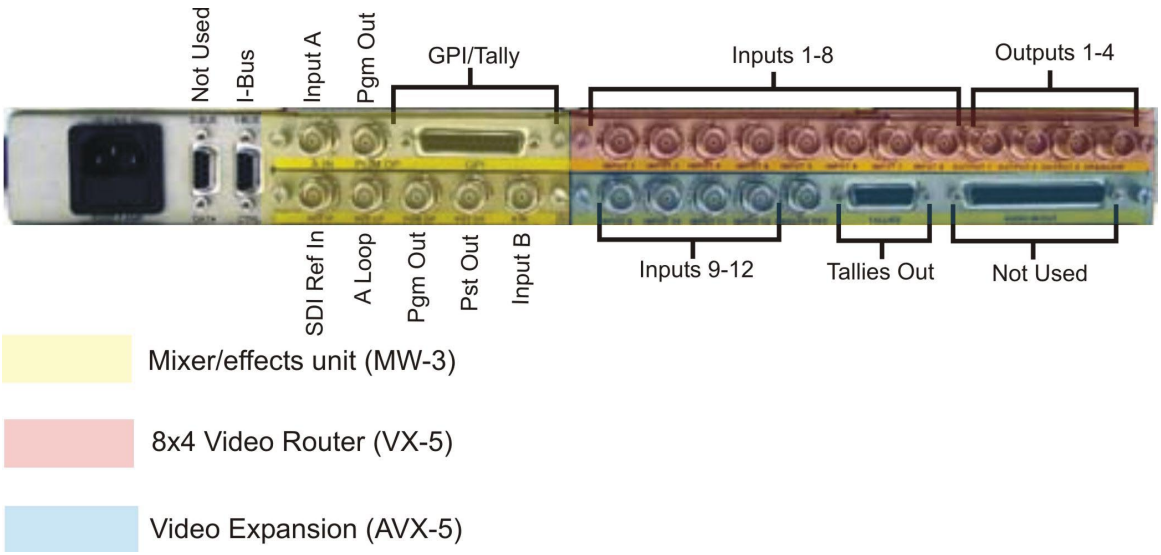

Figure 2-4 Iris main processor chassis

Connect:

Output 1 (VX-5) to Input A (MW-3)

Output 2 (VX-5) to Input B (MW-3)

Using a suitable SDI video cable with BNC connectors.

The above connections effectively make the MW-3 mixer effects block, which is an A/B system into a multiple input system using the VX-5 video router.

2.3 Optional processing chassis

2.3.1 video connections.

The main processing chassis consists of up to three blocks

1. A luminance keyer (DK-3)
2. A second luminance keyer (DK-3)
3. A bug inserter. This can be an LK-2, a BB-2 or a BA-2. Each of these units has different features that will be explained in the manual that comes with the option.

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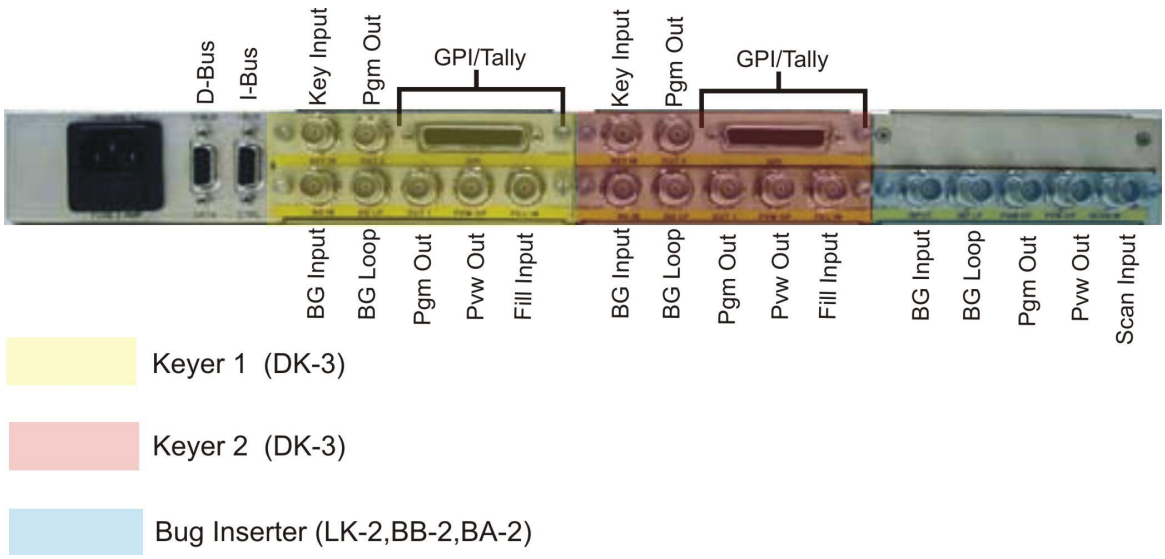

Figure 2-5 iris optional processor chassis

The Option chassis may only be partially full depending upon the options ordered. All connections are SDI.

2.4 GPI/Tally connections.

Given in the tables below are the GPI and tally connections on the iris and its options. For Tally out format, refer to the section “Utility menus” and refer to Menu 06 of the VX-5. For IrisOB, which has no system controller, the default tally out setting is “MW-3I”, which is in-line menus sent to the MW-3 tally connector (25W D type)

MW-3, 25W D-Type Female connections.

Pin#	Function
1	Tally Output #1a (GPO1a). Isolated Relay closure.
2	Tally Output #1b (GPO1b). Isolated Relay closure.
3	Tally Output #2a (GPO2a). Isolated Relay closure
4	Tally Output #2b (GPO2b). Isolated Relay closure
5	Tally Output #3a (GPO3a). Isolated Relay closure
6	Tally Output #3b (GPO3b). Isolated Relay closure
7	Tally Output #4a (GPO4a). Isolated Relay closure.
8	Tally Output #4b (GPO4b). Isolated Relay closure.
9	Tally Output #5 (GPO5). Open Collector Output (<100mA)
10	Tally Output #6 (GPO6). Open Collector Output (<100mA)
11	Tally Output #7 (GPO7). Open Collector Output (<100mA)
12	Tally Output #8 (GPO8). Open Collector Output (<100mA)
13	General Purpose Input #1 (GPI1). Pull to Ground to activate. Take To A
14	General Purpose Input #2 (GPI2). Pull to Ground to activate. Take To B
15	General Purpose Input #3 (GPI3). Pull to Ground to activate. User Programmable**
16	General Purpose Input #4 (GPI4). Pull to Ground to activate. User Programmable**
17	General Purpose Input #5 (GPI5). Pull to Ground to activate. User Programmable**
18	General Purpose Input #6 (GPI6). Pull to Ground to activate.

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	User Programmable**
19	General Purpose Input #7 (GPI7). Pull to Ground to activate. User Programmable**. OR Audio Lead Activation GPI***
20	General Purpose Input #8 (GPI8). Pull to Ground to activate.
25	GND

AVX-5 option, 37W D-Type Female connections.

Pin No	Function
33	Tally output 1, isolated relay contact 1
34	Tally output 1, isolated relay contact 2
35	Tally output 2, isolated relay contact 1
36	Tally output 2, isolated relay contact 2
37	GND

AVX-5 option, 15W D-Type Female connections.

Pin No	Function
1	Tally output 3, isolated relay contact 1
2	Tally output 3, isolated relay contact 2
3	Tally output 4, isolated relay contact 1
4	Tally output 4, isolated relay contact 2
5	Tally output 5, isolated relay contact 1
6	Tally output 5, isolated relay contact 2
7	Tally output 6, isolated relay contact 1
8	Tally output 6, isolated relay contact 2
9	Tally output 7, isolated relay contact 1
10	Tally output 7, isolated relay contact 2
11	Tally output 8, isolated relay contact 1
12	Tally output 8, isolated relay contact 2
15	GND

AVX-5 tally outputs 1 (lsb)→4 (msb) are a binary representation of the on-air program source.

AVX-5 tally outputs 8 (lsb)→5 (msb) are a binary representation of the on-air preset source.

DK-3 option, 25W D-Type Female connections.

Pin No	Function
1	Tally output, Key on-air, isolated relay contact 1
2	Tally output, Key on-air, isolated relay contact 2
13	GPI input 1, Take key ON, (momentary short to ground to activate)
14	GPI input 2, Take key OFF, (momentary short to ground to activate)
15-20	GPI inputs 3-8. These are programmable using Eyeheight “GPI Scripter” software. Please call Eyeheight for further information.

LK-2 option Rear 25W D-Type connection (AUX)

Pin#	Function
1.	General Purpose Input #1 (GPI1). Pull to Ground to activate. This will Activate Play#1 Bug to Air.
2.	General Purpose Input #2 (GPI2). Pull to Ground to activate. This will Activate Play#2 Bug to Air.

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3.	General Purpose Input #3 (GPI3). Pull to Ground to activate. This will Activate Play#3 Bug to Air.
4.	General Purpose Input #4 (GPI4). Pull to Ground to activate. This will Activate Play#4 Bug to Air.
5.	General Purpose Input #5 (GPI5). Pull to Ground to activate. This will Activate Play#5 Bug to Air.
6.	General Purpose Input #6 (GPI6). Pull to Ground to activate. This will Activate Play#6 Bug to Air.
7.	General Purpose Input #7 (GPI7). Pull to Ground to activate. This will Activate Play#7 Bug to Air.
8.	General Purpose Input #8 (GPI8). Pull to Ground to activate. This will De-activate the current Play# From Air.
9.	GND

2.5 Connecting the panel to the chassis.

The iris control panel is connected to the processing chassis by means of a single cable. The cable contains a “two wire” data connection called the I-Bus (or sometimes called the Can-Bus, these are the same!) and the power connection (+13V). Each processing chassis and each control panel block has a 9 Way D-type connector which requires connecting together. Eyeheight will provide a ribbon cable for testing the unit.

2.5.1 Control panel connections for a single channel iris/irisLite or irisOB.

I-Bus function of 9W D-type	Iris processor chassis	Iris option chassis	Iris system controller panel (*)	Iris T-Bar panel	Iris auto-transition panel (*)	Iris program/preset bus panel
Ground	**1,5**	**1,5**	**1,5**	**1,5**	**1,5**	**1,5**
I-Bus-	**2**	**2**	**2**	**2**	**2**	**2**
Not Used	**3**	**-**	**-**	**-**	**-**	**-**
+13V	**4,9**	**-**	**4,9**	**4,9**	**4,9**	**4,9**
Not Used	**6**	**-**	**-**	**-**	**-**	**-**
I-Bus+	**7**	**7**	**7**	**7**	**7**	**7**
Not Used	**8**	**-**	**-**	**-**	**-**	**-**

(*) These units are not provided in an IrisOB system.

For a single channel iris system a control cable is requires which will loop chassis to chassis and on to the control panel where each control panel block has an individual connection as shown in the above table. The Iris processor chassis contains the +13V power supply, which is fed to the control panel. It is important NOT to connect the power from the processor chassis to the option chassis as this will result in possible cable heating and power supply failure.

Important note:
For optimum performance of the I-Bus each end of the I-Bus link should be terminated with two 100 Ohm 1/8 Watt resistors. (Connect the resistors between pins 2 and 7 of the 9W D-type connector, one at each end of the control cable).

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For Cable lengths of 10 meters or more, it is highly recommended that the I-Bus cable is impedance matched to 110 Ohms. We recommend digital audio cable such as that used for AES EBU for broadcast applications. Using impedance matched cable enables I-Bus connections of up to 200 meters.

2.5.2 Control panel connections for a multi channel iris/irisLite

Iris and irisLite systems can operate in multi channel mode. In this case, more than one system shares the same control cable. Each panel can then "drop" and "pick-up" any one of up to eight systems. Up to eight control panels and eight systems can share the same control cable.

Unlike the single channel system, it is NOT recommended that the control panel be powered from the chassis. This is because of the question of which chassis do you power the control panel from? Each control panel can at any time be controlling any one of up to eight systems! The recommended control wiring is as follows:

I-Bus function of 9W D-type	Iris processor chassis X	Iris option chassis X	Iris system controller panel X	Iris T-Bar panel X	Iris auto-transition panel X	Iris pgm/preset bus panel X
Ground	1,5	1,5	1,5	1,5	1,5	1,5
I-Bus-	2	2	2	2	2	2
Not Used	3	-	-	-	-	-
+13V	4,9	-	-	-	-	-
Not Used	6	-	-	-	-	-
I-Bus+	7	7	7	7	7	7
Not Used	8	-	-	-	-	-

Note: X=1 to 8

The user then provides the local power to each control panel using a 1 Amp 8→12V DC power supply as shown below. Such power supplies are readily available from electrical dealers.

Local 12V power supply. 1 Amp	Iris processor chassis X	Iris option chassis X	Iris system controller panel X	Iris T-Bar panel X	Iris auto-transition panel X	Iris pgm/preset bus panel X
Ground	-	-	1,5	1,5	1,5	1,5
+8→+12V	-	-	4,9	4,9	4,9	4,9

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3 Operation

3.1 Overview.

The operation of the iris mixer is performed using the iris control panel. In this description, iris/irisLite is described assuming ALL options are fitted. IrisOB will be described separately.

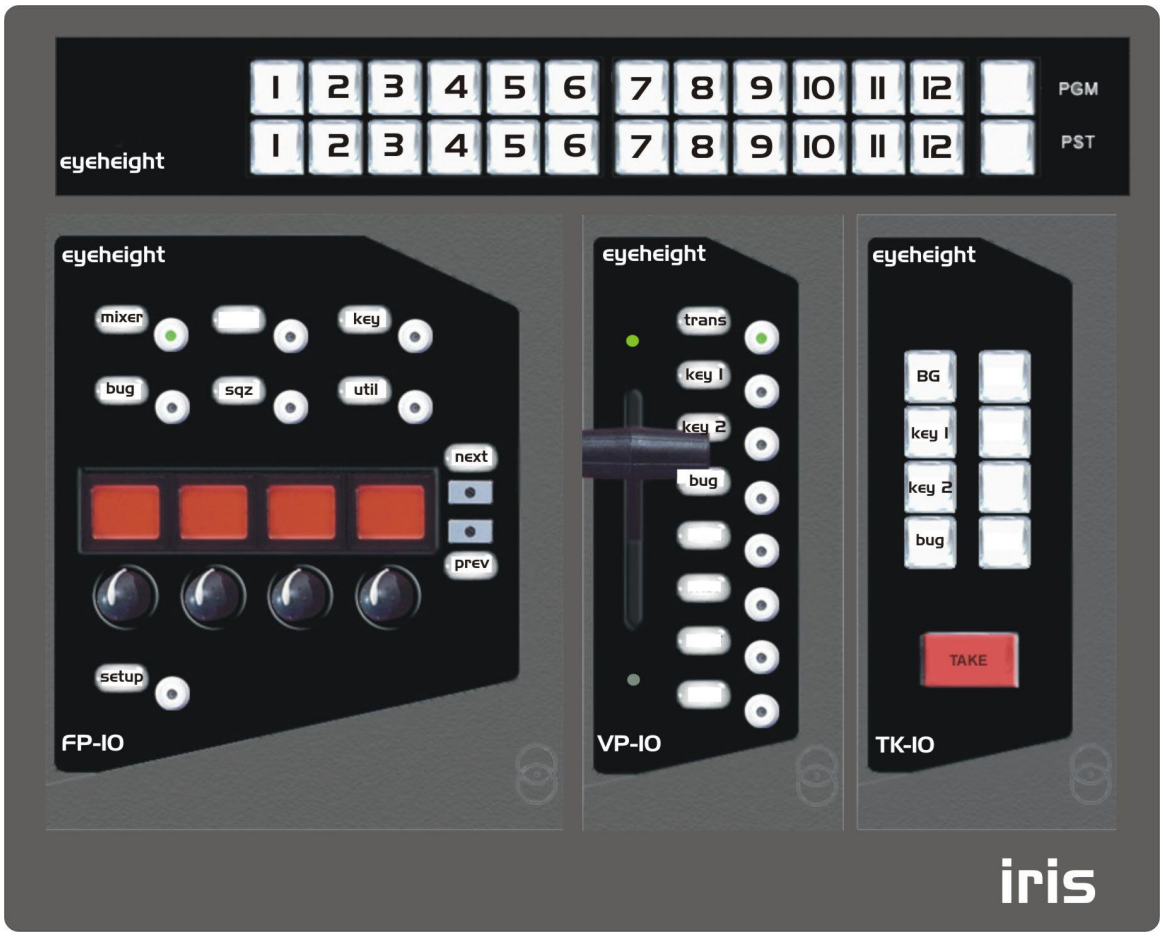


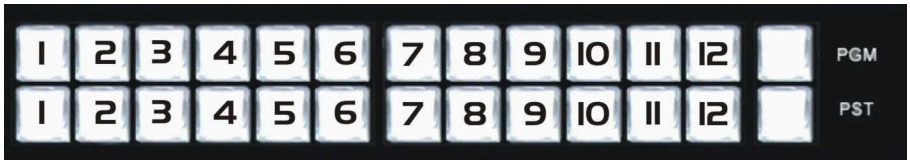
Figure 3-1 The iris system control panel

Figure 3-2 The iris, left - System control (FP-10), middle – T Bar module (VP-10), right - auto transition module (TK-10), top – program/preset panel (PP-10)

3.2 Basic Operation.

The simplest operation of the iris revolves around the use of the program/preset bus, the T-Bar module and the Auto Transition panel.

3.2.1 Program/preset bus.



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The program bus indicates the current “on-air” source. The user selects the next video source using the preset bus. After a BG (background) transition the program and preset sources “swap” or “flip-flop” ready to select the next source for transition. The user can also cut directly on the program bus. This will cause an instant transition cut to occur to the selected program source. In the irisLite system, only buttons 1 to 8 select sources.

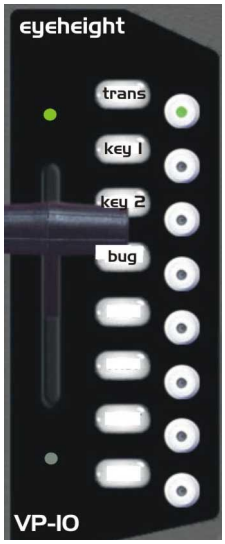
3.2.2 Auto transition panel.

BG	(Background) pressing this button arms the main mixer transition
Key1	Pressing this button arms the transition for keyer 1
Key2	Pressing this button arms the transition for keyer 2
Bug	Pressing this button arms the transition for keyer 1

Pressing any of the above buttons will make the button illuminate indicating that the transition is armed and will be activated either by a TAKE auto transition or by the T-Bar. Pressing the button again will deactivate the transition.

TAKE Pressing this button will cause an auto transition of all armed transitions.

3.2.3 T-Bar Panel



trans	(Transitions) Pressing this takes you to the mixer transition menus on the system controller.
key 1	Pressing this takes you to the keyer 1 transition and set-up menus on the system controller.
key 2	Pressing this takes you to the keyer 2 transition and set-up menus on the system controller.
bug	Pressing this takes you to the bug/logo transition and set-up menus on the system controller.

Each of the above buttons is a “Hot Key” to the appropriate menu set within the mixer. These menus provide fine control of the mixer and key/bug options. These menu sets are described in section 3.6, 3.7 and 3.8.

3.2.4 T-Bar Panel, IrisOB

In the IrisOB product, the T-bar panel has different “Hot key” definitions in order to make up for the lack of a system controller. The keys are as follows.

I. **Mix,** this will put the mixer into mix transition mode.

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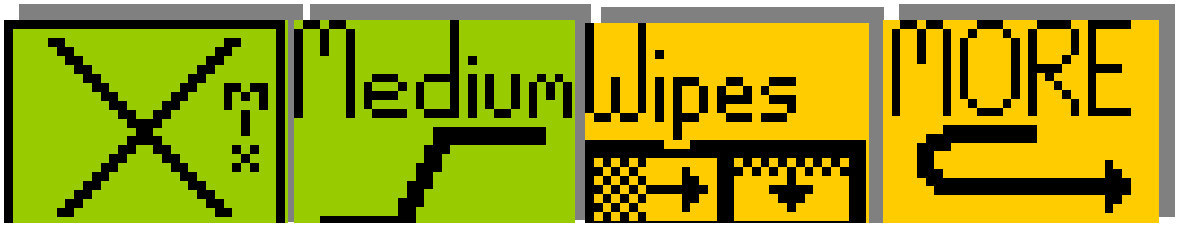
2. **Cut,** this will put the mixer into cut transition mode.
3. **Wipe1,** this will put the mixer into vertical wipe transition mode.
4. **Wipe2**, this will put the mixer into horizontal wipe transition mode.
5. **Fast**, this will change the auto transition time to Fast (approx 0.3 sec)
6. **Med**, this will change the auto transition time to Medium (approx 0.5 sec)
7. **Slow**, this will change the auto transition time to Medium (approx 1 sec)
8. **Take**, This will perform an auto transition.

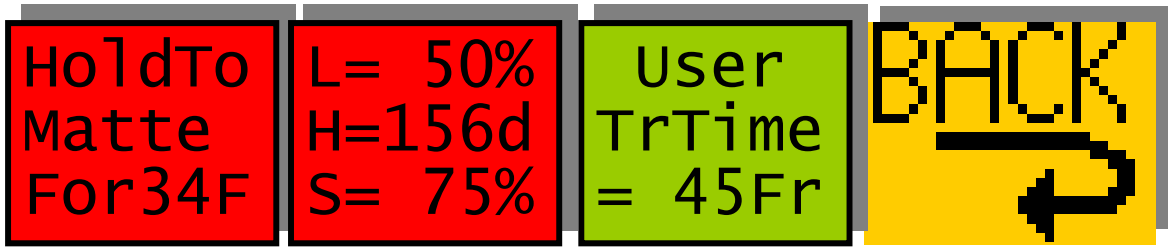
3.2.5 Mixer transition menus.

Main Transition menu



Menu Num.	Heading	Menu Options	Function
68	Transition type	0=mix 1=wipe 2=cut 3=cut-cut 4=cut-fade 5=fade-cut 6=fade-fade	This changes the type of transition between the program and preset sources.
69	Transition Speed	0=fast 1=medium 2=slow 3=user	This changes the speed of the transition between the program and preset sources.
70	Wipes		This takes you to menus to configure the wipes.
71	More		This takes you to menus 72→75 which further configure the mixer.

More Transition menus.



Menu	Heading	Menu Options	Function

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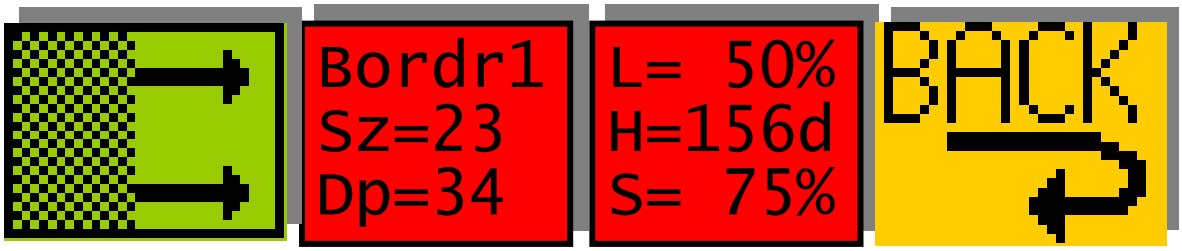
Num.			
72	Hold To	**Level A:** 0=Hold to Black 1=Hold to Matte **Level B:** Hold Time 0→993 Fields	Pressing this button will make the two rotary digipots A and B active: Digipot A will change the intermediate colour field for cut-cut, cut-fade and fade-fade transitions. Digipot B will change the hold to black/matte time for cut-cut, cut-fade and fade-fade transitions.
73	Matte Colour used for cut-cut, cut-fade and fade-fade transitions.	**Level A:** Border Luminance, 0→255 **Level B:** Border Hue, 0→255 **Level C:** Border saturation, 0→255	Pressing this button will make the three rotary digipots A,B and C active: Digipot A will change the matte luminance. Digipot B will change the matte hue. Digipot C will change the matte saturation.
74	User Transition Time	User Tran Time 3→253.	This changes the transition time of the “user” setting for menu 69
75	Back		This takes you back to menus 68→71.

Wipe control menus



Menu Num.	Heading	Menu Options	Function
76	Wipe pattern	0= vertical wipe 1= horizontal wipe 2=vertical curtain 3=horizontal curtain 4=diagonal wipe 5=diamond wipe 6=horizontal arrow 7=vertical arrow	This changes the type of wipe pattern between the program and preset sources when wipe is selected as the transition.

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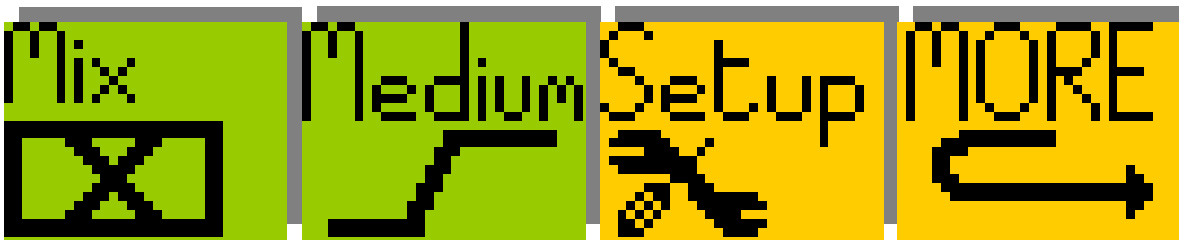
77	Border parameters	**Level A:** 0=No Border 1=Border 1, Hard Coloured border. 2=Border 2, soft border edge. 3=Border 3, soft and coloured border. **Level B:** Border size, 1→49 **Level C:** Colour Depth, 0→511	Pressing this button will make the three rotary digipots A,B and C active: Digipot A will change the border type. Digipot B will change the border size. Digipot C will change the border colour depth for Border3.
78	Border colour	**Level A:** Border Luminance, 0→255 **Level B:** Border Hue, 0→255 **Level C:** Border saturation, 0→255	Pressing this button will make the three rotary digipots A,B and C active: Digipot A will change the border luminance. Digipot B will change the border hue. Digipot C will change the border saturation.
79	Back		This takes you back to menus 68→71.

3.2.6 Key1 and Key2 transition menus.

Main key transition menu.



Menu Num.	Heading	Menu Options	Function
64	Transition type	0=mix 1=wipe 2=cut 3=wipe+mix	This changes the type of transition, which is the way in which the keyed in source appears.
65	Transition Speed	0=fast 1=medium 2=slow 3=user	This changes the speed of the transition.
66	Setup		This takes you to more menus (68→72) to configure the keyers options.

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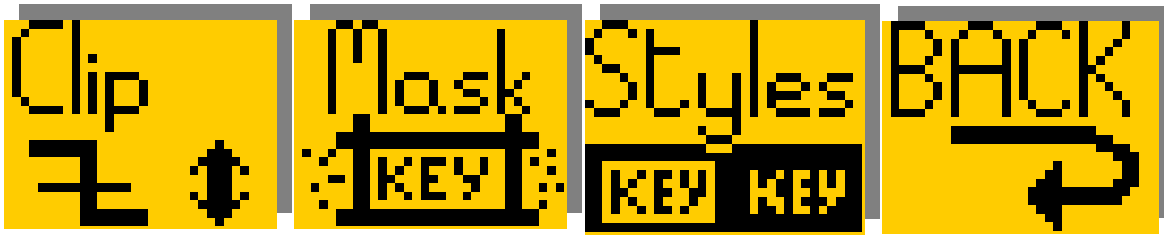
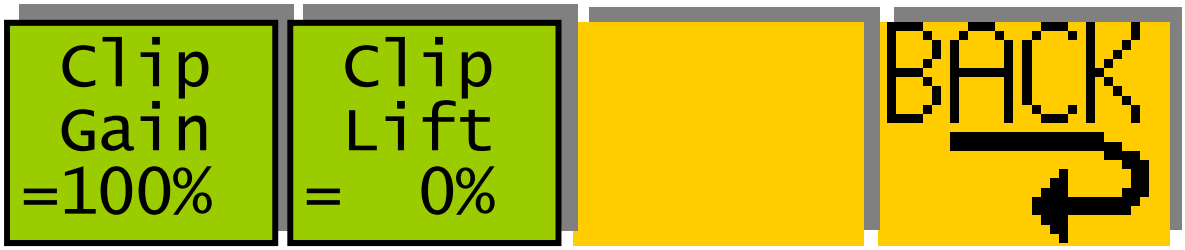
67	More		This takes you to menus 60→63 which further configure the mixer transitions.

Main key set-up menu.



Menu Num.	Heading	Menu Options	Function
68	Clip/Gain		This takes you to the clip/gain menus (72→75)
69	Mask		This takes you to the key mask menus (76→79)
70	Styles		This takes you to the key styles menus (80→83)
71	Back		This takes you back to menus 64→67

Key clip and gain menus.



Menu Num.	Heading	Menu Options	Function
72	Clip Gain	Gain=0→511 (299=100%,0=0%)	This adjusts the key gain.
73	Clip Lift	Lift=0→511 (363=100%,64=0%)	This adjusts the key lift.
74			
75	Back		This takes you back to menus 68→71

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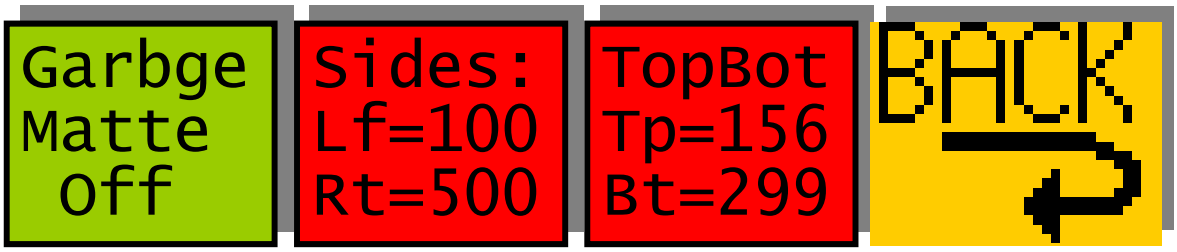
Garbage key matte (mask) menu.



Menu Num.	Heading	Menu Options	Function
76	Garbage matte (mask)	0= Off 1= On 2=Invert	This switches on the garbage matte. The garbage matte allows you to configure a “box” within the picture outside of which NO keying is visible. With the “invert” option no keying is possible INSIDE the box.
77	Sides of garbage matte box	**Level A:** Left edge of garbage matte (0→719) **Level B:** Right edge of garbage matte (0→719)	Pressing this button will make the three rotary digipots A and B active: Digipot A will change the garbage matte box top edge. Digipot B will change the garbage matte box bottom edge.
78	Top and bottom of garbage matte box	**Level A:** Top of garbage matte (0→575) **Level B:** Bottom of garbage matte (0→575)	Pressing this button will make the three rotary digipots A and B active: Digipot A will change the garbage matte box top edge. Digipot B will change the garbage matte box bottom edge.
79	Back		This takes you back to menus 68→71.

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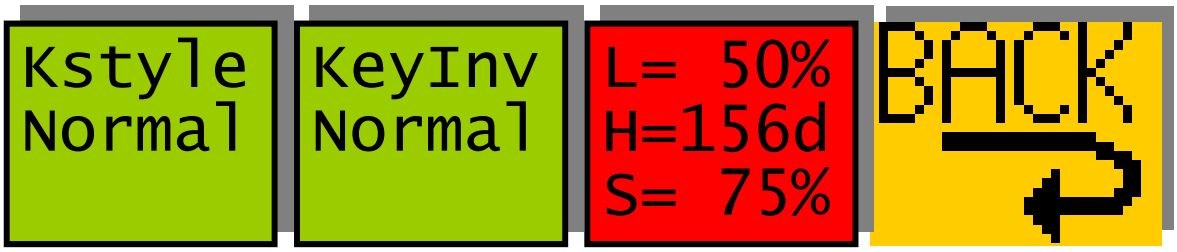
Key style menus.



Menu Num.	Heading	Menu Options	Function
80	Key Style	0= normal 1= additive 2=self key 3=colour fill	This switches between keying styles. Normal is multiplicative keying Additive keying is used for key sources with an anti aliased fill AND key (most character generators). Self Key uses the Fill as the Fill AND key source Colour Fill, replaces the Fill source with a matte generator.
81	Key Invert	0= normal 1= invert	This inverts the key source if invert is selected.
82	Colour fill Matte.	**Level A:** Border Luminance, 0→255 **Level B:** Border Hue, 0→255 **Level C:** Border saturation, 0→255	Pressing this button will make the three rotary digipots A,B and C active: Digipot A will change the colour fill matte luminance. Digipot B will change the colour fill matte hue. Digipot C will change the colour fill matte saturation.
83	Back		This takes you back to menus 68→71.

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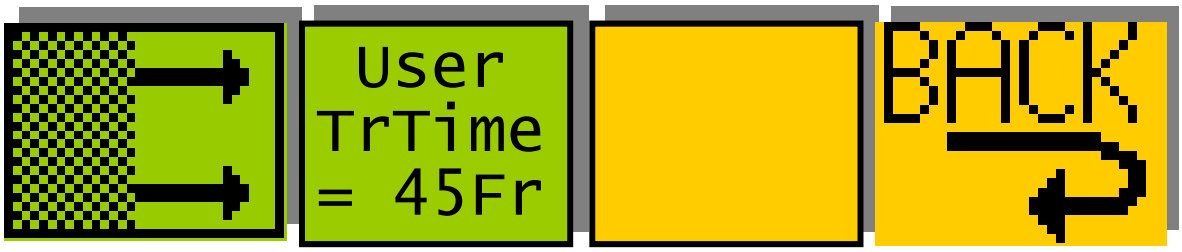
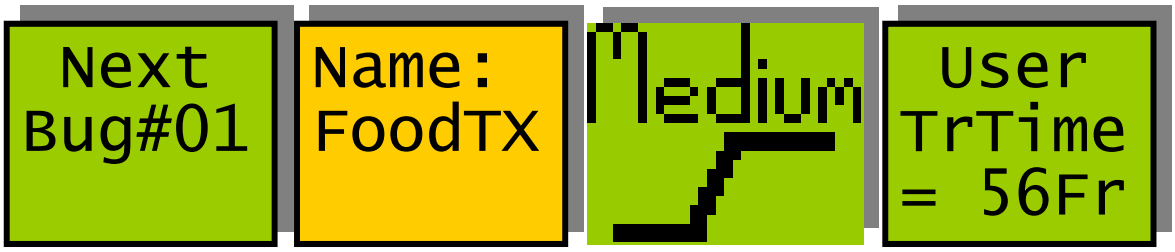
More key transition menus.



Menu Num.	Heading	Menu Options	Function
60	Wipe pattern	0= vertical wipe 1= horizontal wipe 2=vertical curtain 3=horizontal curtain 4=diagonal wipe 5=diamond wipe 6=horizontal arrow 7=vertical arrow	This changes the type of wipe pattern when wipe is selected as the key transition.
61	User Transition Time	User Tran Time 3→253.	This changes the transition time of the “user” setting for menu 65
62			
63	Back		This takes you back to menus 68→71.

3.2.7 Bug transition menus.

Main bug transition menus.



Menu Num.	Heading	Menu Options	Function
96	Next Bug	Bug number 1→63	This changes bug “play” selected for next on-air.
97	Bug Name		This shows the name of the currently selected bug
98	Transition Speed	0=fast 1=medium 2=slow 3=user	This changes the speed of the transition.
99	User	User Tran Time 3→253.	This changes the transition time of

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	Transition Time		the “user” setting for menu 98

3.3 The system controller.

The system controller block allows the user to control all the finer set-ups within the iris system. The system controller also allows the user to use iris in a “multi-channel” environment, where any panel can control any one of eight iris systems. IrisOB does not have a system controller and therefore has limited set-up and no multi channel ability.

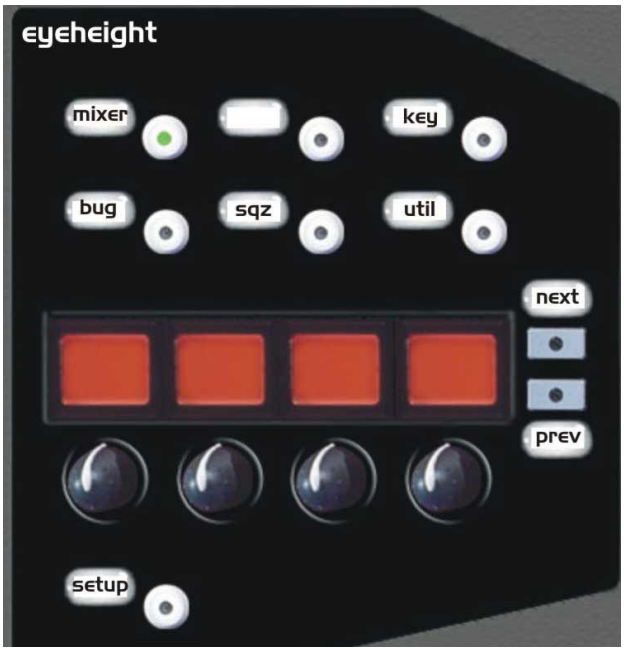

Figure 3-2 The iris system controller

Mixer This button selects the MW-3 mixer and allows control of the whole set-up of the unit

Key This button selects either of the two-keyer DK-3 set-up options. Pressing this button will allow access to any keyers installed. These will be selected in the 4 LCD buttons.

Bug This button selects either of the BA-2, BB-2 or LK-2 bug set-up options. Pressing this button will allow access to any bug units installed. These will be selected in the 4 LCD buttons.

Sqz This button is for future upgrades.

Util This button selects any utility items within the iris system. For an iris there will be two items, UTIL1 will allow direct control of the VX-5 unit, allowing the user to control the two spare outputs of the VX-5 router. (these are outputs 3 and 4). UTIL2 will control the video extension and tally output card, the AVX-5.

Next This is used to navigate through menus of the iris. (Next menu)

Prev This is used to navigate through menus of the iris. (Previous menu)

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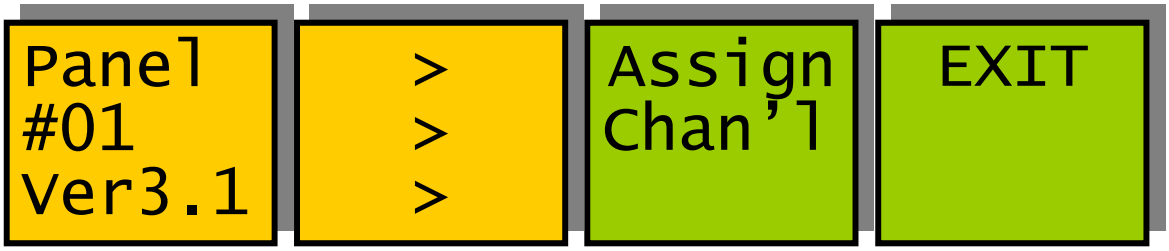
Setup This allows the user to drop and pick up different iris systems in a multi channel environment. Pressing this button for less than two seconds displays the panel number, for longer than two seconds, the user enters multi channel set-up mode.

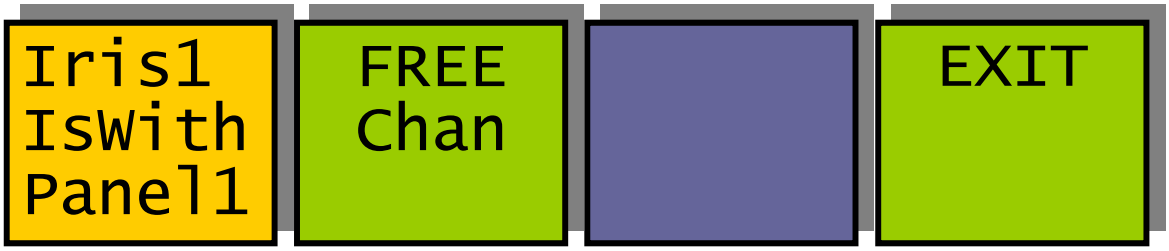
3.4 Multi channel operation.

The Iris and irisLite are capable of operating in a multi channel environment. Each panel can drop and pick up any one of up to eight channels. The following procedure shows how to do this.

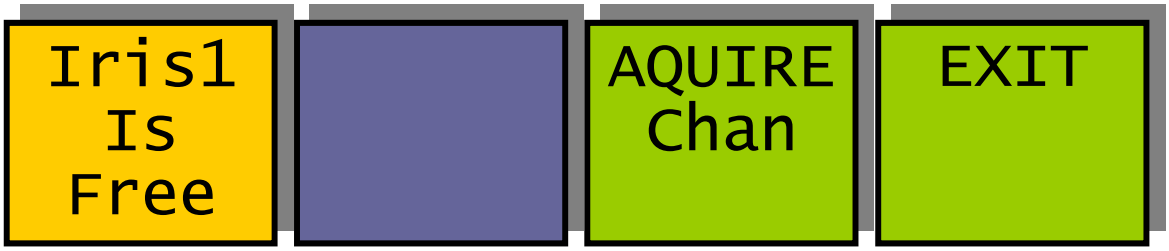
Keep the set-up button pressed until the display changes to the following:



Press “Assign Chan’l” to continue to multi channel set-up. The display should look similar to the following:



In this case, the display invites you to press the “FREE Chan” button. This will take away control of the channel from this panel. The display will then look like this:



To then pick up another channel press the flashing "Next" button. If channel 2 is available, the display will look like this:

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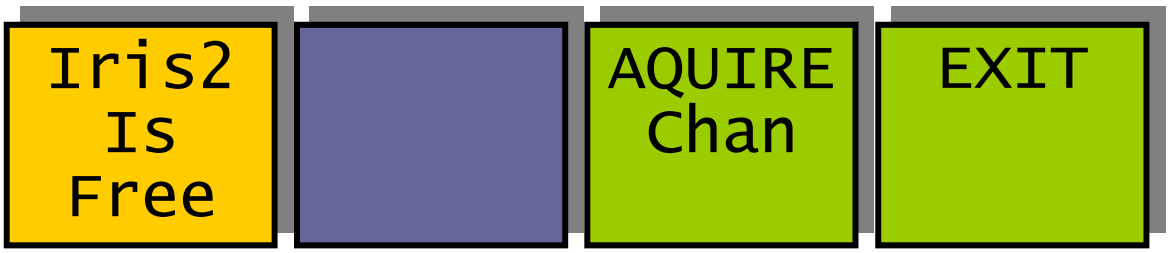
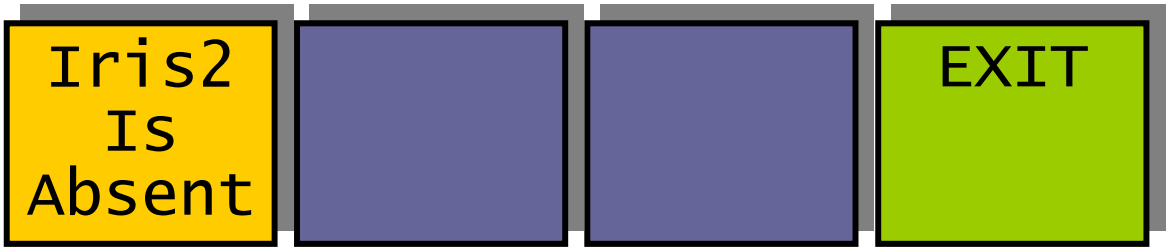
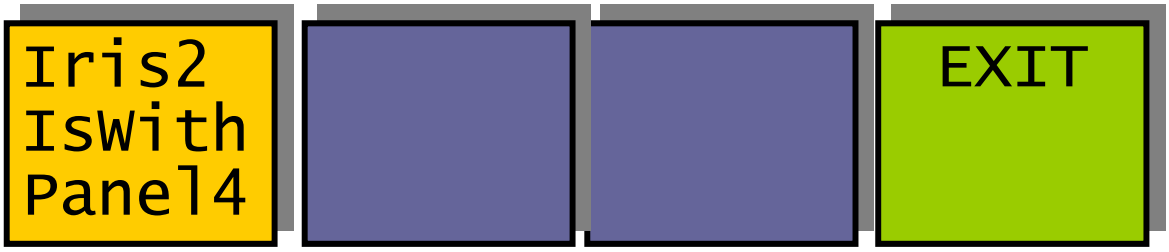


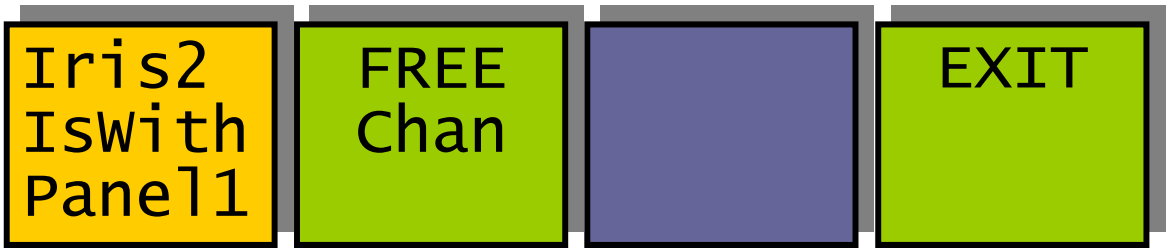
If channel 2 is not available, the display may look something like this:



If channel 2 is currently under the control of another panel the display may look something like this:



In this case, panel 4 is controlling iris 2. In the case above, that channel 2 is available, the user is invited to press the “AQUIRE Chan” button after which the display will look like this:



If the user now presses “EXIT”, normal mixer operation resumes.

The above gives the user an idea of how to change channels from a panel. This example can only show one certain configuration of panels and channels. The user will need to use this example as a general guide when coming to a system for the first time.

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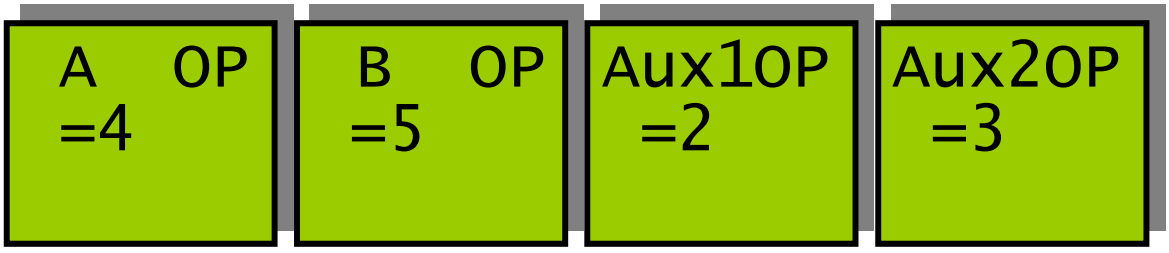
3.5 Automation control.

The iris vision mixer can be fitted with PresTX automation control. Please contact eyeheight for further information. At the time of writing Grass Valley GVG2100 protocol is also planned.

3.6 Utility menus.

The iris and irisLite have a set of up to 4 utility product menus. These are activated by pressing the “util” button and selecting the UTIL 1→4 options. For an Iris or IrisLite, “UTIL 1” allows access to the menus of the program/preset crosspoints, the VX-5. This allows the user to override the program/preset bus (not recommended) but also allows the user to control the spare outputs of the router Aux1 and Aux2. “UTIL 2” will be fitted on the iris only and it is not necessary to operate this unit at all unless the user is diagnosing a problem. “UTIL 2” is the menus for the Video expansion card; the AVX-5. “UTIL 3” and “UTIL 4” may be used for other eyeheight products such as the PM-2 in-vision audio metering or the OL-2 legaliser. The menu set of the VX-5 is as follows:

Menus 00-03 Top Level Menus (Press next to navigate)



Menu Num.	Heading	Automation	Function
00	Program output select	1→12	Selects the current on-air program output. CAUTION!!! This will over-ride the program bus selector.
01	Preset output select	1→12	Selects the current preset bus source. CAUTION!!! This will over-ride the preset bus selector.
02	Aux 1 output select	1→12	Selects the current Aux 1 bus source.
03	Aux 2 output select	1→12	Selects the current Aux 2 bus source.

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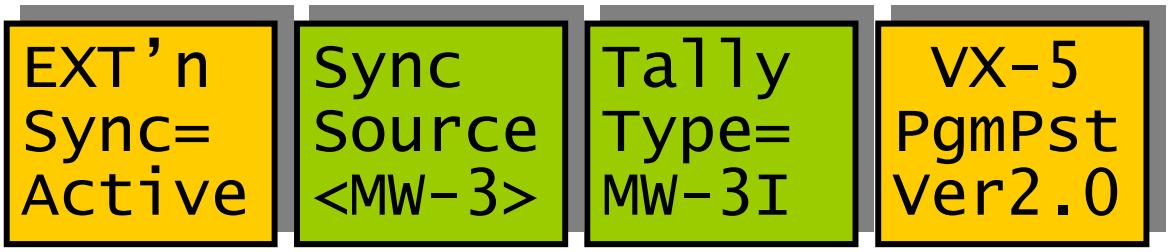
Menus 04-07 VX-5 set-up menus (NEXT/PREV to navigate)



Menu Num.	Heading	Automation	Function
04	External sync state	0=absent 1=active 2=not used	This shows the state of the incoming sync to the VX-5. This should be "active" for synchronous cuts. If it is "absent" there is probably no reference on the MW-3 mixer module.
05	Sync Source	0=none 1=MW-3	This selects the sync source for the VX-5. For the iris this should be set to "MW-3"
06	Tally type	0=none 1=AVX-5 Binary 2=AVX-5 In-Line 3=MW-3 Binary 4=MW-3 In-Line	This selects where the Output tallies appear. **None** means no output tallies are selected **AVX-5B** means the Program and preset source is shown in binary representation, low 4 tallies (GPO1(L)→GPO4(H)) represent program source (1→12) and the upper 4 tallies (GPO5(L)→GPO8(H)) represent the preset source (1→12). The tallies appear on the VX-5 37 and 15W D connector. **AVX-5I** means the first 8 program sources are shown in In-Line format on GP0's 1→8 respectively. The tallies appear on the VX-5 37 and 15W D connector. **MW-3B** means the Program and preset source is shown in binary representation, low 4 tallies (GPO1(L)→GPO4(H)) represent program source (1→12) and the upper 4 tallies (GPO5(L)→GPO8(H)) represent the preset source (1→12). The tallies appear on the MW-3 25W D connector. **MW-3I** means the first 8 program

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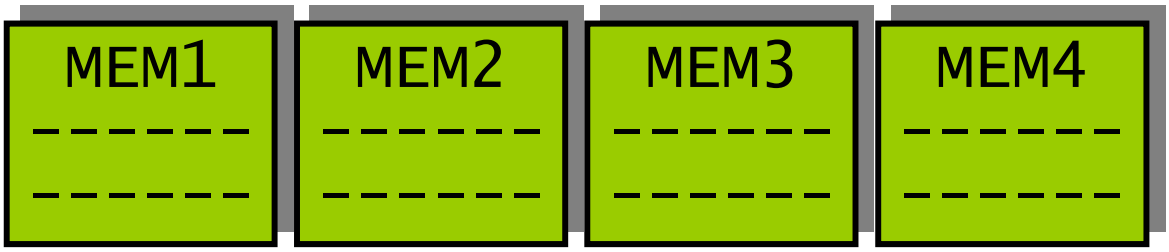
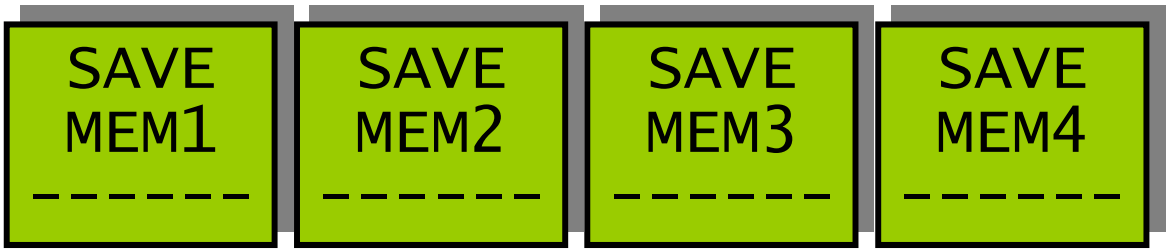
			sources are shown in In-Line format on GPI's 1→8 respectively. The tallies appear on the MW-3 25W D connector.
07	Software version	none	Shows the current software version.

Menus 08-11 Memories (NEXT/PREV to navigate)



Menu Num.	Heading	Automation	Function
08	MEM1	1=Recall	Pressing this will recall Memory number 1.User Names can be programmed in to the memories using a keyboard. See "geNETics User guide", section "Giving product Memories names"
09	MEM2	1=Recall	Pressing this will recall Memory number 2.
10	MEM3	1=Recall	Pressing this will recall Memory number 3.
11	MEM4	1=Recall	Pressing this will recall Memory number 4.

Menus 12-15 Save memories (NEXT/PREV to navigate)



Menu Num.	Heading	Automation	Function
12	SAVE MEM1	1=Save	Pressing this will Save Memory number 1.
13	SAVE MEM2	1= Save	Pressing this will Save Memory number 2.

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14	SAVE MEM3	1= Save	Pressing this will Save Memory number 3.
15	SAVE MEM3	1= Save	Pressing this will Save Memory number 3.

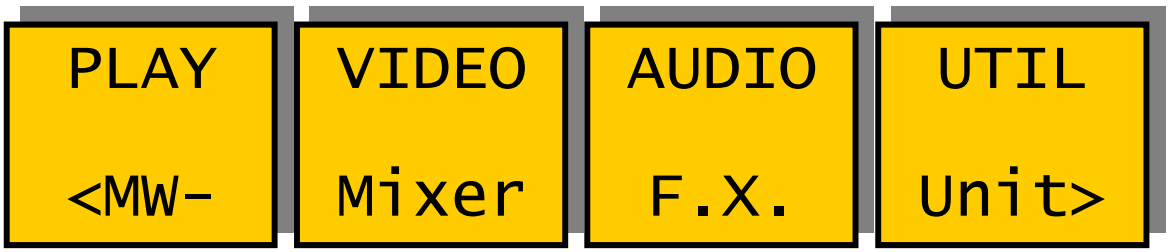
Menus 16-19 Power-on memories (PREV for less)

Menu Num.	Heading	Automation	Function
16	Set As Pow On Memory	1=Set	Pressing this will set the current system set-up as the Power on memory default.
17	Recall Pow On Memory	1=Recall	Pressing this will recall The Power-on memory set up in the last menu.
18	Total Reset	1=Reset	Pressing this will cause a first Birthday of the unit. All current memories and settings will be lost.
19	BACK	none	Go To the Top Level Menus

3.7 Mixer Full menu set.

Pressing the mixer key enables the user access to the full menu set of the MW-3 mixer module. Some of these menus are repeat functions of the menus accessed by the “Trans” Hot key on the T-Bar module. Some of these menus are also not applicable for the iris mixer. Where the menu is not applicable, the background of the menu will be filled in with grey. Mixer memory 1→3 menus

Menus 00-03 Top Level Menus



Menu Num.	Heading	Automation	Function
00	PLAY	none	Go To the main Play menus (4-7)

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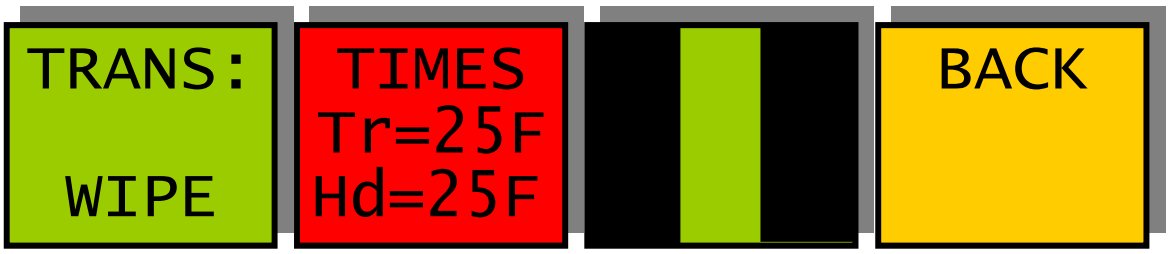
01	VIDEO	none	Go To the main Video menus (8-23)
02	AUDIO	none	Go To the main Audio menus (24-31)
03	UTIL	none	Go To the main Utility menus (32-63)

Menus 04-07 PLAY Menus

Menu Num.	Heading	Automation	Function
04	TAKE	1=take B 2=take A	This Causes the Auto Transition to occur.
05	PROGM	0=In A 1=In B 2=Matte 3=Black	This Shows the currently selected “On-air” Source. A,B matte or black (matte and black are internal sources)
06	PRSET	0=In A 1=In B 2=Matte 3=Black	This Shows the Next selected “On-air” Source. A,B matte or black (matte and black are internal sources)
07	BACK	none	Go To the Top Level Menus

Menus 08-11 VIDEO Transition Set-up Menus (NEXT for more)



Menu Num.	Heading	Automation	Function
08	TRANS	0=Mix 1=Wipe 2=Cut 3=Cut-Cut 4=Cut-Fade 5=Fade-Cut 6=Fade-Fade	This sets the transition type between Mix, Wipe and Cut and “U” and “V” fade types. “U” and “V” fades Transition to either “Black” or “Matte” and then “Hold” for a period before

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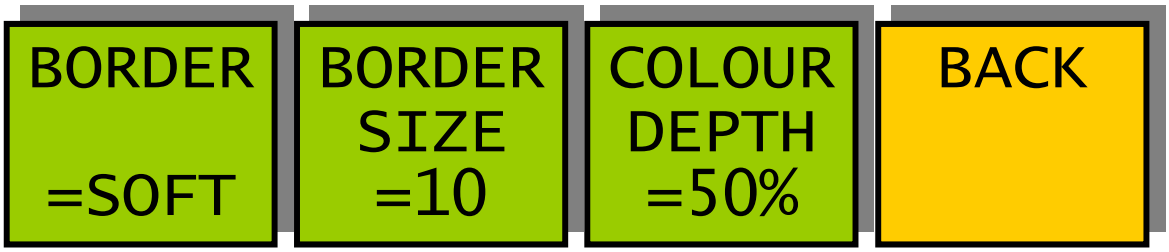
			and then “Hold” for a period before then transitioning to the Preset Source.
09	TIME	Menu Level “A” 1-200 Menu Level “B” 1-200	Press this button and the two digipots indicated by the lit LED’s will change the transition time (in fields - Tr) and the Hold time (in fields – Hd). The Hold time is the time that the “U” and “V” fades stay on Black (Or Matte).
10	WIPE (Pattern)	0=Vertical 1=Horiz 2=Vert Curtain 3=Horiz Curtain 4=Diagonal 5=Diamond 6=Arrow Left 7=Arrow Up	This shows a representation of the shape of the currently selected Wipe Transition.
11	BACK	none	Go To the Top Level Menus

Menus 12-15 VIDEO Transition Set-up Menus (NEXT/PREV to navigate)



Menu Num.	Heading	Automation	Function
12	BORDER	0=Off 1=Soft 2=Colour 3=Soft&Col	This selects the Type of Border on the Wipe edge between; No Border, Soft, Coloured and Soft and coloured.
13	BORDER SIZE	1-49	This sets up the Wipe Border Size between “1” (min) and “49”, (max)
14	COLOUR DEPTH	0-511	This represents the amount of colour in the border when the “Soft and coloured” border option is selected. (0-100%)
15	BACK	none	Go To the Top Level Menus

Menus 16-19 VIDEO Transition Set-up Menus (NEXT/PREV to navigate)

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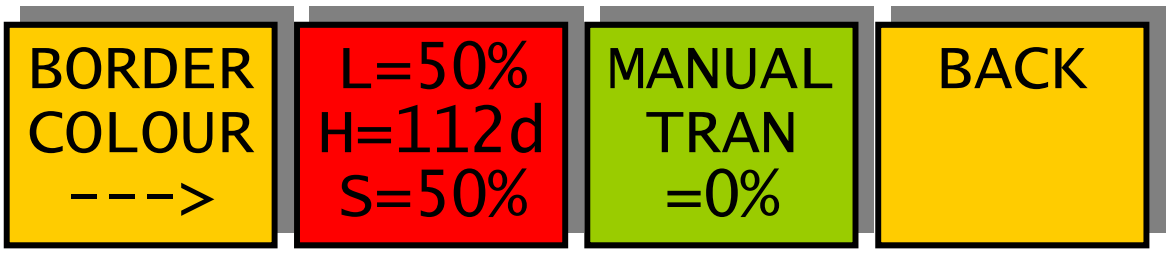
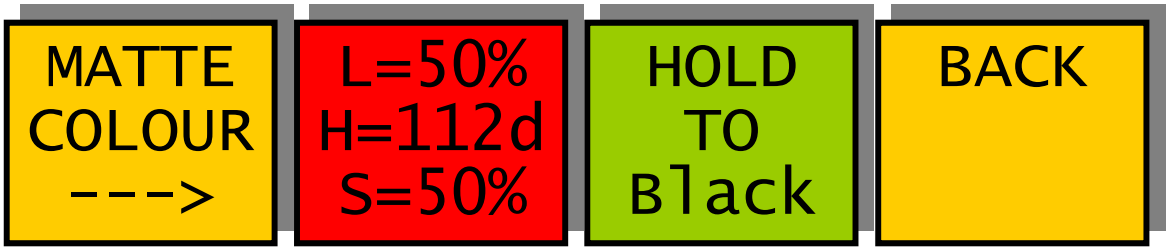


Menu Num.	Heading	Automation	Function
16	BORDER COLOUR	NONE	Points to adjacent menu for information only.
17	L= H= S=	Menu Level "A" 0-255 (L) Menu Level "B" 0-255 (H) Menu Level "C" 0-255 (S)	Press this button and the three digipots indicated by the lit LED's will change the Luma, Hue and Saturation of the border colour.
18	MANUAL TRAN	0-799	This will manually move the Transition point between PGM and PST. (0-100%)
19	BACK	none	Go To the Top Level Menus

Menus 20-23 VIDEO Transition Set-up Menus (PREV for less)



Menu Num.	Heading	Automation	Function
20	MATTE COLOUR	none	Points to adjacent menu for information only.
21	L= H= S=	Menu Level "A" 0-255 (L) Menu Level "B" 0-255 (H) Menu Level "C" 0-255 (S)	Press this button and the three digipots indicated by the lit LED's will change the Luma, Hue and Saturation of the Matte colour.
22	Hold To	0=Black 1=Matte	This is the "Intermediate" source for the "U" and "V" Fades
23	BACK	none	Go To the Top Level Menus

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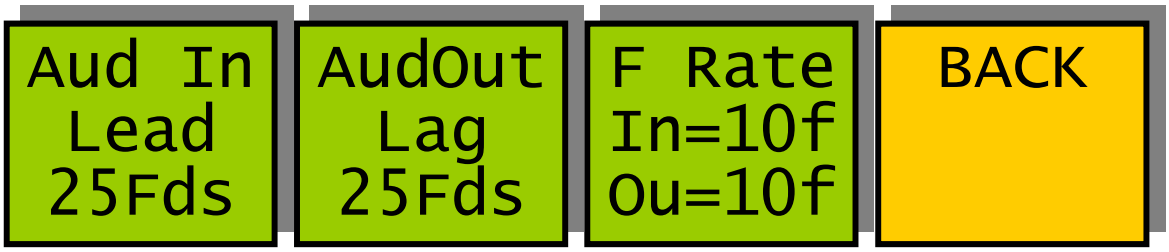
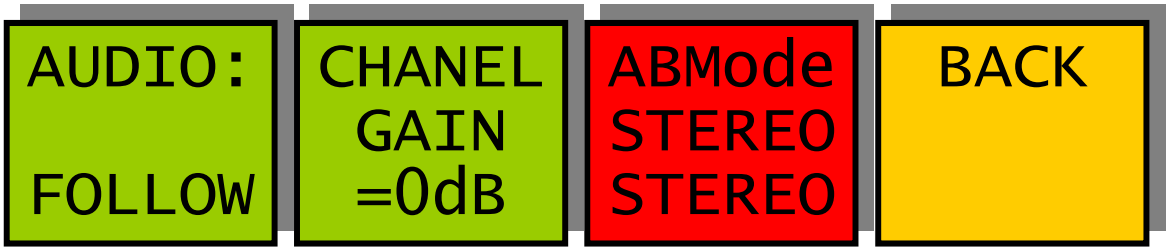
Menus 24-27 Audio Set-up Menus (MW-3E only) (NEXT for more)



Menu Num.	Heading	Automation	Function
24	Audio In Lead/Lag	-999→ +999 fields	Changing this value will cause the next "IN" audio to either Lead or Lag the Video Transition by the set number of fields.
25	Audio Out Lead/Lag	-999→ +999 fields	Changing this value will cause the next "OUT" audio to either Lead or Lag the Video Transition by the set number of fields.
26	Fade Rate	0→250 fields	Press this button and the two digipots indicated by the lit LED's will change the "In" and "Out" Fade rate for the Incoming and Outgoing Audio.
27	BACK	none	Go To the Top Level Menus

Menus 28-31 AUDIO Set-up Menus (MW-3E only)(NEXT/PREV to navigate)



Menu Num.	Heading	Automation	Function
28	AUDIO:	0=Follow 1=Seperate	If this is set to "Follow", the embedded audio mixing will follow the video mixing. If this is set to "Separate" the embedded audio is controlled by the transitions in next 4 menus only. Separate mode is used by Automation systems only to achieve split video/audio transitions.
29	CHANEL GAIN	0=-12dB 1=-6dB 2=0dB 3=+6dB 4=+12dB 5=+18dB	This sets the overall gain on the Embedded Audio.This applies only for the MW-3E Module, which incorporates embedded audio mixing.

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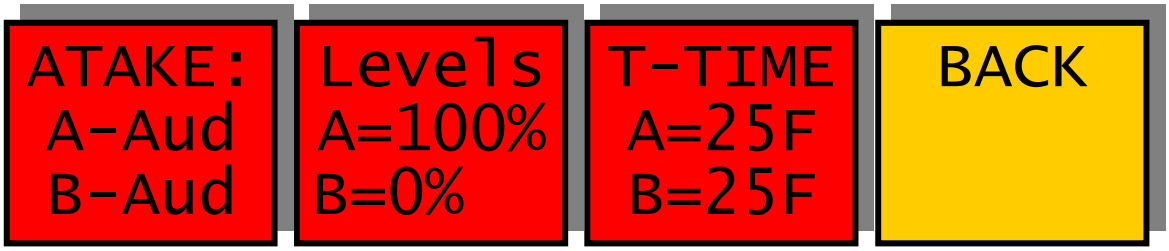
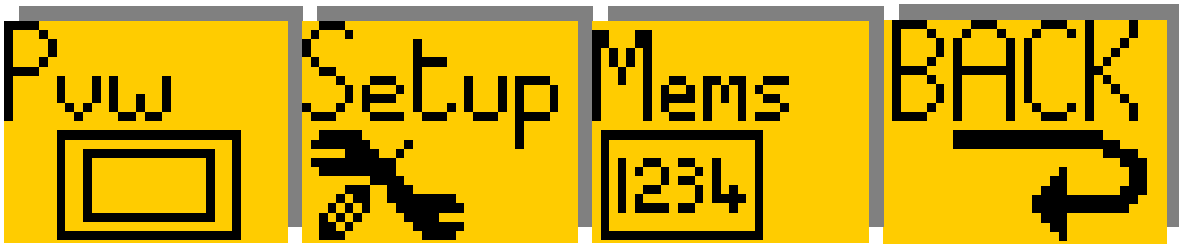
30	ABmode	0=Stereo 1=L<>R 2=L→LR 3=R→LR 4=Mono	Press this button and the two digipots indicated by the respective LED's will cause modification to the A and B embedded audio as follows: Stereo (No change) Left and Right Swapped Left to both Left and Right Right to both Left and Right Mono
31	BACK	none	Go To the Top Level Menus

Menus 32-35 AUDIO Set-up Menus (MW-3E Automation only)(PREV for less)



Menu Num.	Heading	Automation	Function
32	ATAKE:	Menu Level "A" 1=Take "A" Aud. Menu Level "B" 1=Take "B" Aud.	This menu is for Automation systems use only. This will start the A and B Embedded audio transition set by the next menus.
33	Levels	Menu Level "A" 0-1023 Menu Level "B" 0-1023	This sets the next audio level which will be achieved at the end of the transition started in the previous menu.
34	T-Time	Menu Level "A" 1-200 Menu Level "B" 1-200	This sets the transition time in video fields from the current audio level to the next audio level.
35	BACK	none	Go To the Top Level Menus

Menus 36-39 Utility Menus Nested Menus



Menu Num.	Heading	Automation	Function
36	Preview	none	Go To preview output menus (40-43)

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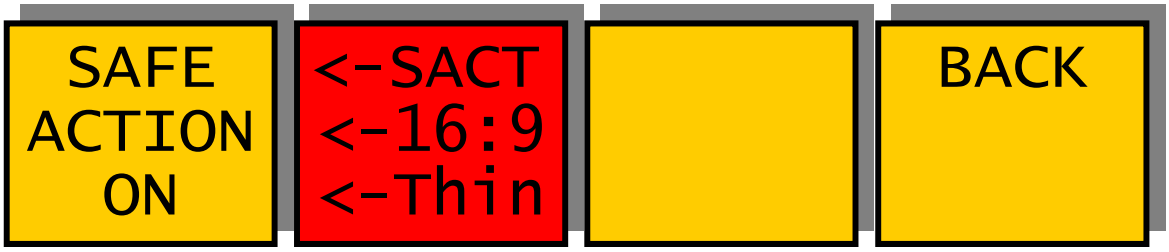
37	Set-up	none	Go To system set-up menus (44-47)
38	Memories	none	Go To memory menus (48-51)
39	Back	none	Go To the main Utility menus (0-3)

Menus 40-43 Utility Menus: Safe Area Gen



Menu Num.	Heading	Automation	Function
40	SAFE ACTION	None	This Switches on and off the currently selected area. Pressing the "Red" switch next to this one and adjusting the rotary digipots with the lighted green LED's chooses the Selected area.
41	None	Menu Level “A” 0=S.Action 1=S.Capt. 2=DigEdge 3=An Edge Menu Level “B” 0=4:3 1=16:9 2=16p4:3 3=16p149 4=43p16:9 **Menu Level “C”** 0=Thin 1=Thick 2=Shade	When this button is pressed to "Green". The Three-line display in the window indicates the three options, which can be changed by adjusting the three rotary digipots A, B and C. <u>Digipot A</u> Determines the basic Function Selects "Safe Action" option Selects "Safe Caption" option Selects "Digital Edge" option Selects the "An. Edge" option <u>Digipot B</u> Determines the Screen Format Standard 4:3 Screen Standard 16:9 Screen 16:9 Shoot to protect 4:3 16:9 Shoot to protect 14:9 (*) 4:3 Shoot to protect 16:9 (*) (*) -- Not available in 525 <u>Digipot C</u> Determines the Style of Indicate Thin White lines are used Thick White lines are used Shade is used for "danger area" Black is used for "danger area"

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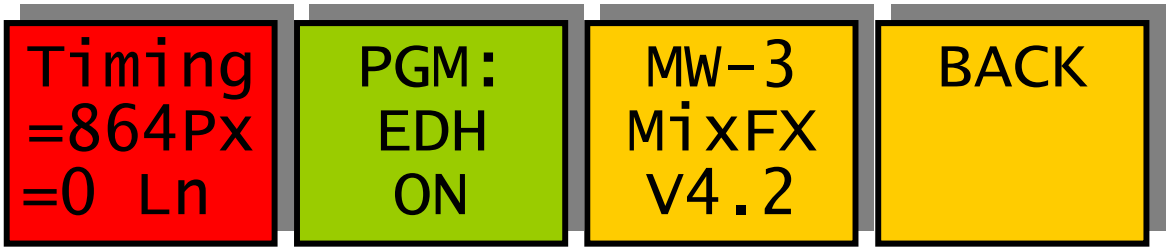
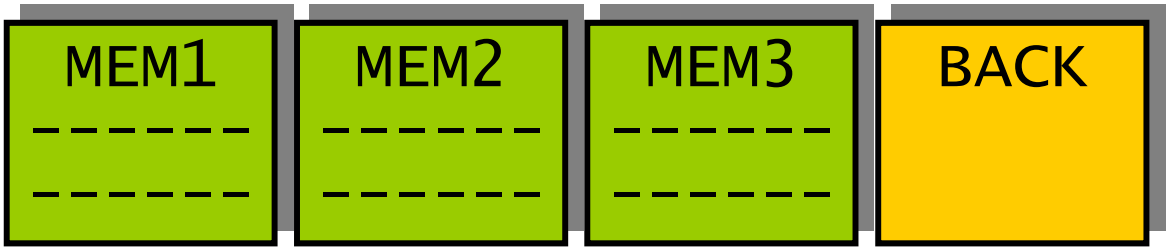
		3=Black	
42			
43	BACK	none	Go To the Top Level Menus

Menus 44-47 Utility Menus: Timing, EDH and S/W version



Menu Num.	Heading	Automation	Function
44	Timing	Menu Level “A” 0-1439 Menu Level “B” 0-624	Press this button and the two digipots indicated by the respective LED’s will cause modification to the Pixel Timing (37nS per step) and Line Timing (64uS per step)
45	PGM:	0=EDH Off 1=EDH On	Re-insert EDH Control (Off/On)
46	Software	**none**	Shows the software version
47	BACK	none	Go To the Top Level Menus

Menus 48-51 Utility Menus: Memories (NEXT for more)



Menu Num.	Heading	Automation	Function
48	MEM1	1=Recall	Pressing this will recall Memory number 1.User Names can be programmed in to the memories using a keyboard. See “geNETics User guide”, section “Giving product Memories names”
49	MEM2	1=Recall	Pressing this will recall Memory number 2.

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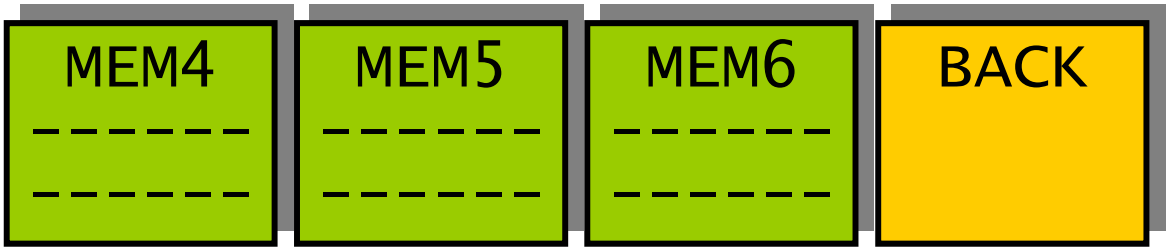
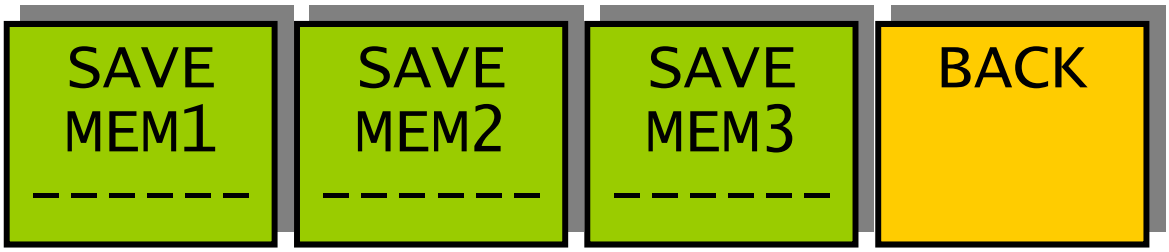
50	MEM3	1=Recall	Pressing this will recall Memory number 3.
51	BACK	none	Go To the Top Level Menus

Menus 52-55 Utility Menus: Memories (NEXT/PREV to navigate)



Menu Num.	Heading	Automation	Function
52	MEM4	1=Recall	Pressing this will recall Memory number 4.
53	MEM5	1=Recall	Pressing this will recall Memory number 5.
54	MEM6	1=Recall	Pressing this will recall Memory number 6.
55	BACK	none	Go To the Top Level Menus

Menus 56-59 Utility Menus: Memories (NEXT/PREV to navigate)



Menu Num.	Heading	Automation	Function
56	SAVE MEM1	1=Save	Pressing this will Save Memory number 1.
57	SAVE MEM2	1= Save	Pressing this will Save Memory number 2.
58	SAVE MEM3	1= Save	Pressing this will Save Memory number 3.
59	BACK	none	Go To the Top Level Menus

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Menus 60-63 Utility Menus: Memories (NEXT/PREV to navigate)

Menu Num.	Heading	Automation	Function
60	SAVE MEM4	1= Save	Pressing this will Save Memory number 4.
61	SAVE MEM5	1= Save	Pressing this will Save Memory number 5.
62	SAVE MEM6	1= Save	Pressing this will Save Memory number 6.
63	BACK	none	Go To the Top Level Menus

Menus 64-67 Utility Menus: Memories (PREV for less)

Menu Num.	Heading	Automation	Function
64	Set As Pow On Memory	1=Set	Pressing this will set the current system set-up as the Power on memory default.
65	Recall Pow On Memory	1=Recall	Pressing this will recall The Power-on memory set up in the last menu.
66	Total Reset	1=Reset	Pressing this will cause a first Birthday of the unit. All current memories and settings will be lost.
67	BACK	none	Go To the Top Level Menus

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3.8 Keyer Full menu set.

Pressing the “key” key enables the user access to the full menu sets of either of the installed DK-3 keyer modules. Some of these menus are repeat functions of the menus accessed by the “key1” and “key2” Hot key on the T-Bar module

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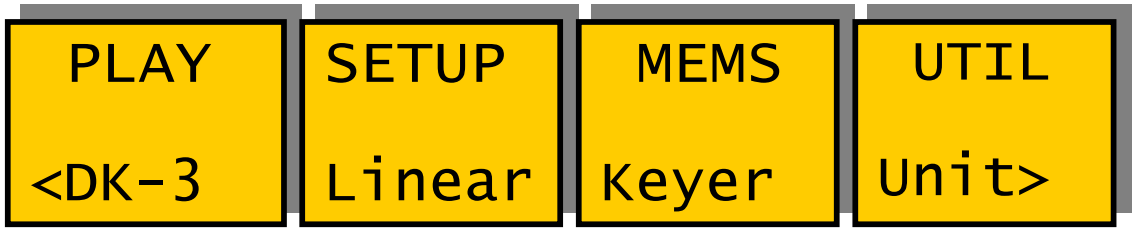
3.8.1 Keyer top level menus

Menus 00-03 Top Level Menus



Menu Num.	Heading	Automation	Function
00	PLAY	none	Go To the main Play menus (4-7)
01	SETUP	none	Go To the main Set-up menus (84-87)
02	MEMS	none	Go To the Memory menus (16-47)
03	UTIL	none	Go To the main Utility menus (108-111)

Menus 04-07 PLAY Menus

Menu Num.	Heading	Automation	Function
04	TAKE	1=take off 2=take on	This Causes the Auto Transition to occur. The On/Off state is also indicated in the window.
05	TIME	1-200	This is the Key Transition time. The time taken for the key to fade on or off in auto transition mode
06			
07	BACK	none	Go To the Top Level Menus

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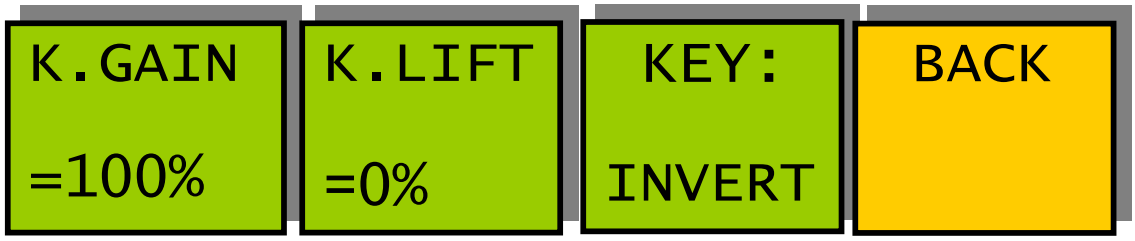
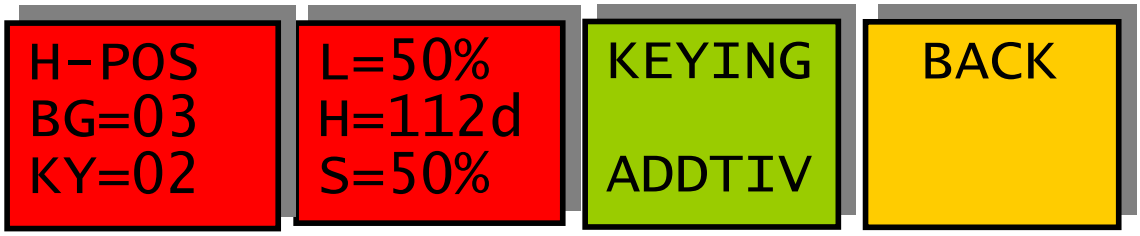
Menus 08-11 System set-up menus



Menu Num.	Heading	Automation	Function
08	K.GAIN	0-511 (Default is 299)	This sets the key gain. 100% represents unity key gain (default).
09	K.LIFT	-128-511 (Default is –64)	This sets the key lift. 0% represents no lift (default)
10	KEY:	0=normal 1=invert key	This inverts the key signal.
11	BACK	none	Go To the Top Level Menus

Menus 12-15 System set-up menus



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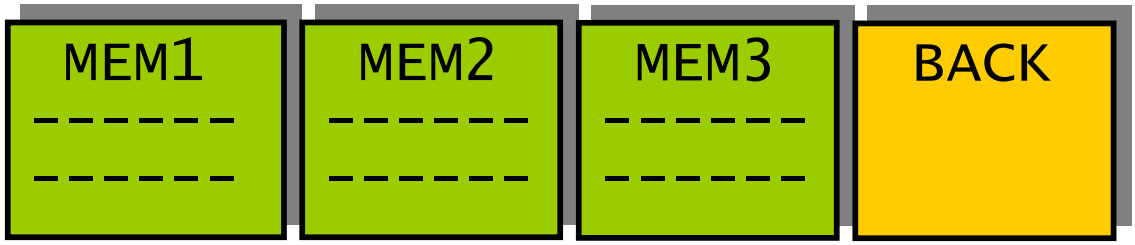
Menu Num.	Heading	Automation	Function
12	BG POS	Level A 0-15. Default=7 Level B 0-15. Default=7	When this button is pressed to "Green", the window indicates shows two options, which can be changed by adjusting the two rotary digipots A and B. Digipot A moves the position of the background picture relative to the key and the foreground. Digipot B moves the position of the key relative to the foreground and the background.
13	L= H= S=	Menu Level "A" 0-255 (L) Menu Level "B" 0-255 (H) Menu Level "C" 0-255 (S)	Press this button and the three digipots indicated by the lit LED's will change the Luma, Hue and Saturation of the Matte colour.
14	KEYING	0=normal 1=additive 2=self key 3=colour Fill	This changes the keying mode. "Normal" is the default mode. "Additive" is selected for an Additive Key mode. "Self" is selected for Self Key mode where the key is derived from the foreground input. Colour Fill mode provides an internal Matte Fill.
15	BACK	none	Go To the Top Level Menus

Menus 16-19 Memory 1→3 menus (NEXT to navigate)



Menu Num.	Heading	Automation	Function
16	MEM1	1=Recall	Pressing this will recall Memory number 1.User Names can be programmed in to the memories using a keyboard. See "geNETics User guide", section "Giving product Memories names"
17	MEM2	1=Recall	Pressing this will recall Memory number 2.
18	MEM3	1=Recall	Pressing this will recall Memory number 3.
19	BACK	none	Go To the Top Level Menus

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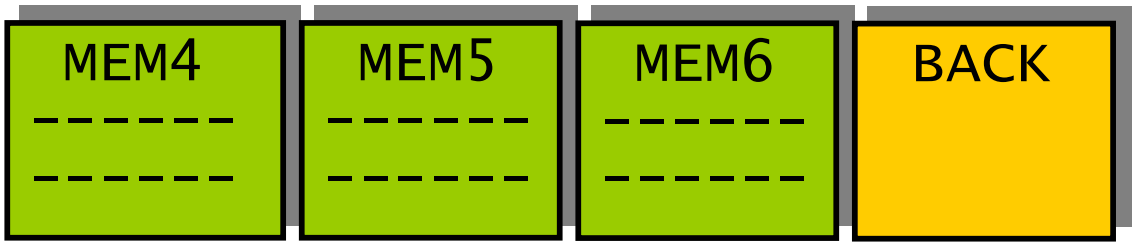
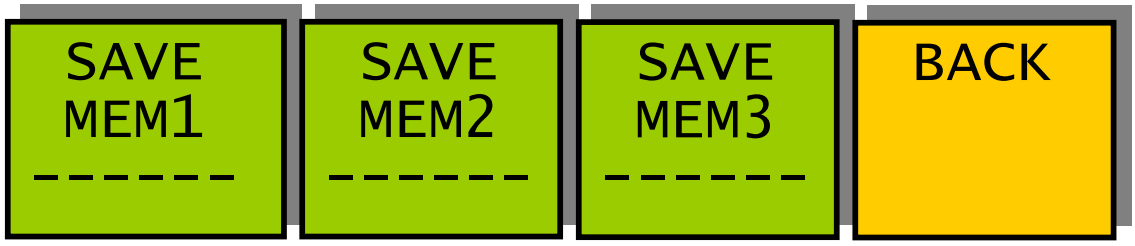
Menus 20-23 Memory 4→6 menus (NEXT/PREV to navigate)



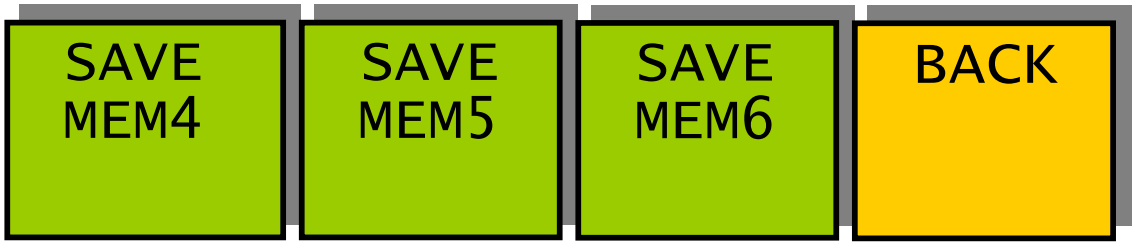
Menu Num.	Heading	Automation	Function
20	MEM4	1=Recall	Pressing this will recall Memory number 4.
21	MEM5	1=Recall	Pressing this will recall Memory number 5.
22	MEM6	1=Recall	Pressing this will recall Memory number 6.
23	BACK	none	Go To the Top Level Menus

Menus 24-27 Save memory 1→3 menus (NEXT/PREV to navigate)



Menu Num.	Heading	Automation	Function
24	SAVE MEM1	1=Save	Pressing this will Save Memory number 1.
25	SAVE MEM2	1= Save	Pressing this will Save Memory number 2.
26	SAVE MEM3	1= Save	Pressing this will Save Memory number 3.
27	BACK	none	Go To the Top Level Menus

Menus 28-31 Save memory 4→6 menus (NEXT/PREV to navigate)



Menu Num.	Heading	Automation	Function
28	SAVE	1= Save	Pressing this will Save Memory

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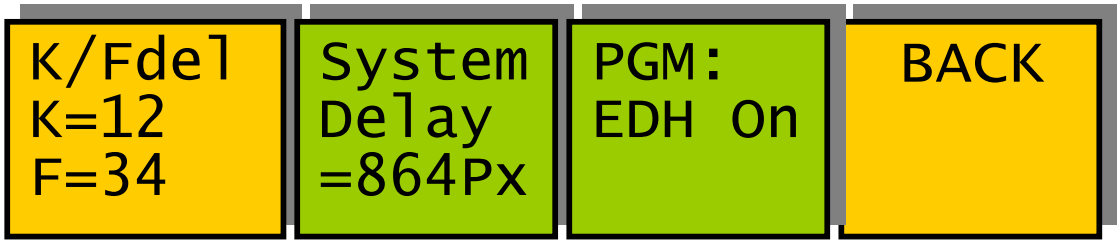
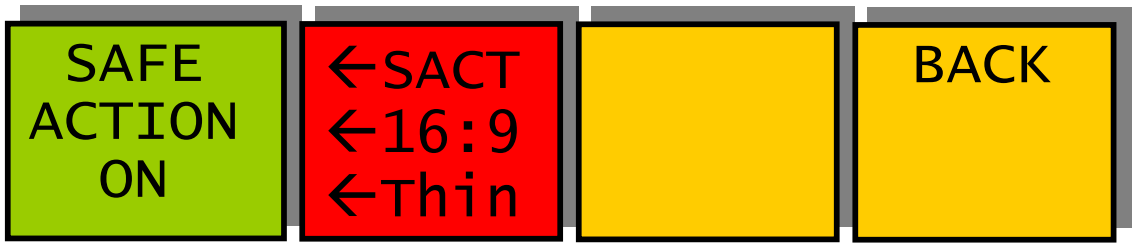
	MEM4		number 4.
29	SAVE MEM5	1= Save	Pressing this will Save Memory number 5.
30	SAVE MEM6	1= Save	Pressing this will Save Memory number 6.
31	BACK	none	Go To the Top Level Menus

Menus 32-35 Key timing menus



Menu Num.	Heading	Automation	Function
32	Key and Fill delay	none	This is the Relative timing of the “FG” input relative to the “BG” Input and the “Key” input relative to the “BG” Input.
33	Timing	0-1727	This changes the system delay through the unit. The default is ½ of a video line (32uS=864 pixels). The user can make this smaller or larger. If the delay is made smaller, the system delay becomes smaller but also the synchronising range becomes smaller. This becomes a compromise between synchronising range and delay.
38	PGM:	0=EDH Off 1=EDH On	Re-insert EDH Control (Off/On)
35	BACK	none	Go To the Top Level Menus

Menus 36-39 Preview safe area generator



Menu Num.	Heading	Automation	Function
36	SAFE ACTION	None	This Switches on and off the currently selected area. Pressing the "Red" switch next to this one and adjusting

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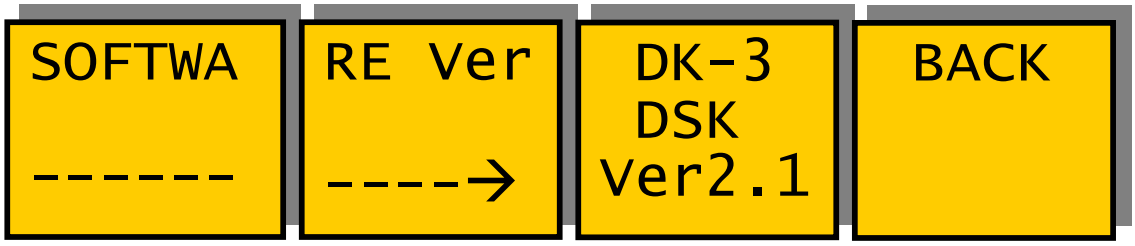
			the rotary digipots with the lighted green LED's chooses the Selected area.
37	None	Menu Level “A” 0=S.Action 1=S.Capt. 2=DigEdge 3=An Edge Menu Level “B” 0=4:3 1=16:9 2=16p4:3 3=16p149 4=43p16:9 **Menu Level “C”** 0=Thin 1=Thick 2=Shade 3=Black	When this button is pressed to "Green". The Three-line display in the window indicates the three options, which can be changed by adjusting the three rotary digipots A, B and C. <u>Digipot A</u> Determines the basic Function Selects "Safe Action" option Selects "Safe Caption" option Selects "Digital Edge" option Selects the "An. Edge" option <u>Digipot B</u> Determines the Screen Format Standard 4:3 Screen Standard 16:9 Screen 16:9 Shoot to protect 4:3 16:9 Shoot to protect 14:9 (*) 4:3 Shoot to protect 16:9 (*) (*) -- Not available in 525 <u>Digipot C</u> Determines the Style of Indicate Thin White lines are used Thick White lines are used Shade is used for "danger area" Black is used for "danger area"
38	PGM:	0=EDH Off 1=EDH On	Re-insert EDH Control (Off/On)
39	BACK	none	Go To the Top Level Menus

Menus 40-43 Software version menu



Menu Num.	Heading	Automation	Function
40	Info	none	Information
41	Info	none	Information
42	none	none	Software Version Information
43	BACK	none	Go To the Top Level Menus

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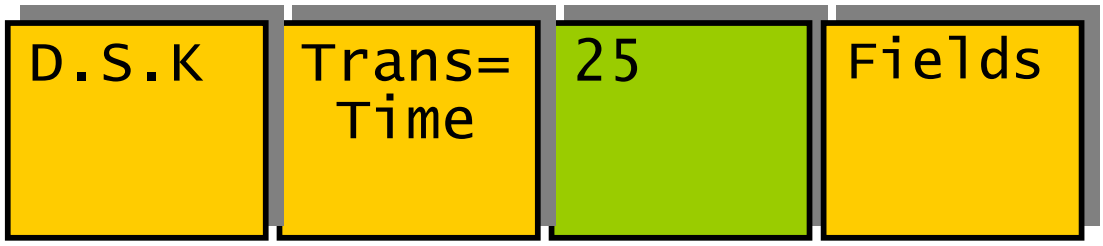
Menus 44-47 Power on memory menus

Menu Num.	Heading	Automation	Function
44	Set As Pow On Memory	1=Set	Pressing this will set the current system set-up as the Power on memory default.
45	Recall Pow On Memory	1=Recall	Pressing this will recall The Power-on memory set up in the last menu.
46	Total Reset	1=Reset	Pressing this will cause a first Birthday of the unit. All current memories and settings will be lost.
47	BACK	none	Go To the Top Level Menus

Menus 48-51 Keyer transition time menus (only available from hot key)



Menu Num.	Heading	Automation	Function
48	info	none	info
49	info	none	info
50	Transition Time	1→200	Changes the Key Transition Time.
51	info	none	info

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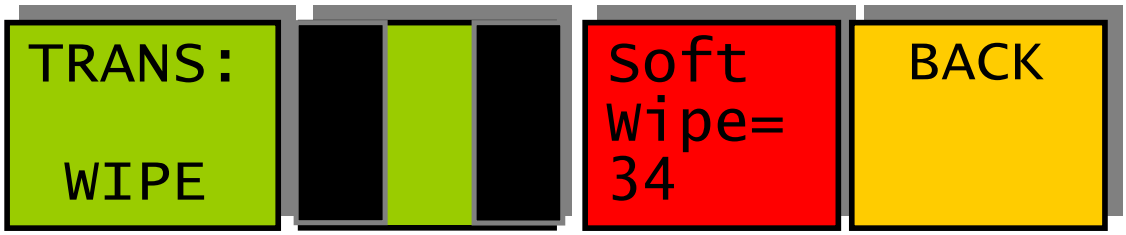
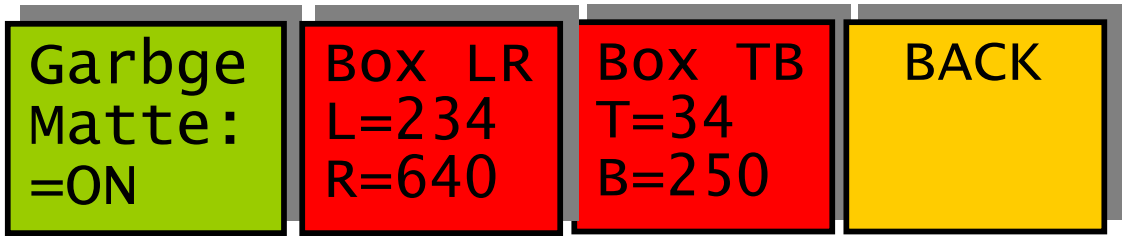
Menus 52-55 Keyer transition type menus (only available from hot key)



Menu Num.	Heading	Automation	Function
52	TRANS	0=Mix 1=Wipe 2=Cut 3=Mix+Wipe	This sets the transition type between Mix, Wipe and Cut and Mix+Wipe. Mix+Wipe does a simultaneous Mix with the selected wipe pattern.
53	WIPE (Pattern)	0=Vertical 1=Horiz 2=Vert Curtain 3=Horiz Curtain 4=Diagonal 5=Diamond 6=Arrow Left 7=Arrow Up	This shows a representation of the shape of the currently selected Wipe Transition.
54	Wipe Softness	1→49	This adjustment softens the wipe edge.
11	BACK	none	Go To the Top Level Menus

Menus 56-59 Utility Menus: Memories (NEXT/PREV to navigate)



Menu Num.	Heading	Automation	Function
56	Garbage Matte Control	0=Off 1=On 2=Invert	This is a box shaped Garbage Matte that can be used to Box out unwanted Key Spill.
57	Box LR	Menu Level "A" L=0→719 Menu Level "B" R=0→719	This is the Left and Right position adjustment for the garbage matte box
58	Box TB	Menu Level "A" L=0→575 Menu Level "B" R=0→575 (For 525=487)	This is the Top and Bottom position adjustment for the garbage matte box
59	BACK	none	Go To the Top Level Menus

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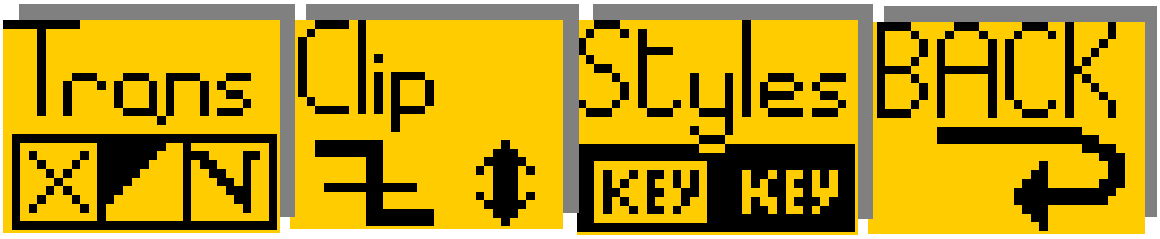
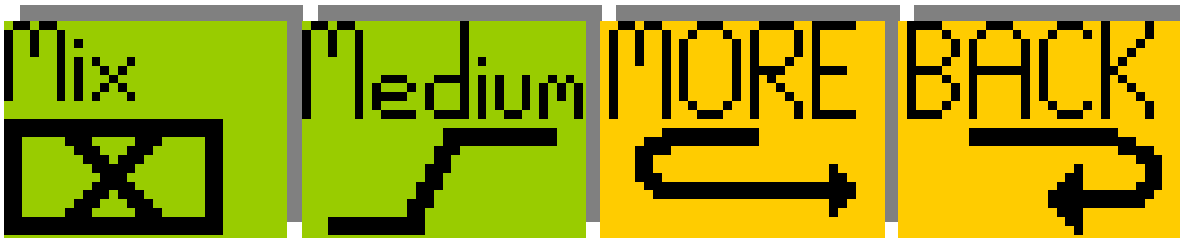
Menus 84-87 Keyer set-up menus



Menu Num.	Heading	Automation	Function
84	Transition	none	Go To the main Trans menus (92-95)
85	Clip and gain	none	Go To the main clip menus (96-99)
86	Styles	none	Go To the styles menus (104-107)
87	Back	none	Go To the main top menus (0-3)

Menus 92-95 Key transition menus (PREV for less)



Menu Num.	Heading	Menu Options	Function
92	Transition type	0=mix 1=wipe 2=cut 3=wipe+mix	This changes the type of transition, which is the way in which the keyed in source appears.
93	Transition Speed	0=fast 1=medium 2=slow 3=user	This changes the speed of the transition.
94	More		This takes you to menus 88→91 which further configure the mixer transitions.
95	Back		This takes you back to menus 84-87

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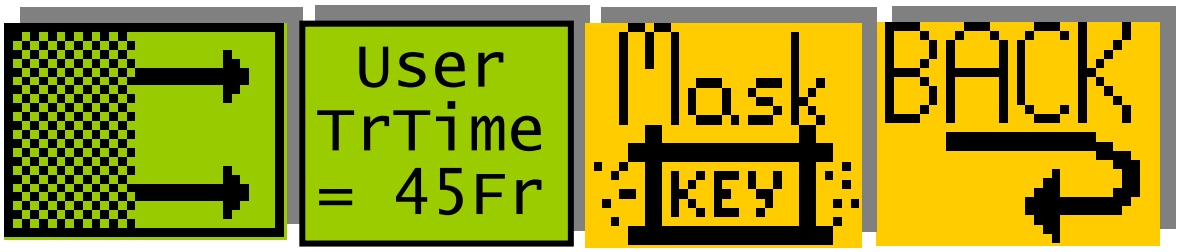
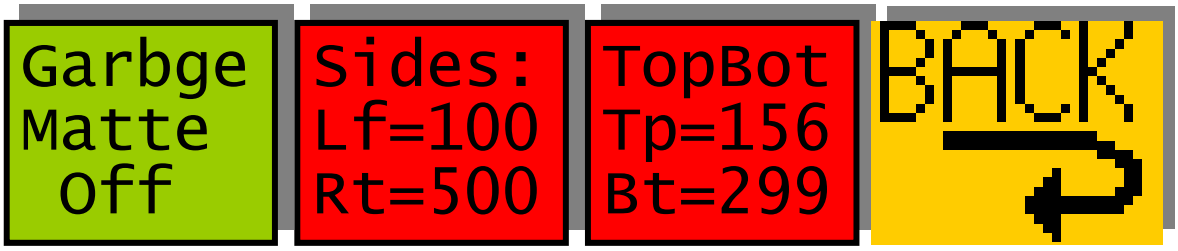
Menus 88-91 more key transition menus



Menu Num.	Heading	Menu Options	Function
88	Wipe pattern	0= vertical wipe 1= horizontal wipe 2=vertical curtain 3=horizontal curtain 4=diagonal wipe 5=diamond wipe 6=horizontal arrow 7=vertical arrow	This changes the type of wipe pattern when wipe is selected as the key transition.
89	User Transition Time	User Tran Time 3→253.	This changes the transition time of the “user” setting for menu 93
90	Mask		This takes you to the key mask menus (100→103)
91	Back		This takes you back to menus 92→95.

Menus 100-103 Garbage matte (mask) menus



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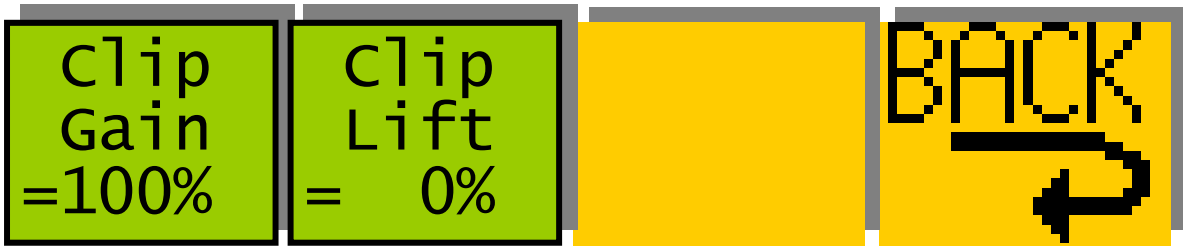
Menu Num.	Heading	Menu Options	Function
100	Garbage matte (mask)	0= Off 1= On 2=Invert	This switches on the garbage matte. The garbage matte allows you to configure a “box” within the picture outside of which NO keying is visible. With the “invert” option no keying is possible INSIDE the box.
101	Sides of garbage matte box	**Level A:** Left edge of garbage matte (0→719) **Level B:** Right edge of garbage matte (0→719)	Pressing this button will make the three rotary digipots A and B active: Digipot A will change the garbage matte box top edge. Digipot B will change the garbage matte box bottom edge.
102	Top and bottom of garbage matte box	**Level A:** Top of garbage matte (0→575) **Level B:** Bottom of garbage matte (0→575)	Pressing this button will make the three rotary digipots A and B active: Digipot A will change the garbage matte box top edge. Digipot B will change the garbage matte box bottom edge.
103	Back		This takes you back to menus 88→91.

Menus 96-99 Key clip and gain menus



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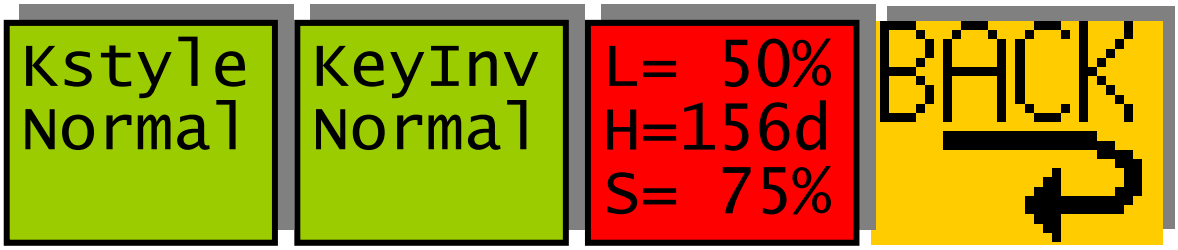
Menu Num.	Heading	Menu Options	Function
96	Clip Gain	Gain=0→511 (299=100%,0=0%)	This adjusts the key gain.
97	Clip Lift	Lift=0→511 (363=100%,64=0%)	This adjusts the key lift.
98			
99	Back		This takes you back to menus 84→87

Menus 104-107 Key style menus



Menu Num.	Heading	Menu Options	Function
104	Key Style	0= normal 1= additive 2=self key 3=colour fill	This switches between keying styles. Normal is multiplicative keying Additive keying is used for key sources with an anti aliased fill AND key (most character generators). Self Key uses the Fill as the Fill AND key source Colour Fill, replaces the Fill source with a matte generator.
105	Key Invert	0= normal 1= invert	This inverts the key source if invert is selected.
106	Colour fill Matte.	**Level A:** Border Luminance, 0→255 **Level B:** Border Hue, 0→255 **Level C:** Border saturation, 0→255	Pressing this button will make the three rotary digipots A,B and C active: Digipot A will change the colour fill matte luminance. Digipot B will change the colour fill matte hue. Digipot C will change the colour fill matte saturation.
107	Back		This takes you back to menus 84→87.

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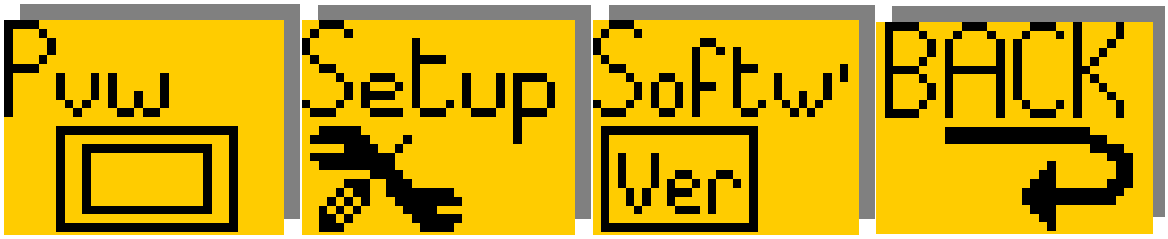
Menus 104-107 utility nest menus



Menu Num.	Heading	Automation	Function
84	Preview	none	Go To the main Trans menus (40-43)
85	System set-up	none	Go To the main clip menus (36-39)
86	Software version	none	Go To the styles menus (44-47)
87	Back	none	Go To the main top menus (0-3)

3.9 Bug Inserter Full menu set.

Pressing the “Bug” key enables the user access to the full menu sets of the installed BA-2/BB-2 or LK-2 bug insertion units. Below is shown the menu tree for this unit and a description of the menus. The user has a choice of three bug units that will work with the iris system. The individual documentation for these units is available on the Eyeheight website. (Look for BA-2, BB-2 or LK-2 product manuals). The information given below is for a BA-2 full animating bug inserter. Features will vary on the lower specification BA-2/LK-2 units but the menu structure is the same.

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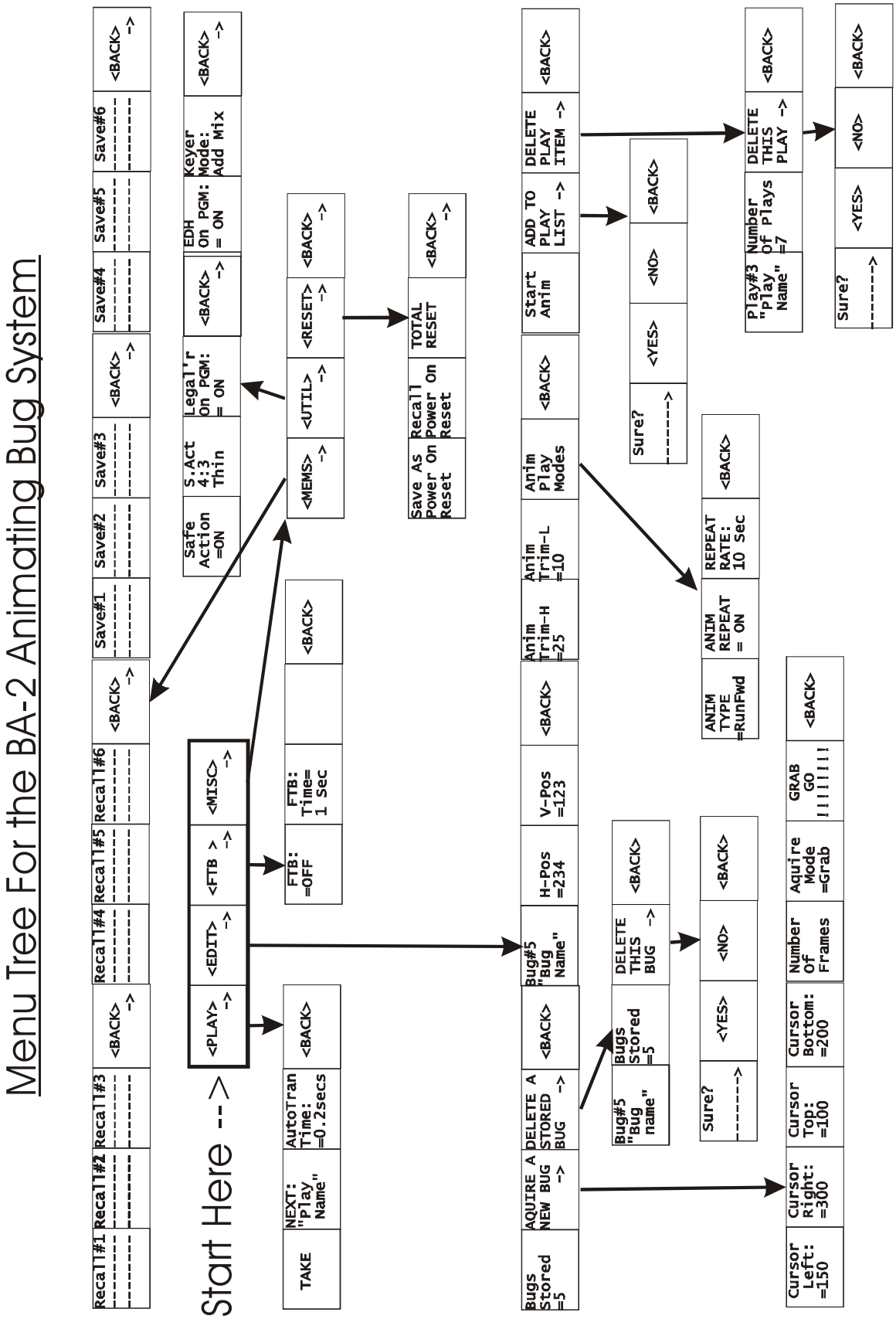

Figure 3-3 BA/BB/LK-2 menu tree

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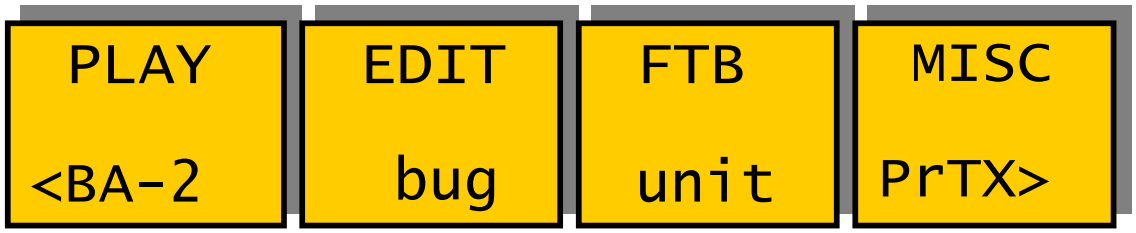
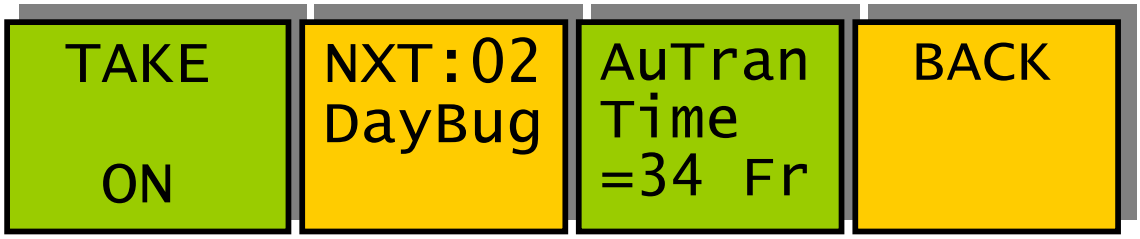
Menus 00-03 Top Level Menus



Menu Num.	Heading	Automation	Function
00	PLAY	none	Go To the main Play menu 4
01	EDIT	none	Go To the edit menu 8
02	FTB	none	Go To the fade to black menu 52
03	MISC	none	Go To the main miscellaneous menu 56

Menus 04-07 PLAY Menus



Menu Num.	Heading	Automation	Function
04	TAKE	[2=Fade Up 1=Fade Down]	Pressing this key causes a Fade Up/Down of the “Next Bug Play” shown in menu#5.
05	Next Bug	[1→nn]	The user selects here which “Bug Play” is called up next to Program. This may be changed while the previous bug is faded up and viewed on the Preview Output. The program output does not take this bug until the current bug is faded down and the next fade up transition is performed.
06	Auto transition time	0→5Secs [1→200]	This determines the time taken to make a transition on the program output. (Bug fades up or down). The readout is in seconds.
07	BACK	none	Go To the Top Level Menus

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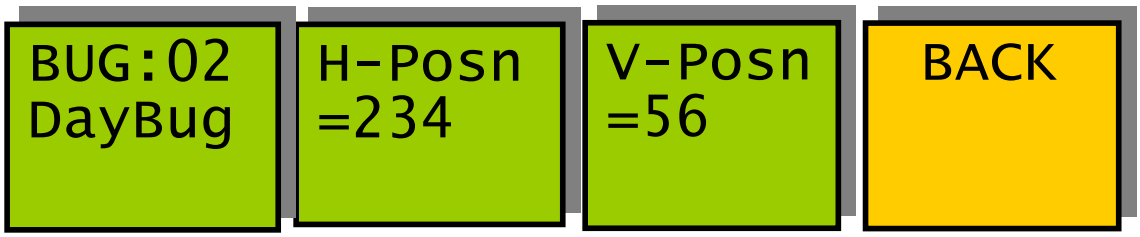
Menus 08-11 Edit menu tree

Menu Num.	Heading	Automation	Function
08	Bugs stored	none	This indicates to the user the number of Bugs in the Bug Store.
09	Acquire new bug	none	This takes the user to menus#36→43. It is using these menus, that the user grabs new bugs into the system.
10	Delete stored bug	none	This takes the user to menus#36→43. It is using these menus that the user grabs new bugs into the system.
11	BACK	none	Go To the Top Level Menus

Menus 12-15 Edit menu, bug positioning (NEXT to navigate)



Menu Num.	Heading	Automation	Function
12	BUG:nn {Bug User Name}	[1→nn]	This selects the current Bug for editing into the “Bug Play List”. The user can move this bug into position and alter its animation parameters if applicable before adding it to the “Bug Play List”. The bug will be displayed on the preview output.
13	H-Posn <xxxx>	[0→719]	This will move the Bug selected in menu 12 horizontally.
14	V-Posn <xxxx>	[0→575] [0→488 for 525 sysms]	This will move the Bug selected in menu 12 vertically.
15	<BACK>	None	This Returns to the top menu#0→3 .

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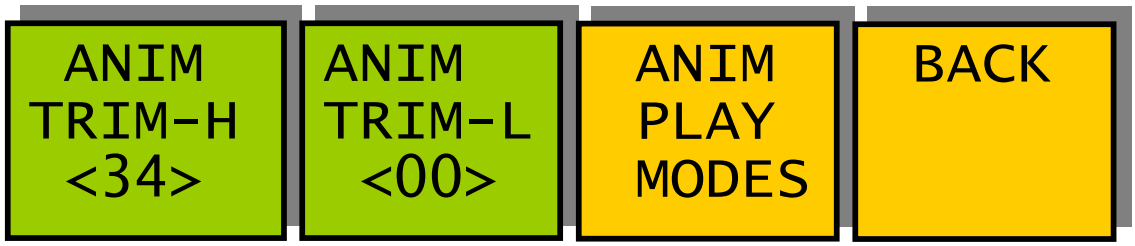
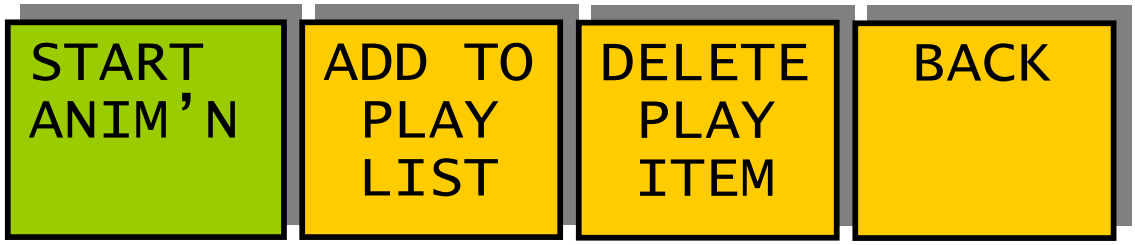
Menus 16-20 Edit menu, animation trimming (NEXT/PREV to navigate)



Menu Num.	Heading	Automation	Function
16	ANIM TRIM-H	[0→number of frames in animation-1]	This applies to animations only. If a bug with animation of say 50 Frames is selected in menu#12, the user can trim the end down using this before it is added to the play list. This will NOT delete these frames from the bug store but effects how the animation is displayed.
17	ANIM TRIM-L	[0→number of frames in animation-1]	This applies to animations only. If a bug with animation of say 50 Frames is selected in menu#12, the user can trim the start down using this before it is added to the play list. This will NOT delete these frames from the bug store but effects how the animation is displayed.
18	ANIM PLAY MODES	None	This takes the user to menus#68→71. The user can set the way the animation is played here.
19	<BACK>	None	This Returns to the top menu#0→3 .

Menus 20-23 Edit menu, play list management (PREV to navigate)



Menu Num.	Heading	Automation	Function
20	START ANIM'n	[0→1] Write a 1 for Take	Pressing this will start an animation preview. This will reflect the actual display of the animation should it be added to a play list.
21	ADD TO PLAY LIST	None	This takes the user to menus#24→27. Once the Bug shown on the preview monitor has been set up as the user

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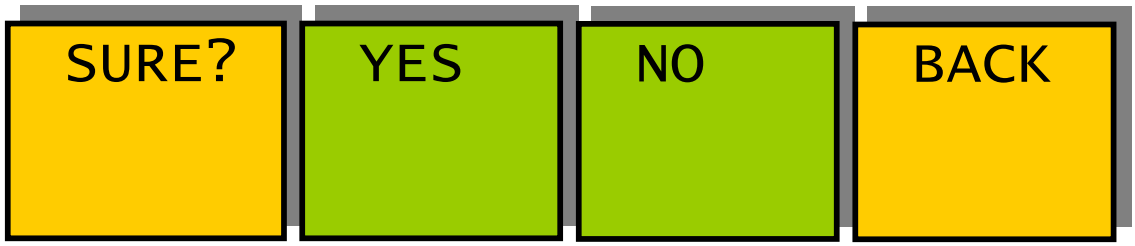
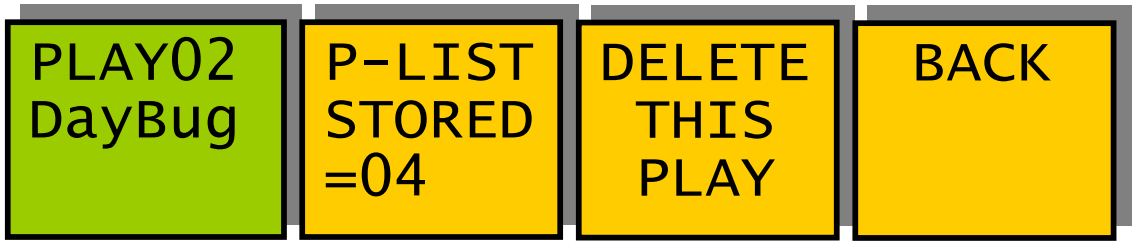
			requires it can then be added to the “Bug Play List” by pressing this button.
22	DELETE PLAY ITEM	None	This takes the user to menus#28→31. This will delete an item in the “Bug Play List” if it is no longer required.
23	<BACK>	None	This Returns to the top menu#0→3 .

Menus 24-27 Confirm add to play list menus



Menu Num.	Heading	Automation	Function
24	Sure?	None	Info
25	YES	[0→1] write a “1” to take.	This Accepts the “ADD TO PLAY LIST” Request.
26	NO	[0→1] write a “1” to take.	This Declines the “ADD TO PLAY LIST” Request.
27	<BACK>	None	This Returns to menus#20→23.

Menus 28-31 Play delete menus



Menu Num.	Heading	Automation	Function
28	PLAYnn {Bug Play User Name}	[1→nn]	This selects the “Bug Play” that the user wishes to delete.
29	P-LIST STORED =nn	None	This shows the user the current number of “Bug Plays” in the “Bug Play List”. Max 64.
30	DELETE THIS PLAY	[0→1] write a “1” to take.	This will perform the deletion of the “Bug Play” shown in menu number 28.
31	<BACK>	None	This Returns to menus#20→23.

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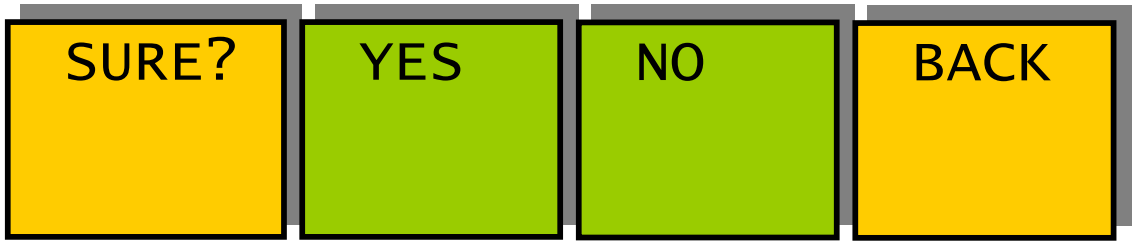
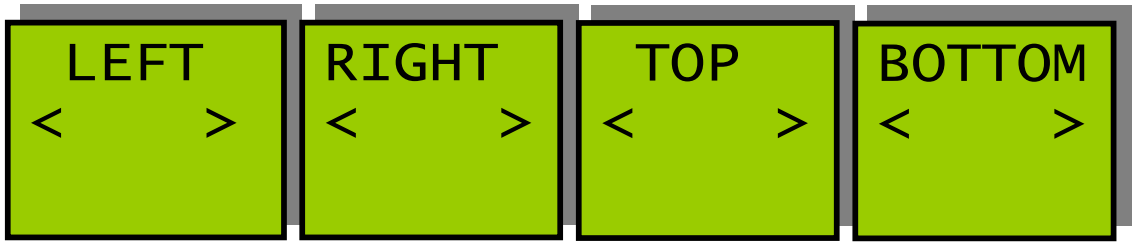
Menus 32-35 Confirm delete play menus



Menu Num.	Heading	Automation	Function
32	Sure?	None	Info
33	YES	[0→1] write a "1" to take.	This Accepts the "DELETE PLAY ITEM" Request.
34	NO	None	This Declines the "DELETE PLAY ITEM" Request.
35	<BACK>	None	This Returns to menus#20→23.

Menus 36-39 Grab cursor control (NEXT to navigate)



Menu Num.	Heading	Automation	Function
36	LEFT <XXXX>	[0→719]	On entering these menus a cursor "Box" appears and the Preview monitor switches to the "Grab" input of the unit. It is within this area that the Bug will be captured from the "Grab input". This Menu adjusts the left hand cursor.
37	RIGHT <XXXX>	[0→719]	Refer to above. This Menu adjusts the right hand cursor.
38	TOP <XXXX>	[0→576] 488 for 525 Systems	Refer to above. This Menu adjusts the Top cursor.
39	BOTTOM <XXXX>	[0→576] 488 for 525 Systems	Refer to above. This Menu adjusts the Bottom cursor.

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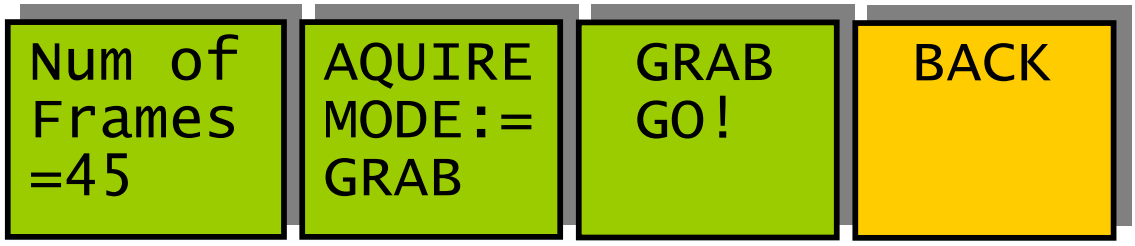
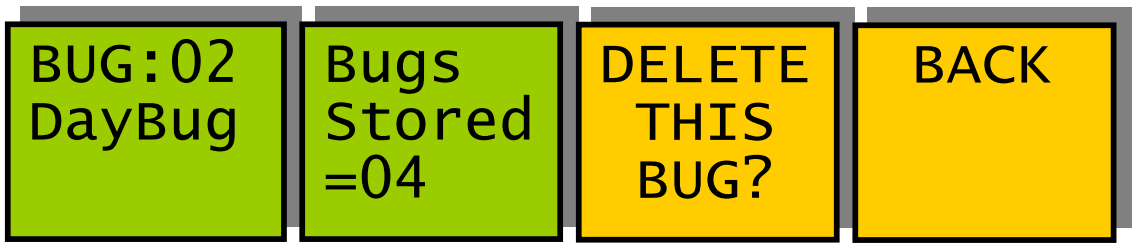
Menus 40-43 Grab logo menus (PREV to navigate)



Menu Num.	Heading	Automation	Function
40	Num.Of Frames =nn	[0→255]	This selects the number of Video frames that the user wishes to Grab. For a “Still Frame” set this to “1”. For an animation, select the number of frames in the animation.
41	AQUIRE MODE <mode>	None	This displays the “Grab Mode” this will be “normal” for a still frame and “cue-dot” for animation.
42	!GRAB! !!!!!!!!!!!!!	[0=OFF 2=Grab Vid 5=Grab Key]	This menu takes the user through the Bug Grab Process. Hit Once: “Video Ready” Mode. The user must get ready the Bug Fill. Hit Again:[Grabs Video Input] The user must now get ready the bug key. Hit again:[Grabs Key Input]. The user is required to Provide a video (Fill) and a key signal consecutively. If an animation is being grabbed the user must provide a frame with a “cue-dot” on the frame prior to the actual Bug animation and the Bug animation Key.
43	<BACK>	None	This Returns to menus#8→23.

Menus 44-47 Delete bug menus



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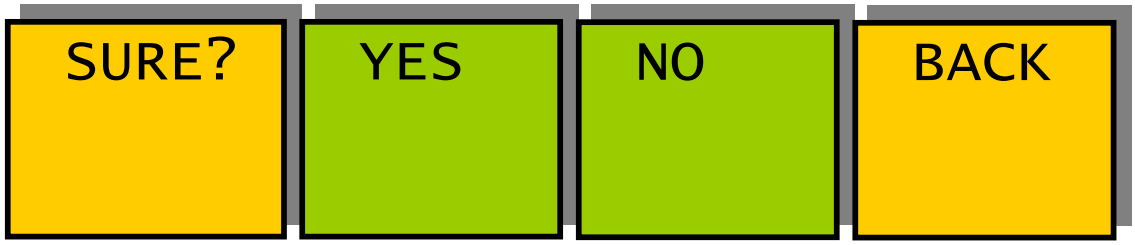
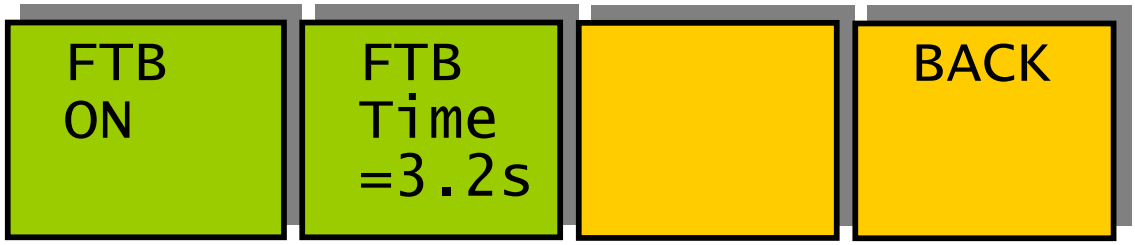
Menu Num.	Heading	Automation	Function
44	BUG:nn {Bug User Name}	[1→nn]	This selects the “Bug” that the user wishes to delete.
45	BUGS STORED =nn	None	This shows the user the current number of “Bugs” in the “Bug Store”. Max 64.
46	DELETE THIS BUG	[0→1] write a “1” to take.	This will perform the deletion of the “Bug” shown in menu number 44.
47	<BACK>	None	This Returns to menus#8→23.

Menus 48-51 Confirm bug delete menus



Menu Num.	Heading	Automation	Function
48	Sure?	None	Info
49	YES	[0→1] write a “1” to take.	This Accepts the “DELETE THIS BUG” Request.
50	NO	None	This Declines the “DELETE THIS BUG” Request.
51	<BACK>	None	This Returns to menus#8→23.

Menus 52-55 Fade to black menus



Menu Num.	Heading	Automation	Function
52	FTB: {status}	[0→1] 0=Fade to Prog 1=Fade to Black	This is effectively the "Take" button causing a fade FROM black or a fade TO Black.
53	FTB Time	0 Secs→ 20 Secs [0→200] (1/10th sec's)]	This indicates the time taken to fade to and from black.

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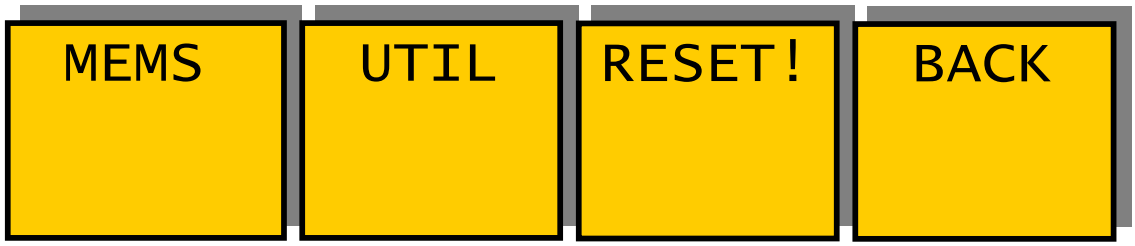
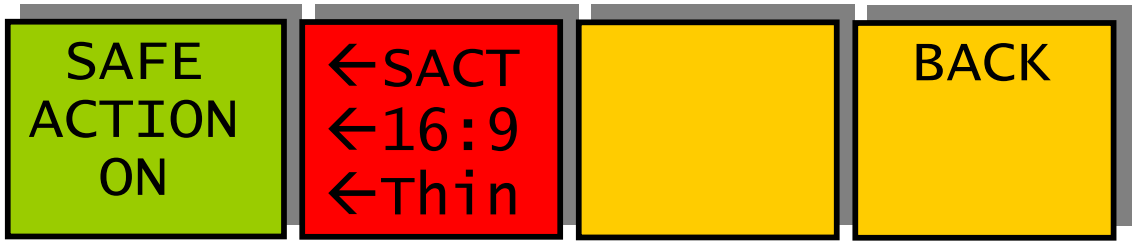
	Nn Sec		
54		None	Blank
55	<BACK>	None	This Returns to menus#0→3.

Menus 56-59 Miscellaneous menu nests



Menu Num.	Heading	Automation	Function
56	MEMS	None	This takes the user to menus#72→87. These menus enable use of the 6 internal Memories.
57	UTIL	None	This takes the user to menus#60→67. These menus are for some of the added value features of the unit.
58	RESET!	None	This takes the user to menus#88→91. These are for Power on reset settings and Total Reset (First Birthday)
59	<BACK>	None	This Returns to menus#0→3.

Menus 60-63 Preview safe area generator menus



Menu Num.	Heading	Automation	Function
60	Safe Action Area Safe Caption Area Digital Edge Indicate Analogue Edge Indicate	On Off [0→1]	This Switches on and off the currently selected area. Pressing the "Red" switch next to this one and adjusting the rotary digipots with the lighted green LED's chooses the Selected area.

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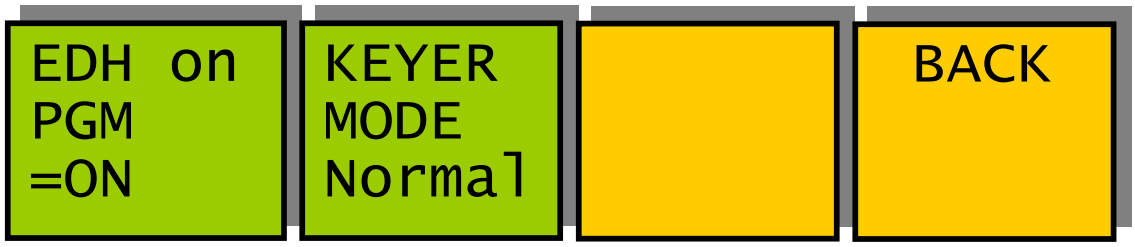
61	Area selected by menu#60	<u>Digipot A</u> S.Action S.Capt. Dig Edge An Edge [0→3 <u>Digipot B</u> 4:3 16:9 16p4:3 16p149 43p16:9 [0→4] <u>Digipot C</u> Thin Thick Shade Black [0→3]	When this button is pressed to "Green". The Three-line display in the window indicates the three options, which can be changed by adjusting the three rotary digipots A, B and C. Determines the basic Function Selects "Safe Action" option Selects "Safe Caption" option Selects "Digital Edge" option Selects the "An. Edge" option Determines the Screen Format Standard 4:3 Screen Standard 16:9 Screen 16:9 Shoot to protect 4:3 16:9 Shoot to protect 14:9 (*) 4:3 Shoot to protect 16:9 (*) (*) -- Not available in 525 Determines the Style of Indicate Thin White lines are used Thick White lines are used Shade is used for "danger area" Black is used for "danger area"
62	Legal'r <On/Off>	[0→1] 0=off 1=on	This switches on/off the internal legaliser on the program output. This is equivalent to an eyeheight OL-2 Legaliser which has been set to the EBU-R103 2000 setting.
63	<BACK>	None	This Returns to menus#56→59.

Menus 64-67 EDH and keying mode menus



Menu Num.	Heading	Automation	Function
64	EDH on Program <On/Off>	[0→1] 0=off 1=on	This switches on/off the internal EDH insertion on the program output.

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65	KEYER MODE: <Normal/Additive Mix>	[0→1] 0=off 1=on	This Sets the internal keyer used for the Bug Keying to normal (Multiplicative) or Additive Mixing.
66			
67	<BACK>	None	This Returns to menus#56→59.

Menus 68-71 Animation set up menus

Menu Num.	Heading	Automation	Function
68	ANIM TYPE	[0→4 0=No Anim 1=Run Fwd 2=Run Bwd 3=Loop 4=Bounce	This determines the way that the animation is played when it is stored in a play list. For a still frame this will report “No Anim”. Run Fwd=The animation will run from the start frame to the end frame and stop Run Bwd=The animation will run from the end frame to the start frame and stop. Loop=The animation will run from the start frame to the end frame and then start again in a continuous loop. Bounce=The animation will run from the start frame to the end frame and then from the end frame to the start frame and so on in a continuous loop.
69	ANIM REPEAT <On/Off>	[0→1] 0=off 1=on	If this is ON this will cause the animation to reset to the start every nn seconds, where nn is set in menu#70.
70	REPEAT RATE nn Secs	[1→99]	If menu#69 is “ON” the animation will restart every “nn” seconds.
71	<BACK>	None	This Returns to menus#8→23 (16)

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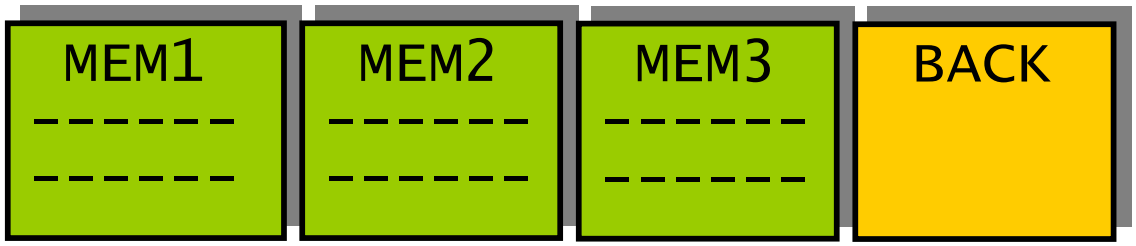
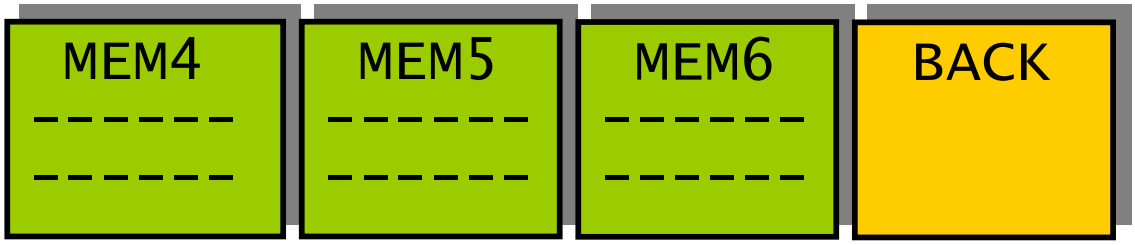
Menus 72-75 Memory 1→3 menus (NEXT to navigate)



Menu Num.	Heading	Automation	Function
72	MEM1	1=Recall	Pressing this will recall Memory number 1.User Names can be programmed in to the memories using a keyboard. See “geNETics User guide”, section “Giving product Memories names”
73	MEM2	1=Recall	Pressing this will recall Memory number 2.
74	MEM3	1=Recall	Pressing this will recall Memory number 3.
75	BACK	none	Go To the Top Level Menus

Menus 76-79 Memory 4→6 menus (NEXT/PREV to navigate)



Menu Num.	Heading	Automation	Function
76	MEM4	1=Recall	Pressing this will recall Memory number 4.
77	MEM5	1=Recall	Pressing this will recall Memory number 5.
78	MEM6	1=Recall	Pressing this will recall Memory number 6.
79	BACK	none	Go To the Top Level Menus

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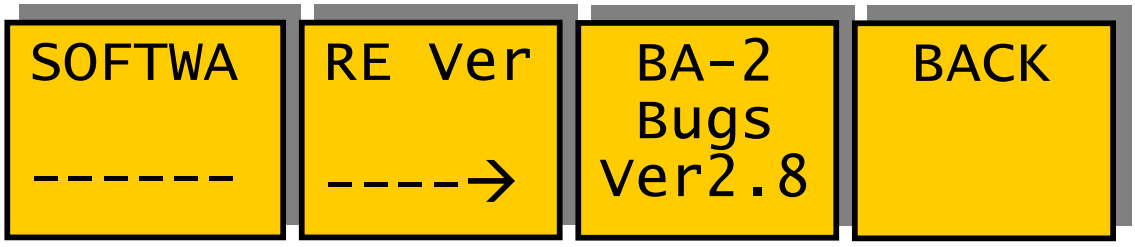
Menus 80-83 Save memory 1→3 menus (NEXT/PREV to navigate)

Menu Num.	Heading	Automation	Function
80	SAVE MEM1	1=Save	Pressing this will Save Memory number 1.
81	SAVE MEM2	1= Save	Pressing this will Save Memory number 2.
82	SAVE MEM3	1= Save	Pressing this will Save Memory number 3.
83	BACK	none	Go To the Top Level Menus

Menus 84-87 Save memory 4→6 menus (NEXT/PREV to navigate)

Menu Num.	Heading	Automation	Function
84	SAVE MEM4	1= Save	Pressing this will Save Memory number 4.
85	SAVE MEM5	1= Save	Pressing this will Save Memory number 5.
86	SAVE MEM6	1= Save	Pressing this will Save Memory number 6.
87	BACK	none	Go To the Top Level Menus

Menus 88-91 Software version menu



Menu Num.	Heading	Automation	Function
88	Info	none	Information

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89	Info	none	Information
90	none	none	Software Version Information
91	BACK	none	Go To the Top Level Menus

Menus 92-95 Power on memory menus

Menu Num.	Heading	Automation	Function
95	Set As Pow On Memory	1=Set	Pressing this will set the current system set-up as the Power on memory default.
96	Recall Pow On Memory	1=Recall	Pressing this will recall The Power-on memory set up in the last menu.
97	Total Reset	1=Reset	Pressing this will cause a first Birthday of the unit. All current memories and settings will be lost.
98	BACK	none	Go To the Top Level Menus

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4 Appendices

4.1 Appendix I, Iris cut-out panel dimensions

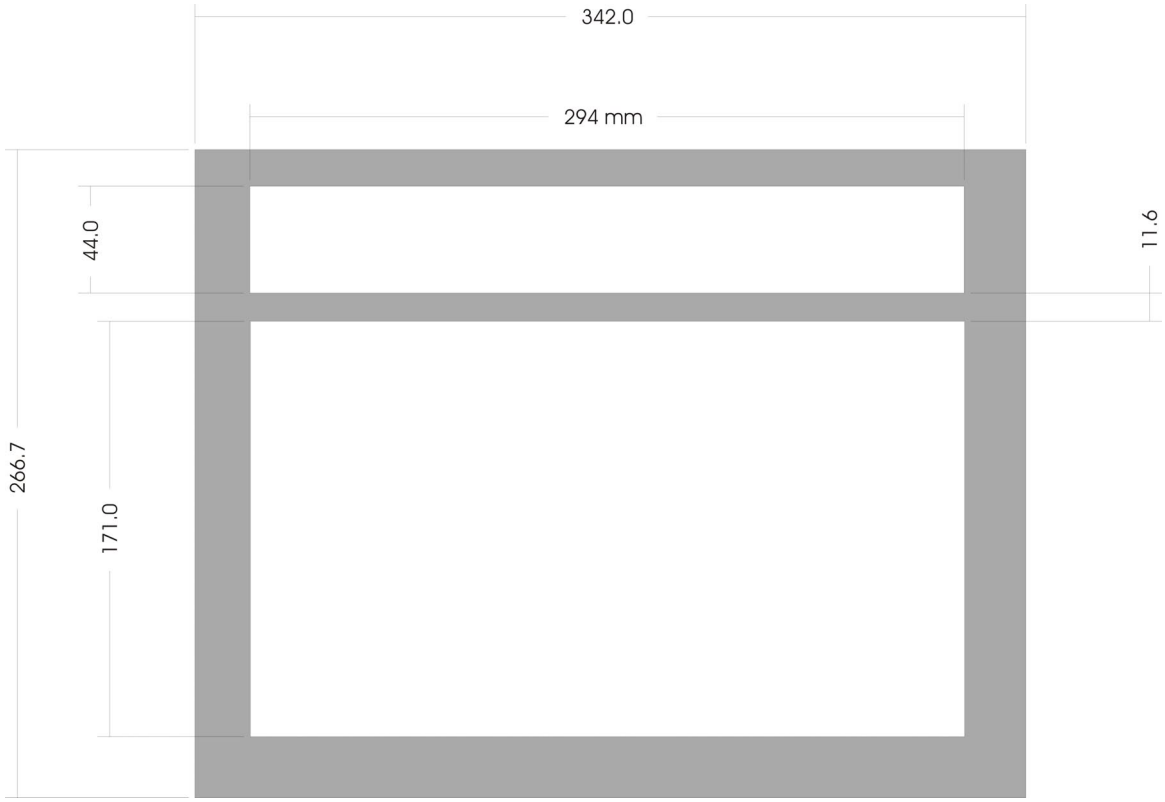

Figure 4-1 Iris Desk cut-out dimensions

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4.2 Appendix 2, IrisOB cut-out panel dimensions

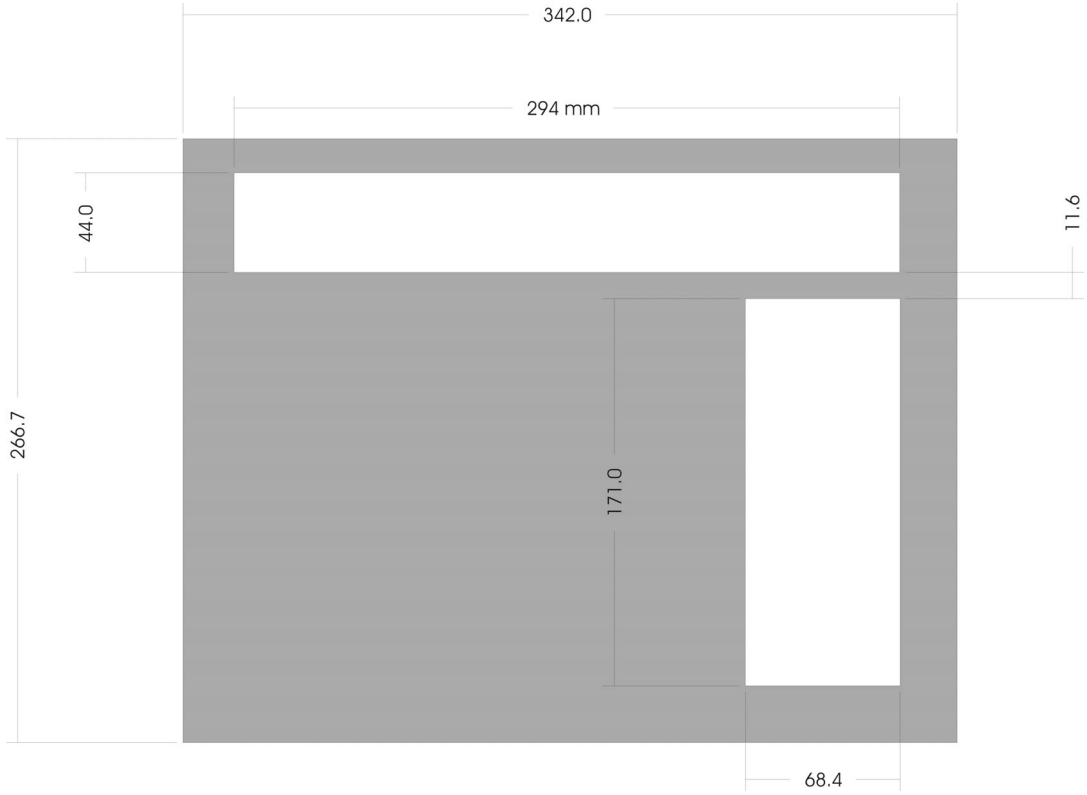

Figure 4-2 IrisOB suggested desk cutout dimensions

4.3 Appendix 3, Iris tub (TB-IO) cut-out panel dimensions

Figure 4-3 Iris/irisLite tub (IT-9) fixing dimensions

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4.4 Appendix 4, Iris technical specification

4.4.1 Full iris.

SDI Inputs 270Mbit, 75ohm	12 main inputs for source selection, VX-5, AVX-5 2 A/B inputs for mixer MW-3 1 (SDI) reference for A/B mixer 3 inputs, main, fill, and key for each keyer option,DK-3. 2 inputs, main and scan, for BA/BB-2 bug option 1 input, main or scan, for LK-2 bug option
SDI cable equalisation	At least 100 Meters of PSF1/3.
SDI Outputs. 270Mbit, 75ohm, 800mV.	4 outputs from source router (VX-5). Program, preset, aux1 and aux 2. 4 outputs from MW-3 A/B mixer, 2 off Pgm, preset and reference loop. 4 outputs from each keyer,DK-3. 2 off Pgm, preview and input loop. 3 outputs for BA/BB-2 bug option. 2 Pgm, 1 preview and 1 input loop. 1 outputs for LK-2 bug option (Pgm).
GPI Inputs. (activate by short to ground)	8 off GPI Inputs for mixer MW-3 8 off GPI Inputs for each keyer DK-3 8 off GPI inputs for the LK-2 bug option.
Tally Outputs	1 off tally output for mixer MW-3. (A/B on air) 1 off tally output for each keyer DK-3. (on-air) 8 off tally outputs for the AVX-5, indicating program and preset source selection.
Control System connections.	Eyeheight I-Bus, 2 wire network.
Control Surfaces	Combination of 4 eyeheight control surfaces. FP-10, system controller VP-10, T-bar panel TK-10, auto transition panel PP-10, program-preset panel.
Chassis	Eyeheight midiBox chassis. 1RU for main processor and a further 1RU for the option chassis.
Line Standards	625 and 525.
Power supply	100→240V ac. Less than 50W power consumption.

4.4.2 irisLite

SDI Inputs 270Mbit, 75ohm	8 main inputs for source selection, VX-5. 2 A/B inputs for mixer MW-3 1 (SDI) reference for A/B mixer 3 inputs, main, fill, and key for each keyer option,DK-3. 2 inputs, main and scan, for BA/BB-2 bug option

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	1 input, main or scan, for LK-2 bug option
SDI cable equalisation	At least 100 Meters of PSF1/3.
SDI Outputs. 270Mbit, 75ohm, 800mV.	4 outputs from source router (VX-5). Program, preset, aux1 and aux 2. 4 outputs from MW-3 A/B mixer, 2 off Pgm, preset and reference loop. 4 outputs from each keyer,DK-3. 2 off Pgm, preview and input loop. 3 outputs for BA/BB-2 bug option. 2 Pgm, 1 preview and 1 input loop. 1 outputs for LK-2 bug option (Pgm).
GPI Inputs. (activate by short to ground)	8 off GPI Inputs for mixer MW-3 8 off GPI Inputs for each keyer DK-3 8 off GPI inputs for the LK-2 bug option.
Tally Outputs	1 off tally output for mixer MW-3. (A/B on air) 1 off tally output for each keyer DK-3. (on-air)
Control System connections.	Eyeheight I-Bus, 2 wire network.
Control Surfaces	Combination of 4 eyeheight control surfaces. FP-10, system controller VP-10, T-bar panel TK-10, auto transition panel PP-10, program-preset panel.
Chassis	Eyeheight midiBox chassis. 1RU for main processor and a further 1RU for the option chassis.
Line Standards	625 and 525.
Power supply	100→240V ac. Less than 50W power consumption.

4.4.3 irisOB

SDI Inputs 270Mbit, 75ohm	8 main inputs for source selection, VX-5. 2 A/B inputs for mixer MW-3 1 (SDI) reference for A/B mixer
SDI cable equalisation	At least 100 Meters of PSF1/3.
SDI Outputs. 270Mbit, 75ohm, 800mV.	4 outputs from source router (VX-5). Program, preset, aux1 and aux 2. 4 outputs from MW-3 A/B mixer, 2 off Pgm, preset and reference loop.
GPI Inputs. (activate by short to ground)	8 off GPI Inputs for mixer MW-3
Tally Outputs	1 off tally output for mixer MW-3. (A/B on air)
Control System connections.	Eyeheight I-Bus, 2 wire network.
Control Surfaces	Combination of 2 eyeheight control surfaces. VP-10, T-bar panel PP-10, program-preset panel.

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Chassis	Eyeheight midiBox chassis. 1RU for main processor.
Line Standards	625 and 525.
Power supply	100→240V ac. Less than 50W power consumption.

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