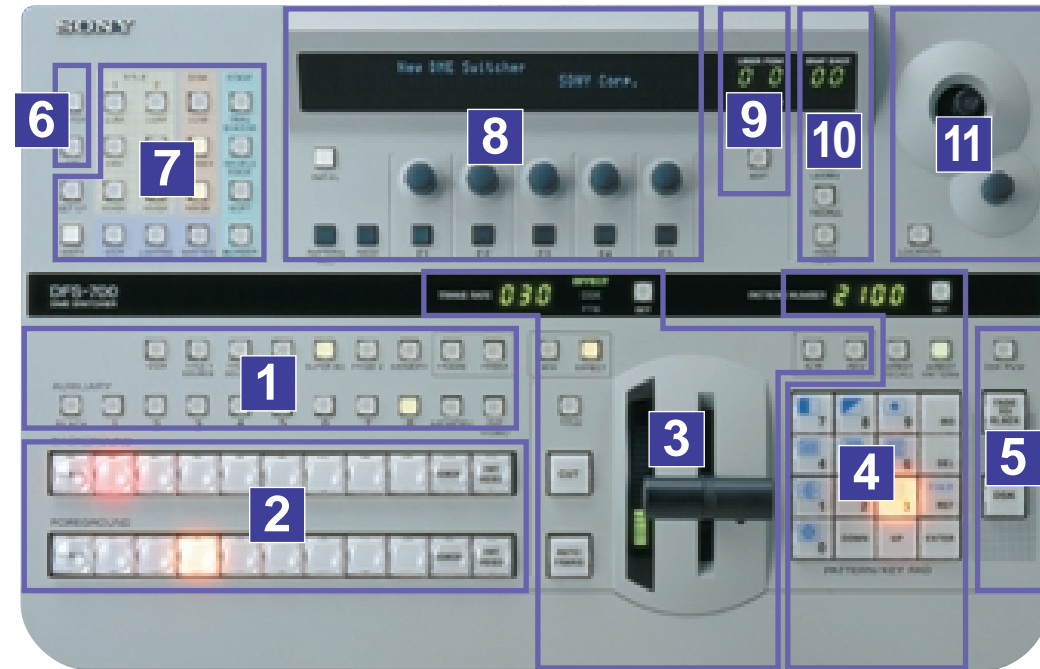


# PANEL VIEW

## Control Panel



- 1 DELEGATION SECTION
- 2 PRIMARY CROSSPOINT BUS SECTION
- 3 EFFECT TRANSITION SECTION
- 4 PATTERN/KEY PAD SECTION
- 5 FADE-TO-BLACK/DOWN STREAM KEYSER SECTION
- 6 EDITOR AND GPI BUTTONS
- 7 MENU CONTROL SECTION
- 8 EFFECT CONTROL SECTION
- 9 USER PROGRAM SECTION
- 10 SNAPSHOT SECTION
- 11 LOCATION SECTION



Enlarged Panel Illustration

REAR PANEL



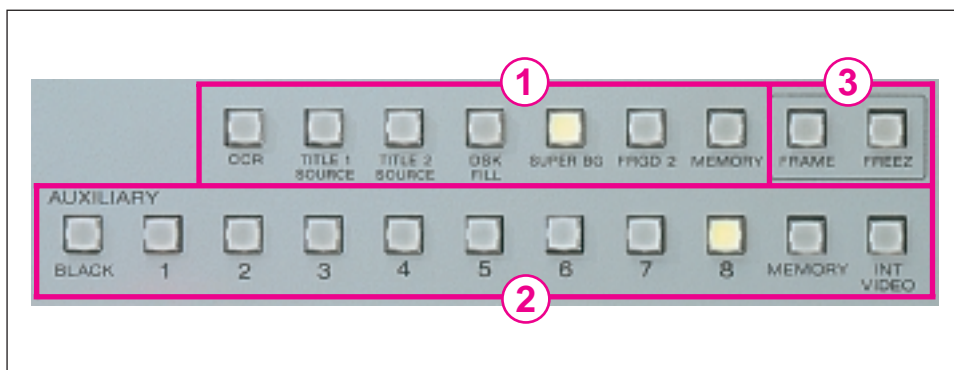
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# PANEL VIEW

## Control Panel



### 1 DELEGATION SECTION



The DFS-700/700P is a powerful DME/switcher with multiple keyers, Multi-channel DME, color correction and many other features.

In order to keep the control panel compact and simple, the DFS-700/700P employs a delegation system in which a set of so-called Auxiliary buttons is shared to easily select the appropriate input source for use in these functions. The auxiliary buttons are shared for input source selection of the Color corrector, Title 1 key source, Title 2 key source, DSK fill, Super background, Foreground 2 and Frame Memory.

#### ① Delegation buttons

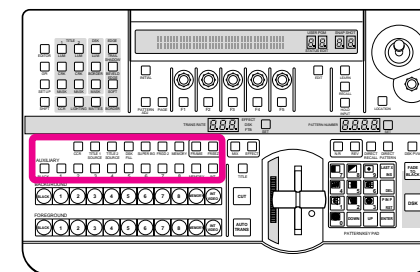
This section is used to delegate the Auxiliary buttons as follows.

**CCR (color corrector) button:** Delegates the Auxiliary buttons to the color corrector. When pressed, the Auxiliary buttons select the input source to apply color correction.

**TITLE 1 SOURCE button:** Delegates the Auxiliary buttons to the 1st Title key when using two keys. When pressed, the Auxiliary buttons select the input source to be used as the key source signal for the 1st Title key.

**TITLE 2 SOURCE button:** Delegates the Auxiliary buttons to the 2nd Title key when using two keys. When pressed, the Auxiliary buttons select the input source to be used as the key source signal for the 2nd Title key.

**DSK FILL button:** Delegates the Auxiliary buttons to the DSK function. When pressed, the Auxiliary buttons select the input



# PANEL VIEW

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source to be used for the DSK fill.

**SUPER BG (background) button:** Delegates the Auxiliary buttons to the Super background. When pressed, the Auxiliary buttons select the source to be used for the Super background of two-channel DME effects.

**FRGD (foreground) 2 button:** Delegates the Auxiliary buttons to Foreground 2. When pressed, the Auxiliary buttons select the input source to be used for 2nd foreground of two-channel DME effects.

**MEMORY button:** Delegates the Auxiliary buttons to the memory function. When pressed, the Auxiliary buttons select the input source to be used for frame-freeze.

### ② Auxiliary buttons

There are 10 Auxiliary buttons used for source selection: each button selects the source signal input to the 10 corresponding primary inputs. The input source selected with the Auxiliary button is used as the source for the function selected with the delegation buttons.

**BLACK button:** Selects the BLACK background internally generated.

**1-8 buttons:** Selects the signals input to the 1-8 connectors on the rear panel (make the assignment by using the "Set-up" menu).

**MEMORY button:** Selects the freeze frame stored in the Frame Memory.

**INT (internal) VIDEO button:** Selects the internally generated signal.

### ③ Frame Memory buttons

**FREEZ (freeze) button:** Freezes the selected input source for titling and backgrounds using the Frame Memory. After pressing the MEMORY button of the DELEGATION section and then selecting the desired source input on the Auxiliary bus, the FREEZ button is pressed to capture the freeze-frame.

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## Control Panel



**FRAME button:** Pressing this button toggles between the Frame freeze or Field freeze modes. Frame freeze provides high vertical resolution and is used when the source has little movement. Field freeze is selected for sources with fast movement but offers less vertical resolution. Capture can be accomplished based on either odd or even fields.

REAR PANEL



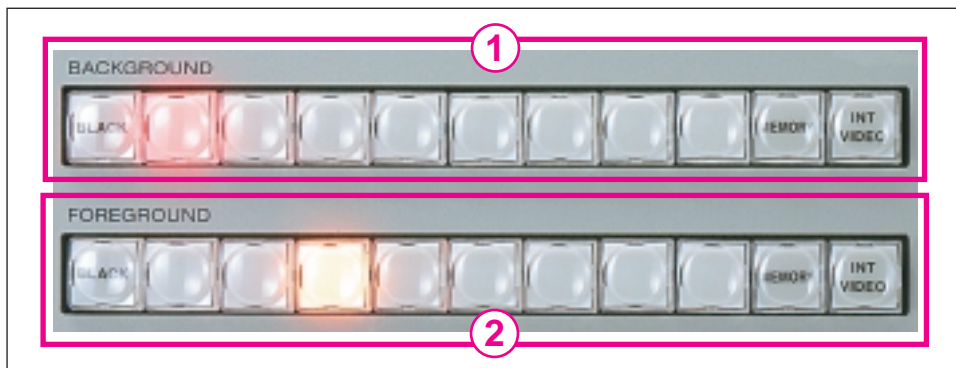
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## Control Panel



### 2 PRIMARY CROSSPOINT BUS SECTION



#### ① ② Background/Foreground bus buttons

**BLACK button:** Selects the Black Burst Signal generated by the internal video generator.

**1-8 buttons:** Selects the signal input to the 1-8 connectors on the rear panel (make the assignment by using the "Set-up" menu).

**MEMORY button:** Selects the signal stored in the Frame Memory.

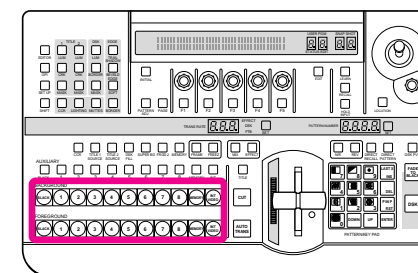
**INT (internal) VIDEO button:** Selects the internally

generated video signal. Selection of the Matte patterns is executed in the MENU CONTROL section. By pressing the UP/DOWN button of the PATTERN/KEY PAD section while simultaneously pressing this button, the pattern is changed alternately.

The status of the selected signals are indicated on each bus as follows.

**Foreground bus:** The selected button lights in red, indicating its signal is being output to the program monitor.

**Background bus:** The selected button lights in amber, indicating it is the next signal to be output to the program monitor during and after the transition.



REAR PANEL

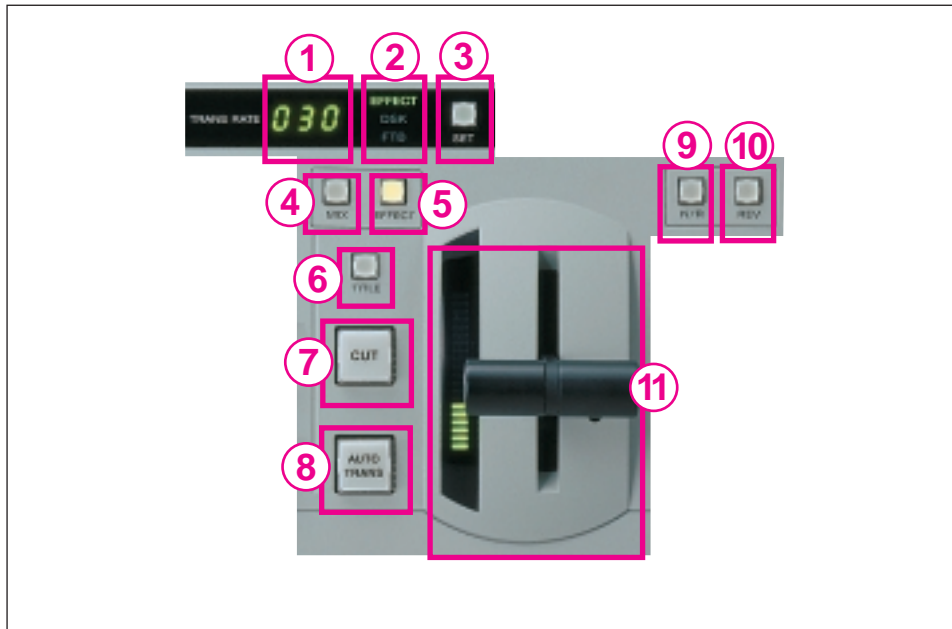


# PANEL VIEW

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### 3 EFFECT TRANSITION SECTION



This section has the following buttons to execute effects.

#### ① TRANS (Transition) RATE window

Shows the transition time (in frames) of an effect, DSK or Fade-To-Black. During transition time input, a dot at the bottom right-hand indicates the entry is not yet complete.

#### ② Display Window Mode Indicators

Indicates which transition time is currently displayed.

**EFFECT:** Transition time for effect

**DSK:** Transition time for Down Stream Keyer

**FTB:** Transition time for Fade-To-Black

#### ③ SET button

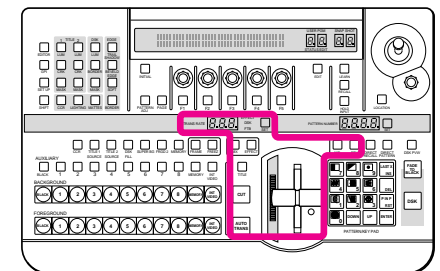
Pressed to complete transition time entry. Each time this button is pressed, the mode is changed (the mode name can be seen in the Mode Indicator Window).

#### ④ MIX button

Pressed to mix a background and foreground without an effect.

#### ⑤ EFFECT button

Pressed when using an effect.



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## Control Panel



### ⑥ TITLE button

Pressed to insert characters and graphics as a Title Key. The Key can be inserted as a Cut, Dissolve or flying title by selecting the appropriate effect.

### ⑦ CUT button

Pressed to execute an instant Cut transition.

### ⑧ AUTO TRANS (automatic transition) button

Pressed to automatically execute an effect according to the transition time set in the TRANS RATE section. When pressed during a transition, the effect will pause; pressing the button again continues execution of the effect.

### ⑨ N/R (normal/reverse) button

Pressed to execute consecutive effects in opposite direction. This mode is used when executing animation effects and inserting titles.

### ⑩ REV (reverse) button

Pressed to reverse the direction of a transition.

### ⑪ Fader lever

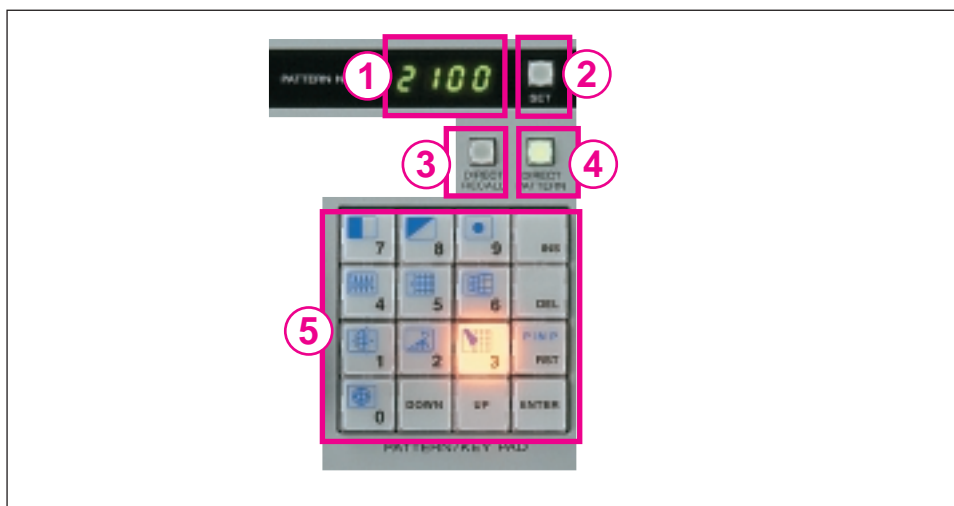
Used to execute a transition manually. When paused at an intermittent position, the transition will pause accordingly.

# PANEL VIEW

## Control Panel



### 4 PATTERN/KEY PAD SECTION



This section is used to input data to select effect patterns and set transition time.

There are three methods to select an effect pattern ---Direct Pattern Select, Direct Recall and Pattern Designation.

#### a) Direct Pattern Select

Effect patterns are recalled by pressing the 0-9 and RST buttons. The patterns assigned to these buttons can be programmed by the user.

#### b) Direct Recall

Recalls effect patterns stored in SNAPSHOT 0-9.

#### c) Pattern Designation

Effect patterns are recalled by typing the effect number. In this mode, the UP/DOWN buttons can be used to scroll through the patterns.

#### ① PATTERN NUMBER Display window

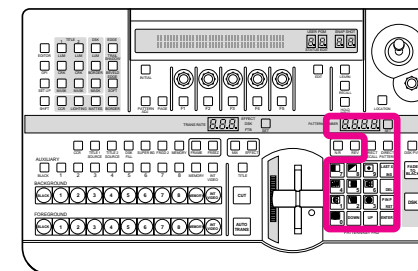
Shows the pattern number.

#### ② SET button

Pressed to enter Pattern Designation mode.

#### ③ DIRECT RECALL button

Pressed to enter Direct Recall mode.





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### ④ DIRECT PATTERN button

Pressed to enter Direct Pattern Select mode.

### ⑤ PATTERN/KEY PAD buttons

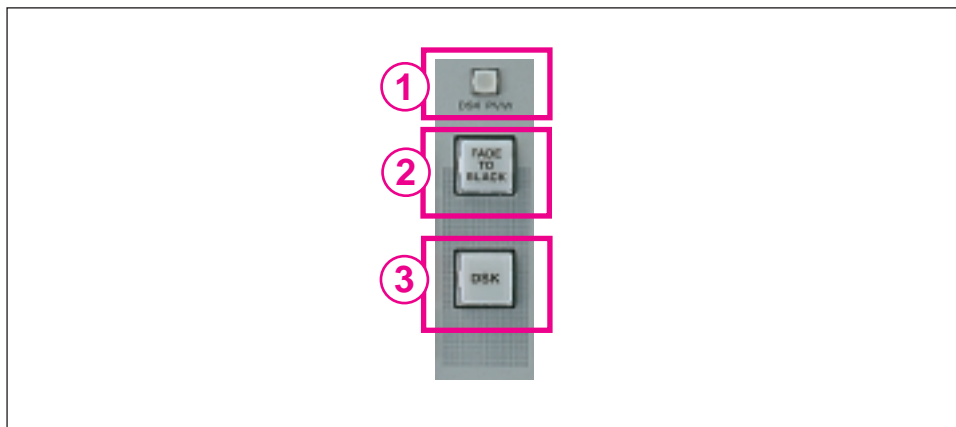
Mainly used to type the transition time, the effect pattern number in the Pattern Designation mode and the SNAPSHOT number in the Direct Recall mode. Also used to select the effects assigned to the 0-9, RST buttons.

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### 5 FADE-TO-BLACK/DOWN STREAM KEYER SECTION



This section is used to execute the DSK and Fade-To-Black functions.

#### ① DSK PVW (Down Stream Keyer Preview) button

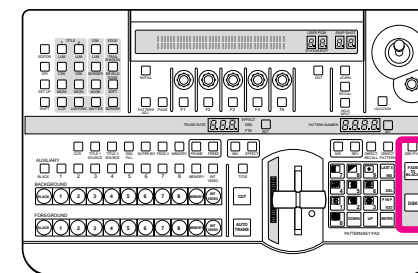
Pressed for a preview of the picture with the DSK inserted.

#### ② FADE-TO-BLACK button

Pressed to fade the PGM OUT to black or to a color designated in the MATTE setup menu.

#### ③ DSK (Down Stream Keyer) button

Pressed to insert the DSK on the PGM OUT. The transition time can be adjusted using the SET button in the EFFECT TRANSITION section.



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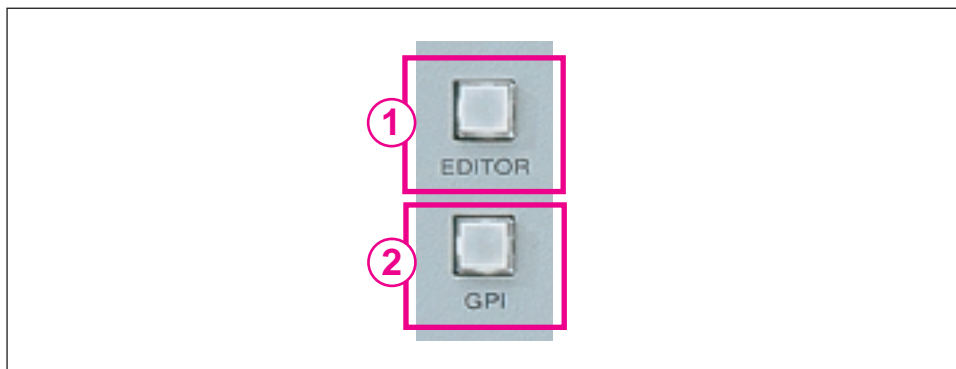


# PANEL VIEW

## Control Panel



### 6 EDITOR AND GPI BUTTONS

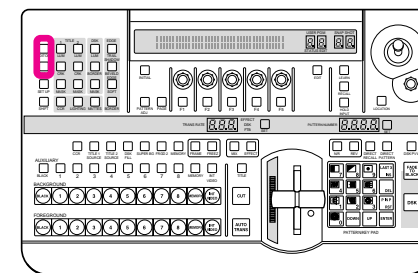


#### ① EDITOR button

Enables control of the DFS-700/700P from an editor connected to the EDITOR connector on the rear panel.

#### ② GPI button

Enables effect execution to be triggered via the GPI/T 1, 2 terminals on the rear panel.



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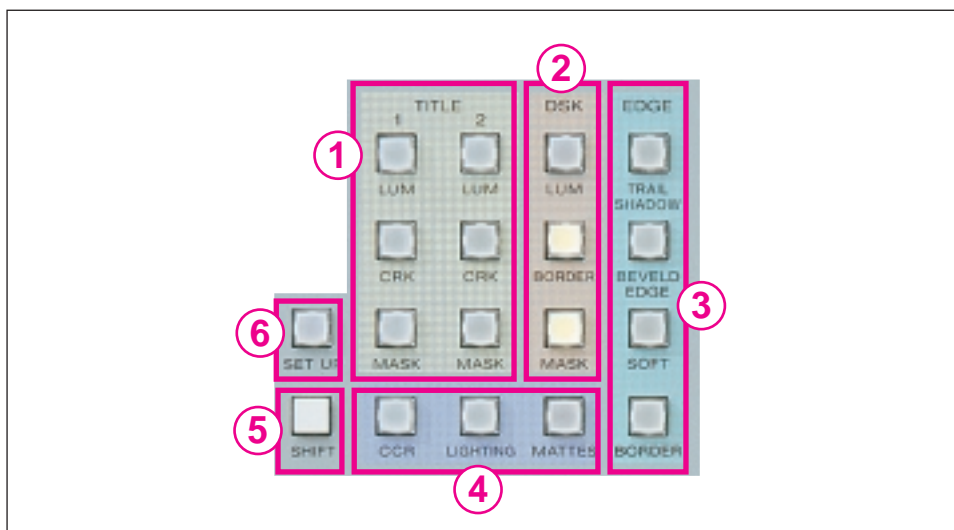


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## Control Panel



### 7 MENU CONTROL SECTION



This section is used to recall parameters to the MENU display for effects set up. The associated button should be pressed before adjusting parameters for chroma key, DSK, edge control, color correction, lighting and color matte.

#### 1 TITLE SECTION

The DFS-700/700P has two Title keys (the second key is optional). To adjust the first Title key, the buttons in Title 1

row are used. Likewise, the buttons in Title 2 row are used to select the second keyer—but only if the optional BKDF-711 2-ch DME Board is installed. Both first and second keys have the following buttons.

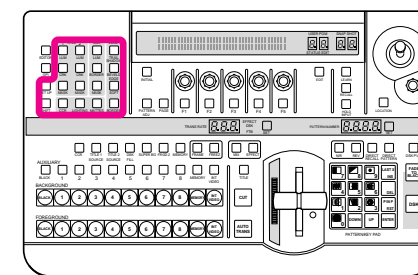
**CRK (Chroma key) button:** Pressed when the title is keyed using a particular color. Usually a blue background is used. A convenient Auto Chroma key function is provided to allow chroma key setup through simple key strokes.

**LUM (luminance) button:** Pressed when the Title is keyed by luminance level.

**MASK button:** Pressed to mask a portion of the keyed image.

#### 2 DSK SECTION

**LUM (luminance) button:** Pressed when characters or graphics are keyed by luminance level.



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**BORDER button:** Pressed to add a border to the characters inserted by DSK.

**MASK button:** Pressed to mask a portion of the characters inserted by the DSK.

### ③ EDGE SECTION

**TRAIL SHADOW button:** Pressed to add effects such as Trail, Drop Border and Shadow.

**Trail:** Adds a trail to the moving foreground picture.

**Drop Border:** Adds a border to the rear of the foreground picture.

**Shadow:** Adds a shadow to the rear of the foreground picture.



SHADOW

**BEVELD (beveled) EDGE button:** Adds a 3D edge to the borderline between the foreground and background.



**SOFT button:** Makes the borderline between foreground and background soft.



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## Control Panel



**BORDER button:** Adds a border between foreground and background.



**LIGHTING button:**

Pressed to add a lighting effect to the foreground picture.



### ④ CCR, LIGHTING, and MATTES buttons

**CCR button:** Pressed to activate the color corrector function.



Before



After

**MATTES button :** Pressed to adjust MATTE colors or copy color parameters between different matte generators. All matter patterns can be viewed in the 'Effect Patterns and Movies' section.

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### ⑤ SHIFT button

Pressed to recall the parameters of a function to the display without deactivating the function. This button is available for and used in combination with the following buttons.

- \*MASK button in TITLE section
- \*BORDER button in DSK section
- \*TRAIL SHADOW, BEVELD EDGE, SOFT EDGE, and BORDER buttons in EDGE section
- \*CCR button, LIGHTING button

### ⑥ SET UP button

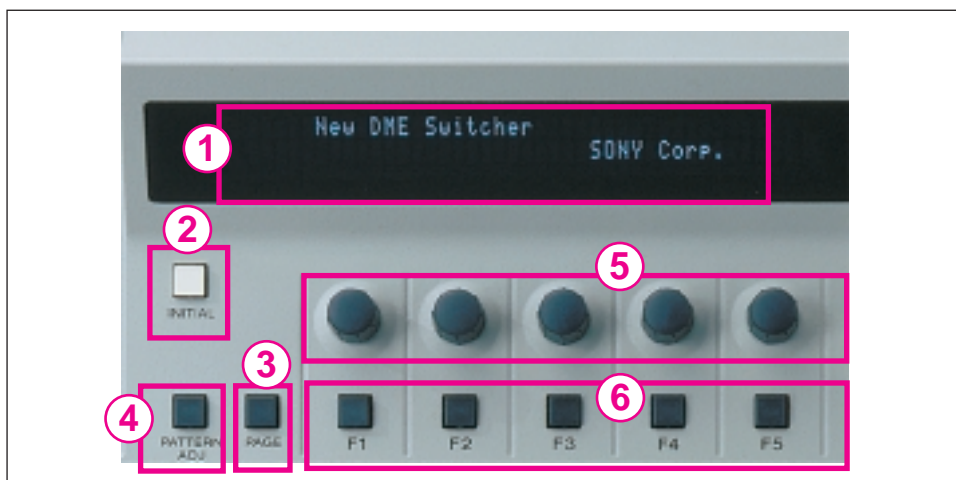
Pressed to recall the Setup Menu to the display in the Effect Control section. The Setup Menu is used to configure the control panel and for system setup.

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## Control Panel



### 8 EFFECT CONTROL SECTION



The display and function knobs enable detailed adjustments, allowing high quality effects to be created.

#### ① MENU display:

Indicates the control parameters of effects and system setup.

Menu name or pattern number	Setting
INIT SETUP--SNAP--USRPGM--KEYPAD EXEC	6/8 OFF OFF OFF OFF ↓

Menu page (Current page/Total pages)

Setting values (ON/OFF or parameter values)

#### ② INITIAL button

Sets parameters to their default values. This can be done on a parameter basis, page basis or menu basis.

#### ③ PAGE button

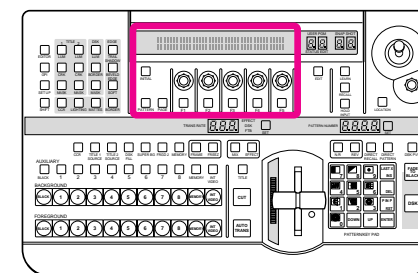
Turns pages in the Menu display.

#### ④ PATTERN ADJ button

Pressed to adjust the selected pattern indicated in the PATTERN NUMBER display window.

#### ⑤ Control knobs

Used to adjust parameters in the Menu Indication window. Each knob corresponds to the upper five parameters in the Menu display.



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## Control Panel



### ⑥ F1-F5 buttons

Each button corresponds to each of the five parameters in the MENU display. These buttons have two functions:

- When several selections are available for a parameter, the button is used to toggle through the selections.
- When a parameter can be activated or deactivated, the buttons are used as an On/Off switch.

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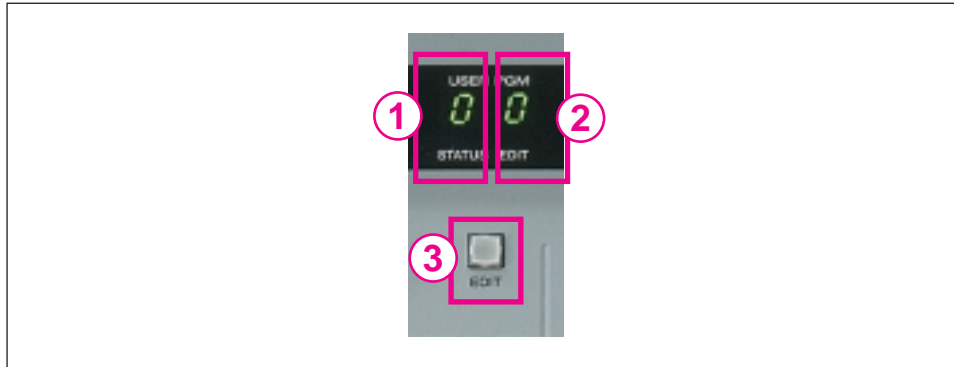
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## Control Panel



### 9 USER PROGRAM SECTION



The DFS-700/700P has powerful User Programmable Effects so that the operator can add personal touch to effects using key frames. This section is used to show the status of the edited effects and activate the editing.

#### ① STATUS display

Shows the total number of key frames (max. eight) used in the effect.

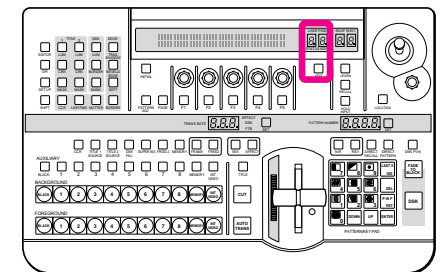
#### ② EDIT display

Shows the number of the current key frame that is being

edited.

#### ③ EDIT button

Pressed to activate USER PROGRAM mode.



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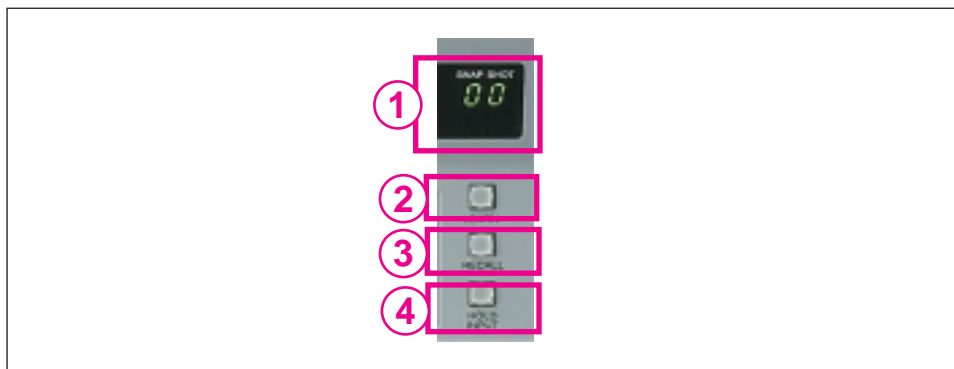


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## Control Panel



### 10 SNAPSHOT SECTION



The DFS-700/700P features a convenient SNAPSHOT function that enables various parameters of the control panel to be stored for later recall. Up to 99 SNAPSHOTS can be stored.

#### ① SNAPSHOT Number display

Shows the currently selected SNAPSHOT number (0-99).

#### ② LEARN button

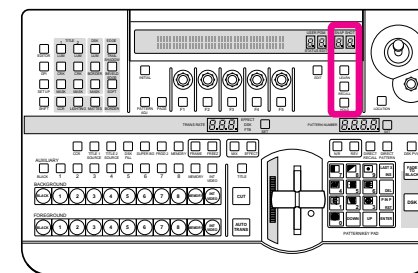
Pressed to store current settings of the control panel as a snapshot (SNAPSHOT LEARN mode).

#### ③ RECALL button

Pressed to recall snapshots (SNAPSHOT RECALL mode).

#### ④ HOLD INPUT button

Pressed to recall a Snapshot without impacting the current crosspoint assignment and current settings in the DELEGATION section.



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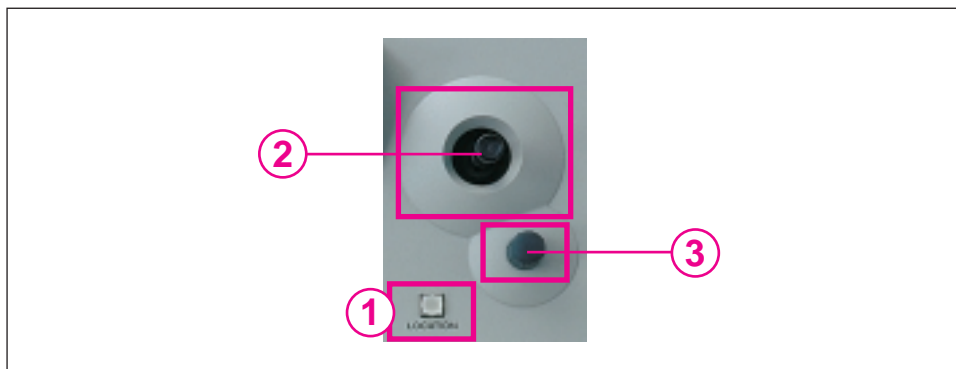


# PANEL VIEW

## Control Panel



### 11 LOCATION SECTION



#### ① LOCATION button

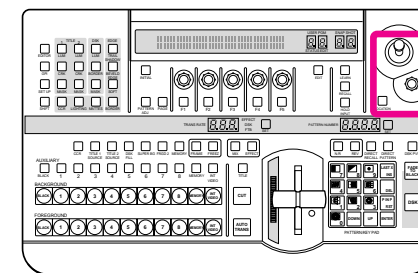
Pressed to activate the JOY STICK and Z-knob.

#### ② JOYSTICK

Used to move an effect pattern along the X/Y-coordinates.

#### ③ Z-knob

Used to control the size of an effect.



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