

## *An Enhancement for the v2.1 version of "Video Delay"*

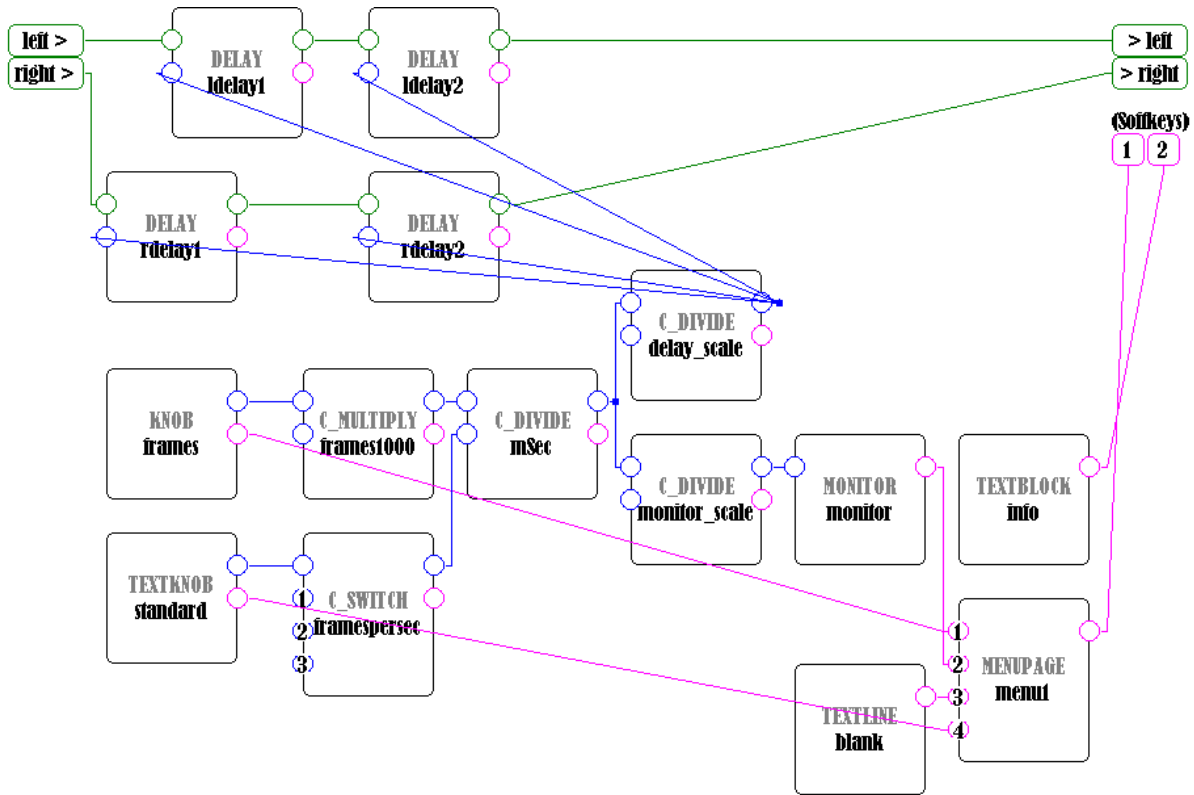
For all of you out there working with film, this enhancement notice walks you through the patch editor to add a "24 frames per second" selection to this useful preset.

- 1) load the preset
- 2) hit the [PATCH] key to enter the patch editor
- 3) hit the <aud only> key to see audio and control signals
- 4) hit the right cursor ➤ key 8x to highlight "*standard*" knob
- 5) hit the <modify> softkey
- 6) hit the right cursor ➤ key 4x to highlight "*# of values*"
- 7) turn the softknob or hit the up arrow '^' on the numeric keypad so that "*# of values 4*" appears
- 8) hit the [SELECT] or the [ENT] key to modify
- 9) hit the right cursor ➤ key 5x to highlight "*value 4 name:*"
- 10) hit the [SELECT] key to clear data and ready system for input of new data
- 11) via numeric keypad enter in '2' '4' 'ENT'
- 12) hit the <done> softkey
- 13) hit the right cursor ➤ key 1x to highlight the "*framespersec*" switch
- 14) hit the <modify> softkey
- 15) hit the right cursor ➤ key 2x to highlight "*number inputs: 3*"
- 16) turn the softknob (or hit the up arrow '^') on the numeric keypad so that "*number inputs: 4*" appears
- 17) hit the [SELECT] or [ENT] key to modify
- 18) hit the right cursor ➤ key 10x to highlight "*input 4: 0.0000*"
- 19) via the numeric keypad enter '2' '4' 'ENT'
- 20) hit the <done> softkey

Congratulations, you have now, hopefully, successfully edited the preset.

- 1) hit the [PARAMETER] key to exit the patch editor and view the parameter menu
- 2) check to see if the "*video*" parameter lets you select '24' and see that it effects the delay time.
- 3) save the preset and enjoy !

We would suggest that you save it as, or update it to, "New Video Delay" so as to differentiate between the old and new versions.



```

HEAD adc ldelay2-out rdelay2-out "Video Delay" viddl 2 menu1-obj info-obj
MENUPAGE menu1 Operate Operate 4 frames-obj monitor-obj blank-obj standard-obj
TEXTBLOCK info 7 "This program will delay the input " "by a fixed number of video frame"
"times. It can be used to, for example, " "compensate for the delay introduced by" "a Standards
Converter or other video" "effects unit." "Dual mono in, dual mono out."
DELAY ldelay1 660 adc-left delay_scale-out
DELAY ldelay2 660 ldelay1-out delay_scale-out
DELAY rdelay1 660 adc-right delay_scale-out
DELAY rdelay2 660 rdelay1-out delay_scale-out
KNOB frames "frames: %4.2f" 10-char 0.0000 30.0000 1.0000 1.0000
C_MULTIPLY frames1000 frames-out 1000
MONITOR monitor monitor_scale-out "delay: %4.4f sec" 10-char
TEXTLINE blank ""
TEXTKNOB standard "video: %s" 8-char 4 0.0000 "30 drop" "30 non-drop" 25 24
C_SWITCH framespersec 4 standard-out 29.9700 30.0000 25.0000 24.0000
C_DIVIDE mSec frames1000-out framespersec-out
C_DIVIDE delay_scale mSec-out 2
C_DIVIDE monitor_scale mSec-out 1000
TAIL njr

```