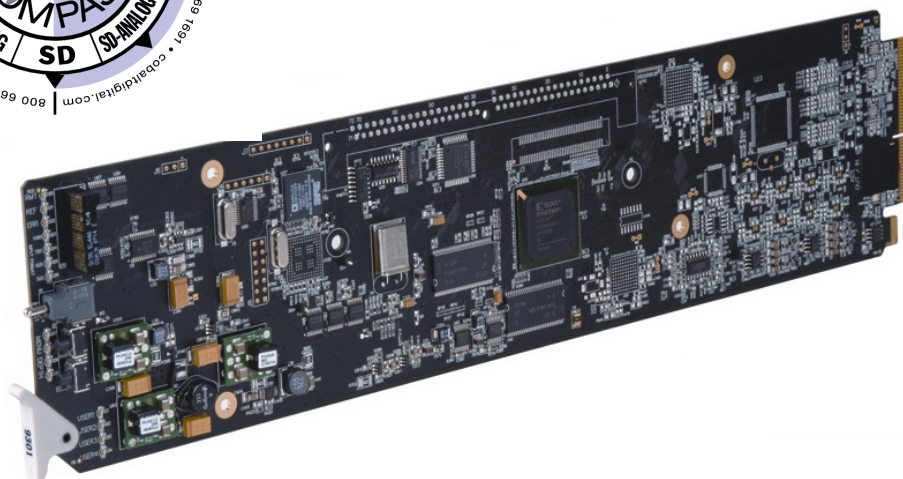# 9086-SD

Embedded Audio Loudness Processor
with Audio-Video Delay Correction

Product Manual

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Congratulations on choosing the Cobalt® 9086 Embedded Audio Loudness Processor with Audio-Video Delay Correction. The 9086 is part of a full line of modular processing and conversion gear for broadcast TV environments. The Cobalt Digital Inc. line includes video decoders and encoders, audio embedders and de-embedders, distribution amplifiers, format converters, remote control systems and much more. Should you have questions pertaining to the installation or operation of your 9086, please contact us at the contact information on the front cover.

Table of Contents

Chapter 1

Introduction

Overview

This manual provides installation and operating instructions for the 9086 Embedded Audio Loudness Processor with Audio-Video Delay Correction card (also referred to herein as the "9086").

This manual consists of the following chapters:

- **Chapter 1, "Introduction"** – Provides information about this manual and what is covered. Also provides general information regarding the 9086.

- **Chapter 2, "Installation and Setup"** – Provides instructions for installing the 9086 in a frame, and optionally installing 9086 Rear I/O Modules.

- **Chapter 3, "Operating Instructions"** – Provides overviews of operating controls and instructions for using the 9086.

This chapter contains the following information:

- **9086 Card Software Versions and this Manual (p. 1-2)**

- **Manual Conventions (p. 1-3)**

- **Safety Summary (p. 1-4)**

- **9086 Functional Description (p. 1-5)**

- **Technical Specifications (p. 1-15)**

- **Warranty and Service Information (p. 1-17)**

- **Contact Cobalt Digital Inc. (p. 1-18)**

9086 Card Software Versions and this Manual

When applicable, Cobalt Digital Inc. provides for continual product enhancements through software updates. As such, functions described in this manual may pertain specifically to cards loaded with a particular software build.

The Software Version of your card can be checked by viewing the **Card Info** menu in DashBoard™. See Checking 9086 Card Information (p. 3-7) in Chapter 3, "Operating Instructions" for more information. You can then check our website for the latest software version currently released for the card as described below.

Check our website and proceed as follows if your card's software does not match the latest version:

Card Software **earlier** than latest version	Card is not loaded with the latest software. Not all functions and/or specified performance described in this manual may be available.
	You can update your card with new Update software by going to the **Support>Firmware** link at www.cobaltdigital.com. Download "Firmware Update Guide", which provides simple instructions for downloading the latest firmware for your card onto your computer, and then uploading it to your card through DashBoard™. **Software updates are field-installed without any need to remove the card from its frame.**
Card Software **newer** than version in manual	A new manual is expediently released whenever a card's software is updated **and specifications and/or functionality have changed** as compared to an earlier version (a new manual is not necessarily released if specifications and/or functionality have not changed). A manual earlier than a card's software version may not completely or accurately describe all functions available for your card.
	If your card shows features not described in this manual, you can check for the latest manual (if applicable) and download it by going to the **Support>Documents>Product Information and Manuals** link at www.cobaltdigital.com.

Cobalt Reference Guides

From the Cobalt® web home page, go to **Support>Documents>Reference Guides** for easy to use guides covering network remote control, card firmware updates, and other topics.

Manual Conventions

In this manual, display messages and connectors are shown using the exact name shown on the 9086 itself. Examples are provided below.

- Card-edge display messages are shown like this:

> | Ch01 |

- Connector names are shown like this: **SDI OUT 1**

In this manual, the terms below are applicable as follows:

- **9086** refers to the 9086 Embedded Audio Loudness Processor with Audio-Video Delay Correction card.
- **Frame** refers to the 8321 (or similar) frame that houses the Cobalt® COMPASS® cards.
- **Device** and/or **Card** refers to a COMPASS® card.
- **System** and/or **Video System** refers to the mix of interconnected production and terminal equipment in which the 9086 and other COMPASS® cards operate.
- Functions and/or features that are available only as an option are denoted in this manual like this:

Option ➲

Warnings, Cautions, and Notes

Certain items in this manual are highlighted by special messages. The definitions are provided below.

Warnings

Warning messages indicate a possible hazard which, if not avoided, could result in personal injury or death.

Cautions

Caution messages indicate a problem or incorrect practice which, if not avoided, could result in improper operation or damage to the product.

Notes

Notes provide supplemental information to the accompanying text. Notes typically precede the text to which they apply.

Labeling Symbol Definitions

⚠	Attention, consult accompanying documents.
(ESD symbol)	Electronic device or assembly is susceptible to damage from an ESD event. Handle only using appropriate ESD prevention practices. If ESD wrist strap is not available, handle card only by edges and avoid contact with any connectors or components.
(WEEE symbol)	Symbol (WEEE 2002/96/EC) For product disposal, ensure the following: • Do not dispose of this product as unsorted municipal waste. • Collect this product separately. • Use collection and return systems available to you.

Safety Summary

Warnings

! WARNING ! To reduce risk of electric shock do not remove line voltage service barrier cover on frame equipment containing an AC power supply. **NO USER SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.**

Cautions

CAUTION This device is intended for environmentally controlled use only in appropriate video terminal equipment operating environments.

CAUTION This product is intended to be a component product of an openGear® frame. Refer to the openGear frame Owner's Manual for important safety instructions regarding the proper installation and safe operation of the frame as well as its component products.

CAUTION Heat and power distribution requirements within a frame may dictate specific slot placement of cards. Cards with many heat-producing components should be arranged to avoid areas of excess heat build-up, particularly in frames using only convection cooling. The 9086 has a moderate power dissipation (15 W max.). As such, avoiding placing the card adjacent to other cards with similar dissipation values if possible.

CAUTION If required, make certain Rear I/O Module(s) is installed before installing the 9086 into the frame slot. Damage to card and/or Rear I/O Module can occur if module installation is attempted with card already installed in slot.

CAUTION If card resists fully engaging in rear I/O module mating connector, check for alignment and proper insertion in slot tracks. Damage to card and/or rear I/O module may occur if improper card insertion is attempted.

9086 Functional Description

Figure 1-1 shows a functional block diagram of the 9086. The 9086 loudness processor also includes a full 16-channel audio crosspoint. The 9086 also handles AFD code detection/insertion and timecode insertion/format conversion.

Note: Some of the functions described below are available only when using the DashBoard™, or Cobalt® OGCP-9000 or OGCP-9000/CC Remote Control Panels user interfaces. Refer to User Control Interface (p. 1-12) for user interface descriptions.

9086 Input/Output Formats

The 9086 provides the following inputs and outputs:

- **Inputs:**
  - **SDI IN** – SD-SDI input
- **Outputs:**
  - **SDI OUT** – four SD-SDI buffered video outputs)
  - **RCK OUT** – four reclocked SD-SDI buffered input copies)

Note: The input/output complement listed above represents the maximum capability of the 9086. The practical input/output complement is determined by the particular Rear I/O Module used with the 9086. Refer to 9086 Rear I/O Modules (p. 1-14) for more information.
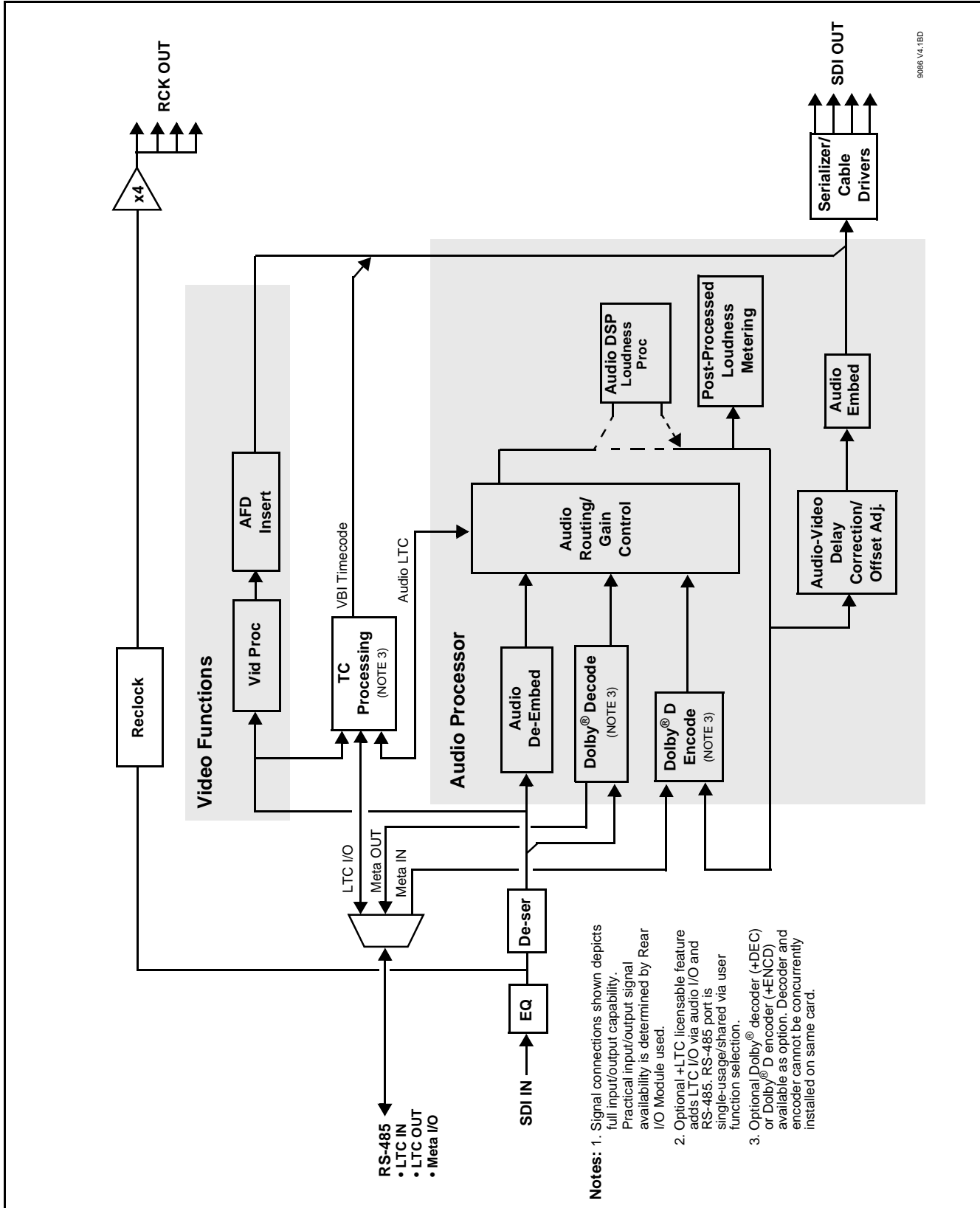
Figure 1-1 9086 Functional Block Diagram

Video Functions Description

Video Processor

The 9086 provides full color processing control (luma gain and lift, chroma saturation, and color phase) of the output video.

AFD Inserter

This function provides for assignment and insertion of AFD codes into the SDI output video. Using this function, AFD codes in accordance with the standard 4-bit AFD code designations can be applied to the output video.

This function checks for any existing AFD code within the received video input. If a code is present, the code is displayed. When used in conjunction with a separate downstream card capable of providing AFD-directed scaling, the image can in turn be scaled in accordance with the AFD coding embedded by this card.

The function also allows the selection/changing of the AFD code and ancillary data line number for the outputted AFD code.

Timecode Processor

(See Figure 1-2.) This function provides for extraction of timecode data from the input video, and in turn re-insertion of timecode data into the output SDI. In this manner, timecode data can be preserved, even after format conversion.

The function can monitor the SDI input for supported timecode formats and then select and prioritize among SDI VITC waveform and SDI ATC_VITC formats (and audio/RS-485 LTC where licensed; see below). If the preferred format is detected, the preferred format is used by the card; if the preferred format is not detected, the card uses other formats (where available) as desired.

The function also provides conversion between various timecode formats and provides independent insertion and line number controls for each SDI timecode output format.

Option ⮥ Option +LTC allows bidirectional transfer and conversion between VBI formats over SDI and audio LTC, as well as RS-485 LTC. Audio LTC can be received or sent over a selected embedded channel.
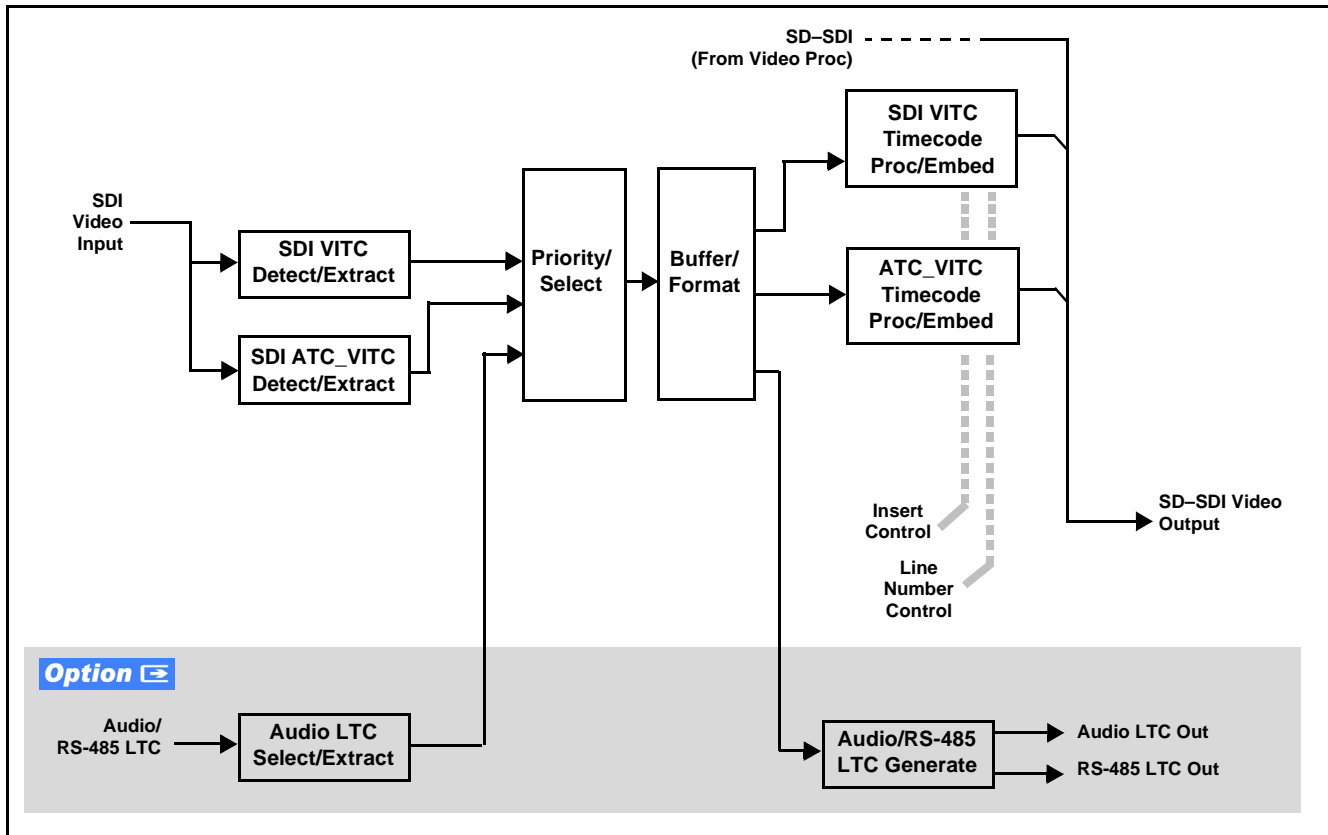
Figure 1-2 Timecode Processor

Audio Processor Description

The audio processor operates as an internal audio router. The router function chooses from the following inputs:

- 16 channels of embedded audio from the SDI video
- Four independent internal tone generators (described below)
- Digital silence (mute) setting
- Internal Down Mix and Mono Mixer outputs (described below)
- **Option** ☞ Dolby® decoder baseband out channels

The router function provides the following audio outputs:

- 16 channels of embedded audio on the SDI output
- Stereo loudness-processed embedded pair

The router function provides up to 16 channels of embedded audio on the **SDI OUT** outputs. The router acts as a full audio cross point. Each of the 16 embedded output channels can receive signal from any one of the 16 embedded input channels, four internal tone generators, or several mixer outputs. Unused output channels can be mapped to a "Silence" source. Each output also provides gain adjustment and selectable polarity inversion.

Output audio rates are always 48 kHz locked to output video. (embedded audio must be nominally 48 kHz input; 32, 44.1, 96, and 192 kHz inputs are not compatible with the 9086.) Embedded output audio is always precisely synchronized with the output video.

As set with the default settings, the routing between embedded audio channels is basic 1-for-1 for the 16 embedded audio channels (with embedded Ch 1 being embedded to embedded Ch 1 at the SDI output, and so on). Other sources and/or destinations for each channel are selected using the card edge controls or a remote control system.

Audio Down Mix and Mono Mix Function

(See Figure 1-3.) The Audio Down Mixer function provides for the selection of any five embedded audio sources serving as Left (**L**), Right (**R**), Center (**C**), Left Surround (**Ls**), and Right Surround (**Rs**) individual signals to be multiplexed into stereo pair Down Mix Left (**DM-L**) and Down Mix Right (**DM-R**). The resulting stereo pair **DM-L** and **DM-R** can in turn be routed and processed just like any of the other audio sources described earlier.
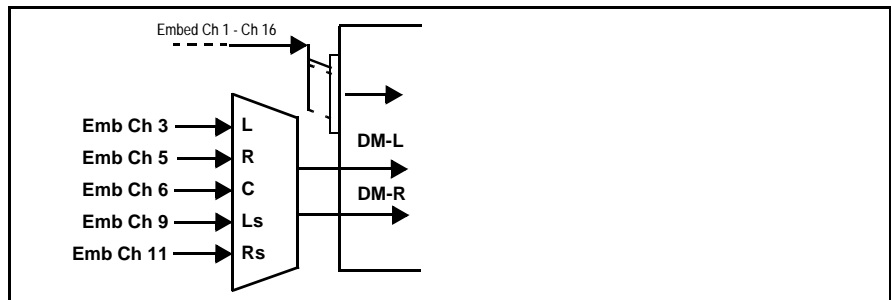
Figure 1-3 Audio Down Mix Functional Block Diagram with Example Sources

The Mono Mixer function (Figure 1-4) generates an additional mono-mixed channel from two selected embedded input channels serving as left and right inputs. The resulting mono mix channel is available as an audio source for any of the 16 destination embedded output channels.
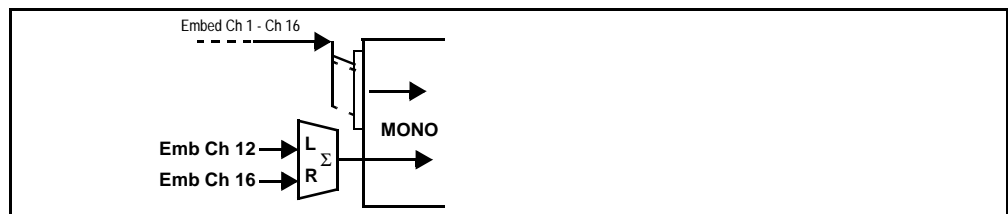
Figure 1-4 Audio Mono Mix Functional Block Diagram with Example Sources

Loudness Processor Function

The loudness processor function receivesa stereo pair from the Audio Routing/Gain Control function (which consists of routed output destination channels Emb Out Ch 1 thru Ch 16) and performs loudness processing on the selected channels. A loudness processing profile best suited for the program material can be selected from several loudness processing presets.

Loudness Processing allows selected channels to be applied to the processor Left (**L**) and Right (**R**) inputs. Whenever the loudness processor is active (selected by a user control), it overwrites the stereo pair with the new stereo loudness processed signals.

The example in Figure 1-5 shows routing of post-routing embedded output channels Emb Out Ch 1 and Ch 2 fed through the loudness processor. When any of the card audio input channels are routed to any combination of embedded channel destinations, these channels in turn can be routed through the loudness processor before being sent from the card. A master output gain control is provided which allows fine adjustment of the overall output level.
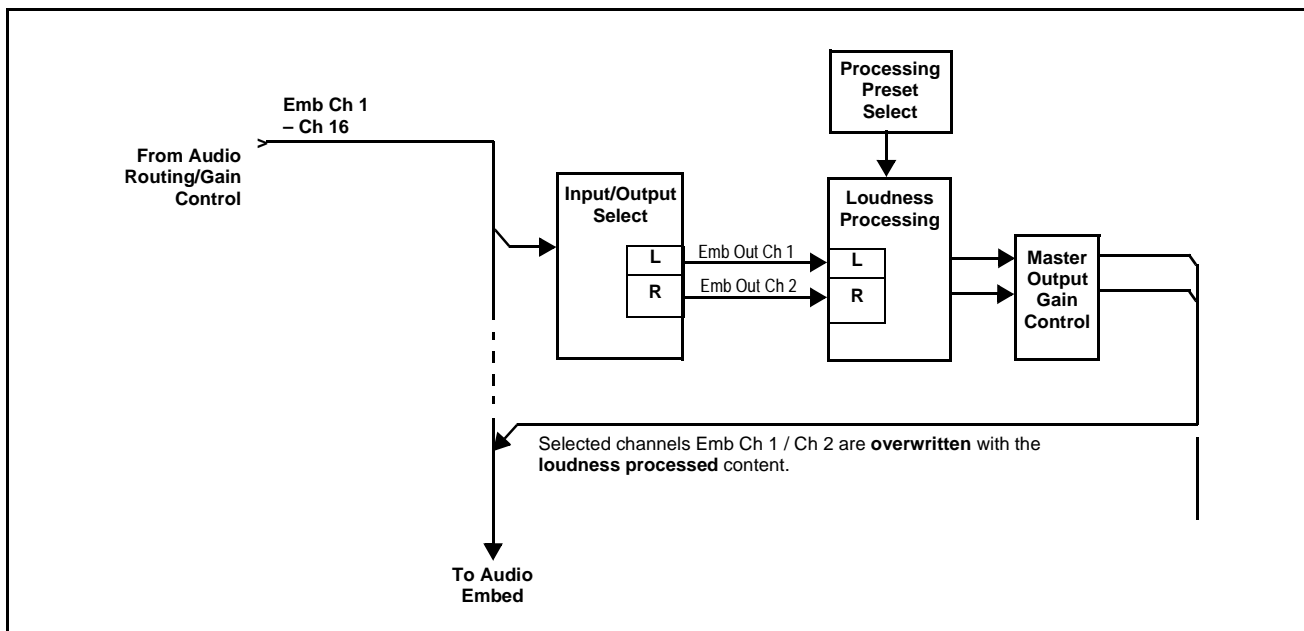
Figure 1-5 Stereo Loudness Processor with Example Sources

Audio Loudness Metering Description

Note: This function provides DashBoard loudness metering and is furnished standard with this option. OGCP-9000 Loudness Meter Option (+LM) is an OGCP-9000 Control Panel option that provides advanced loudness metering functions such as graphing and statistics in conjunction with an OGCP-9000 or WinOGCP Remote Control Panel. +LM option is separate and independent of this function; refer to catalog or website for more information.

This function monitors selected output ("destination") channels from the Audio Routing/Gain Control function and applies signal analysis based on ITU-R BS.1770-1 – ATSC A/85 criteria to produce an LKFS measurement and provide indications of under-threshold and over-threshold level conditions.

The function can monitor any combination of embedded channels selected as the Left and Right ITU-R BS.1770-1 channels.

The functions provides a configurable moving average period for tailoring the measurement to suit various program material conditions.

Tone Generator Function

The 9086 contains four built-in tone generators (Tone Generator 1 thru Tone Generator 4). Each of the four tone generators can be set to a different frequency, and are available as audio sources for the embedded audio outputs.

18 discrete sine wave frequencies are available, ranging from 50 Hz to 16 kHz (default frequency is 1.0 kHz).

Dolby Decoding Option (+DEC) *Option* ☞

If your 9086 is equipped with Dolby® decoding as an option, refer to supplement "Dolby Decoding Option (+DEC)" that was shipped with this manual.

If you need a copy of this supplement, please contact us at the information provided at the back of this chapter.

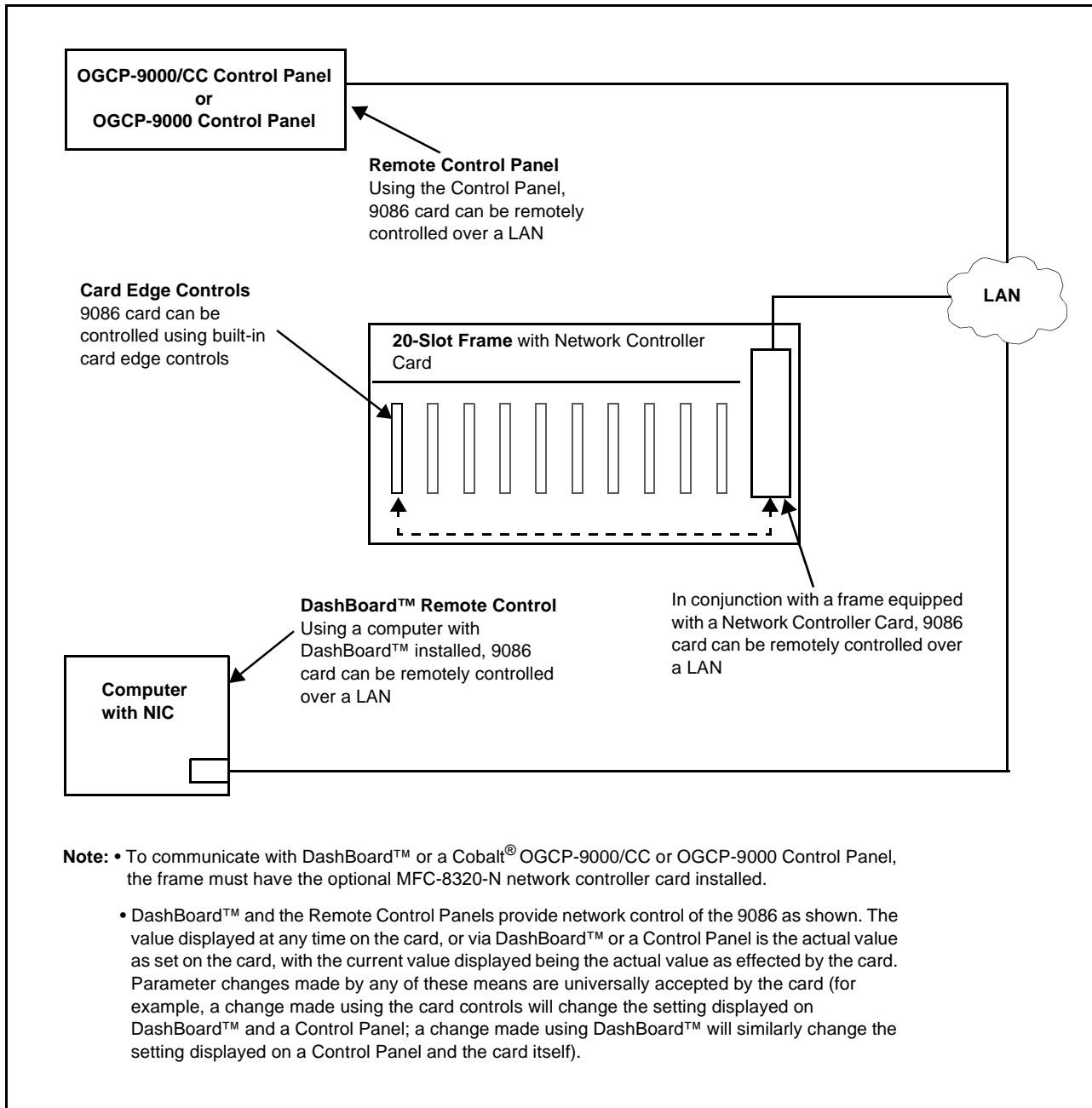## Dolby Encoding Option (+ENCD or +ENCE) *Option* ☞

If your 9086 is equipped with Dolby® Digital or E encoder as an option, refer to supplement that was shipped with this manual.

If you need a copy of this supplement, please contact us at the information provided at the back of this chapter.

User Control Interface

Figure 1-6 shows the user control interface options for the 9086. These options are individually described below.

Note: All user control interfaces described here are cross-compatible and can operate together as desired. Where applicable, any control setting change made using a particular user interface is reflected on any other connected interface.

**OGCP-9000/CC Control Panel
or
OGCP-9000 Control Panel**

Remote Control Panel
Using the Control Panel,
9086 card can be remotely
controlled over a LAN

LAN

Card Edge Controls
9086 card can be
controlled using built-in
card edge controls

20-Slot Frame with Network Controller
Card

In conjunction with a frame equipped
with a Network Controller Card, 9086
card can be remotely controlled over
a LAN

DashBoard™ Remote Control
Using a computer with
DashBoard™ installed, 9086
card can be remotely controlled
over a LAN

**Computer
with NIC**

Note: • To communicate with DashBoard™ or a Cobalt® OGCP-9000/CC or OGCP-9000 Control Panel,
the frame must have the optional MFC-8320-N network controller card installed.

• DashBoard™ and the Remote Control Panels provide network control of the 9086 as shown. The
value displayed at any time on the card, or via DashBoard™ or a Control Panel is the actual value
as set on the card, with the current value displayed being the actual value as effected by the card.
Parameter changes made by any of these means are universally accepted by the card (for
example, a change made using the card controls will change the setting displayed on
DashBoard™ and a Control Panel; a change made using DashBoard™ will similarly change the
setting displayed on a Control Panel and the card itself).

Figure 1-6 9086 User Control Interface

- **Built-in Card Edge User Interface** – Using the built-in card edge controls and display, card control settings can be set using a front panel menu which is described in Chapter 3,"Operating Instructions".

Note: Some of the 9086 functions described in this manual are available only when using the DashBoard™, or Cobalt® OGCP-9000 or OGCP-9000/CC Remote Control Panels user interfaces.

- **DashBoard™ User Interface** – Using DashBoard™, the 9086 and other cards installed in openGear®[1] frames such as the Cobalt® HPF-9000 or 8321 Frame can be controlled from a computer and monitor.

  DashBoard™ allows users to view all frames on a network with control and monitoring for all populated slots inside a frame. This simplifies the setup and use of numerous modules in a large installation and offers the ability to centralize monitoring. Cards define their controllable parameters to DashBoard™, so the control interface is always up to date.

  The DashBoard™ software can be downloaded from the Cobalt Digital Inc. website: www.cobaltdigital.com (enter "DashBoard" in the search window). The DashBoard™ user interface is described in Chapter 3,"Operating Instructions".

Note: If network remote control is to be used for the frame and the frame has not yet been set up for remote control, Cobalt® reference guide **Remote Control User Guide (PN 9000RCS-RM)** provides thorough information and step-by-step instructions for setting up network remote control of COMPASS® cards using DashBoard™. (Cobalt® OGCP-9000 and OGCP-9000/CC Remote Control Panel product manuals have complete instructions for setting up remote control using a Remote Control Panel.)

Download a copy of this guide by clicking on the **Support>Documents> Reference Guides** link at www.cobaltdigital.com and then select DashBoard Remote Control Setup Guide as a download, or contact Cobalt® as listed in Contact Cobalt Digital Inc. (p. 1-18).

- **Cobalt® OGCP-9000, OGCP-9000/CC and WinOGCP Remote Control Panels** – The OGCP-9000, OGCP-9000/CC, and WinOGCP Remote Control Panels conveniently and intuitively provide parameter monitor and control of the cards within the 20-slot frame.

  The remote control panels allow quick and intuitive access to hundreds of cards in a facility, and can monitor and allow adjustment of multiple parameters at one time.

  The remote control panels are totally compatible with the openGear® control software DashBoard™; any changes made with either system are reflected on the other.

1. openGear® is a registered trademark of Ross Video Limited. DashBoard™ is a trademark of Ross Video Limited.
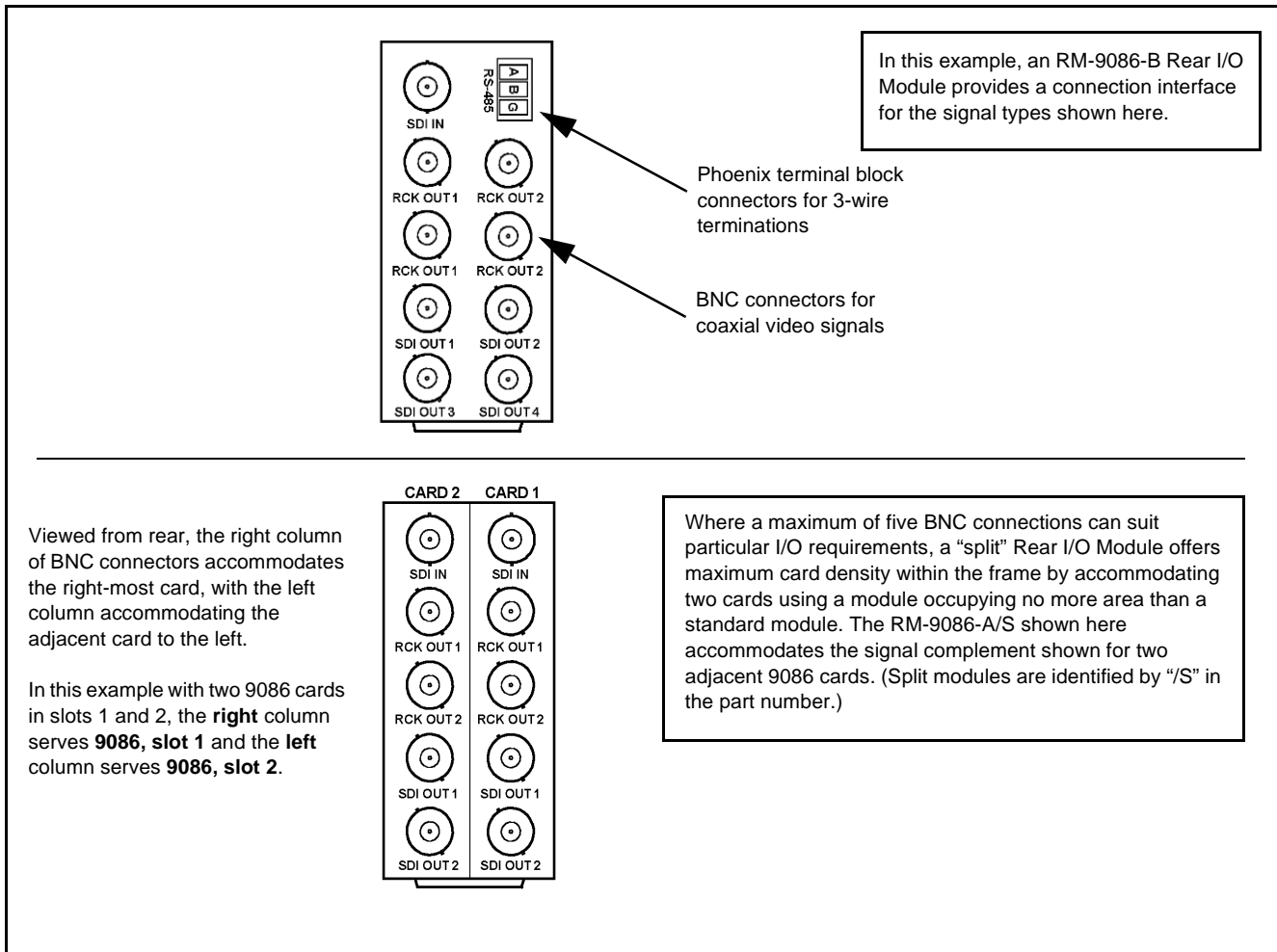
9086 Rear I/O Modules

The 9086 physically interfaces to system video and audio connections using a Rear I/O Module. Figure 1-7 shows a typical 9086 Rear I/O Module.

All inputs and outputs shown in the 9086 Functional Block Diagram (Figure 1-1) enter and exit the card via the card edge backplane connector. The Rear I/O Module breaks out the 9086 card edge connections to industry standard connections that interface with other components and systems in the signal chain.

In this manner, the inputs and outputs required for a particular application can be accommodated using a Rear I/O Module that best suits the requirements. The required input and outputs are broken out to the industry standard connectors on the Rear I/O Module; the unused inputs and outputs remain unterminated and not available for use.

The full assortment of 9086 Rear I/O Modules is shown and described in 9086 Rear I/O Modules (p. 2-4) in Chapter 2, "Installation and Setup".

In this example, an RM-9086-B Rear I/O Module provides a connection interface for the signal types shown here.

Phoenix terminal block connectors for 3-wire terminations

BNC connectors for coaxial video signals

Viewed from rear, the right column of BNC connectors accommodates the right-most card, with the left column accommodating the adjacent card to the left.

In this example with two 9086 cards in slots 1 and 2, the **right** column serves **9086, slot 1** and the **left** column serves **9086, slot 2**.

Where a maximum of five BNC connections can suit particular I/O requirements, a "split" Rear I/O Module offers maximum card density within the frame by accommodating two cards using a module occupying no more area than a standard module. The RM-9086-A/S shown here accommodates the signal complement shown for two adjacent 9086 cards. (Split modules are identified by "/S" in the part number.)

Figure 1-7 Typical 9086 Rear I/O Module

Audio and Video Formats Supported by the 9086

Table 1-1 lists and provides details regarding the audio and video formats supported by the 9086.

Table 1-1   Supported Audio and Video Formats

Item	Description/Specification	
Input / Output Video	Raster Structure:	Frame Rate:
	486i [1]	29.97
	575i [1]	25
Embedded Audio	The 9086 supports all four groups (16 channels) of embedded audio at full 24-bit resolution in both SD (with extended data packets).	
(1) All rates displayed as frame rates; interlaced ("i") field rates are two times the rate value shown.		

Technical Specifications

Table 1-2 lists the technical specifications for the 9086 Embedded Audio Loudness Processor with Audio-Video Delay Correction card.

Table 1-2   Technical Specifications

Item	Characteristic
Part number, nomenclature	9086-SD/LP 2.0 – SD-SDI Stereo Loudness Processor with Audio-Video Delay Correction
Installation/usage environment	Intended for installation and usage in frame meeting openGear™ modular system definition.
Power consumption	< 15 Watts maximum
Environmental: Operating temperature: Relative humidity (operating or storage):	32° – 104° F (0° – 40° C) < 95%, non-condensing
Frame communication	10/100 Mbps Ethernet with Auto-MDIX.
Indicators	Card edge display and indicators as follows: • 4-character alphanumeric display • Status/Error LED indicator • Input Format LED indicator
Controls	Card edge switches as follows: • Menu Enter pushbutton switch • Menu Exit pushbutton switch • Up/down selection toggle switch

Table 1-2   Technical Specifications — continued

Item	Characteristic
Internal Tone Generators	Four built-in tone generators, each configurable for 18 discrete sine wave frequencies ranging from 50 Hz to 16 kHz. Generator source signal level is equivalent to -20 dBu.

Serial Digital Video Input	Data Rates Supported:
	  SMPTE 259M-C SD-SDI: 270 Mbps
	
	Impedance:
	  75 Ω terminating
	
	Equalization (SD):
	  1000 ft (305 m) Belden 1694A
	
	Return Loss:
	  > 15 dB at 5 MHz – 1.485 GHz

Serial Digital Video Outputs	Number of Outputs:
	  Four processed SDI BNC per IEC 60169-8 Amendment 2
	
	Impedance:
	  75 Ω
	
	Return Loss:
	  > 15 dB at 5 MHz – 270 MHz
	
	Signal Level:
	  800 mV ± 10%
	
	DC Offset:
	  0 V ± 50 mV
	
	Jitter (SD):
	  < 0.10 UI (all outputs)
	
	Overshoot:
	  < 0.2% of amplitude

Pre-Processor (Reclocked) Serial Digital Video Outputs	Number of Outputs:
	  Four SDI BNC per IEC 60169-8 Amendment 2
	
	Impedance:
	  75 Ω

Audio/RS-485 LTC Support (+LTC option only)	RS-485/embedded PCM equivalent conforming to SMPTE 12M-1; § 9.6; RS-485 LTC
Dolby® RS485 Metadata Output	Metadata extracted from input video (per SMPTE 2020-1-2008) on RS-485 interface; 3-wire balanced via Phoenix terminal block connector.

Warranty and Service Information

Cobalt Digital Inc. Limited Warranty

This product is warranted to be free from defects in material and workmanship for a period of five (5) years from the date of shipment to the original purchaser, except that 4000, 5000, 6000, 8000 series power supplies, and Dolby® modules (where applicable) are warranted to be free from defects in material and workmanship for a period of one (1) year.

Cobalt Digital Inc.'s ("Cobalt") sole obligation under this warranty shall be limited to, at its option, (i) the repair or (ii) replacement of the product, and the determination of whether a defect is covered under this limited warranty shall be made at the sole discretion of Cobalt.

This limited warranty applies only to the original end-purchaser of the product, and is not assignable or transferrable therefrom. This warranty is limited to defects in material and workmanship, and shall not apply to acts of God, accidents, or negligence on behalf of the purchaser, and shall be voided upon the misuse, abuse, alteration, or modification of the product. Only Cobalt authorized factory representatives are authorized to make repairs to the product, and any unauthorized attempt to repair this product shall immediately void the warranty. Please contact Cobalt Technical Support for more information.

To facilitate the resolution of warranty related issues, Cobalt recommends registering the product by completing and returning a product registration form. In the event of a warrantable defect, the purchaser shall notify Cobalt with a description of the problem, and Cobalt shall provide the purchaser with a Return Material Authorization ("RMA"). For return, defective products should be double boxed, and sufficiently protected, in the original packaging, or equivalent, and shipped to the Cobalt Factory Service Center, postage prepaid and insured for the purchase price. The purchaser should include the RMA number, description of the problem encountered, date purchased, name of dealer purchased from, and serial number with the shipment.

Cobalt Digital Inc. Factory Service Center

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www.cobaltdigital.com	Email: info@cobaltdigital.com

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- Product information and pricing
- Technical support
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Web:	www.cobaltdigital.com
General Information:	info@cobaltdigital.com
Technical Support:	support@cobaltdigital.com

Chapter 2

Installation and Setup

Overview

This chapter contains the following information:

- Installing the 9086 Into a Frame Slot (p. 2-1)
- Installing a Rear I/O Module (p. 2-3)
- Setting Up 9086 Network Remote Control (p. 2-6)

Installing the 9086 Into a Frame Slot

CAUTION

Heat and power distribution requirements within a frame may dictate specific slot placement of cards. Cards with many heat-producing components should be arranged to avoid areas of excess heat build-up, particularly in frames using only convection cooling. The 9086 has a moderate power dissipation (15 W max.). As such, avoiding placing the card adjacent to other cards with similar dissipation values if possible.

CAUTION

	This device contains semiconductor devices which are susceptible to serious damage from Electrostatic Discharge (ESD). ESD damage may not be immediately apparent and can affect the long-term reliability of the device.
	Avoid handling circuit boards in high static environments such as carpeted areas, and when wearing synthetic fiber clothing. Always use proper ESD handling precautions and equipment when working on circuit boards and related equipment.

Note: **If installing the 9086 in a slot with no rear I/O module, a Rear I/O Module is required** before cabling can be connected. Refer to Installing a Rear I/O Module (p. 2-3) for rear I/O module installation procedure.

> **CAUTION**
>
> **If required, make certain Rear I/O Module(s) is installed before installing the 9086 into the frame slot. Damage to card and/or Rear I/O Module can occur if module installation is attempted with card already installed in slot.**

Note: Check the packaging in which the 9086 was shipped for any extra items such as a Rear I/O Module connection label. In some cases, this label is shipped with the card and should be installed on the Rear I/O connector bank corresponding to the slot location of the card.

Install the 9086 into a frame slot as follows:

1. Determine the slot in which the 9086 is to be installed.

2. Open the frame front access panel.

3. While holding the card by the card edges, align the card such that the plastic ejector tab is on the bottom.

4. Align the card with the top and bottom guides of the slot in which the card is being installed.

5. Gradually slide the card into the slot. When resistance is noticed, gently continue pushing the card until its rear printed circuit edge terminals engage fully into the rear I/O module mating connector.

> **CAUTION**
>
> **If card resists fully engaging in rear I/O module mating connector, check for alignment and proper insertion in slot tracks. Damage to card and/or rear I/O module may occur if improper card insertion is attempted.**

6. Verify that the card is fully engaged in rear I/O module mating connector.

7. Close the frame front access panel.

8. Connect cabling in accordance with the appropriate diagram shown in Table 2-1, "9086 Rear I/O Modules" (p. 2-5).

9. Repeat steps 1 through 8 for other 9086 cards.

Note: The 9086 BNC inputs are internally 75-ohm terminated. It is not necessary to terminate unused BNC inputs or outputs.

Note: External frame sync reference signals are received by the card over a reference bus on the card frame, and not on any card rear I/O module connectors. The frame has BNC connectors labeled **REF 1** and **REF 2** which receive the reference signal from an external source such as a house distribution.

Note: To remove a card, press down on the ejector tab to unseat the card from the rear I/O module mating connector. Evenly draw the card from its slot.

10. If network remote control is to be used for the frame and the frame has not yet been set up for remote control, perform setup in accordance with Cobalt® reference guide "COMPASS™ Remote Control User Guide (PN 9000RCS-RM)".

Note: If installing a card in a frame already equipped for, and connected to DashBoard™, no network setup is required for the card. The card will be discovered by DashBoard™ and be ready for use.

Installing a Rear I/O Module

Note: This procedure is applicable **only if a Rear I/O Module is not currently installed** in the slot where the 9086 is to be installed.

If installing the 9086 in a 8310-C-BNC or 8310-BNC frame (which is pre-equipped with a 100-BNC rear I/O module installed across the entire backplane) or a slot already equipped with a suitable I/O module, omit this procedure.

The full assortment of 9086 Rear I/O Modules is shown and described in 9086 Rear I/O Modules (p. 2-4). Install a Rear I/O Module as follows:

1. On the frame, determine the slot in which the 9086 is to be installed.

2. In the mounting area corresponding to the slot location, install Rear I/O Module as shown in Figure 2-1.

Align and engage mounting tab on Rear I/O Module with the module seating slot on rear of frame chassis. ①

Hold top of Rear I/O Module flush against frame chassis and start the captive screw. Lightly tighten captive screw. ②

Note: Rear I/O Modules RM-9086-C and -H occupy two rear module slot mounting locations and use two captive screws. Rear I/O Module RM-9086-G occupies three rear module slot mounting locations and uses three captive screws.

Figure 2-1 Rear I/O Module Installation

9086 Rear I/O Modules

Table 2-1 shows and describes the full assortment of Rear I/O Modules specifically for use with the 9086.

Note: Rear I/O Modules equipped with 3-wire Phoenix connectors are supplied with removable screw terminal block adapters. For clarity, the adapters are omitted in the drawings below.

Table 2-1   9086 Rear I/O Modules
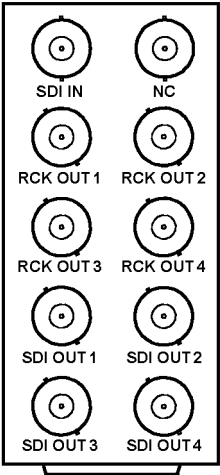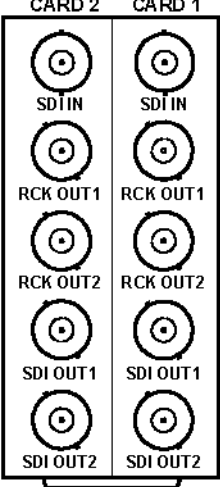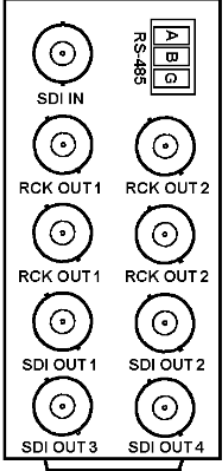
9086 Rear I/O Module	Description
RM-9086-A SDI IN NC RCK OUT 1 RCK OUT 2 RCK OUT 3 RCK OUT 4 SDI OUT 1 SDI OUT 2 SDI OUT 3 SDI OUT 4	Provides the following connections: • SDI coaxial input (**SDI IN**) • Four SDI reclocked input copies (**RCK OUT**) • Four buffered SDI coaxial outputs (**SDI OUT**)
RM20-9086-A/S CARD 2 CARD 1 SDI IN SDI IN RCK OUT1 RCK OUT1 RCK OUT2 RCK OUT2 SDI OUT1 SDI OUT1 SDI OUT2 SDI OUT2	Split Rear Module. Provides **each** of the following connections for two 9086 cards: • SDI coaxial input (**SDI IN**) • Two SDI reclocked input copies (**RCK OUT**) • Two SDI coaxial outputs (**SDI OUT**)

Table 2-1   9086 Rear I/O Modules — continued

9086 Rear I/O Module	Description
RM-9086-B	Provides the following connections: • SDI coaxial input (**SDI IN**) • Four SDI reclocked input copies (**RCK OUT**) • Four buffered SDI coaxial outputs (**SDI OUT**) • Four buffered SDI coaxial outputs (**SDI OUT**) **Note:** On card with +LTC option, this connector provides RS-485 LTC I/O as well as Dolby metadata port (selectable using card control).

Setting Up 9086 Network Remote Control

Perform remote control setup in accordance with Cobalt® reference guide "Remote Control User Guide (PN 9000RCS-RM)".

Note: • If network remote control is to be used for the frame and the frame has not yet been set up for remote control, Cobalt® reference guide **Remote Control User Guide (PN 9000RCS-RM)** provides thorough information and step-by-step instructions for setting up network remote control of COMPASS™ cards using DashBoard™. (Cobalt® OGCP-9000 and OGCP-9000/CC Remote Control Panel product manuals have complete instructions for setting up remote control using a Remote Control Panel.)

Download a copy of this guide by clicking on the **Support>Documents>Reference Guides** link at www.cobaltdigital.com and then select DashBoard Remote Control Setup Guide as a download, or contact Cobalt® as listed in Contact Cobalt Digital Inc. (p. 1-18).

• If installing a card in a frame already equipped for, and connected to DashBoard™, no network setup is required for the card. The card will be discovered by DashBoard™ and be ready for use.

Operating Instructions

Overview

This chapter contains the following information:

If you are already familiar with using DashBoard or a Cobalt Remote Control Panel to control Cobalt cards, please skip to 9086 Function Submenu List and Descriptions (p. 3-9).

- Control and Display Descriptions (p. 3-1)
- Accessing the 9086 Card via Remote Control (p. 3-5)
- Checking 9086 Card Information (p. 3-7)
- Ancillary Data Line Number Locations and Ranges (p. 3-8)
- 9086 Function Submenu List and Descriptions (p. 3-9)
- Troubleshooting (p. 3-33)

Control and Display Descriptions

This section describes the user interface controls, indicators, and displays for using the 9086 card. The 9086 functions can be accessed and controlled using any of the user interfaces described here.

The format in which the 9086 functional controls, indicators, and displays appear and are used varies depending on the user interface being used. Regardless of the user interface being used, access to the 9086 functions (and the controls, indicators, and displays related to a particular function) follows a general arrangement of Function Submenus under which related controls can be accessed (as described in Function Submenu/Parameter Submenu Overview below).

Note: DashBoard™ and the Remote Control Panel provide greatly simplified user interfaces as compared to using the card edge controls. For this reason, **it is strongly recommended** that DashBoard™ or a Remote Control Panel be used for all card applications other than the most basic cases. Card edge control codes are not included in this manual. If card-edge control is to be used, obtain a copy of "Manual Supplement – Card-Edge Control Reference Master List and Instructions for Using Compass® Card-edge (Local) Control Codes" (989CEC-MS.pdf) at **www.cobaltdigital.com>Support>Documents>Reference Guides**.

Note: When a setting is changed, settings displayed on DashBoard™ (or a Remote Control Panel) are the settings as effected by the 9086 card itself and reported back to the remote control; the value displayed at any time is the actual value as set on the card.

Function Submenu/Parameter Submenu Overview

The functions and related parameters available on the 9086 card are organized into function **submenus**, which consist of parameter groups as shown below.

Figure 3-1 shows how the 9086 card and its submenus are organized, and also provides an overview of how navigation is performed between cards, function submenus, and parameters.
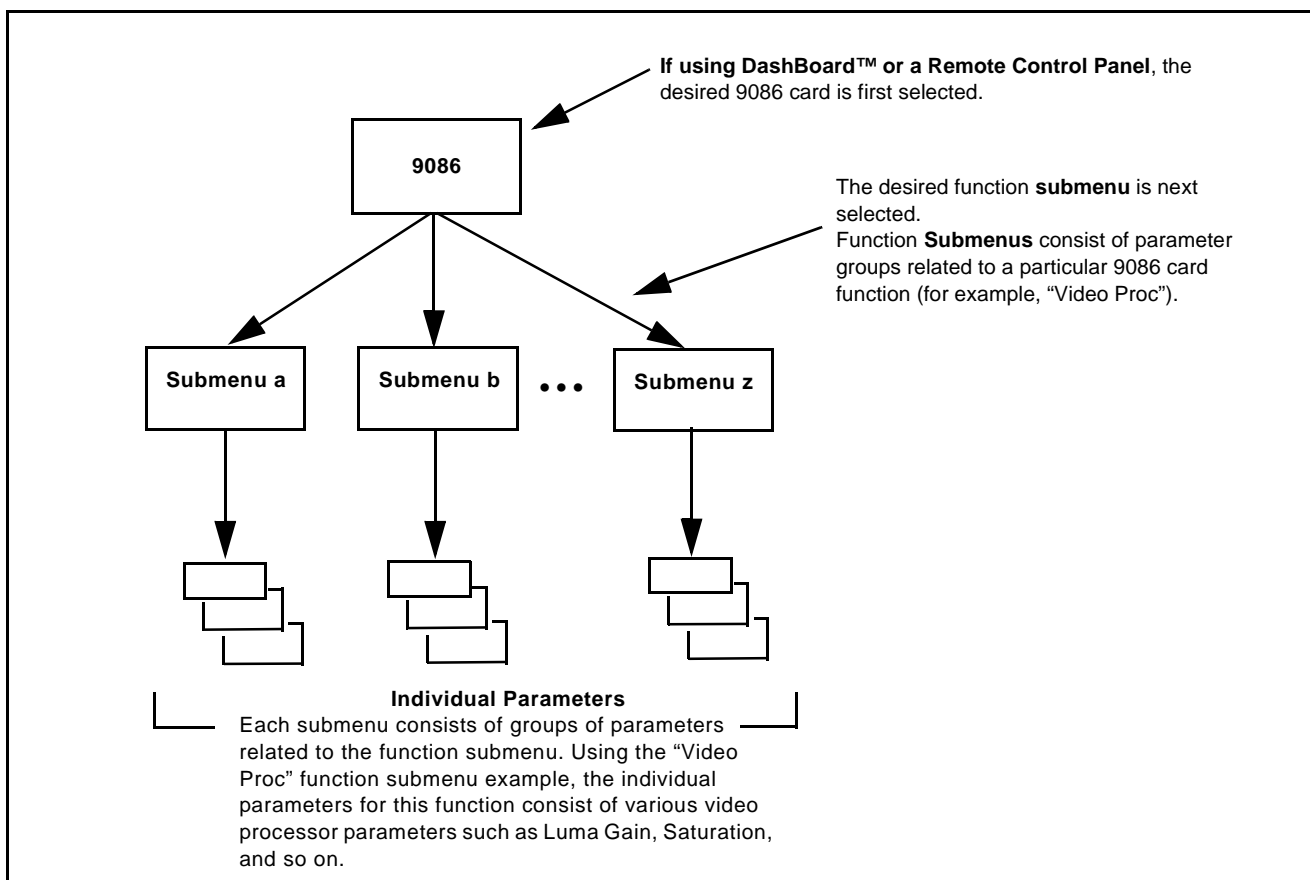
Figure 3-1 Function Submenu/Parameter Submenu Overview

DashBoard™ User Interface

(See Figure 3-2.) The 9086 function submenus are organized in DashBoard™ using tabs. When a tab is selected, each parametric control or selection list item associated with the function is displayed. Scalar (numeric) parametric values can then be adjusted as desired using the GUI slider controls. Items in a list can then be selected using GUI drop-down lists. (In this manner, the setting effected using controls and selection lists displayed in DashBoard™ are comparable to the submenu items accessed and committed using the 9086 card edge controls.)
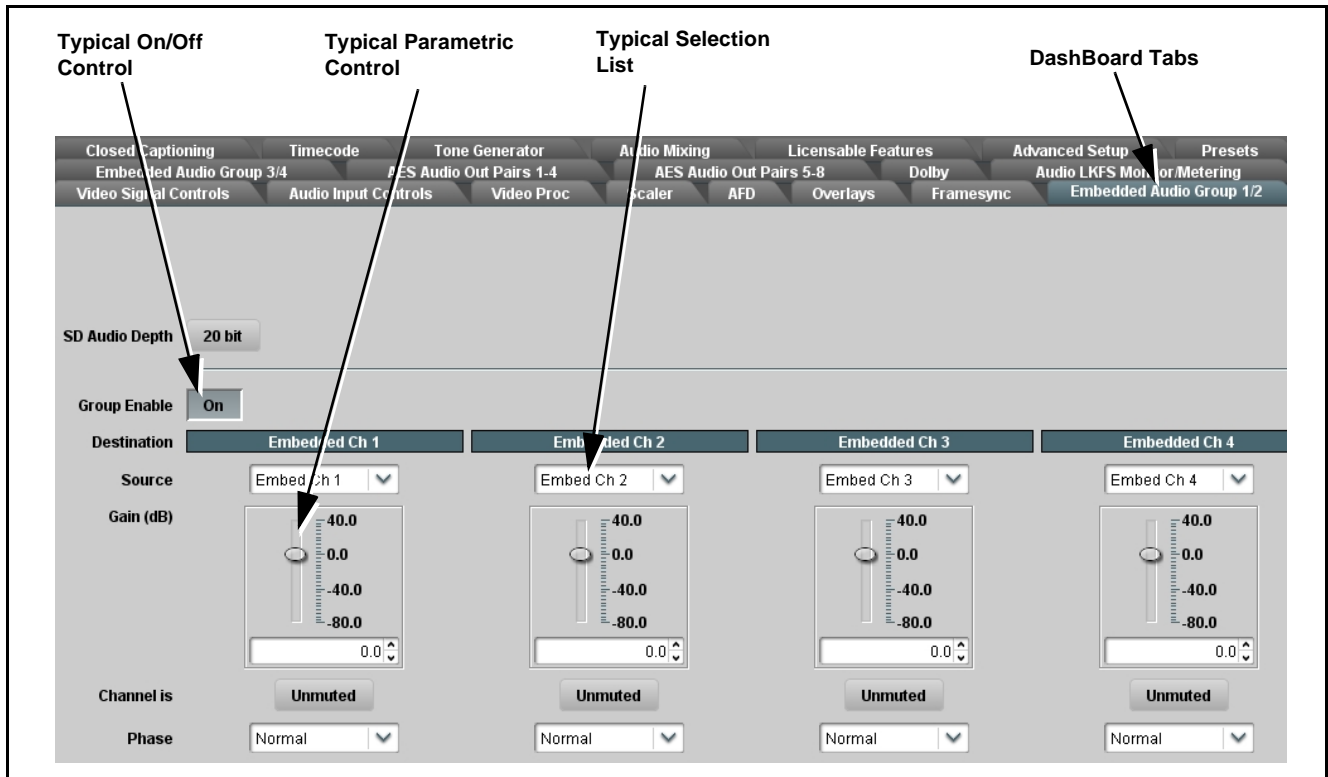
Figure 3-2 Typical DashBoard Tabs and Controls

Cobalt® Remote Control Panel User Interfaces

(See Figure 3-3.) Similar to the function submenu tabs using DashBoard™, the OGCP-9000 (and OGCP-9000/CC) Remote Control Panels have a Select Submenu key that is used to display a list of function submenus. From this list, a control knob on the Control Panel is used to select a function from the list of displayed function submenu items.

When the desired function submenu is selected, each parametric control or selection list item associated with the function is displayed. Scalar (numeric) parametric values can then be adjusted as desired using the control knobs, which act like a potentiometer. Items in a list can then be selected using the control knobs which correspondingly act like a rotary switch.

Figure 3-3 shows accessing a function submenu and its parameters (in this example, "Embedded Audio Output Group 1/2") using the Control Panel.

Note: Refer to "OGCP-9000 Remote Control Panel User Manual" (PN OGCP-9000-OM) or "OGCP-9000/CC Remote Control Panel User Manual" (PN OGCP-9000/CC-OM) for complete instructions on using the Control Panels.

Embedded Audio Group 1/2 function (among others) is accessed using the Control Panel **Select Submenu** key. Embedded Audio Group 1/2 function is selected from the list of functions (submenu items) using any knob

When the Embedded Audio Group 1/2 function submenu is selected, its related parameters are now displayed.

In this example, Gain for Embedded Channel 1 is adjusted using the corresponding **Gain** control knob.

Figure 3-3   Control Panel Setup of Example Audio Control Function Setup

Accessing the 9086 Card via Remote Control

Access the 9086 card using DashBoard™ or Cobalt® Remote Control Panel as described below.

Accessing the 9086 Card Using DashBoard™

1. On the computer connected to the frame LAN, open DashBoard™.

2. As shown below, in the left side Basic View Tree locate the Network Controller Card associated with the frame containing the 9086 card to be accessed (in this example, "MFC-8320-N SN: 00108053").
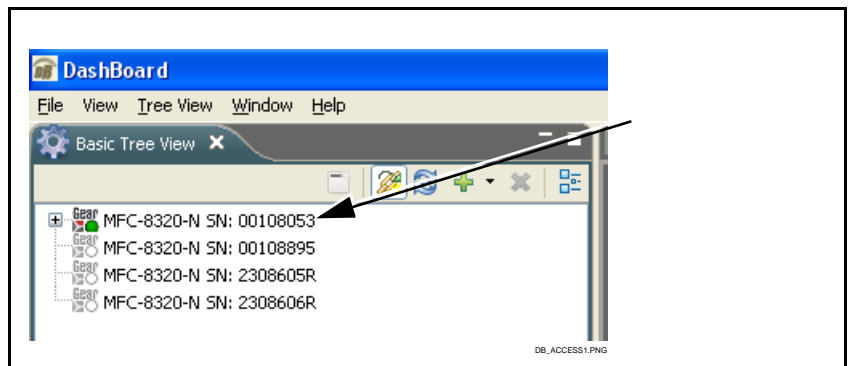
3. As shown below, expand the tree to access the cards within the frame. Click on the card to be accessed (in this example, "Slot 7: CDI-9086").
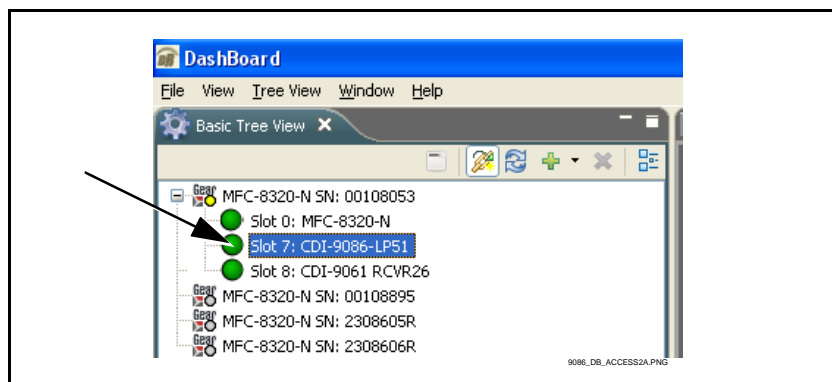
As shown on the next page, when the card is accessed in DashBoard™ its function submenu screen showing tabs for each function is displayed. (The particular submenu screen displayed is the previously displayed screen from the last time the card was accessed by DashBoard™).

9086_DB_ACCESS3A3.PNG
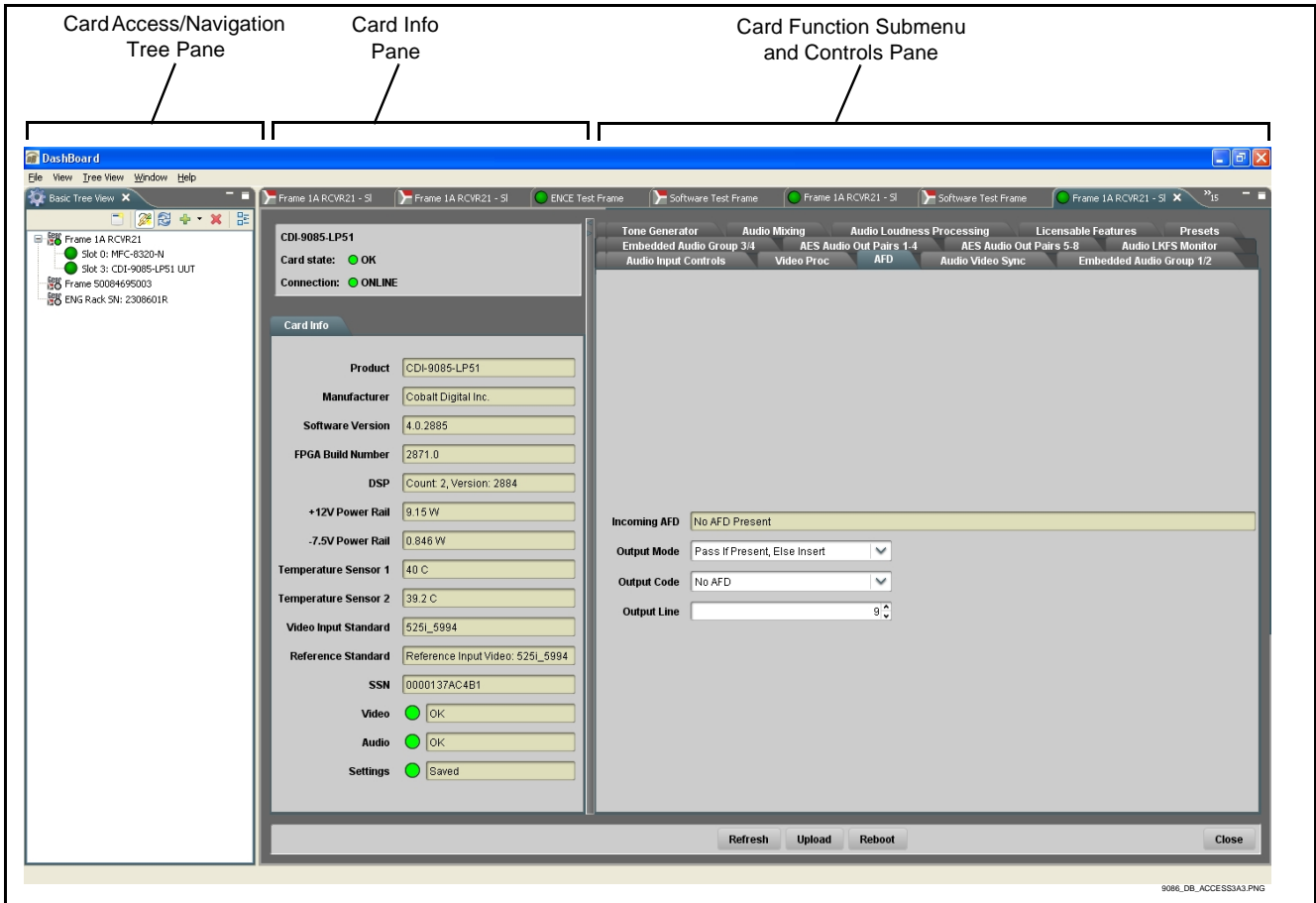
Accessing the 9086 Card Using a Cobalt® Remote Control Panel

Press the **Select Device** key and select a card as shown in the example below.

9086_3366_3392.JPG

This display shows the list order number of the device that is ready for selection

This display shows the devices assigned to the Control Panel.

• Rotate any knob to select from the list of devices. The device selected using a knob is displayed with a reversed background (in this example, "1 9086 - Post 1A Loudness Processing").

• Directly enter a device by entering its list number using the numeric keypad, and then pressing **Enter** or pressing in any knob).

Checking 9086 Card Information

The operating status and software version the card can be checked using DashBoard™ or the card edge control user interface. Figure 3-4 shows and describes the 9086 card information screen using DashBoard™ and accessing card information using the card edge control user interface.

Note: Proper operating status in DashBoard™ is denoted by green icons for the status indicators shown in Figure 3-4. Yellow or red icons respectively indicate an alert or failure condition. Refer to Troubleshooting (p. 3-33) for corrective action.

The **Tree View** shows the cards seen by DashBoard™. In this example, Frame 1A RCVR 21 is hosting a 9086 card in slot 3.

Software Version Number
Refer to this number to check that documentation (such as this manual) matches the card's Software Version Number. Use this number also when communicating to Cobalt® regarding this card.

Power Consumption and Temperature Displays
This display shows the power consumed by the 9086 for both the +12V and -7.5V rails, as well as key device temperatures.

Status Displays
These displays show the status the signal being received by the 9086. Green Settings icon shows that any changes made on DashBoard™ are sucessfully saved on the card's memory.

Figure 3-4 9086 Card Info Utility

Ancillary Data Line Number Locations and Ranges

Table 3-1 lists typical default output video VANC line number locations for various ancillary data items that may be passed or handled by the card.

Table 3-1   Typical Ancillary Data Line Number Locations/Ranges

	Default Line No. / Range	
Item	**SD**	**HD**
AFD	12 (Note 2)	9 (Note 2)
ATC_VITC	13 (Note 2)	9/8 (Note 2)
Dolby® Metadata	13 (Note 2)	13 (Note 2)
SDI VITC Waveform	14/16 (Note 2)	—
Closed Captioning	21 (locked)	10 (Note 2)

Notes:

1. The card does not check for conflicts on a given line number. Make certain the selected line is available and carrying no other data.

2. While range indicated by drop-down list on GUI may allow a particular range of choices, the actual range is automatically clamped (limited) to certain ranges to prevent inadvertent conflict with active picture area depending on video format. Limiting ranges for various output formats are as follows:

Format	Line No. Limiting	Format	Line No. Limiting	Format	Line No. Limiting
525i	12-19	720p	9-25	1080p	9-41
625i	9-22	1080i	9-20		

Because line number allocation is not standardized for all ancillary items, consideration should be given to all items when performing set-ups. Figure 3-5 shows an example of improper and corrected VANC allocation within an HD-SDI stream.
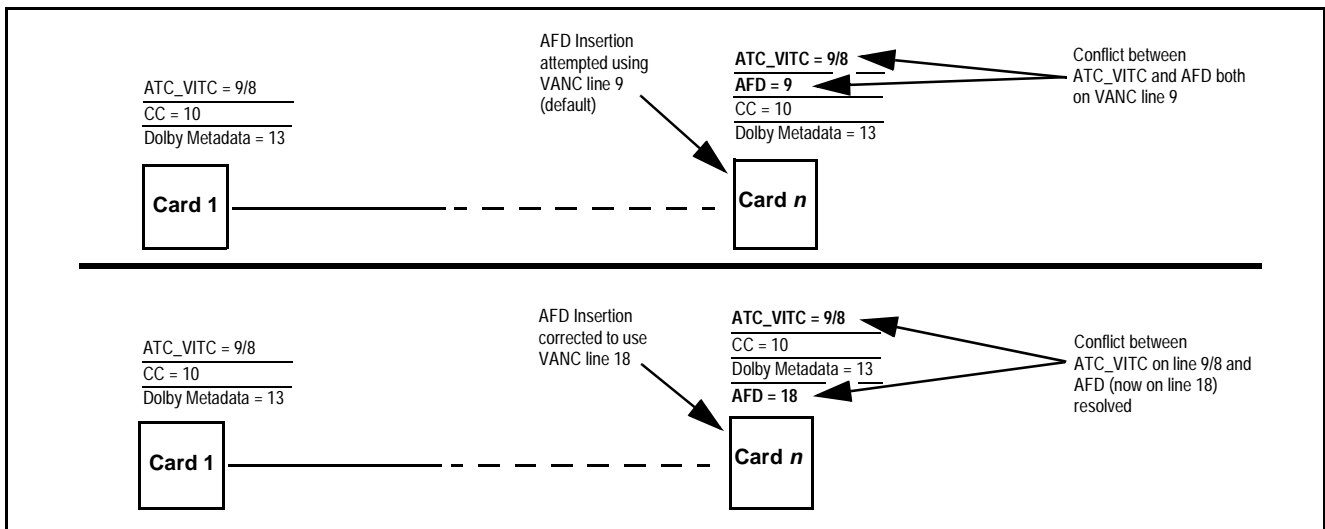
Figure 3-5 Example VANC Line Number Allocation Example

9086 Function Submenu List and Descriptions

Table 3-2 individually lists and describes each 9086 function submenu ("tab") and its related list selections, controls, and parameters. Where helpful, examples showing usage of a function are also provided. Table 3-2 is primarily based upon using DashBoard™ to access each function and its corresponding submenus and parameters.

Note: All numeric (scalar) parameters displayed on DashBoard™ can be changed using the slider controls, ⬍ arrows, or by numeric keypad entry in the corresponding numeric field. (When using numeric keypad entry, add a return after the entry to commit the entry.)
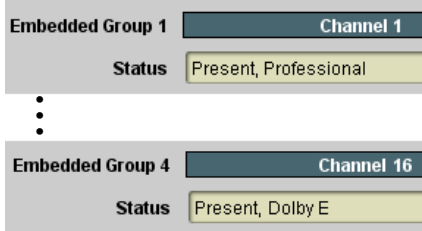
On DashBoard™ itself and in Table 3-2, the function submenu items are organized using tabs as shown below.

The table below provides a quick-reference to the page numbers where each function submenu item can be found.

Function Submenu Item	Page	Function Submenu Item	Page
Audio Input Controls	3-10	Timecode	3-24
Video Proc	3-11	Tone Generator	3-27
AFD	3-12	Audio Mixing	3-27
Audio/Video Sync (Framesync Tab)	3-13	Audio Loudness Processing	3-29
Embedded Audio Group 1/2	3-17	Licensable Features	3-30
Embedded Audio Group 3/4	3-20	Presets	3-30
Audio LKFS Monitor	3-22		

Table 3-2   9086 Function Submenu List

Audio Input Controls	Displays signal status for the 16 embedded audio channels. Also provides global unity routing/parameter control resets.

• **Status Displays**
 	
Embedded Group 1 — Channel 1
Status: Present, Professional
 	
Embedded Group 4 — Channel 16
Status: Present, Dolby E
	Individual signal status displays embedded audio channels 1-16 as follows:
	
	• **Not Present:** Indicates embedded channel does not contain recognized audio PCM data.
	
	  Note: Channel displaying Not Present may still carry usable audio data with **Unlocked** being displayed due to invalid headers.
	
	• **Present, Professional:** Indicates embedded channel contains recognized PCM data.
	
	• **Present, Dolby E:** Indicates embedded channel contains Dolby® E encoded data.
	
	• **Present, Dolby Digital:** Indicates embedded channel contains Dolby® Digital encoded data.
	
	  Note: Dolby status displays shown to the left only occur for valid Dolby® signals meeting SMPTE 337M standard.
	
	  This card does not perform Dolby® processing on the signal. Although the card controls will appear to be usable for this signal tag, the signal is passed with 1-to-1 routing and all related gain and polarity controls set to unity.

• **Embedded Unity Channel Selection** Embedded Unity Channel Selection: Embedded Embedded	Selects unity reset of Embedded Audio Group 1/2 and 3/4 controls and re-establishes default 1-to-1 routing as follows: • **Embedded:** Routes Embedded Ch 1 thru Ch 16 as sources to destination channels Embedded Ch 1 thru Embedded Ch 16.
• **Apply Audio Channel Selection** Apply Audio Unity Settings [Confirm]	Applies embedded unity channel selection (as set in the above drop-down lists). To apply the selections, click the **Confirm** button. When Confirm is clicked, a **Confirm?** pop-up appears, requesting confirmation. • Click **Yes** to proceed with the unity reset. • Click **No** to reject unity reset. For any selection following confirm, the destination channel controls are default reset as follows: • Gain is to unity • Phase control is set to Normal • Channel is set to Unmuted

Table 3-2   9086 Function Submenu List — continued
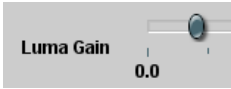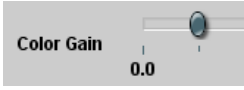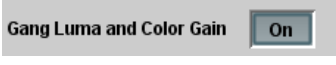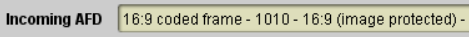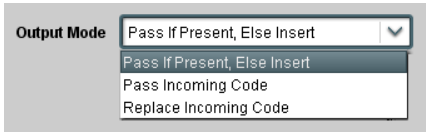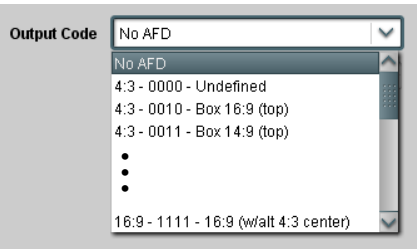
Video Proc	Provides the following Video Proc parametric controls.
• **Video Proc** Video Proc [On]	**Video Proc (On/Off)** provides master on/off control of all Video Proc functions. • When set to **Off**, Video Proc is bypassed. • When set to **On**, currently displayed parameter settings take effect.
• **Reset to Unity** Reset to Unity [Confirm]	**Reset to Unity** provides unity reset control of all Video Proc functions. When Confirm is clicked, a **Confirm?** pop-up appears, requesting confirmation. • Click **Yes** to proceed with the unity reset. • Click **No** to reject unity reset.
• **Luma Gain** Luma Gain 0.0	Adjusts gain percentage applied to Luma (Y channel). (0% to 200% range in 0.1% steps; unity = 100%)
• **Luma Lift** Luma Lift -100.0	Adjusts lift applied to Luma (Y-channel). (-100% to 100% range in 0.1% steps; null = 0.0%)
• **Color Gain** Color Gain 0.0	Adjusts gain percentage (saturation) applied to Chroma (C-channel). (0% to 200% range in 0.1% steps; unity = 100%)
• **Color Phase** Color Phase -360.0	Adjusts phase angle applied to Chroma. (-360° to 360° range in 0.1° steps; null = 0°)
• **Gang Luma and Color Gain** Gang Luma and Color Gain [On]	When set to **On**, changing either the **Luma Gain** or **Color Gain** controls increases or decreases both the Luma and Chroma levels by equal amounts.

Table 3-2   9086 Function Submenu List — continued

AFD	Allows assignment of AFD (Active Format Description) codes to the SDI output video.

Note: This function only marks the SDI output with an AFD code. Actual AFD processing must be performed by a downstream card or system that recognizes an AFD code assigned here.

• **Incoming AFD** Incoming AFD [16:9 coded frame - 1010 - 16:9 (image protected) -]	Displays incoming AFD setting as follows: • If AFD code is present, one of the 11, four-bit AFD codes is displayed (as shown in the example to the left). Also displayed is the VANC line number of the incoming AFD code. • If no AFD setting is present in the video signal, **No AFD Present** is displayed.
• **Output Mode** Output Mode [Pass If Present, Else Insert ▼] Pass If Present, Else Insert Pass Incoming Code Replace Incoming Code	Drop-down selection determines action to take in presence or absence of existing AFD code on input video.

• **Output Code**

Output Code [No AFD ▼]
No AFD
4:3 - 0000 - Undefined
4:3 - 0010 - Box 16:9 (top)
4:3 - 0011 - Box 14:9 (top)
 •
 •
 •
16:9 - 1111 - 16:9 (w/alt 4:3 center)

Drop-down list assigns desired AFD to output SDI.

4:3 Coded Frame

AFD Code[1]	Description	AFD Code[1]	Description
–	No code present	1001	Full frame
0000	Undefined	1010	16:9 (center)
0010	Box 16:9 (top)	1011	14:9 (center)
0011	Box 14:9 (top)	1101	4:3 (with alternate 14:9 center)
0100	Box > 16:9 (center)	1110	16:9 (with alternate 14:9 center)[2]
1000	Full frame	1111	16:9 (with alternate 4:3 center)[2]

16:9 Coded Frame

AFD Code[1]	Description	AFD Code[1]	Description
–	No code present	1001	4:3 (center)
0000	Undefined	1010	16:9 (image protected)[2]
0010	Full frame	1011	14:9 (center)
0011	4:3 (center)	1101	4:3 (with alternate 14:9 center)
0100	Box > 16:9 (center)	1110	16:9 (with alternate 14:9 center)[2]
1000	Full frame	1111	16:9 (with alternate 4:3 center)[2]

1: AFD codes numbering and definitions conform to SMPTE 2016-1-2007.

2: Image Protected implies picture content that must not be cropped by conversion processes or display devices. Alternate center formats may have protected center areas, with areas outside of the protected area not containing mandatory content.

• **Output Line** Output Line [9 ▲▼]	Allows selecting the line location of the AFD data within the video signal Ancillary Data space. (Range is 9 thru 41.) **Note:** • Although the output line drop-down will allow any choice within the 9 thru 41 range, the actual range is automatically clamped (limited) to certain ranges to prevent inadvertent conflict with active picture area depending on video format. See Ancillary Data Line Number Locations and Ranges (p. 3-8) for more information. • The card does not check for conflicts on a given line number. Make certain the selected line is available and carrying no other data.

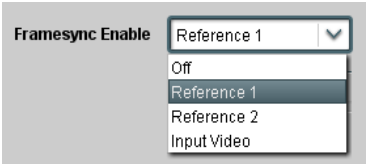*Table 3-2   9086 Function Submenu List — continued*
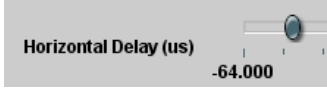
Framesync	Provides video offset and audio re-sync tools.

Note: The 9086 framesync function is mainly intended to provide audio/video resyncing (loudness processing induces an 8 msec delay which can be nulled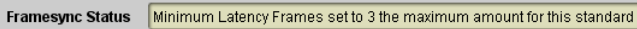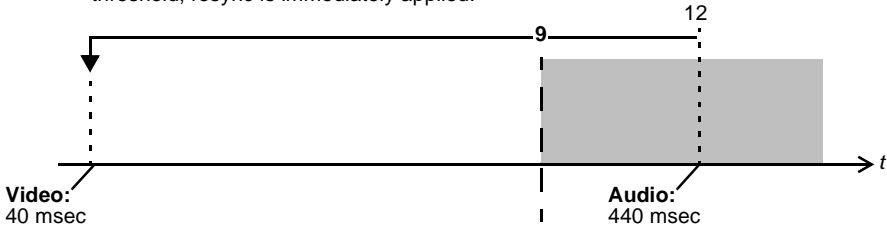 by advancing the audio 8 msec using the **Audio Offset from Video** control described below). When loudness processing is enabled, the glitch-free audio resyncing provided by the audio SRC is **not** available. To ensure glitch-free audio resyncing, it is recommended that the incoming video be locked to reference upstream of this card, and to have the framesync on this card set to the corresponding external reference (Reference 1 or Reference 2).

In this manner, the audio SRC is never called upon by the card processing, while setting this card to also use the external reference allows the framesync function to provide full Freeze to Last Frame or Freeze to Color protection upon loss of input. If this protection is required **without** the incoming video being upstream frame synced and with framesync enable set to an external reference on this card, hard audio resets (and the resulting audio "hits") **must** be expected.

• **Framesync Enable** Framesync Enable [Reference 1 ▼] Off Reference 1 Reference 2 Input Video	Disables the Frame Sync function, or selects from choices below. • **Off:** Disables Frame Sync function; output video timing matches the input video timing. • **Reference 1:** Allows Frame Sync function to use external Reference 1 as the reference standard. • **Reference 2:** Allows Frame Sync function to use external Reference 2 as the reference standard. **Note:** If Reference 1 or Reference 2 is selected and an appropriate external reference is not received, the Frame Sync ● Reference Invalid indication appears in the Card Info status portion of DashBoard™, indicating invalid frame sync reference error. (Additionally, the card edge ERR indicator illuminates indicating the same.) External reference signals Reference 1 and Reference 2 are distributed to the card and other cards via a frame bus. • **Input Video:** Uses the input video signal as the reference standard. **Note:** If **Input Video** is used for framesync, any timing instability on the input video will result in corresponding instability on the output video.
• **Vertical Delay Control** Vertical Delay (Lines) -1124	When Framesync is enabled, sets vertical delay (in number of lines of **output video/timing**) between the output video and the frame sync reference. (Range is -1124 thru 1124 lines.) **Note:** Lines refer to lines in the output video format, and not to the reference format.
• **Horizontal Delay Control** Horizontal Delay (us) -64.000	When Framesync is enabled, sets (in µsec of **output video timing**) horizontal delay between the output video and the frame sync reference. (Range is -64.000 thru 64.000 µsec) **Note:** When an external framesync reference is used, the card will not produce a framesync reset until the variance between framesync reference and output video exceeds ± 2 clock periods. Therefore, a framesync reset will not result if offsets within this window are applied. To apply an offset/framesync reset within this window, first apply a relatively large offset, then apply the target smaller offset. **Example:** To apply a 1-period offset, first apply a 10-period positive offset and then apply a 9-period negative offset. This results in the target 1-period offset being applied to the output video.

Table 3-2   9086 Function Submenu List — continued

Framesync	**(continued)**
• **Minimum Latency Control** Minimum Latency (Frames) 0	When Framesync is enabled, specifies the smallest amount of latency allowed by the frame sync (latency measurement in output video frames). The frame sync will not output a frame unless the specified number of frames are captured in the buffer. **The operational latency of the frame sync is always between the specified minimum latency and minimum latency plus one frame (not one field).** (Maximum range is 0 to 32.) **Note:** Due to card memory limits, the maximum available Minimum Latency Frames is related to the output video format. For example, with a 1080i59.94 output, the maximum allowed setting is 5. For a 1080i film (23.98) output, the maximum allowed setting is 3. Conversely, greater maximum settings are allowed for SD formats such as 525i59.94, where the practical maximum limit is 13. When using this control, be sure to check the **Framesync Status** display as follows: Framesync Status On • Latency frames selection within limits. Framesync Status Minimum Latency Frames set to 3 the maximum amount for this standard • Latency frames selection exceeds limits.
• **Audio Hard Resync Threshold Control** Audio Hard Resync Threshold (Frames) 1.5	Sets threshold at which hard resync is applied if audio-video offset exceeds threshold (see below). Hard resync provides fastest snyc-up suitable for off-air manipulation. Conversely, a threshold setting high enough to accommodate normal on-air offsets allows on-air resync that is glitch-free. (Range is 1.5 to 13.0 frames in 0.1 frame increments)

With offset **greater than** selected hard resync threshold, resync is immediately applied.

Video:
40 msec

Audio:
440 msec

In this example, initial offset of 400 msec (appr. 12 frames) is **above** 9 frame threshold and results in immediate hard resync.

Note: In normal operation with Loudness Processing enabled, audio resync, if necessary, is always applied as a hard resync. Input SRC is disabled when loudness processing is running.
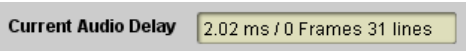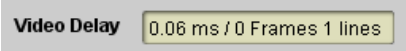
Table 3-2   9086 Function Submenu List — continued

Framesync	(continued)
• **Audio Offset Control** Audio Offset from Video (ms) -575.0	Adds or reduces (offsets) audio delay from the matching video delay (audio delay offset setting adds or removes delay in addition to any delay included by other actions). This control is useful for correcting lip sync problems when video and audio paths in the chain experience differing overall delays. (-575.0 msec to 575.0 msec range; null = 0.0 msec) **Note:** Delay offset values of less than approximately 1 frame are progressively applied by the card to provide a seamless, glitch-free retiming. However, delay offset values exceeding 1-1/2 frames may result in a slight audio discontinuity at the moment when the offset is applied using this control if the **Audio Hard Resync Threshold** control is not at a setting greater than the delay offset. To prevent this condition during an on-air manipulation, it is recommended that the **Audio Hard Resync Threshold** control be set high enough such that expected delay offsets exceeding 1-1/2 frames are progressively applied. **Note:** If using Audio Offset control to perform off-air corrections, it is recommended to temporarily set the **Audio Hard Resync Threshold** control to its **minimum** setting, thereby allowing the offset to be assessed and corrected as fast as possible.
• **Current Audio Delay Display** Current Audio Delay 2.02 ms / 0 Frames 31 lines	Displays the current input-to-output audio delay (in msec units) as well as in terms of Frames/fractional frame (in number of lines).
• **Video Delay Display** Video Delay 0.06 ms / 0 Frames 1 lines	Displays the current input-to-output video delay (in msec units) as well as in terms of Frames/fractional frame (in number of lines).
• **Framesync Status Display** Framesync Status On	Displays the current framesync status as follows: Framesync Status On • Framesync status OK. Framesync Status Off • Framesync Enable set to **Off**. Framesync Status Off no valid reference detected • Improper or missing framesync reference. Framesync Status Minimum Latency Frames set to 3 the maximum amount for this standard • Latency frames selection exceeds limits. **Note:** See **Minimum Latency Frames Control** (p. 3-14) for more information about this message.

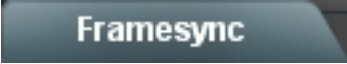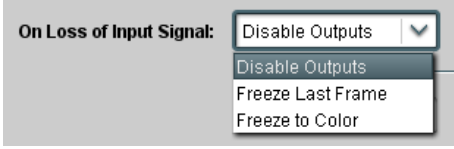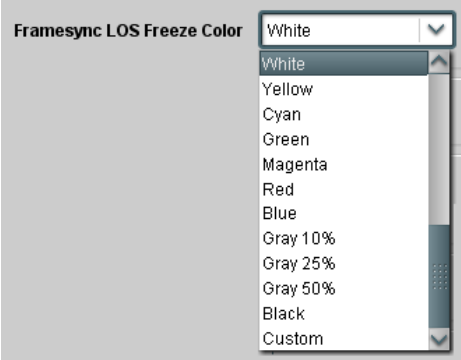***Table 3-2   9086 Function Submenu List — continued***
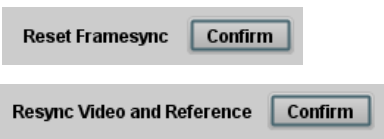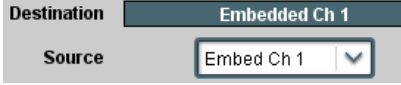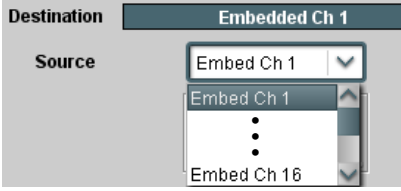
Framesync	**(continued)**
• **Loss of Input Signal Selection** On Loss of Input Signal: Disable Outputs Disable Outputs Freeze Last Frame Freeze to Color	In the event of input video Loss of Signal (LOS), determines action to be taken as follows: • **Disable Outputs:** Disable all outputs. • **Freeze Last Frame:** Freeze image to last good frame (last frame having valid SAV and EAV codes). • **Freeze to Color:** Freeze image to a color raster (as selected using Framesync LOS Freeze Color control). **Note:** Freeze Last Frame and Freeze to Color choices are functional only when frame sync is set to lock to valid reference.
• **Framesync LOS Freeze Color** Framesync LOS Freeze Color White White Yellow Cyan Green Magenta Red Blue Gray 10% Gray 25% Gray 50% Black Custom	In the event of LOS with **Freeze to Color** enabled above, sets the image raster color from choices shown to the left.
• **Custom Color Hue** Custom Color Hue -360.0	Adjusts raster hue (phase angle) for custom LOS color. (-360° to 360° range in 0.1° steps; null = 0°)
• **Custom Color Saturation** Custom Color Saturation 0.0	Adjusts raster saturation level for custom LOS color. (0% to 100% range in 0.1% steps)
• **Custom Color Y Level** Custom Color Y Level 64	Adjusts raster luma level for custom LOS color. (64 to 940 range)
• **Reset/Resync Framesync** Reset Framesync Confirm Resync Video and Reference Confirm	**Reset Framesync** resets the frame sync, clearing any buffered audio and video. **Resync Video and Reference** resets the input processing paths for video and reference. When Confirm is clicked, a **Confirm?** pop-up appears, requesting confirmation. • Click **Yes** to reset the frame sync. • Click **No** to reject reset. **Note:** These controls are not normally used or required when the card is receiving a stable, continuous frame sync reference.

Table 3-2   9086 Function Submenu List — continued

Embedded Audio Group 1/2

Selects the audio source for each embedded audio channel 1 thru 8 (Embedded Audio Groups 1 and 2). Also provides Gain, Phase Invert, and Muting controls for each channel.

SD Audio Depth	20 bit			
Group Enable	**On**			
Destination	Embedded Ch 1	Embedded Ch 2	Embedded Ch 3	Embedded Ch 4
Source	Embed Ch 12	Embed Ch 14	Embed Ch 10	Embed Ch 3
Gain (dB)	40.0 / 0.0 / -40.0 / -80.0	40.0 / 0.0 / -40.0 / -80.0	40.0 / 0.0 / -40.0 / -80.0	40.0 / 0.0 / -40.0 / -80.0
	-20.0	-20.0	-10.0	-10.0
Channel is	Unmuted	Unmuted	Unmuted	Unmuted
Phase	Normal	Normal	Normal	Normal

Group Enable	**On**			
Destination	Embedded Ch 5	Embedded Ch 6	Embedded Ch 7	Embedded Ch 8
Source	Embed Ch 5	Tone 1	Down Mix Left	Down Mix Right
Gain (dB)	40.0 / 0.0 / -40.0 / -80.0	40.0 / 0.0 / -40.0 / -80.0	40.0 / 0.0 / -40.0 / -80.0	40.0 / 0.0 / -40.0 / -80.0
	10.0	-15.0	-15.0	-15.0
Channel is	Unmuted	Unmuted	Unmuted	Unmuted
Phase	Normal	Normal	Invert	Normal

The example above shows various Source selections and individual audio control settings for audio sources fed to the Destination channels **Embedded Ch 1** thru **Embedded Ch 8** in Embedded Audio Groups 1 and 2, with the resulting setup (right).

The source-to-destination correlation shown here is only an example; **any** of the sources on the left can connect to **any** of the destinations on the right, or to Embedded Audio Groups 3 and 4 (not shown here). Additional sources not shown here are also available. These are described on the following pages.

The controls shown here are described in detail on the following pages.

Embedded Channels 1 – 16

Embed Ch 12 → −20 dB → CH1
Embed Ch 14 → −20 dB → CH2
Embed Ch 10 → −10 dB → CH3
Embed Ch 3 → −10 dB → CH4
Embed Ch 5 → 10 dB → CH5
TG1 → −15 dB → CH6
Downmix L → −15 dB → CH7
Downmix R → −15 dB → CH8

Embedded Audio Group 1
Embedded Audio Group 2

Table 3-2   9086 Function Submenu List — continued

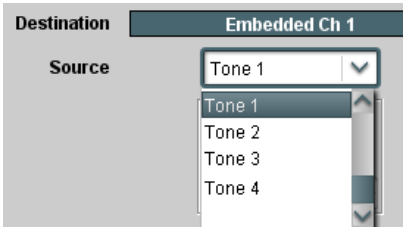| **Embedded Audio Group 1/2**	**(continued)**
• **SD Audio Depth** SD Audio Depth [20 bit] SD Audio Depth [24 bit]	Allows option of using 24-bit audio data structure per SMPTE 272M, §3.10 (default is 20-bit per SMPTE 272M, §3.5). **Note:** • If 24-bit depth is desired, make certain downstream equipment is compatible with 24-bit SD audio data. • Depth control setting applied here affects both Embedded Audio Group 1/2 and 3/4.

• **Group Enable**
 	
Group Enable [On]
	When enabled (**On**), enables the embedding of the corresponding embedded audio group (Embedded Audio Group 1 or Embedded Audio Group 2).
	  • Embedded Audio Group 1 consists of embedded channels 1 thru 4.
	  • Embedded Audio Group 2 consists of embedded channels 5 thru 8.
	
	Two Group Enable buttons correspondingly enable or disable Embedded Audio Group 1 and Embedded Audio Group 2.
	
	Disabling a group removes the entire group of embedded audio channels while preserving the settings of the channels belonging to the group.

Note: • **Embedded Ch 2** thru **Embedded Ch 8** have controls identical to the **Source**, **Gain**, **Mute**, and **Phase** controls described here for **Embedded Ch 1**. Therefore, only the **Embedded Ch 1** controls are shown here. • For each channel, its source and destination should be considered and appropriately set. Unused destination channels should be set to the **Silence** selection.	
• **Embedded Channel Source** Destination [Embedded Ch 1] Source [Embed Ch 1 ▼]	Using the **Source** drop-down list, selects the audio input source to be embedded in the corresponding embedded channel from the choices described below.
• **Embedded Ch 1 thru Ch 16 as Source** Destination [Embedded Ch 1] Source [Embed Ch 1 ▼] [Embed Ch 1 • • • Embed Ch 16]	**Embed Ch 1** thru **Embed Ch 16** range in Source drop-down list enables an embedded channel (Ch 1 thru Ch 16) to be the source for the selected destination Embedded Audio Group channel. (In this example, Embed Ch 1 (embedded Ch 1) is the source for destination Embedded Ch 1)
• **Down Mix Left or Right as Source** Destination [Embedded Ch 1] Source [Down Mix Left ▼] [Down Mix Left Down Mix Right]	**Down Mix Left** and **Down Mix Right** selections in Source drop-down list allow either downmixer left or right channel to be the source for the selected destination Embedded Audio Group channel. (In this example, the Down Mix Left channel is the source for destination Embedded Ch 1) **Note:** Down Mix Left and Down Mix Right channels are a stereo pair derived from the L, C, R, Ls, and Rs channel inputs selected using the Audio Mixing function. The stereo pair consists of basic L/R PCM signals with no additional encoded information. Refer to **Audio Mixing** function description on page 3-27 for more information.

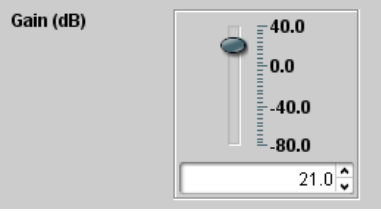*Table 3-2   9086 Function Submenu List — continued*
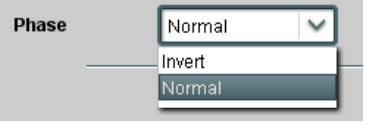
Embedded Audio Group 1/2	(continued)
• Mono Mix as Source Destination — Embedded Ch 1 Source — Mono	**Mono** selection in Source drop-down list allows mono mix content to be the source for the selected destination Embedded Audio Group channel. (In this example, the mono content is the source for destination Embedded Ch 1) **Note:** Mono mix content is set up using Mono Mixer Selection in the **Audio Mixing** function). Refer to **Audio Mixing** function description on page 3-27 for more information.
• Tone Generator 1 thru 4 as Source Destination — Embedded Ch 1 Source — Tone 1 Tone 1 / Tone 2 / Tone 3 / Tone 4	**Tone Generator 1** thru **Tone Generator 4** range in Source drop-down list enables one of four tone generators (Tone 1 thru Tone 4) to be the source for the selected destination Embedded Audio Group channel. (In this example, Tone 1 (tone generator 1) is the source for destination Embedded Ch 1) **Note:** Tone generator frequencies can be independently set for the four tone generator sources. Refer to **Tone Generator** function description on page 3-27 for more information.
• Silence (Mute) as Source Destination — Embedded Ch 1 Source — Silence Silence	**Silence** selection in Source drop-down list mutes the selected destination Embedded Audio Group channel. **Use this setting for unused destination channels.** (In this example, silence (muting) is applied to Embedded Ch 1)
• Gain (dB) Control Gain (dB) 40.0 / 0.0 / -40.0 / -80.0 21.0	Adjusts and displays relative gain (in dB) applied to the corresponding destination Embedded Audio Group channel. (-80 to +40 dB range in 0.1 dB steps; unity = 0.0 dB)
• Mute Control Channel is Unmuted Channel is Muted	Allows pushbutton On/Off channel muting while saving all other settings.
• Phase Control Phase Normal Invert Normal	Selects between **Normal** and **Invert** phase (relative to source original phase) for the destination Embedded Audio Group channel.

Table 3-2   9086 Function Submenu List — continued

Embedded Audio Group 3/4 — Selects the audio source for each embedded audio channel 9 thru 16 (Embedded Audio Groups 3 and 4). Also provides Gain, Phase Invert, and Muting controls for each channel.

The example above shows various Source selections and individual audio control settings for various audio sources fed to the Destination channels **Embedded Ch 9** thru **Embedded Ch 16** in Embedded Audio Groups 3 and 4, with the resulting setup (right).
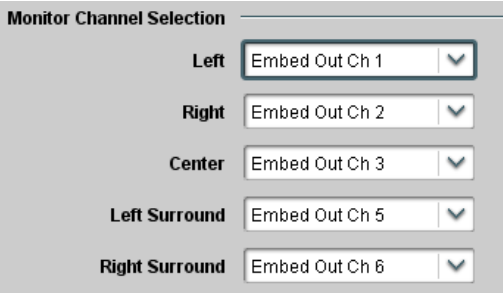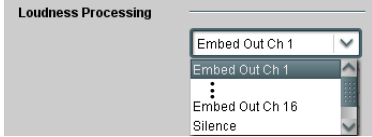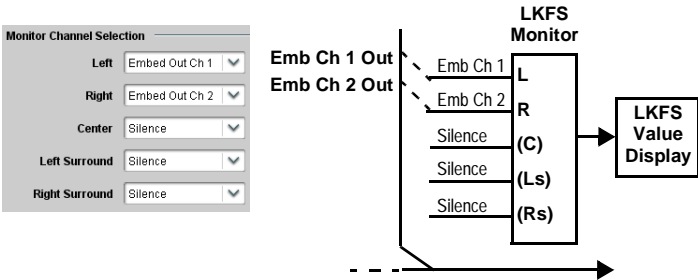
The source-to-destination correlation shown here is only an example; **any** of the sources on the left can connect to **any** of the destinations on the right, or to Embedded Audio Groups 1 and 2 (not shown here). Additional sources not shown here are also available.

Table 3-2   9086 Function Submenu List — continued

Embedded Audio Group 3/4	**(continued)**
• SD Audio Depth SD Audio Depth [20 bit] SD Audio Depth [24 bit]	Allows option of using 24-bit audio data structure per SMPTE 272M, §3.10 (default is 20-bit per SMPTE 272M, §3.5). **Note:** • If 24-bit depth is desired, make certain downstream equipment is compatible with 24-bit SD audio data. • Depth control setting applied here affects both Embedded Audio Group 1/2 and 3/4.
• Group Enable Group Enable [On]	When enabled (**On**), enables the embedding of the corresponding embedded audio group (Embedded Audio Group 3 or Embedded Audio Group 4). • Embedded Audio Group 3 consists of embedded channels 9 thru 12. • Embedded Audio Group 4 consists of embedded channels 13 thru 16. Two Group Enable buttons correspondingly enable or disable Embedded Audio Group 3 and Embedded Audio Group 4. Disabling a group removes the entire group of embedded audio channels while preserving the settings of the channels belonging to the group.
Note: • Embedded Ch 9 thru Embedded Ch 16 have controls that are identical to the **Source**, **Gain**, **Mute**, and **Phase** controls described for Embedded Ch 1. Refer to Embedded Audio Group 1/2 on page 3-17 for descriptions of these controls. • For each channel, its source and destination should be considered and appropriately set. Unused destination channels should be set to the **Silence** selection.	

Table 3-2   ***9086 Function Submenu List — continued***

Audio LKFS Monitor	Provides an ITU-R BS.1770-1 / ATSC A/85 Audio Loudness (LKFS) measurement of selected channels.

Note: • See Appendix A, "Loudness Measurement Guidelines and Techniques" for more information about LKFS parameters and measurement techniques. **Read and understand the information in this appendix before changing LKFS parameters from default values.**

• This function provides DashBoard loudness metering and is furnished standard with this option. OGCP-9000 Loudness Meter Option (+LM) is an OGCP-9000 Control Panel option that provides advanced loudness metering functions such as graphing and statistics in conjunction with an OGCP-9000 or WinOGCP Remote Control Panel. +LM option is separate and independent of this function; refer to catalog or website for more information.

• Monitor Channel Selection

Separate drop-down lists for **Left**, **Right**, **Center**, **Left Surround (Ls)**, and **Right Surround (Rs)** for applying any combination of card audio outputs to each of the five LKFS monitor inputs as shown below.

Note: Set any unused LKFS monitor channel inputs to Silence. For stereo LKFS monitoring, use the Left and Right channels and set the other inputs to Silence.

The example below shows selection from various channel sources applied to the LKFS monitor inputs. Because the LKFS monitor uses **output** (post-processed "destination") channels, LKFS values displayed can be post-loudness processed values.

• Measured Loudness Display

Displays the current aggregate ITU-R BS.1770-1 LKFS loudness for the selected monitored channels.

Note: -inf LKFS display indicates LKFS monitor is not receiving any input.

Table 3-2   9086 Function Submenu List — continued
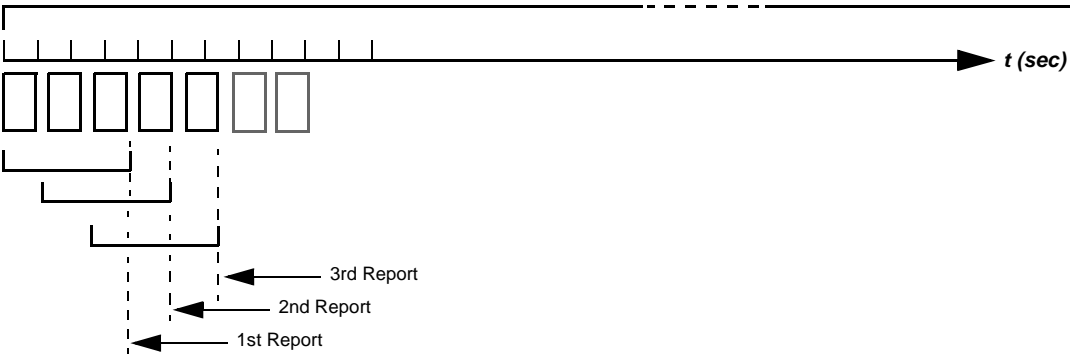
Audio LKFS Monitor	**(continued)**
• **Measurement Window Control** Measurement Window (seconds) 0.1	Sets the duration (in seconds) that sampling time accumulates before each averaging recalculation (see below) (0.1 to 30.0 seconds range in 0.1-second steps; default = 10.0 sec)

In this example, the last 3 measurement periods are averaged in each reported LKFS value. This cycle is continually repeated. The **Measurement Window** parameter sets the sampling time accumulated before each averaging recalculation.

Session

t (sec)

3rd Report

2nd Report

1st Report

Table 3-2   9086 Function Submenu List — continued

Provides timecode data extraction from various sources, and provides formatting and re-insertion controls for inserting the timecode into the output video.

Shown below is an example in which received SDI video with SDI VITC waveform timecode is to be converted to SDI ATC_VITC timecode data. Each Timecode control is fully described on the pages that follow.

(A) Noting that the incoming video contains VITC waveform timecode data (as shown in the status display), set the Source Priority drop-down lists to include VITC Waveform timecode data (**SDI VITC**) as a choice. This extracts VITC Waveform timecode data from the incoming video.

Source Priority 1	SDI VITC
Source Priority 2	ATC_VITC
Source Priority 3	None
Source Priority 4	None

(B) In this example, it is desired to provide SDI ATC_VITC timecode data in the SDI output video. As such, set **SD ATC Insertion** to **Enabled**.

SD ATC Insertion Enabled

SD ATC Insertion Line 13

Table 3-2   9086 Function Submenu List — continued
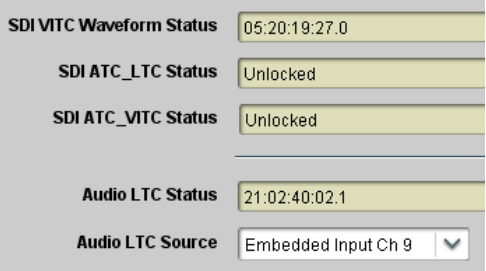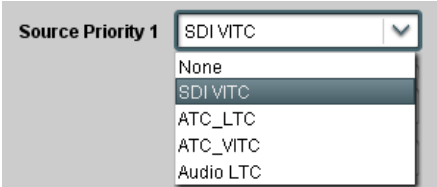
Timecode	(continued)
• Timecode Source Status Displays SDI VITC Waveform Status `05:20:19:27.0` SDI ATC_LTC Status `Unlocked` SDI ATC_VITC Status `Unlocked` Audio LTC Status `21:02:40:02.1` Audio LTC Source `Embedded Input Ch 9` ▼	Displays the current status and contents of the supported timecode formats shown to the left. • If a format is receiving timecode data, the current content (timecode running count and line number) is displayed. • If a format is not receiving timecode data, Unlocked is displayed. • If Audio LTC is being received, the timecode running count is displayed. • **Audio LTC Source** selects audio source to be used by card audio LTC function from Emb Ch 1 thru Ch 16. Note: **Audio LTC Source** must be appropriately set for card to receive and process audio LTC.
• Incoming ATC Packet Removal Control Incoming ATC Packet Removal `Disabled`	Enables or disables removal of existing input video ATC timecode packets from the output. This allows removal of undesired existing timecodes from the output, resulting in a "clean slate" where only desired timecodes are then re-inserted into the output.

• Source Priority
 	
Source Priority 1 `SDI VITC` ▼
`None`
`SDI VITC`
`ATC_LTC`
`ATC_VITC`
`Audio LTC`
 	
| SDI VITC
	VITC waveform from SD SDI video input

ATC_VITC	SD SDI ATC_VITC
Audio LTC	Audio-based LTC from selected card audio input channel		As described here, provides 4-level prioritization of timecode format choices from choices shown to the left. **Source Priority 1** thru **Source Priority 4** select the preferred format to be used in descending order (i.e., Source Priority 2 selects the second-most preferred format, and so on. See example below.) **525i** **SDI VITC** **(1st priority)** → SDI IN → TC → SDI OUT → **525i** **Audio LTC** **(2nd priority)** → **(w/ SDI_VITC)** In this example, **SDI VITC** 1st priority selection selects SDI VITC (received on SDI input) over audio LTC (received on a selected card audio input channel). The selected timecode source is embedded on the SDI video output using the selected line number. In this example, if the SDI VITC on the SDI input becomes unavailable, the card then uses the audio LTC data received on a selected card audio input channel.

Table 3-2   9086 Function Submenu List — continued
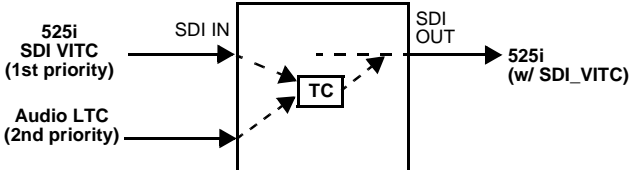
Timecode	**(continued)**

• **Output Status Display**
 	
 Output Status 00:04:46:06.1 (Source: SDI VITC)
	Displays the current content and source being used for the timecode data as follows:
	
	 Output Status 00:04:46:06.1 (Source: SDI VITC)
	
	 • Output status OK (in this example, SDI VITC timecode received and outputted).
	
	 Output Status Insertion Disabled
	
	 • **Timecode Insertion** button set to **Disabled**; output insertion disabled.
	
	 Note: • If timecode is not available from Source Priority selections performed, timecode on output reverts to Free Run (internal count) mode.
	 • Because the 1's digit of the display Frames counter goes from 0 to 29, the fractional digit (along with the 1's digit) indicates frame count as follows:
	   0.0 Frame 0
	   0.1 Frame 1
	   1.0 Frame 2
	   1.1 Frame 3
	   •
	   •
	   •
	   29.1 Frame 59

• **Offset Controls** Offset **Advanced** Offset Field [0 ▾] Offset Frame [0 ▾]	Allows the current timecode count to be advanced or delayed on the output video. • **Offset Advance** or **Delay** selects offset advance or delay. • **Offset Field** delays or advances or delays timecode by one field. • **Offset Frame** delays or advances or delays timecode by up to 5 frames. **Note:** Default settings are null, with both controls set at zero as shown.
Note: • Although the output line drop-down on the controls described below will allow a particular range of choices, the actual range is automatically clamped (limited) to certain ranges to prevent inadvertent conflict with active picture area depending on video format. See Ancillary Data Line Number Locations and Ranges (p. 3-8) for more information. • The card does not check for conflicts on a given line number. Make certain the selected line is available and carrying no other data.	
• **SD VITC Waveform Insertion Controls** VITC Waveform Output 1 Line Number [14 ⇅] VITC Waveform Output 2 Line Number [16 ⇅] SD VITC Waveform Insertion **Enabled**	For SD output, enables or disables SD VITC waveform timecode insertion into the output video, and selects the VITC1 and VITC2 line numbers (6 thru 22) where the VITC waveform is inserted. **Note:** • If only one output line is to be used, set both controls for the same line number. • **SD VITC Waveform Insertion** control only affects VITC waveforms inserted (or copied to a new line number) by this function. An existing VITC waveform on an unscaled SD SDI stream is not affected by this control and is passed on an SDI output.
• **SD ATC Insertion Control** SD ATC_VITC Insertion **Enabled** SD ATC Insertion Line [13 - SMPTE 12M-2-2008 Recommended ▾]	For SD output, enables or disables SD ATC_VITC timecode insertion into the output video, and selects the line number for ATC_VITC.

Table 3-2   9086 Function Submenu List — continued
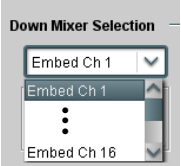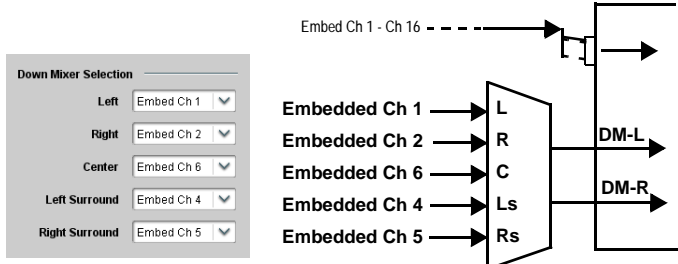
Timecode	(continued)
• **ATC_VITC Legacy Support Control** ATC VITC Legacy Support **Disabled**	When enabled, accommodates equipment requiring ATC_VITC packet in both fields as a "field 1" packet (non-toggling). **Note:** Non-toggling VITC1 and VITC2 packets do not conform to SMPTE 12M-2-2008 preferences. As such, ATC_VITC Legacy Support should be enabled only if required by downstream equipment.
Tone Generator	Sets the test tone frequency for each of four tone generators (Tone Generator 1 thru 4).
• **Frequency Selection Lists** Tone Generator 1 Frequency **1 KHz** Tone Generator 2 Frequency **1 KHz** Tone Generator 3 Frequency **1 KHz** Tone Generator 4 Frequency **1 KHz**	Selects the frequency for each of the four tone generators. 18 discrete sine wave frequencies are available, ranging from 50 Hz to 16 kHz (default frequency is 1.0 kHz). **Note:** Unity-gain signal level is equivalent to -20 dBu.
Audio Mixing	Provides down-mix audio routing selections that multiplexes any five embedded audio channel sources into a stereo pair (Down Mix Left and Down Mix Right), or selection of any two audio sources to be mono-mixed to serve as a monaural source.
• **Down Mixer Selection** **Down Mixer Selection** Left **Embed Ch 1** Right **Embed Ch 2** Center **Embed Ch 3** Left Surround **Embed Ch 4** Right Surround **Embed Ch 5**	Separate drop-down lists for **Left**, **Right**, **Center**, **Left Surround (Ls)**, and **Right Surround (Rs)** inputs allow embedded channel (or silence) audio source selection for each of the five inputs as shown below. **Down Mixer Selection** Embed Ch 1 Embed Ch 1 ⋮ Embed Ch 16 The example below shows selection from various sources and the resulting stereo pair DM-L and DM-R. The two signals comprising the pair can be routed and processed the same as any other audio input source. Embed Ch 1 - Ch 16 **Down Mixer Selection** Left Embed Ch 1 → Embedded Ch 1 → L Right Embed Ch 2 → Embedded Ch 2 → R → DM-L Center Embed Ch 6 → Embedded Ch 6 → C Left Surround Embed Ch 4 → Embedded Ch 4 → Ls → DM-R Right Surround Embed Ch 5 → Embedded Ch 5 → Rs **Note:** The stereo pair are basic L/R PCM signals with no additional encoded information.

Table 3-2   9086 Function Submenu List — continued
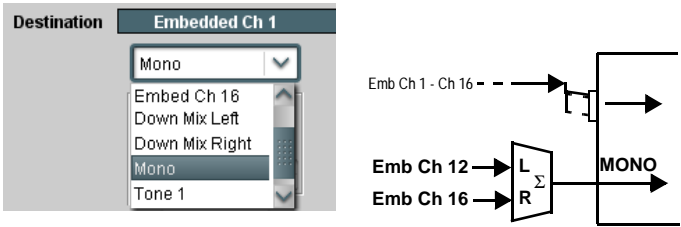
Audio Mixing	**(continued)**
• Center Mix Ratio Control Center Mix Ratio (dB) -10.0	Adjusts the attenuation ratio of center-channel content from 5-channel source that is re-applied as Lt and Rt content to the DM-L and DM-R stereo mix. • Minimum attenuation setting (-0.0 dB) applies no ratiometric reduction. Center channel content is restored as in-phase center-channel content with no attenuation, making center-channel content more predominate in the overall mix. • Maximum attenuation setting (-10.0 dB) applies a -10 dB ratiometric reduction of center-channel content. Center-channel content is restored as in-phase center-channel content at a -10 dB ratio relative to overall level, making center-channel content less predominate in the overall mix. (0.0 dB to -10.0 dB range in 0.1 dB steps; default = -3 dB) **Note:** Default setting of -3.0 dB is recommended to maintain center-channel predominance in downmix representative to that of the original source 5-channel mix.
• Surround Mix Ratio Control Surround Mix Ratio (dB) -10.0	Adjusts the attenuation ratio of surround-channel content from 5-channel source that is re-applied as Lo and Ro content to the DM-L and DM-R stereo mix. • Minimum attenuation setting (-0.0 dB) applies no ratiometric reduction. Surround-channel content is restored with no attenuation, making Lo and Ro content more predominate in the overall mix. • Maximum attenuation setting (-10.0 dB) applies a -10 dB ratiometric reduction of surround-channel content. Surround-channel content is restored at a -10 dB ratio relative to overall level, making surround-channel content less predominate in the overall mix. (0.0 dB to -10.0 dB range in 0.1 dB steps; default = -3 dB) **Note:** Default setting of -3.0 dB is recommended to maintain surround-channel predominance in downmix representative to that of the original source 5-channel mix.
• Mono Mixer Selection Mono Mixer Selection Left Embed Ch 12 Right Embed Ch 16	Separate drop-down lists for **Left** and **Right** inputs allow selected embedded input channels to provide an additional mono-mixed channel. The resulting mono mix (**Mono**) is available as an audio source for any of the destination embedded output channels as shown below. Destination Embedded Ch 1 Mono Embed Ch 16 Down Mix Left Down Mix Right Mono Tone 1 Emb Ch 1 - Ch 16 Emb Ch 12 → L Emb Ch 16 → R Σ MONO **Note:** Selection of any two channels for mono mixing in no way affects the source channels themselves.

Table 3-2   9086 Function Submenu List — continued

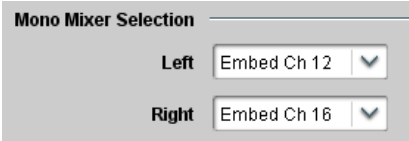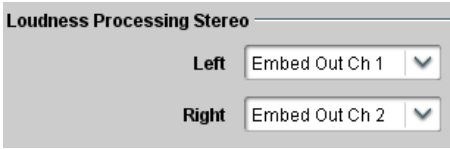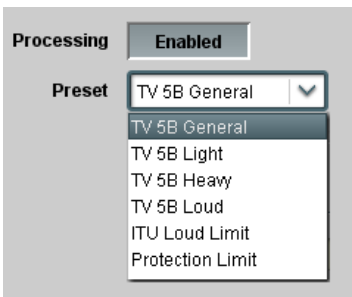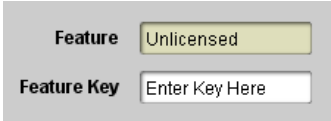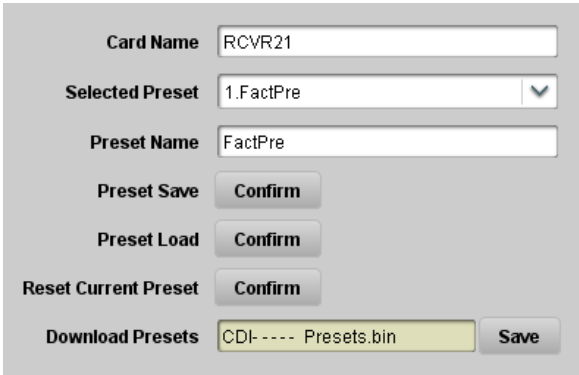|	
Audio Loudness Processing	Provides active loudness processing of selected stereo channels sent by the card.
• Channel Selection Loudness Processing Stereo Left Embed Out Ch 1 Right Embed Out Ch 2	Separate drop-down lists for applying any combination of card audio outputs (**Embed Out Ch1** thru **Embed Out Ch 16** to each of the loudness processor inputs. **Note:** Set any unused channel inputs to Silence.

• Processing Profile Preset Selection
 	
Processing Enabled
Preset TV 5B General
 	
TV 5B General
TV 5B Light
TV 5B Heavy
TV 5B Loud
ITU Loud Limit
Protection Limit
	Turns loudness processing on and off, and allows selection of preset loudness profile best suited for the program material and/or model of processing desired as follows:
	
	• **TV 5B General** – This is the general, recommended preset for all types of content. It provides moderate dynamic range compression and is calibrated to produce audio having an average dialog loudness of -27 LKFS with no additional output level trim. Use of this preset as an initial setting is recommended.
	
	• **TV 5B Light** – Similar to TV 5B General, this preset varies in that multi-band compression is reduced closer to 2:1, thereby providing a more gentle action.
	
	  Note: This preset sacrifices agility in loudness control in favor of a more gentle compression profile; this preset may not be suitable for some material.
	
	• **TV 5B Heavy** – Similar to TV 5B General, this preset varies in that multi-band compression is increased for greater level density/adherence to target at the expense of dynamic range.
	
	• **TV 5B Loud** – Similar to TV 5B Heavy, but with a louder, more punchy perception.
	
	• **ITU Loud Limit** – Utilizes a specially tuned input AGC plus multi-band and a final limiter to gradually adjust the average program loudness to an internally set AGC value, with the multi-band and final limiters acting until the AGC gains control of the level. This preset is most appropriate for ingest or live program material.
	
	  Note: This preset bypasses the multi-band AGC. As such, it has less ability to manage spectral balance.
	
	• **Protection Limit** – Bypasses all processing except for final output limiter, which is set only to prevent overload.
	
	  Note: Unless the audio received has already been loudness processed, this setting is typically not recommended.

• Master Output Gain Control Master Output Gain (dB) -20.0	Allows fine adjustment of the overall output gain. (-20.0 dB to 11 dB range in 0.1 dB steps; default = 0.0 dB) **Note:** This control is primarily useful in matching the output level to an alternate LKFS target level if required. Also, it is useful (where desired) in matching various Processing Profile presets to have similar output levels. The loudness processor has a default target loudness of -24 LKFS.
Note: ⚠	**(USA)** ATSC A/85 and the CALM Act (H.R. 1084/S. 2847) requires that when real-time loudness processing is applied using a fixed target loudness of -24 LKFS, downstream AC-3 encoding must correspondingly use a fixed dialnorm value of -24. The default target loudness (as set by the loudness processor Master Output Gain Control) is -24 LKFS. **When loudness processing is engaged, make certain AC-3 dialnorm is set as described here**.

Table 3-2   9086 Function Submenu List — continued

Licensable Features	Allows activation of optional licensed features.

Note: For card pre-ordered with licensed feature(s), the activation steps described below are not required; the feature will already be installed activated. To order features and obtain a license key, contact Cobalt® sales at sales@cobaltdigital.com or at the contact information in Contact Cobalt Digital Inc. in Chapter 1, "Introduction". Please provide the "SSN" number of your card (displayed in the Card Info pane) when contacting us for your key.

• **License Feature and Key Entry window**
 	
Feature   Unlicensed
Feature Key   Enter Key Here
	Activate licensable feature as described below.
	
	1. Enter the feature key string in the **Feature Key** box. Press return or click outside of the box to acknowledge entry.
	   Note: Entry string is case sensitive. Do not enter any spaces.
	2. In the DashBoard™ Card Info pane, wait for the feature identification to be shown for the card product number (for example, "-UM" appearing after the card part number) and **Valid Key Entered** to be displayed. This indicates the key was correctly entered and recognized by the card.
	   Note: If DashBoard™ card function submenu/control pane does not re-appear, close the card and re-open it.
	3. Click and confirm **Reboot**. When the card function submenu/control pane appears again, the licensable feature will be available.
	   Notes: • Applying the licensable feature and its reboot has no effect on prior settings. All control settings and drop-down selections are retained.
	      • A licensable feature can be de-activated using this entry box by entering the feature string[space]**revoke**[return].

Presets	Allows up to 16 card user settings configuration presets to be saved in a Preset and then recalled (loaded) as desired. All current settings (including list selections and scalar (numeric) control settings such as Gain, etc.) are saved when a Preset Save is invoked.

Card Name RCVR21 Selected Preset 1.FactPre ⌄ Preset Name FactPre Preset Save Confirm Preset Load Confirm Reset Current Preset Confirm Download Presets CDI- - - - Presets.bin Save	The **Preset Name** field and **Preset Save** button allow custom user setting configurations to be labeled and saved to a Preset for future use. The **Preset Load** button and the **Selected Preset** drop-down list allow saved presets to be selected and loaded as desired. When a preset is loaded, it immediately becomes active with all user settings now automatically set as directed by the preset. Saved presets can be uploaded to a computer for use with other same-model COMPASS™ cards. Each of the items to the left are described in detail on the following pages.

Table 3-2   9086 Function Submenu List — continued

Presets	**(continued)**
• **Preset Save and Load** Preset Save [Confirm] Preset Load [Confirm]	• **Preset Save** stores all current card control settings to the currently selected preset. (For example, if Preset 1 is selected in the Selected Preset drop-down list, clicking and confirming Preset Save will then save all current card control settings to Preset 1) • **Preset Load** loads (applies) all card control settings defined by whatever preset (**Preset 1** thru **Preset 16**) is currently selected in the **Selected Preset** drop-down list. (For example, if Preset 3 is selected in the Selected Preset drop-down list, clicking and confirming Preset Load will then apply all card control settings defined in Preset 3) The above buttons have a **Confirm?** pop-up that appears, requesting confirmation. **Note:** Applying a change to a preset using the buttons described above **rewrites** the previous preset contents with the invoked contents. Make certain change is desired before confirming preset change.
• **Selected Preset** Selected Preset [1.FactPre ▼] 1.FactPre • • • 16.FactPre	**Selected Preset 1** thru **Selected Preset 16** range in drop-down list selects one of 16 stored presets as ready for **Save** (being written to) or for **Load** (being applied to the card). **Note:** The preset names shown to the left are the default (unnamed) preset names. All 16 presets in this case are loaded identically with the factory default settings.
• **Card Name** Card Name [RCVR 21 Input Processing]	Text entry field provides for optional entry of card name, function, etc. (as shown in this example). **Note:** Card name can be 31 ASCII characters maximum.
• **Preset Name** Preset Name [FactPre]	With one of 16 presets selected, provides for entry of custom name for the preset (as shown in example below). Selected Preset [2.RCVR21] → Entering text in Preset Name field (in this example, "RCVR21") applies custom name to selected Preset (in this example, Preset 2) Preset Name [RCVR21] **Note:** • Preset name can be seven ASCII characters maximum. • The Preset ID number does not need to be entered; it is added automatically.

Table 3-2   9086 Function Submenu List — continued

Presets	(continued)
• Reset Current Preset Reset Current Preset Confirm	**Reset Current Preset** resets all parameters (including preset custom name entered) of the currently selected Preset (as displayed in the **Selected Preset** field) to factory default settings. The above button has a **Confirm?** pop-up that appears, requesting confirmation.
• Download Presets Download Presets CDI- - - - Presets.bin Save	Download Presets allows all 16 presets to be stored to a specified location on a network computer for use with other same-model COMPASS™ cards.

Download a presets file to a computer on the card's DashBoard network to save presets. Preset files stored on a computer can then be uploaded back to the card.
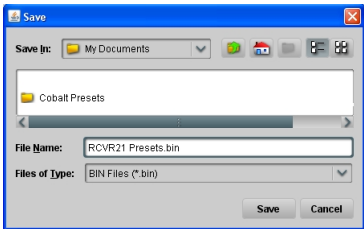
Note also that a presets file can **also be uploaded to other same-model COMPASS® cards**. In this manner, presets built up using a single card can be easily applied to other same-model cards without repeating the setup work on the other cards.

Download (save) card presets to a network computer by clicking **Download Presets – Save** at the bottom of the Presets page.

Download Presets   CDI- - - - Presets.bin   Save

Browse to a desired save location (in this example, *My Documents\Cobalt Presets*).

The file can then be renamed if desired (*RCVR21 Presets* in this example) before saving.

Upload (open) card presets from a network computer by clicking **Upload** at the bottom of DashBoard.

Refresh   Upload   Reboot

Browse to the location where the file was saved on the computer or drive (in this example, *My Documents\Cobalt Presets*).

Select the desired file and click **Open** to load the file to the card.

To upload presets saved from one card to another same-model card, simply click **Upload** on the other same-model card's DashBoard page and repeat the same steps here.

Note: • Preset transfer between card download and file upload is on a **group** basis (i.e., individual presets cannot be downloaded or uploaded separately).
   • After uploading a presets file, engagement of a desired preset is only assured by pressing the Preset Load button for a desired preset.

Troubleshooting

This section provides general troubleshooting information and specific symptom/corrective action for the 9086 card. The 9086 card requires no periodic maintenance in its normal operation; if any error indication (as described in this section) occurs, use this section to correct the condition.

Error and Failure Indicator Overview

The 9086 card itself and its remote control systems all (to varying degrees) provide error and failure indications. Depending on how the 9086 card is being used (i.e, standalone or network controlled through DashBoard™ or a Remote Control Panel), check all available indications in the event of an error or failure condition.

The various 9086 card and remote control error and failure indicators are individually described below.

Note: The descriptions below provide general information for the various status and error indicators. For specific failures, also use the appropriate subsection listed below.

- Basic Troubleshooting Checks (p. 3-37)

- 9086 Processing Error Troubleshooting (p. 3-38)

- Troubleshooting Network/Remote Control Errors (p. 3-40)

9086 Card Edge Status/Error Indicators and Display

Figure 3-6 shows and describes the 9086 card edge status indicators and display. These indicators and the display show status and error conditions relating to the card itself and remote (network) communications (where applicable). Because these indicators are part of the card itself and require no external interface, the indicators are particularly useful in the event of communications problems with external devices such as network remote control devices.

Item	Function
Alphanumeric Display	Displays 4-digit alphanumeric code indicating status or errors as follows: • **E0XX:** Video Errors • **E002:** Video Acquiring Lock • **E1XX:** Audio Errors
RMT LED	Blue LED flashes when 9086 is receiving control message from remote network control (e.g., DashBoard™ or Cobalt® Remote Control Panel)
ERR LED	Red LED illuminates when 9086 unable to lock to input standard.
Input Format LEDs	Four blue LEDs indicate the input signal raster format being received and locked onto by the 9086 (625, 525). Continuous cycling of the LEDs indicates the 9086 has not locked onto a particular format (as in the case of no signal input).

Figure 3-6 9086 Card Edge Status Indicators and Display

DashBoard™ Status/Error Indicators and Displays

Figure 3-7 shows and describes the DashBoard™ status indicators and displays. These indicator icons and displays show status and error conditions relating to the 9086 card itself and remote (network) communications.
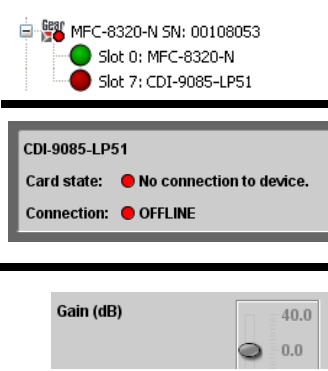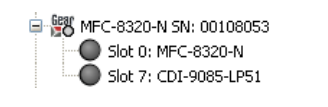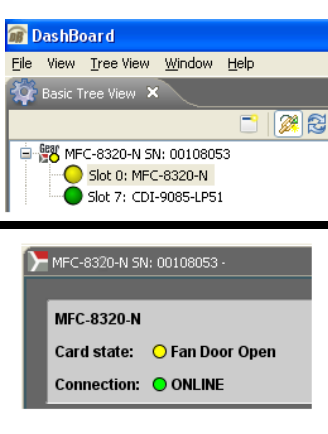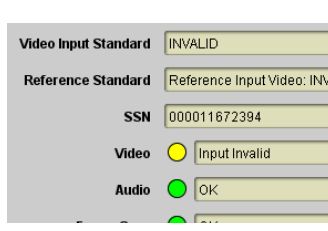
Indicator Icon or Display	Error Description
	Red indicator icon in Card Access/Navigation Tree pane shows card with Error condition (in this example, the Card Access/Navigation Tree pane shows a general error issued by the 9086 card in slot 7).
	Specific errors are displayed in the Card Info pane (in this example "No connection to device" indicating 9086 card is not connecting to frame/LAN).
	If the 9086 card is not connecting to the frame or LAN, all controls are grayed-out (as shown in the example here).
	Gray indicator icon in Card Access/Navigation Tree pane shows card(s) are not being seen by DashBoard™ due to lack of connection to frame LAN (in this example, both a 9086 card in slot 7 and the MFC-8320-N Network Controller Card for its frame in slot 0 are not being seen).
	Yellow indicator icon in Card Access/Navigation Tree pane shows card with Alert condition (in this example, the Card Access/Navigation Tree pane shows a general alert issued by the MFC-8320-N Network Controller Card).
	Clicking the card slot position in the Card Access/Navigation Tree (in this example Network Controller Card "Slot 0: MFC-8320-N") opens the Card Info pane for the selected card. In this example, a "Fan Door Open" specific error is displayed.
	Yellow indicator icon in 9086 Card Info pane shows error alert, along with cause for alert (in this example, the 9086 is receiving no video input, or a video input that is invalid for the card and/or its current settings).

Figure 3-7 DashBoard™ Status Indicator Icons and Displays

Access Card Info panes for specific cards by clicking the card slot position in the Card Access/Navigation Tree pane (as shown in the example in Figure 3-8).
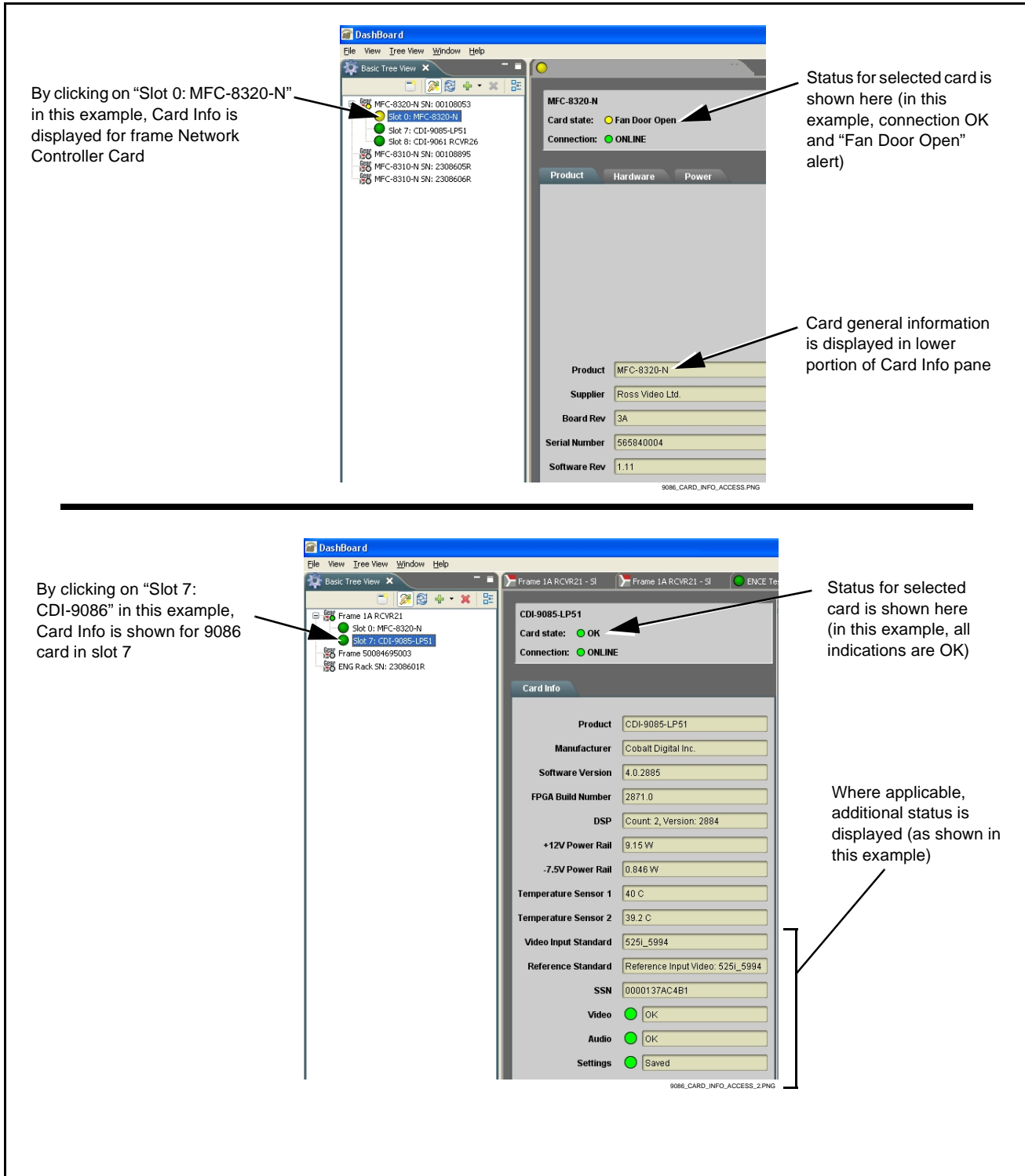
Figure 3-8 Selecting Specific Cards for Card Info Status Display

Basic Troubleshooting Checks

Failures of a general nature (affecting many cards and/or functions simultaneously), or gross inoperability errors are best addressed first by performing basic checks before proceeding further. Table 3-3 provides basic system checks that typically locate the source of most general problems. If required and applicable, perform further troubleshooting in accordance with the other troubleshooting tables in this section.

Table 3-3   Basic Troubleshooting Checks

Item	Checks

Verify power presence and characteristics	• On both the frame Network Controller Card and the 9086, in all cases when power is being properly supplied there is always at least one indicator illuminated. Any card showing no illuminated indicators should be cause for concern.
	
	• Check the Power Consumed indications for both the +12 V and -7.5 V supply rails for the 9086 card. This can be observed using the DashBoard™ Card Info pane, or using the card edge controls and indicators as shown in Figure 3-4 on page 3-7.
	
	  • If either of the rail supplies show **no** power being consumed, either the frame power supply, connections, or the 9086 card itself is defective.
	
	  • If either of the rail supplies show **excessive** power being consumed (see Technical Specifications (p. 1-15) in Chapter 1, "Introduction"), the 9086 card may be defective.

Check Cable connection secureness and connecting points	Make certain all cable connections are fully secure (including coaxial cable attachment to cable ferrules on BNC connectors). Also, make certain all connecting points are as intended. Make certain the selected connecting points correlate to the intended card inputs and/or outputs. Cabling mistakes are especially easy to make when working with large I/O modules.
Card seating within slots	Make certain all cards are properly seated within its frame slot. (It is best to assure proper seating by ejecting the card and reseating it again.)
Check status indicators and displays	On both DashBoard™ and the 9086 card edge indicators, red indications signify an error condition. If a status indicator signifies an error, proceed to the following tables in this section for further action.
Troubleshoot by substitution	All cards within the frame can be hot-swapped, replacing a suspect card or module with a known-good item.

9086 Processing Error Troubleshooting

Table 3-4 provides 9086 processing troubleshooting information. If the 9086 card exhibits any of the symptoms listed in Table 3-4, follow the troubleshooting instructions provided.

In the majority of cases, most errors are caused by simple errors where the 9086 is not appropriately set for the type of signal being received by the card.

Note: The error indications shown below are typical for the corresponding error conditions listed. Other error indications not specified here may also be displayed on DashBoard™ and/or the 9086 card edge status indicators.

Note: Where errors are displayed on both the 9086 card and network remote controls, the respective indicators and displays are individually described in this section.

Table 3-4   Troubleshooting Processing Errors by Symptom

Symptom	Error/Condition	Corrective Action
• **DashBoard™** shows **Video** yellow icon and Input Invalid message in 9086 Card Info pane. Video ⚪ Input Invalid • Card edge **Input Format** LEDs show continuous cycling.	• No video input present	• Make certain intended video source is connected to appropriate 9086 card video input. Make certain BNC cable connections between frame Rear I/O Module for the card and signal source are OK.
	• Input format not supported	• This card does not accept inputs other than SD 525i5994 or 625i50.
Video/audio synchronization or delay noted.	Source synchronization condition	Use the **Audio Offset from Video** control to compensate for video/audio delay. Refer to **Audio/Video Sync (Framesync Tab)** function submenu tab on page 3-13 for more information.
Ancillary data (closed captioning, timecode, Dolby® metadata, AFD) not transferred through 9086.	• Control(s) not enabled	• Make certain respective control is set to **On** or **Enabled** (as appropriate).
	• VANC line number conflict between two or more ancillary data items	• Make certain each ancillary data item to be passed is assigned a unique line number (see Ancillary Data Line Number Locations and Ranges on page 3-8).

Table 3-4   Troubleshooting Processing Errors by Symptom — continued

Symptom	Error/Condition	Corrective Action
Audio signal(s) do not route as expected. Parameter control not available as expected.	• Embedded audio contains Dolby® E or Dolby Digital encoded signal	• When a valid Dolby® E or Dolby Digital signal (in accordance with SMPTE 337M) is detected on an embedded audio signal, SRC is automatically bypassed (disabled) along with gain and polarity controls being bypassed (even though controls may appear to be functional). Gain and polarity controls are not available for this signal type. Refer to Status displays in **Audio Input Controls** function submenu tab on page 3-10 for more information.
Audio not processed or passed through card.	• Input audio of type that cannot be locked by 9086 card	• Embedded audio must be nominal 48 kHz input. **Note:** Although the Status Displays in **Audio Input Controls** function submenu tab will show audio formats other than "Present, Professional" as being locked (such as "Present, Consumer"), in any case the audio must be at nominal 48 kHz rate for lock and processing to occur.
	• Enable control not turned on	• **Group Enable** button for **Embedded Audio Group 1/2** or **Embedded Audio Group 3/4** function submenu must be turned on for sources to be embedded into respective embedded channels.
	• Dolby-encoded pair not recognized by downstream devices/systems	• If framesync is enabled and using Input Video as source, **Audio SRC** must be set to **Off** to maintain integrity of Dolby pair for downstream devices.
Unusually high LKFS level with noise in channels.	Undecoded Dolby® E or AC-3 channels routed to Audio Loudness Processor input channel	Encoded Dolby E or AC-3 data cannot be directly applied to the loudness processor. If passthrough or other routing is used to pass the Dolby stream though the card, the output channels must not be routed through the loudness processor.

Troubleshooting Network/Remote Control Errors

Refer to Cobalt® reference guide "Remote Control User Guide (PN 9000RCS-RM)" for network/remote control troubleshooting information.

In Case of Problems

Should any problem arise with this product that was not solved by the information in this section, please contact the Cobalt Digital Inc. Technical Support Department.

If required, a Return Material Authorization number (RMA) will be issued to you, as well as specific shipping instructions. If required, a temporary replacement item will be made available at a nominal charge. Any shipping costs incurred are the customer's responsibility. All products shipped to you from Cobalt Digital Inc. will be shipped collect.

The Cobalt Digital Inc. Technical Support Department will continue to provide advice on any product manufactured by Cobalt Digital Inc., beyond the warranty period without charge, for the life of the product.

See Contact Cobalt Digital Inc. (p. 1-18) in Chapter 1, "Introduction" for contact information.

Appendix A

Loudness Measurement Guidelines and Techniques

This appendix provides a condensed guide to practical techniques for properly measuring and assessing loudness in various types of program material.

The content here is in general accordance with ATSC A/85, "ATSC Recommended Practice: Techniques for Establishing and Maintaining Audio Loudness for Digital Television". This document is available free of charge and can be downloaded by going to:

> http://www.atsc.org/standards/practices.php

About Loudness Measurement Applied to Program Material

A very useful aspect of the loudness measurement model is that a target and a measured end-assessment are based upon simple, single-value LKFS measurements that can be unambiguously displayed and assessed. When properly performed as described in this appendix, the LKFS measurement model accommodates reasonable short-term loudness variations in most types of professionally produced material without nuisance failure indications or ambiguous results.

The loudness measurement model specified in ATSC A/85 uses the LKFS loudness unit to provide the simple, single-unit value that can be used to assess program material loudness. Basically, before an assessment is performed, two important initial facets must be considered:

- **Target LKFS Value** – This is the desired reading that is to be observed for a given segment or piece of program material.

- **Measurement Technique** – Consideration should be given in using techniques that result in the most meaningful or representative LKFS measurements. These techniques are described below, along with techniques suggestions suitable for various types of program material.

About Target LKFS Value

(See Figure A-1.) Adherence to a target LKFS value across various program material (typically from any number of individual, diverse sources) relieves viewers from having to constantly adjust program volume at their homes in order to maintain an overall comfortable, desired loudness level. General guidelines for determining a target LKFS value are as follows:

- Unless specified by a metadata dialnorm value or some other specified guidance, target LKFS should be at or about -27 ±2.0 LKFS (that of the typical dialnorm value) across any portion of program material containing any appreciable audio content (anything other than dramatically or aesthetically intentional silence).

- Because the LKFS unit of measure is directly derived from the decibel, a gain change of a given amount modifies measured LKFS by the same amount. For example, material exhibiting an LKFS of -12 LKFS can be made to match that of material exhibiting a -24 LKFS level by **reducing** the overall level at the source by 12 dB.

- Where local content is to be added to a network-supplied feed (e.g., local commercial or programming announcements), care should be taken that the LKFS level of local content matches that specified by the metadata dialnorm.

- Dynamic Range Control (DRC) control/management systems by themselves cannot unconditionally be relied upon to assure proper LKFS compliance. Many DRC systems use measurement/control schemes that do not reflect perceived loudness. A system specified to use energy measurement/assessment models reflecting perceived loudness, such as the Cobalt® loudness processing used by this card (AEROMAX™ licensed from Linear Acoustic™), can reliably provide DRC to achieve LKFS compliance.

Figure A-1 shows an example of measuring LKFS for an ingest piece and using the result to assess and remedy the loudness variation between the piece and a dialnorm-specified network feed.
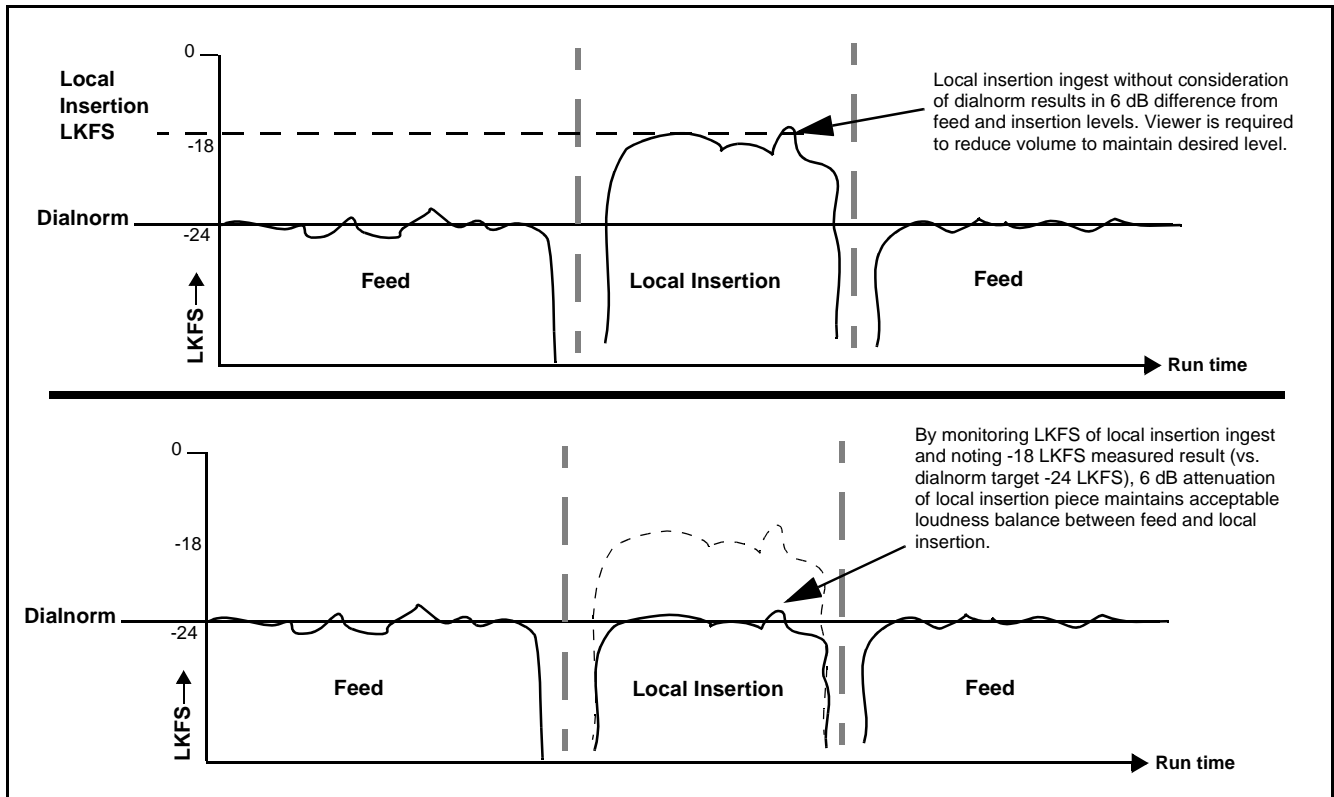
Figure A-1 Balancing LKFS Across Different Material Sources

Measurement Techniques For Various Program Material Forms

Because of the sometimes intentional broad variance of overall levels and audio density in various types of program material, consideration must be given in applying techniques that concentrate only on meaningful segments within a piece where representative LKFS measurements can be obtained. Currently, a fully automated means of accurately assessing LKFS for all cases or forms of material has not been specified in ATSC A/85. Therefore, techniques appropriate for the material must be applied. This section provides guidance and examples of properly applied techniques for various cases and forms of typical program material.

Importance of an Anchor Element

ATSC A/85 defines an **anchor element** as the aural element in material that serves as the item within a group of sounds that assumes a dominant role and is the "center of attention". For example, in a piece containing relatively constant dialog (such as a typical commercial), the mix and creative input would typically position this dialog as the predominate or "anchor" element in the mix (in terms of both relative level and channel placement). As such, all other elements would normally have levels that proportionally track and stay well below that of the anchor element. For example, in program material consisting of dialog and background sounds or music, the anchor element would be dialog with other sounds **substantially** lower in level.

Note that in a given piece, the anchor element can change assignment within the course of the material (for example, at the end of a commercial where score music or a jingle now may assume the role of creative dominance and correspondingly become the anchor element).

Assumptions and Conditions For Meaningful LKFS Measurements

Again depending on the material form, meaningful LKFS measurement and assessment can be very straightforward or, conversely, require some techniques to help ensure a meaningful assessment is obtained. Very straightforward assessments can be obtained when the following are present and/or observed:
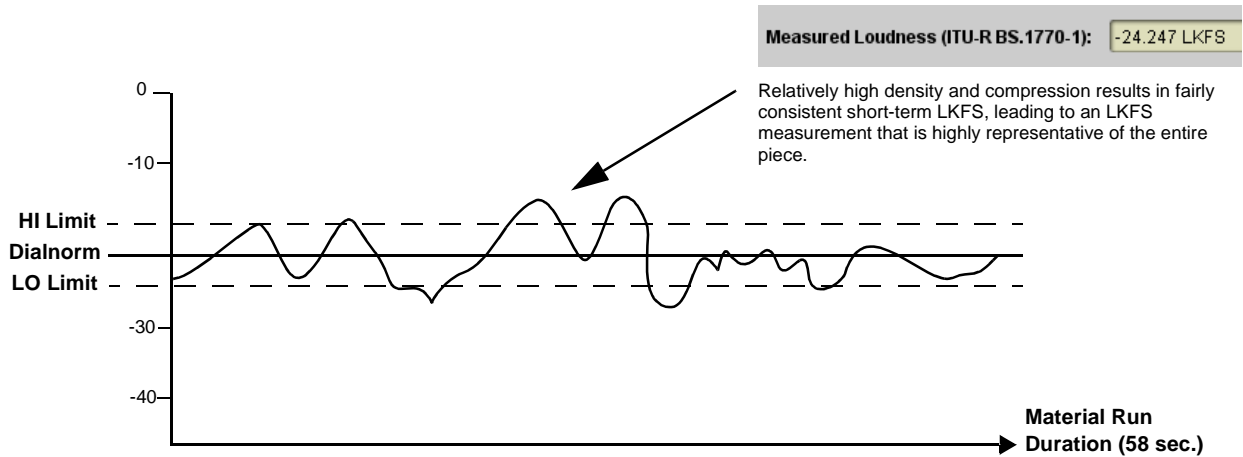
- Typical production aesthetics with typical post-production refinement using moderate, controlled compression and aural content density.
- Consistent audio levels in center channel throughout the piece (e.g., dialog or music score).
- Dialog (or equivalent) serving as an anchor element.
- Material containing no excessive periods of unusual loudness or silence.
- LKFS is intended as a long-term measurement. The shorter the averaging period, the less representative an assessment is of a given pice of ingest material. Where feasible, an observation should run the entire length of the ingest material. If the material does not contain an anchor element, the predominate element (e.g., featured music or obvious effects) should serve as the anchor.

In these cases, the Audio LKFS Monitor function can be used with its default settings.

Figure A-2 shows an example (using a target LKFS of -24.0) where these assumptions can be followed, and an example where certain techniques should be applied in order to obtain a meaningful LKFS assessment.

60-second Commercial with Dialog and Background Music. In this example, predominate dialog in the center channel serves as an anchor element. Because of the relatively compressed and dense audio content, a simple observation over the course of the material can reliably be used to apply gain adjustment that correspondingly provides loudness correction.

Measured Loudness (ITU-R BS.1770-1): -24.247 LKFS

Relatively high density and compression results in fairly consistent short-term LKFS, leading to an LKFS measurement that is highly representative of the entire piece.

HI Limit
Dialnorm
LO Limit

Material Run Duration (58 sec.)

5-minute Nature Show Act with Narrative/Background Music and Creative-Element Near Silence. In this example, predominate narrative dialog in the center channel serves as an anchor element, with subordinate elements being music score and ambient soundtrack. However, the piece also contains a significantly long segment containing only very low-level ambient soundtrack during a nature close-up sequence. This loudness change is creatively intentional and must be maintained. If this segment is included in the LKFS observation, it can result in an under-representation of overall perceived loudness. If the gain is increased to compensate for this under-represented LKFS, loudness during periods of narrative/music will be unacceptably high. As such, proper technique would be to ignore the quiet portion.

Measured Loudness (ITU-R BS.1770-1): -27.849 LKFS

Intentionally quiet segment, if included in measurement with no consideration of technique, leads to an LKFS measurement that is under-representative of the entire piece.

HI Limit
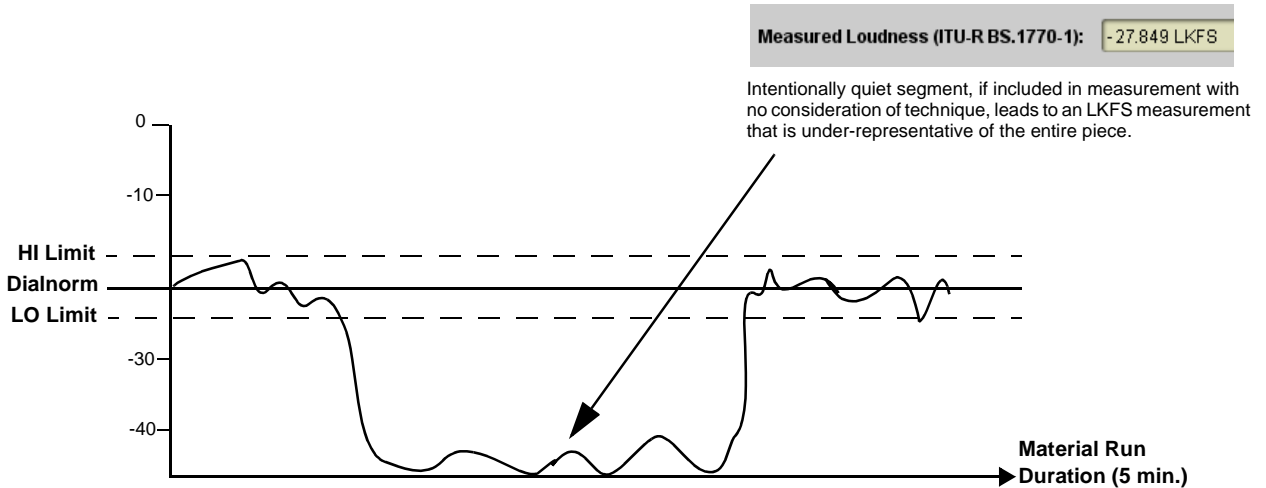Dialnorm
LO Limit

Material Run Duration (5 min.)

Figure A-2 LKFS Measurement/Assessment for Various Program Material Forms

Specific Measurement Techniques for Various Material Forms

Described below are specific techniques and suggestions for various settings and program material which can be assessed using the Audio LKFS Monitor function.

Live Production. The Audio LKFS Monitor function can be used in live production to guide the mixing operator to maintain audio level at an LKFS reasonably close to that specified by the dialnorm. Where aural activity is significant (i.e., some sort of anchor element clearly exists), the LKFS measurement provides a good baseline of target loudness compliance. Observing LKFS over a 10-second period (appr.) will typically suffice.

Note that in this setting, audio may not be always be compressed/limited; very wide swings in dynamic range are possible. Again, only segments that are realistically viable in terms of content density, anchor element, and level amplitude/consistency should be considered for measurement. If repeated or sustained LKFS "high" violations are noted, it may be indicative of an overall "hot" level on the channel or overall mix.

Post-Production. The guidelines for this settings are similar to that used for live production, except that a LKFS measurement should be observed for representative segments by cueing and rolling tape, thereby circumventing quiet segments from influencing the measurement.

Long-Form Finished Material. LKFS observation should be run for as long a segment as possible, however restricting the observation to representative portion(s) within an act. A representative segment should of course contain an anchor element or the next reasonable equivalent. Only absent a representative anchor element should the unrestricted length of the piece be observed and considered.

Short-Form Finished Material (e.g., "Commercials"). Typically, this material will have a clearly discernible anchor element and relatively consistent loudness density. As long as the material does not have loudness pauses exceeding half the overall run time (which is typically unlikely), a simple observation over the course of the material will typically provide a very reliable LKFS measurement.

Modifying LKFS Assessments Using Parametric Settings

Measurement Window Setting. (See Figure A-3.) The **Measurement Window** parameter sets the sampling time accumulated in each averaging recalculation. As such, longer periods will include more short-term LKFS "look-back" values into the moving average. Because the Measurement Window setting affects averaging that is used in measuring and calculating the LKFS measurement, changes in this setting will affect LKFS measurement.
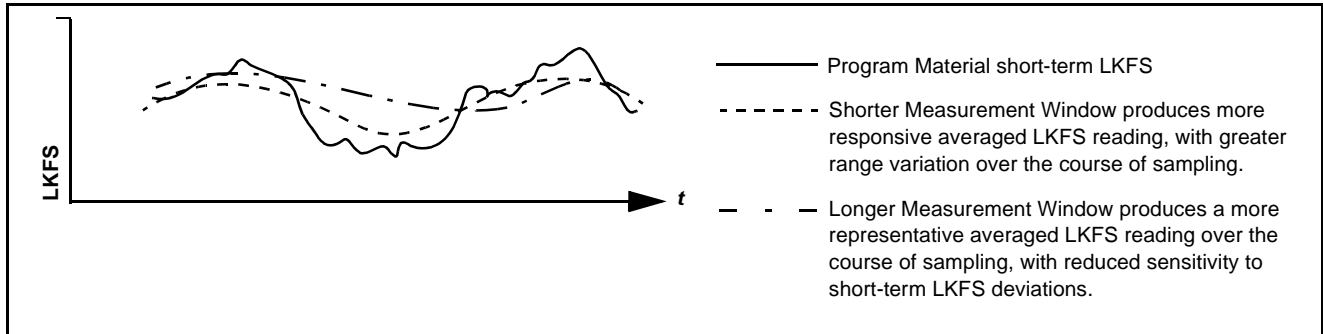
Figure A-3 Modifying the Measurement Window Parameter

Long-Form Simplified Measurement. (See Figure A-4.) Post-production long-form material can in many instances be easily assessed by applying a rather long **Measurement Window** (in this example, 10 seconds). In this manner, the typically brief loudness variations in professionally produced material (or breaks between material) will not result in nuisance errors. However, if the material exhibits a consistent gross deviation from the selected target LKFS or dialnorm (for example, due to level imbalance between a network feed and local insertion), the averaging period is conversely likely to be sufficiently short as to show a level-triggered error somewhere over the course of the offending material.
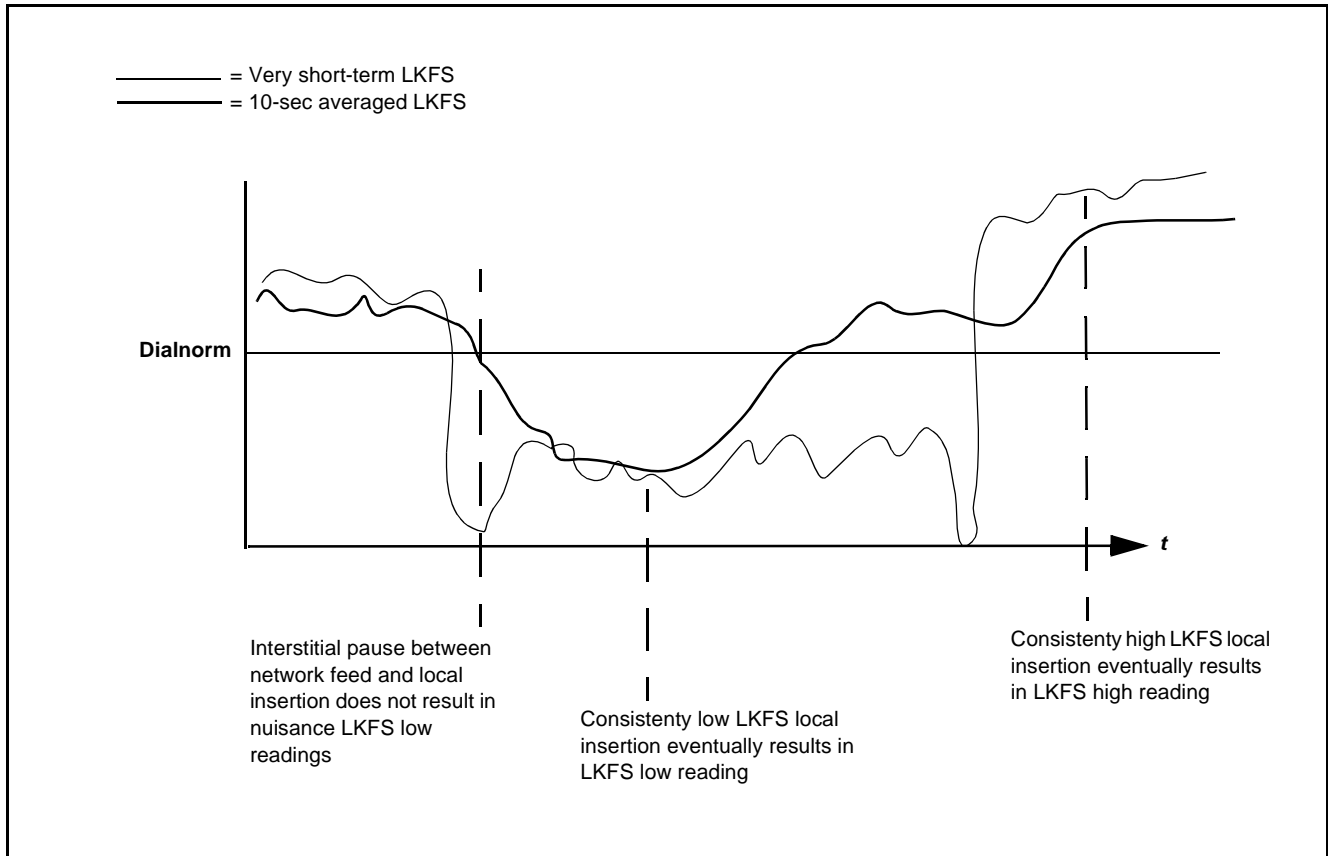
Figure A-4 Long-Form Simplified Measurement