





3G/HD/SD-SDI Up-Down-Cross Converter/ Frame Sync/Audio Embed/De-Embed with Multi-Input Auto-Changeover

# **Product Manual**

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9902UDX-OM (V1.12)

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Congratulations on choosing the Cobalt<sup>®</sup> 9902-UDX 3G/HD/SD-SDI Up-Down-Cross Converter/Frame Sync/ Audio Embed/De-Embed with Multi-Input Auto-Changeover. The 9902-UDX 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 9902, please contact us at the contact information on the front cover.

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# Table of Contents

Chapter 1	Introduction	1-1							
	Overview	1-1							
	9902-UDX Card Software Versions and this Manual	1-2							
	Cobalt Reference Guides Manual Conventions Warnings, Cautions, and Notes Labeling Symbol Definitions								
	Safety and Regulatory Summary	1-5							
	Warnings								
	Cautions	1-5							
	EMC Compliance Per Market	1-5							
	9902-UDX Functional Description	1-6							
	9902-UDX Input/Output Formats								
	Video Processor Description								
	Audio Processor Description	1-16							
	Control and Data Input/Output Interfaces	1-19							
	Alarm Function								
	User Control Interface								
	9902-UDX Rear I/O Modules	1-23							
	Technical Specifications								
	Warranty and Service Information								
	Cobalt Digital Inc. Limited Warranty								
	Contact Cobalt Digital Inc								
Chapter 2	Installation and Setup	2-1							
-	Overview	2-1							
	Installing the 9902-UDX Into a Frame Slot	2-1							
	Installing a Rear I/O Module	2-3							
	9902-UDX Rear I/O Modules	2-4							
	GPIO, Serial (COMM), and Analog Audio Connections	2-10							
	Setting Up 9902-UDX Network Remote Control								
Chapter 3	Operating Instructions	3-1							
-	Overview								
	Control and Display Descriptions	3-1							
	Function Menu/Parameter Overview								
	DashBoard <sup>™</sup> User Interface	3-3							
	Cobalt <sup>®</sup> Remote Control Panel User Interfaces	3-4							
	Web HTML5 User Interface	3-5							

Accessing the 9902-UDX Card via Remote Control	3-6
Accessing the 9902-UDX Card Using DashBoard <sup>TM</sup>	3-6
Accessing the 9902-UDX Card Using a Cobalt® Remote Control Panel	3-7
Checking 9902-UDX Card Information	3-8
Ancillary Data Line Number Locations and Ranges	3-9
9902-UDX Function Menu List and Descriptions	3-10
Input Video Controls	3-11
Output Video Mode Controls	3-12
Scaler	3-13
Framesync	3-17
Input Audio Status	3-20
Input Audio Routing/Controls	3-21
Video Quality Events	3-26
Audio Detect Events Setup Controls	3-27
Video Proc/Color Correction	3-28
Output Audio Routing/Controls	3-31
AFD/WSS/VI Code Insertion Controls	3-36
Timecode	3-42
Closed Captioning	3-47
Reticules	3-48
Character Burner	3-51
Moving Box Insertion	3-56
Wings Insertion	3-57
Keyer	3-58
Ancillary Data Proc Controls	3-61
COMM Ports Setup Controls	3-66
Presets	3-68
GPO Setup Controls	3-70
Event Setup Controls	3-71
Admin	3-75
User Log	3-78
Alarms Setup Controls	3-79
Troubleshooting	3-83
	3-83
Basic Troubleshooting Checks	3-87
9902-UDX Processing Error Troubleshooting	3-88
Troubleshooting Network/Remote Control Errors	3-89
-	3-89

# Chapter 1

# Introduction

#### **Overview**

This manual provides installation and operating instructions for the 9902-UDX 3G/HD/SD-SDI Up-Down-Cross Converter/Frame Sync/Audio Embed/De-Embed with Multi-Input Auto-Changeover card (also referred to herein as the 9902-UDX).

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 9902-UDX.
- Chapter 2, "Installation and Setup" Provides instructions for installing the 9902-UDX in a frame, and optionally installing a 9902-UDX Rear I/O Module.
- Chapter 3, "Operating Instructions" Provides overviews of operating controls and instructions for using the 9902-UDX.

This chapter contains the following information:

- 9902-UDX Card Software Versions and this Manual (p. 1-2)
- Manual Conventions (p. 1-3)
- Safety and Regulatory Summary (p. 1-5)
- 9902-UDX Functional Description (p. 1-6)
- Technical Specifications (p. 1-23)
- Warranty and Service Information (p. 1-26)
- Contact Cobalt Digital Inc. (p. 1-27)

# 9902-UDX 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<sup>TM</sup>. See Checking 9902-UDX Card Information (p. 3-8) 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.

**Note:** Not all functionality described in this manual may appear on cards with initial software versions.

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

Card Software <b>earlier</b> 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 <b>Support&gt;Firmware Downloads</b> 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 <sup>TM</sup> .
	Software updates are field-installed without any need to remove the card from its frame.
Card Software <b>newer</b> than version in manual	A new manual is expediently released whenever a card's software is updated <b>and specifications and/or functionality have changed</b> 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 card's web page on www.cobaltdigital.com.

# **Cobalt Reference Guides**

From the Cobalt<sup>®</sup> web home page, go to **Support>Reference Documents** for easy to use guides covering network remote control, card firmware updates, example card processing UI setups and other topics.

1

## **Manual Conventions**

In this manual, display messages and connectors are shown using the exact name shown on the 9902-UDX itself. Examples are provided below.

• Card-edge display messages are shown like this:



• Connector names are shown like this: SDI IN A

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

- **9902-UDX** refers to the 9902-UDX 3G/HD/SD-SDI Up-Down-Cross Converter/Frame Sync/Audio Embed/De-Embed with Multi-Input Auto-Changeover card.
- Frame refers to the HPF-9000, oGx, OG3-FR, 8321, or similar 20-slot frame that houses Cobalt<sup>®</sup> or other cards.
- Device and/or Card refers to a Cobalt<sup>®</sup> or other card.
- **System** and/or **Video System** refers to the mix of interconnected production and terminal equipment in which the 9902-UDX and other cards operate.
- Functions and/or features that are available only as an option are denoted in this manual like this:

# Option 🖻

Most options are covered in this manual. However, if your card has DashBoard tabs that are not described in this manual it indicates that the optional function/feature is covered in a separate Manual Supplement.

You can download a pdf of the option supplement by entering the option code on the Cobalt web page search window (for example, **+T-SLATE**) and then clicking on **Product Downloads** to view or download the supplement pdf.

#### 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**

Important note regarding product usage. Failure to observe may result in unexpected or incorrect operation.
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.
<ul> <li>Symbol (WEEE 2002/96/EC)</li> <li>For product disposal, ensure the following:</li> <li>Do not dispose of this product as unsorted municipal waste.</li> <li>Collect this product separately.</li> <li>Use collection and return systems available to you.</li> </ul>

# Safety and Regulatory 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 9902-UDX has a moderate power dissipation (<18 W). 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 9902-UDX 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.
CAUTION	The 9902-UDX FPGA is designed for a normal-range operating temperature around 85° C core temperature. Operation in severe conditions exceeding this limit for non-sustained usage are within device operating safe parameters, and can be allowed by setting this control to Disable. However, the disable (override) setting should be avoided under normal conditions to ensure maximum card protection.

Market	Regulatory Standard or Code
United States of America	FCC "Code of Federal Regulations" Title 47 Part15, Subpart B, Class A
Canada	ICES-003
International	CISPR 24:2010 IEC 61000-4-2:2008 IEC 61000-4-3:2006 with A1:2007 and A2:2010 IEC 61000-4-4:2004 IEC 61000-4-6:2008 IEC 61000-6-3:2006 with A1:2010 CISPR 22:2008

#### **EMC Compliance Per Market**

# 9902-UDX Functional Description

Figure 1-1 shows a functional block diagram of the 9902-UDX. The 9902-UDX up/down/cross converter also includes AES/analog audio support and CVBS video I/O. In addition to a basic signal presence input failover function, a Quality Check option allows failover to alternate inputs based on user-configurable subjective criteria such as black or frozen frame. Two discrete character burn strings and timecode burn can be inserted on output video, with each string inserted as static text and/or insert only upon LOS. A moving-box insertion can be enabled to serve as a dynamic raster confidence check even in cases where the input video image is static or lost.

The 9902-UDX also provides ARC processing and timecode/ closed-captioning conversion from packet-based timecode formats and CEA608/708 HD formats to HD ATC, SD\_ATC, and SD VITC-based (waveform) timecode. Closed captioning from CEA708 to HD formats and line 21 SD closed captioning are available on the processed HD-SD-SDI outputs.

#### 9902-UDX Input/Output Formats

The 9902-UDX provides the following inputs and outputs:

- Inputs:
  - 3G/HD/SD SDI IN A thru SDI IN D four 3G/HD/SD-SDI inputs.
     SDI IN A or SDI IN B can be set to failover to A or B in absence of opposite channel of this pair.
  - **CVBS IN** CVBS coaxial analog video input which can receive SD CVBS for processing and up-conversion.
  - AES IN BNC (AES-3id, 75 $\Omega$ ) ports as AES input (number of ports dependent on rear I/O module used).
  - AN-AUD IN Two balanced analog audio embed inputs.
- Outputs:
  - **3G/HD/SD-SDI OUT (1-4)** four 3G/HD/SD-SDI buffered video outputs. Each output can be independently set as processed output video or selected input video reclocked.
  - RLY BYP B –3G/HD/SD-SDI which outputs a copy of SDI OUT 1 under normal conditions, or passive outputs the SDI input on SDI IN B as a relay failover if card power is lost.
  - **AES OUT –** BNC (AES-3id, 75 $\Omega$ ) ports as AES outputs (number of ports dependent on rear I/O module used).
  - AN-AUD OUT Two balanced analog audio de-embed outputs.
  - **CVBS OUT** CVBS coaxial analog video usable with SD or down-converted 3G/HD over the CVBS output.

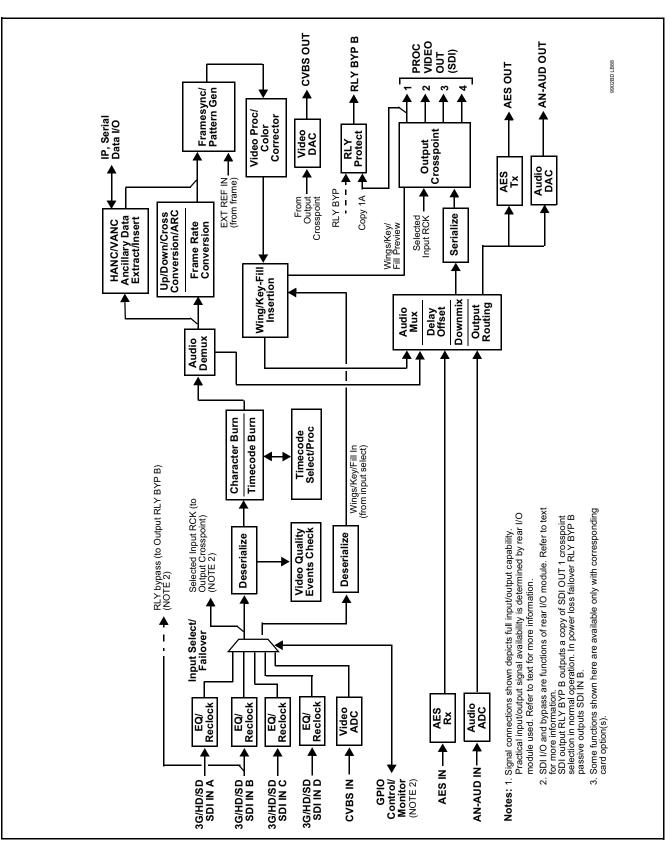


Figure 1-1 9902-UDX Functional Block Diagram

#### Video Processor Description

The 9902-UDX features a up/down/cross-convert scaler, frame sync, and user-adjustable aspect ratio control and zoom control. The 9902-UDX video subsystem also provides the functions described below.

#### Input Video Select/Quality Check Functions

A GUI-based control allows each of the card video inputs to be independently set as 3G/HD/SD-SDI or CVBS SD analog video. Either mode preserves waveform and/or packet-based ancillary data for extraction and usage later in the card processing chain. In addition to the SDI inputs, a CVBS analog video input can be used for input program video.

The input can be selected using DashBoard manual control, set to failover to an alternate input upon loss of the target input, and can be externally selected via a GPIO interface. An input **Allowed Rasters** and **Allowed Frame Rates** filter allows inputs to be filtered (screened) for only user-allowed raster sizes and frame rates, with unallowed raster/rates being rejected as an input (input unlock). Reclocked copies of any SDI input can be outputted by the card when selected as a choice on the output crosspoint.

**Option**  $\supseteq$  (Option +QC). Quality Check allows criteria such as black/ frozen frame events to propagate an event alert. This alert can be used by the card Presets function to invoke video routing changes, GPO, and other actions.

#### **Auto-Changeover Function**

(See Figure 1-2.) This function allows the card logic assert of input select and routing to the **RLY BYP B** card processed output under normal conditions, while providing latching relays at both the input and output nodes to provide input failover to select an alternate input, and also provides output failover which can passively relay-route the currently selected input directly to the output if the card loses power or is removed from the frame. (Both relays are located on the card rear module.)

The **RLY BYP B** SDI output retains selected routing regardless of whether a selection was manually invoked or by a unit-detected failover (such as loss of power). For example, prior to a power loss event if a changeover from **SDI IN A** to **SDI IN B** was active at the time, this selection is retained by the latching relays. In a power-loss event, **SDI IN B** would be directly routed to output **RLY BYP B**, and the card automatically removed from the signal path until normal operation again commences. In normal operation, the output relay always maintains routing from the card processed output to output **RLY BYP B**.

- Note: The card also provides active (DA-driven) outputs RCK/PROC 1 thru RCK/PROC 4. These outputs are independent of the relay failover function and will lose signal in the event of a power loss.
  - The above failover uses basic signal presence as failover criteria and is limited to inputs **A** and **B**. Failover using active assessments (Quality Check) can be set to provide failovers using frozen/black frame and other criteria. See Video Quality Events Detect Function (p. 1-16) and Closed Captioning Events Detect Function (p. 1-16) for more information.

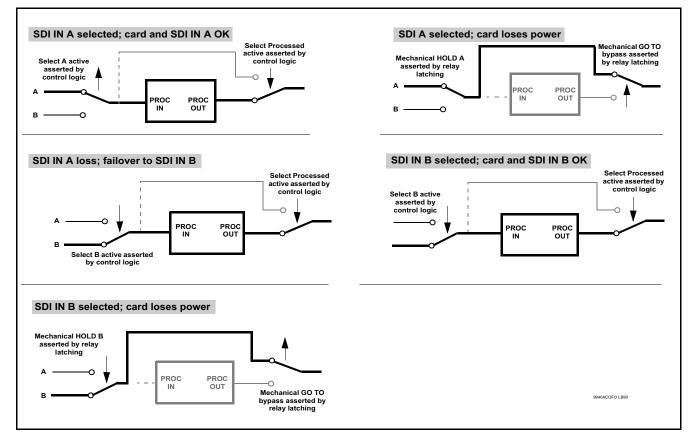


Figure 1-2 Auto-Changeover Function and Signal Flow

#### **Timecode Processor**

(See Figure 1-3.) This function provides for extraction of timecode data from input video source, and in turn allow individual timecode strings to be embedded and/or burned into the output video. The function can monitor any of the video inputs of the card for supported timecode formats such as ATC\_LTC or ATC\_VITC for down-conversions to HD, and ATC\_VITC or VITC waveform (with selectable odd/even field line number control) for SD SDI or CVBS inputs. Waveform VITC timecode can also be extracted from a reference input and used as the output timecode value. 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. An internally-generated free-run timecode can be also be embedded on output video if 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** Solution When licensed with option **+LTC**, this function also can receive, send and translate between audio/RS-485 LTC timecode formats and the VBI formats described above.

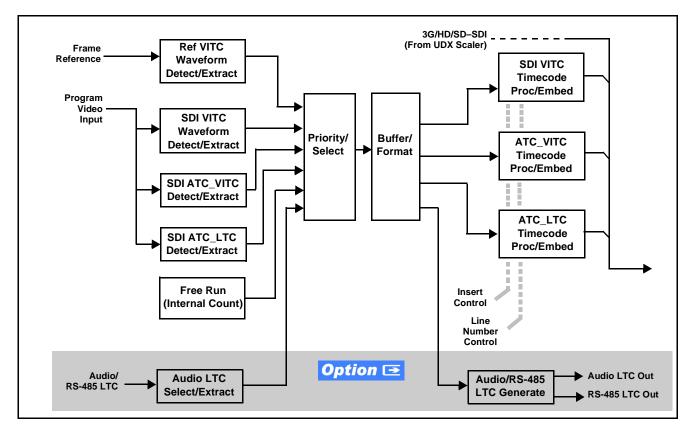


Figure 1-3 Timecode Processor

#### **Frame Sync Function**

This function provides for frame sync control using either one of two external **FRAME REF IN (1,2)** reference signals distributed with the card frame, or the input video as a frame sync reference.

This function also allows horizontal and/or vertical offset to be added between the output video and the frame sync reference.

Frame sync can select from either of two card frame reference sources, or free-run input video sync. Selectable failover allows alternate reference selection should the initial reference source become unavailable or invalid. In the event of input video loss of signal, the output can be set to disable video, go to black, go to an internal test signal generator pattern, or freeze to the last intact frame (last frame having valid SAV and EAV codes).

An internal test signal generator provides a selection of various standard patterns such as color bars, sweep patterns, and other technical patterns. The test patterns can be applied to the output video upon loss of input or manually inserted at any time.

#### **Scaler Function**

The scaler function provides up/down/cross-conversion to 3G/HD/SD from multiple SD and 3G/HD video formats and multiple frame rates, and cross-conversion between interlaced and progressive formats, with auto-format detect/down-conversion of SMPTE 424M/292M/259M formats.

The scaler function also provides aspect ratio conversion that provides a choice from several standard aspect ratios. User-defined settings allow custom user-defined H and V aspect ratio control. Reticule insertion provides safe action area marking as well as other reticule functions and patterns.

The scaler provides special modes that allow de-interlacing to be bypassed in certain cases to reduce processing latency. Also provided are selections to optimize 3:2 pulldown conversion where timecode or other timing references can be relied upon to indicate frame transitions.

**Frame Rate Conversion.** Option  $\supseteq$  (Option +FRC) Linear Frame Rate Conversion provides conversions between most SD/HD/3G formats – 25/50, 29.97/30/59.94/60, and 23.98/24 (both film and PsF), and also provides conversions between 50, 59.94, and 60 Hz frame rates. (Figure 1-4 shows the input/output conversions available.) A user FRC Level Control allows bypassing the FRC for cases where FRC is not needed (thereby preserving lowest card processing latency), or selecting from basic frame rate conversion (where frames may be duplicated or dropped as required), and finally three levels of non-dup/drop true conversion where a transitioning frames is blended from a preceding frame to the subsequent frame.

The aggressiveness levels provide for a subjective balance of detail accuracy and motion fluidness, where selection of the aggressiveness level can be best chosen for the type of content. **+FRC** is available as a software option for new cards and as a field upgrade.

Outputs →	525i 59.94	625i 50	720p 23.98	720p 24	720p 25	720p 29.97	720p 30	720p 50	720p 59.94	720p 60	1080i 50	1080i 59.94	1080i 60	1080PsF 23.98	1080PsF 24	1080PsF 25	1080PsF 29.97	1080PsF 30	1080PsF 23.98	1080p 24	1080p 25	1080p 29.97	1080p 30	1080p 50	1080p 59.94	1080p 60
525i 59.94	٠	•	•	٠	•	٠	٠	•	•	٠	•	•	٠	•	٠	•	•	٠	٠	٠	•	٠	•	•	٠	•
625i 50	٠	٠	٠	٠	٠	٠	٠	٠	٠	٠	٠	٠	٠	٠	٠	•	٠	٠	٠	٠	٠	٠	٠	٠	٠	٠
720p 23.98	•	•	•	•	•	•	•	٠	٠	٠	٠	•	٠	٠	٠	•	•	•	•	•	•	٠	٠	•	٠	•
720p 24	٠	٠	٠	٠	٠	٠	٠	٠	٠	٠	٠	٠	٠	٠	٠	•	٠	٠	٠	٠	٠	٠	٠	٠	٠	٠
720p 25	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
720p 29.97	•	٠	٠	٠	٠	٠	٠	٠	٠	٠	٠	٠	٠	٠	٠	•	٠	٠	٠	٠	٠	٠	٠	٠	٠	٠
720p 30	•	•	٠	٠	٠	•	•	٠	•	٠	٠	٠	٠	٠	٠	•	٠	•	٠	٠	٠	٠	٠	٠	٠	٠
720p 50	•	•	•	٠	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
720p 59.94	•	•	٠	٠	٠	•	•	•	•	•	•	٠	•	•	•	•	٠	•	٠	٠	٠	•	•	٠	•	٠
720p 60	•	•	٠	•	٠	•	•	٠	•	٠	٠	٠	٠	٠	٠	•	٠	•	•	•	٠	٠	٠	٠	٠	•
1080i 50	•	•	٠	٠	٠	•	•	•	•	•	•	٠	•	•	•	•	٠	•	٠	٠	٠	•	•	٠	•	•
1080i 59.94	•	•	٠	•	٠	•	•	٠	•	٠	٠	٠	٠	٠	٠	•	٠	•	•	•	٠	٠	٠	٠	٠	•
1080i 60	•	•	٠	٠	٠	•	•	٠	•	٠	٠	٠	٠	٠	٠	•	٠	•	٠	٠	٠	٠	٠	٠	٠	٠
1080PsF 23.98	•	•	٠	•	٠	•	•	٠	•	٠	٠	٠	٠	٠	٠	•	٠	•	•	•	٠	٠	٠	٠	٠	•
1080PsF 24	•	•	٠	٠	٠	•	•	•	•	•	•	٠	•	•	•	•	٠	•	٠	٠	٠	•	•	٠	•	•
1080PsF 25	•	•	٠	•	٠	•	•	٠	•	٠	٠	٠	٠	٠	٠	•	٠	•	•	•	٠	٠	٠	٠	٠	•
1080PsF 29.97	•	•	•	٠	٠	•	•	•	•	•	•	•	•	•	•	•	٠	•	•	•	•	•	•	•	•	•
1080PsF 30	•	•	٠	•	٠	•	•	٠	•	٠	٠	٠	٠	٠	٠	•	٠	•	•	•	٠	٠	٠	٠	٠	•
1080p 23.98	•	•	٠	٠	٠	•	•	٠	•	٠	٠	٠	٠	٠	٠	•	٠	•	٠	٠	٠	٠	٠	٠	٠	•
1080p 24	•	•	•	٠	٠	•	•	٠	•	٠	٠	•	٠	٠	•	•	٠	•	•	•	•	٠	٠	•	٠	•
1080p 25	•	•	٠	٠	٠	•	•	٠	•	٠	٠	٠	٠	٠	٠	•	٠	•	٠	٠	٠	٠	٠	٠	٠	٠
1080p 29.97	٠	•	•	•	•	•	٠	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
1080p 30	٠	•	٠	٠	٠	•	٠	٠	٠	٠	٠	٠	٠	٠	٠	•	٠	•	٠	٠	٠	٠	٠	٠	٠	•
1080p 50	٠	•	•	•	•	•	٠	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
1080p 59.94	٠	•	٠	٠	٠	•	٠	٠	٠	٠	٠	٠	٠	٠	٠	•	٠	•	٠	٠	٠	٠	٠	٠	٠	•
1080p 60	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•

Figure 1-4 Option +FRC Standards Conversion Matrix

#### Wings Insertion

Wings insertion allows a symmetrical L-R wings insertion to be integrated into the card program video output. Wings video is accommodated using a separate wings SDI input. The wings user interface displays wings timing relative to the card output video, allowing wings timing offset to be adjusted such that wings can be properly framed. (This function does not provide timing offset control of the wings video; offset must be provided by a external frame sync card or device controlling the wings video feed.)

The wings L/R insertion width can be manually configured, or can be set to automatically track with aspect ratio as set by the card.

## Key/Fill Insertion Option

Option **+KEYER** provides for three of the card SDI video inputs to be used as respective program video, key, and fill inputs. Providing back-end (post scaler) keying, this function provides chroma keying using the **KEY VID IN** signal. The **FILL VID IN** signal provides the fill video that is inserted in the area "cleared out" by the key. The keying user interface displays key and fill timing relative to the card output video, allowing timing offset to be adjusted such that key and fill can be properly framed. (The option and its host card does not provide timing offset control of the key/fill video; offset must be provided by external frame sync cards or devices controlling the key and fill video feed.) The program video input when using keying accommodates either an SDI or an analog video input; key and fill inputs are SDI only.

Alpha threshold keyer modes allow full-color key/fill from cost-effective generic sources such as a standard PC (with appropriate HDMI-to-SDI output conversion) hosting simple .bmp, .jpeg, or .png graphic files. In these modes, a common key/fill SDI input provides both the key and fill input.

**EAS Text Crawl Generation Option Description** Option **+EAS** provides for automated keying Emergency Alert System (EAS) text crawls in the active program video output. The function receives its text stream via a card serial data input. The EAS crawl start can be set to trigger upon receiving the serial data message, or be set to use a GPI to trigger start of the EAS crawl.

Embedded in the received serial data are commands which set the message severity to be shown by the keyed crawl (severity is correlated to user-specified text color and background color for the crawl). User controls allow control of the crawl speed and repeat of the crawl burn-in (if desired). Refer to +TTS Manual Supplement OPT-SW-PHXEAS-MS for detailed information and installation/setup instructions.

#### **Closed Captioning Processor**

This function provides support for closed captioning setup. The function allows the selection of the ancillary data line number where the ancillary closed caption data is outputted when the output is HD. When receiving HD-SDI, both CEA 608 and CEA 708 are supported. Line 21 CEA 608 waveform-based SD closed-captioning is also supported.

#### Color Corrector **Option E**

Option **+COLOR** converts the YCbCr SDI input video to the 4:4:4 RGB color space (where the color correction is applied), and then back to YCbCr SDI on the output. Controls are available to adjust each RGB level independently for both white levels (gain) and black levels (offset). Gamma can also be independently adjusted for each RGB channels. Various controls can be ganged to provide adjustment for all three color channels simultaneously.

#### Trouble Slate Insertion Function **Option D**

Option **+T-SLATE** provides for graphic insertion onto the SDI processed output raster. The function allows for uploading a .png image graphic file to the card/device memory. (png files are converted to a special format using a web tool before uploading to the host card/device; this is described in the setup/operating instructions later in this supplement.)

When the image file(s) is uploaded to the card, its insertion can be enabled via DashBoard Event Setup controls that enable the graphic insertion only under certain conditions as desired. (For example, a trouble slate graphic can be set to insert upon detected input Loss of Signal (LOS).

The trouble slate function allows for positioning the image within the active video using DashBoard controls. Refer to +LOGO / +T-SLATE Manual Supplement OPT-SW-PHXLTS-MS for detailed information and installation/ setup instructions.

# Ancillary Data Processor **Option E**

This function provides full VANC/HANC ancillary data de-embedding and embedding for 3G/HD/SD-SDI streams. Direct access to DID and SDID locations allows extraction or insertion of user data such as camera PTZ, SCTE 104, closed-captioning read/insert, GPI/GPO via ANC, or other specialized user payloads. Data can be extracted and inserted within the card, bypassing the scaler (Bridge mode), or inserted and/or extracted to and from the card via serial or IP interfaces connecting to external devices/systems. A rear I/O module with a dedicated IP port can be used with the ancillary data processor function for data insertion or extraction via IP.

#### AFD ARC Processor **Option E**

(See Figure 1-5.) Option **+AFD** allows extracted Aspect Ratio Control (ARC) data from the input video (in either AFD, WSS, or VI formats) and provides:

- Format translation between AFD, WSS, and VI ARC formats.
- H/V cross-conversion matrix in which a received code directs a same or other user-selectable alternate H/V ratio on the output for any of several H/V ratios.
- Directs scaler automatic active ARC in response to received and/or converted ARC code (Scaler Follows ARC).

1

The input video is checked for ARC formats and can be set to provide a trigger upon when a selected ARC format is received, the code associated with the received format can be applied to the output as a translated format (for, example, from WSS to AFD). Received H/V codes can also be applied through an H/V conversion matrix that allows alternate H/V ratios for a given received input code. The ARC code format priority works in that AFD has highest priority, with WSS or VI selectable as the next priority. In conjunction with a user-accessible cross-matrix table, the received code then in turn directs any of several user-selectable H/V settings to be inserted on the output video as AFD, WSS, and/or VI codes. AFD, WSS and/or VI can be rejected for input consideration. On cards equipped with a scaler, the selected output H/V ratio can be set to automatically apply this aspect ratio to the program video.

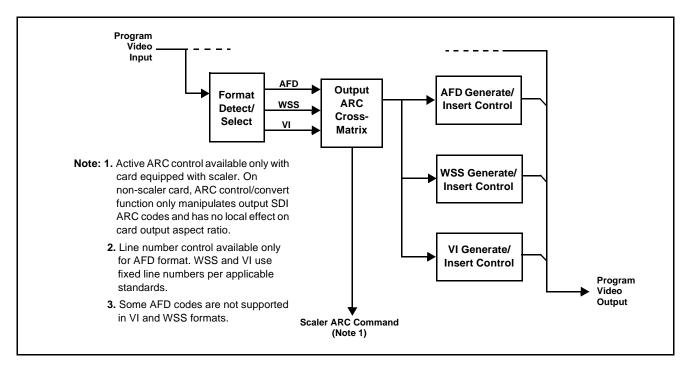


Figure 1-5 AFD ARC Processor

#### **Character/Image Burn-in Functions**

User text and timecode (as selected using the timecode function) can be burned into the output video. Burn-in attributes such as size, position, background, color, and opacity are user-configurable. Two discrete character burn strings can be inserted on output video, with each string inserted as static text and/or insert only upon LOS. A moving-box insertion can be enabled to serve as a dynamic raster confidence check even in cases where the input video image is static or lost.

#### Video Quality Events Detect Function **Option Detect**

Option +QC provides a Video Quality Events user interface and an Event Triggers user interface for setting an area of concern across the program raster which can be monitored for frozen or black video events. Threshold controls allow setting the sensitivity of the function, while engage and disengage threshold timing controls allow setting how fast the event detection engages and releases when triggered. The Event Triggers user interface allows instructing the card as to the action to take upon an event (such as go to a changed signal routing, activate a GPO, send an automated email, or go to a user-defined preset).

#### **Closed Captioning Events Detect Function**

An **Event Triggers** user interface can detect Closed Caption Presence and Closed Caption Absence events. The **Event Triggers** user interface in turn allows instructing the card as to the action to take upon an event (such as go to a changed signal routing, activate a GPO, send an automated email, or go to a user-defined preset).

#### **Video Output Crosspoint**

A four-output video matrix crosspoint allows independently applying the card processed video output, reclocked input, or wings/key-fill previews to any of the four card discrete coaxial outputs (**SDI OUT 1** thru **SDI OUT 4**). For an SD output, a CVBS coaxial output is available as a processed video output.

An additional output (**RLY BYP B**) provides a relay-protected output that outputs a copy of **SDI OUT 1** crosspoint selection in normal operation. In power loss failover **RLY BYP B** passive outputs the signal connected to **SDI IN B**.

#### **Audio Processor Description**

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

- 16 channels of embedded audio from the SDI video input (default 1-to-1 routing to SDI output)
- Up to 16 channels (8 pairs) of discrete AES input<sup>1</sup>
- Up to 4 channels of balanced analog audio input

(See Figure 1-6.) The audio processing subsection is built around a card internal 16-channel audio bus. This 16-channel bus receives inputs from an input routing crosspoint that routes de-embedded, and discrete AES and analog audio inputs, over the 16-channel card bus. Correspondingly, at the output end of the 16-channel bus is an output routing crosspoint that in turn distributes the 16-channel bus signals to embedded, and discrete AES and analog audio outputs.

1. Discrete audio I/O channel count is dependent on rear I/O module used. Not all rear I/O modules may support maximum number of available discrete channels.

An Input Audio Status display shows the presence and peak level of each input audio channel received by the card. In addition to SDI embedded audio channel sources, analog and coaxial AES inputs are available as input audio choices. For AES audio inputs, payload is identified (PCM or data such as Dolby<sup>®</sup> Digital or E).Each AES input pair has independent sample rate converters to align each input pair with video timing to accommodate cases where AES audio is not synchronous with input video (SRC automatically bypassed for non-PCM payloads). As such, the audio subsection provides a full crosspoint between all supported audio inputs and output types.

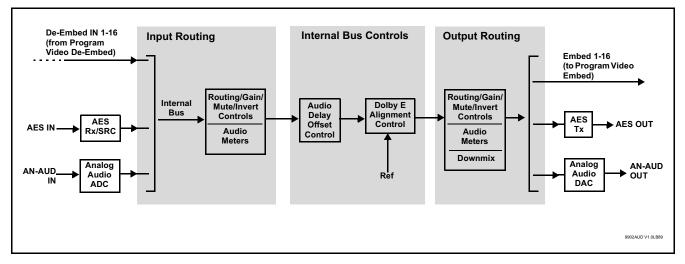


Figure 1-6 Basic Audio Processing Block Diagram

**Option** (Option +CQS). Clean and Quiet Switching allows SDI input selection to be changed from one source to another while ducking audio during controlled input video switching transitions to provide silence between input switches. The cross-fade is queued for the next available RP168 switch line following the switch command.

- **Note:** Clean audio switching is assured only for intentional, controlled switches via user control. Clean audio switching cannot be assured for failover switches.
  - Clean switching requires that both SDI signals (switch from and switch to) be stable and present.
  - Clean audio switching function is designed for PCM audio. This function does not assure clean decoded audio when switching from/to Dolby or other non-PCM audio.

#### **Audio Down Mix Function**

(See Figure 1-7.) The Audio Down Mixer function provides for the selection of any five embedded channels 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 to any embedded audio pair as desired (or de-embedded to an AES or analog audio output).

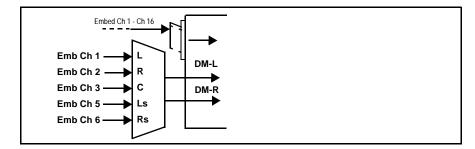


Figure 1-7 Audio Down Mix Functional Block Diagram with Example Sources

**Flex Buses.** For both input and output nodes before and after the card internal buses, flex buses provide flexible-structure mixer in which any of 16 summing nodes (**Flex Mix Bus A** thru **Flex Mix Bus P**) can receive any card audio input, thereby allowing several customizable mixing schemes. Similarly, any of the 16 card internal bus signals can be applied to an output flex bus mixer.

**Text-To-Speech. Option**  $\searrow$  (Option +TTS) Cobalt Digital +TTS is a complete 21CVAA digital text-to-speech generation / audio insertion solution for embedded and discrete audio systems. +TTS is available as a software option for new cards and as a field upgrade.

**+TTS** interfaces with industry standard Windows Share folder systems to receive non-proprietary text, XML, or similar plain text files, and converts and inserts realistic human-voice audio into user-configured audio channels (typically an SAP channel pair intended for this playout). **+TTS** allows for prioritization based on the organization's discretion (for example, severe weather alerts out-prioritizing school closings). Alert tones are inserted over the main program channels to alert the visually impaired that emergency content is to occur on the SAP channel. Alerts can be played a configurable number of times, and alerts with higher priority can interrupt current lists for breaking news. Once the interrupt message is broadcast, **+TTS** automatically reverts to normal audio programming. Refer to +TTS Manual Supplement OPT-TTS-MS for detailed information and installation/setup instructions.

#### Audio Events Detect Function **Option**

Option +QC provides a Audio Detect Events user interface and an Event Triggers user interface for checking user-selected channels to detect audio silence conditions. The Event Triggers user interface in turn allows instructing the card as to the action to take upon an event (such as go to a changed signal routing, activate a GPO, send an automated email, or go to a user-defined preset).

#### Control and Data Input/Output Interfaces

#### **GPI Interface**

Two independent ground-closure sensing GPI inputs (**GPI 1** and **GPI 2**; each sharing common ground connection as chassis potential) are available. Associated with each GPI user control is a selection of one of 32 user-defined card presets in which GPI activation invokes a card control preset. Because the GPI closure invokes a user-defined preset, the resulting setup is highly flexible and totally user-defined. Invoking a user preset to effect a change involves card setup communication limited **only** to the items being changed; the card remains on-line during the setup, and the called preset is rapidly applied.

GPI triggering can be user selected to consider the activity on discrete GPI ports, or combinations of logic states considering both GPI inputs, as well as be set for level or edge triggering. This flexibility allows multistage, progressive actions to be invoked if desired. Indication is provided showing whenever a GPI input has been invoked.

#### **GPO Interface**

Two independent phototransistor non-referenced (floating) contact pairs (**GPO 1/1** and **GPO 2/2**) are available. A GPO can be invoked by setting a GPO to be enabled when a card preset is in turn applied (i.e., when a preset is invoked (either manually or via event-based loading), the GPO is correspondingly also activated.

#### Serial (COMM) Ports

The 9902-UDX is equipped with two, 3-wire serial ports (**COM 1 - Serial Port 1, COM 2 - Serial Port 2**). The ports provide for SMPTE 2020 de-embedding to an output port, and provide RS-485 LTC I/O (when licensed with option +LTC), and can be used with the Ancillary Data Processor option for data insertion or extraction. Either port can be configured as RS-232 Tx/Rx or RS-422 non-duplexed Tx or Rx.

## +SCTE104 Insertion Option 至

Option +SCTE104 provides generation and insertion of SCTE 104 messages into baseband SDI. Message send can be triggered from automation GPI or other event action modes. The option can also execute card actions based on SCTE 104 messages received by the card, as well as send triggered SCTE 104 packets to other downstream systems.

The user interface is based on common SCTE 104 operations: Splice Start Normal, Splice Start Intermediate, Splice End Normal, Splice End Intermediate, and Splice Cancel (splice\_request\_data variants), offering full control of splice start, end, and cancel as well as pre-roll and break duration offsets. (A Manual Supplement is planned for this option. Please check product web page.)

#### **Alarm Function**

The card can be set to monitor input video/audio for input errors such as input LOS, frozen or black frame, loss of reference, closed captioning ancillary data loss, and/or per-channel audio absences. These alarms can be propagated as a card general error or warning message, and can be downloaded as basic .txt logs or via a Syslog function.

User setup tables configure the alarm severity escalation as well as trigger holdoff/release and other thresholds as applicable.

#### User Control Interface

Figure 1-8 shows the user control interface options for the 9902-UDX. 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.
  - **DashBoard<sup>™</sup> User Interface** Using DashBoard<sup>™</sup>, the 9902-UDX and other cards installed in openGear<sup>®1</sup> frames can be controlled from a computer and monitor.

DashBoard<sup>TM</sup> 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<sup>TM</sup>, so the control interface is always up to date.

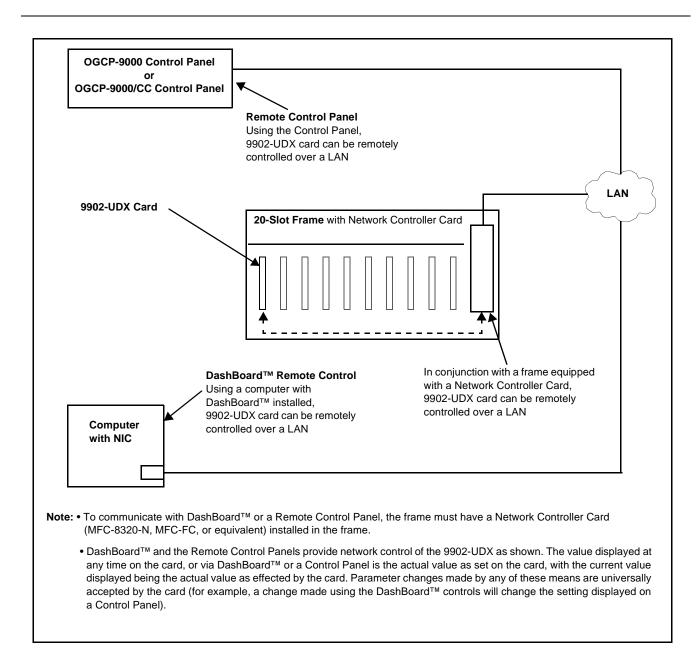
The DashBoard<sup>™</sup> software can be downloaded from the Cobalt Digital Inc. website: <u>www.cobaltdigital.com</u> (enter "DashBoard" in the search window). The DashBoard<sup>™</sup> user interface is described in Chapter 3,"Operating Instructions".

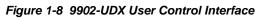
 Cobalt<sup>®</sup> OGCP-9000 and OGCP-9000/CC Remote Control Panels – The OGCP-9000 and OGCP-9000/CC Remote Control Panels conveniently and intuitively provide parameter monitor and control of the 9902-UDX and other video and audio processing terminal equipment meeting the open-architecture Cobalt<sup>®</sup> cards for openGear<sup>TM</sup> standard.

In addition to circumventing the need for a computer to monitor and control signal processing cards, the 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<sup>TM</sup> control software DashBoard<sup>TM</sup>; any changes made with either system are reflected on the other. The Remote Control Panel user interface is described in Chapter 3, "Operating Instructions".

<sup>1.</sup> openGear® is a registered trademark of Ross Video Limited. DashBoard<sup>TM</sup> is a trademark of Ross Video Limited.





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<sup>®</sup> reference guide **Remote Control** User Guide (PN 9000RCS-RM) provides thorough information and step-by-step instructions for setting up network remote control of Cobalt<sup>®</sup> cards using DashBoard<sup>™</sup>. (Cobalt<sup>®</sup> 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>Reference Documents** link at www.cobaltdigital.com and then select DashBoard Remote Control Setup Guide as a download, or contact Cobalt<sup>®</sup> as listed in Contact Cobalt Digital Inc. (p. 1-27).

#### 9902-UDX Rear I/O Modules

The 9902-UDX physically interfaces to system video connections at the rear of its frame using a Rear I/O Module.

All inputs and outputs shown in the 9902-UDX 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 9902-UDX card edge connections to coaxial and other connectors that interface with other components and systems in the signal chain.

The full assortment of 9902-UDX Rear I/O Modules is shown and described in 9902-UDX Rear I/O Modules (p. 2-4) in Chapter 2, "Installation and Setup".

# **Technical Specifications**

Table 1-1 lists the technical specifications for the 9902-UDX Multi-Input Up-Down-Cross Converter/Frame Sync with Auto-Changeover and Character Burn card.

Item	Characteristic
Part number, nomenclature	9902-UDX 3G/HD/SD-SDI Up-Down-Cross Converter/Frame Sync/Audio Embed/De-Embed with Multi-Input Auto-Changeover
Installation/usage environment	Intended for installation and usage in frame meeting openGear™ modular system definition
Power consumption	< 18 Watts maximum
Installation Density	Up to 20 cards per 20-slot frame
Environmental: Operating temperature: Relative humidity (operating or storage):	32° – 104° F (0° – 40° C) < 95%, non-condensing
Frame communication	10/100/1000 Mbps Ethernet with Auto-MDIX
Indicators	Card edge display and indicators as follows:
	<ul> <li>4-character alphanumeric display</li> </ul>
	Status/Error LED indicator
	Input Presence LED indicators
Serial Digital Video Input	Number of Inputs:
	Up to (4), with manual select or failover to alternate input. Input B uses relay bypass to output RLY BYP B.
	Data Rates Supported:
	SMPTE 424M, 292M, SMPTE 259M-C

#### Table 1-1 Technical Specifications

Item	Characteristic						
Serial Digital Video Input (cont)	Impedance:						
	75 $\Omega$ terminating						
	Return Loss:						
	> 15 dB up to 1.485 GHz						
	> 10 dB up to 2.970 GHz						
Analog Video Input	Number of Inputs:						
	One SD analog CVBS						
	Impedance:						
	75 Ω						
AES Audio Inputs	Standard:						
	SMPTE 276M						
	Number of Inputs:						
	Up to 16 unbalanced; AES-3id						
	Impedance:						
	75 Ω						
Analog Audio Inputs	Number of Inputs:						
	Up to four balanced using 3-wire removable Phoenix connectors; 0 dBFS => +24 dBu						
Input Select/Auto-Changeover Failover (option +QC)	Failover to alternate input on loss of target input. Failover invoked upon LOS and/or (with option +QC) user configurable parametric criteria such as black/frozen frame or audio silence.						
	- Black frame trigger configurable for black intensity threshold and persistence time.						
	<ul> <li>Frozen frame trigger configurable for frozen percentage difference and persistence time.</li> </ul>						
Post-Processor Serial Digital Video	Number of Outputs:						
Outputs	Four 3G/HD/SD-SDI BNC						
	Impedance:						
	75 Ω						
	Return Loss:						
	> 15 dB at 5 MHz – 270 MHz						
	Signal Level:						
	800 mV ± 10%						
	DC Offset:						
	0 V ± 50 mV						
	Jitter (3G/HD/SD):						
	< 0.3/0.2/0.2 UI						

Table 1-1	Technical Specifications — continued

Item	Characteristic
Post-Processor Serial Digital Video Outputs (cont)	Minimum Latency (scaler and frame sync disabled): SD: 127 pixels; 9.4 us 720p: 330 pixels; 4.45 us 1080i: 271 pixels; 3.65 us 1080p: 361 pixels; 2.43 us
Analog Video Output	Number of Outputs:         One SD analog CVBS         Impedance:         75 Ω
Embedded Audio Output	16-ch embedded. User crosspoint allows routing of any embedded channel to any embedded channel output. Multi-frequency tone generator for each audio output. Master delay control; range of -33 msec to +3000 msec.
AES Audio Outputs	Standard: SMPTE 276M Number of Outputs: Up to 16 unbalanced; AES-3id Impedance: 75 Ω
Analog Audio Outputs	Number of Outputs: Up to four balanced using 3-wire removable Phoenix connectors; 0 dBFS => +24 dBu
Frame Reference Input	Number of Inputs:         Two, REF 1 and REF 2 from frame with selectable failover         Standards Supported:         SMPTE 170M/318M ("black burst")         SMPTE 274M/296M ("tri-level")         Return Loss:         > 35 dB up to 5.75 MHz
GPIO	<ul> <li>(2) GPI; (2) GPO; opto-isolated</li> <li>GPO Specifications:</li> <li>Max I: 120 mA</li> <li>Max V: 30 V</li> <li>Max P: 120 mW</li> <li>GPI Specifications:</li> <li>GPI LO @ Vin &lt; 1.5 V</li> <li>GPI HI @ Vin &gt; 2.3 V</li> <li>Max Vin: 9 V</li> </ul>

Table 1-1	Technical Specifications — continued

# 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<sup>®</sup> 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**

2506 Galen Drive	Office: (217) 344-1243
Champaign, IL 61821 USA	Fax: (217) 344-1245
www.cobaltdigital.com	Email: info@cobaltdigital.com

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# **Contact Cobalt Digital Inc.**

Feel free to contact our thorough and professional support representatives for any of the following:

- Name and address of your local dealer
- Product information and pricing
- Technical support
- Upcoming trade show information

Phone:	(217) 344-1243	
Fax:	(217) 344-1245	
Web:	www.cobaltdigital.com	
General Information:	info@cobaltdigital.com	
Technical Support:	support@cobaltdigital.com	

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# Chapter 2

# Installation and Setup

### **Overview**

This chapter contains the following information:

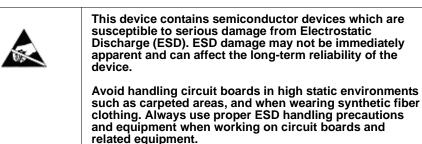
- Installing the 9902-UDX Into a Frame Slot (p. 2-1)
- Installing a Rear I/O Module (p. 2-3)
- Setting Up 9902-UDX Network Remote Control (p. 2-10)

## Installing the 9902-UDX 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 9902-UDX has a moderate power dissipation (<18 W). As such, avoiding placing the card adjacent to other cards with similar dissipation values if possible.

#### CAUTION



Note: If installing the 9902-UDX 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 9902-UDX 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 9902-UDX 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 to be installed on the Rear I/O connector bank corresponding to the slot location of the card.

Install the 9902-UDX into a frame slot as follows:

- 1. Determine the slot in which the 9902-UDX 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 the input and output cables as shown in 9902-UDX Rear I/O Modules (p. 2-4).
- 9. Repeat steps 1 through 8 for other 9902-UDX cards.
- **Note:** The 9902-UDX BNC inputs are internally 75-ohm terminated. It is not necessary to terminate unused BNC inputs or outputs.
  - 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.
  - 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 Setting Up 9902-UDX Network Remote Control (p. 2-10).

Note: If installing a card in a frame already equipped for, and connected to DashBoard<sup>™</sup>, no network setup is required for the card. The card will be discovered by DashBoard<sup>™</sup> 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 9902-UDX is to be installed.

If installing the 9902-UDX in a slot already equipped with a suitable I/O module, omit this procedure.

Install a Rear I/O Module as follows:

- 1. On the frame, determine the slot in which the 9902-UDX 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.

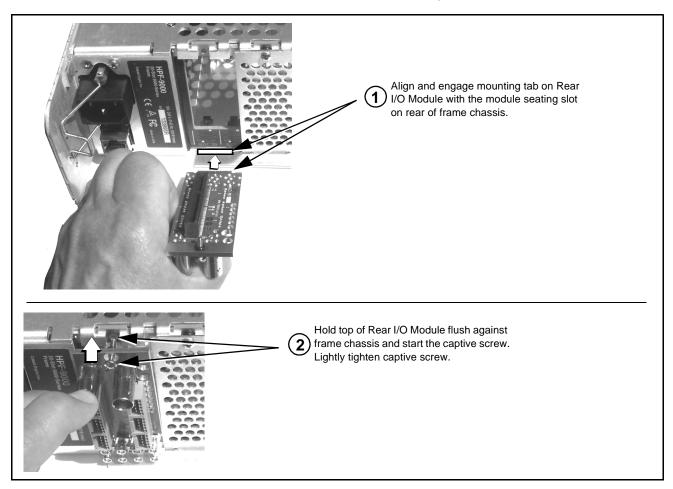


Figure 2-1 Rear I/O Module Installation

#### 9902-UDX Rear I/O Modules

Table 2-1 shows and describes the full assortment of Rear I/O Modules specifically for use with the 9902-UDX.

**Notes:** 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	9902-UDX Rear I/O Modules

9902-UDX Rear I/O Module	Description
RM20-9902-A/S	<ul> <li>Split Rear Module. Provides each of the following connections for two 9902-UDX cards:</li> <li>Two 3G/HD/SD-SDI coaxial input BNCs (SDI IN A and SDI IN C)</li> <li>Three 3G/HD/SD-SDI Video Out BNCs (SDI OUT 1 thru SDI OUT 3)</li> </ul>
RM20-9902-B	<ul> <li>Provides the following connections:</li> <li>One 3G/HD/SD-SDI coaxial input BNC (SDI IN A)</li> <li>One analog video CVBS coaxial input BNC (CVBS IN)</li> <li>Two analog balanced audio inputs (AN-AUD IN 1 and AN-AUD IN 2)</li> <li>One AES input BNC (AES IN)</li> <li>One processed coaxial output BNC (SDI OUT)</li> <li>One analog video CVBS coaxial output BNC (CVBS OUT)</li> <li>Two analog balanced audio outputs (AN-AUD OUT 1 and AN-AUD OUT 2)</li> <li>One AES output BNC (AES OUT)</li> </ul>

#### 9902-UDX Rear I/O Module Description RM20-9902-C Provides the following connections: Four 3G/HD/SD-SDI video input BNCs (SDI IN A thru SDI IN D) $\odot$ $\odot$ Four 3G/HD/SD-SDI video output BNCs SDI IN A SDI IN B (RCK/PROC 1 thru RCK/PROC 4; each GUI Note: RCK/PROC 1 thru selectable as processed out, selected-input $\odot$ $\odot$ RCK/PROC 4 are DA reclocked, or wings/key-fill preview where outputs which can be SDUN C RI Y BYP B available) individually set as reclocked or processed GPIO $\odot$ One relay-protected SDI processed output BNC outputs of the COM (RLY BYP B; outputs a copy of SDI OUT 1 under currently-selected input. SDI IN D normal conditions, or passive outputs the SDI input RLY BYP B is a relay- $\odot$ $\odot$ on SDI IN B as a relay failover if card power is lost) protected path which RCK/PROC 1 RCK/PROC 2 carries processed • COMM/GPIO RJ-45 connector. Provides the SDI out under normal following: conditions and passive $\odot$ $\odot$ - Multi-format serial interface routes SDI IN B to this RCK/PROC 3 RCK/PROC 4 BNC upon loss of power. - Two opto-isolated GPI inputs - Two opto-coupled GPO (GPO 1/G and GPO 2/G) Note: Refer to GPIO, Serial (COMM), and Analog Audio Connections (p. 2-10) for connector pinouts and important information regarding GPO electrical limits. RM20-9902-D Provides the following connections: • Two 3G/HD/SD-SDI video inputs (SDI IN A and SDI IN B) CVBS $\odot$ One CVBS video input (CVBS IN) 10 50 • Two analog balanced audio inputs (AN-AUD IN 1 and AN-AUD IN 2) 20 60 • Eight AES audio inputs (AES IN 1 thru AES IN 8) • Two 3G/HD/SD-SDI video outputs (SDI OUT 1 and 30 70 SDI OUT 2) + G 40 80 One CVBS video output (CVBS OUT) Two analog balanced audio outputs (•) (AN-AUD OUT 1 and AN-AUD OUT 2) 0 50 70 • Eight AES audio outputs (AES OUT 1 thru 60 AES OUT 8) Note: Available equipped with High-Density BNC (HDBNC) or DIN1.0/2.3 connectors as: RM20-9902-D-HDBNC or RM20-9902-D-DIN, respectively.

#### Table 2-1 9902-UDX Rear I/O Modules — continued

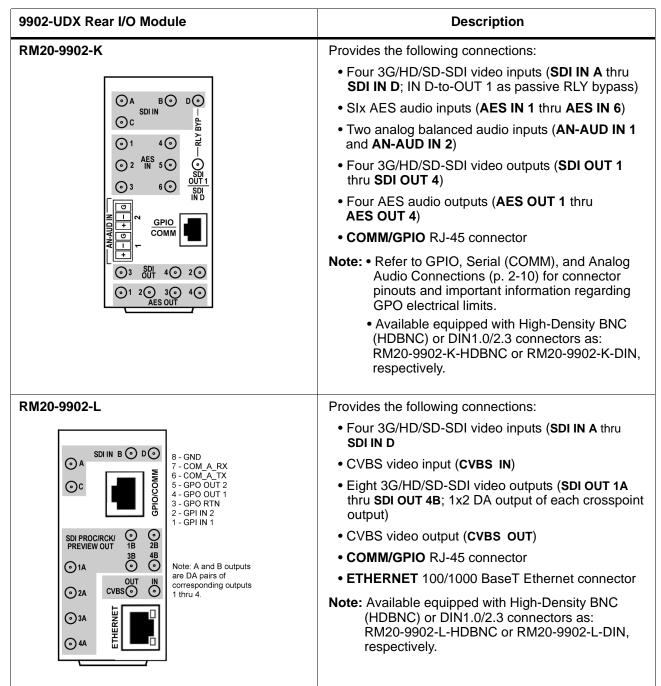
9902-UDX Rear I/O Module	Description			
RM20-9902-E	Provides the following connections:			
	<ul> <li>Four 3G/HD/SD-SDI video inputs (SDI IN A thru SDI IN D)</li> </ul>			
	• Eight AES audio inputs (AES IN 1 thru AES IN 8)			
	<ul> <li>Four 3G/HD/SD-SDI video outputs; selectable as processed or input reclocked out (SDI OUT 1 thru SDI OUT 4)</li> </ul>			
AES IN	• Eight AES audio outputs (AES OUT 1 thru AES OUT 8)			
$ \begin{array}{c} \bigcirc 1 \\ SDI PROC/ \\ RCK OUT \\ \odot 3 \end{array} \begin{array}{c} \bigcirc 2 \\ 4 \\ 4 \\ 4 \\ 2 \\ \hline \end{array} \right) $ $ \begin{array}{c} \bigcirc 1 \\ 3 \\ 4 \\ 2 \\ \hline \end{array} \right) $ $ \begin{array}{c} \bigcirc 1 \\ 4 \\ 4 \\ \hline \end{array} \right) $ $ \begin{array}{c} \bigcirc 2 \\ \hline \end{array} $ $ \begin{array}{c} \bigcirc 1 \\ 4 \\ \hline \end{array} $ $ \begin{array}{c} \bigcirc 2 \\ \hline \end{array} $ $ \begin{array}{c} \bigcirc 1 \\ 4 \\ \hline \end{array} $ $ \begin{array}{c} \bigcirc 2 \\ \hline \end{array} $	Note: Available equipped with High-Density BNC (HDBNC) or DIN1.0/2.3 connectors as: RM20-9902-E-HDBNC or RM20-9902-E-DIN, respectively.			
RM20-9902-F	Provides the following connections:			
$\odot$ $\odot$	<ul> <li>Two 3G/HD/SD-SDI video input BNCs (SDI IN A and SDI IN B)</li> </ul>			
	<ul> <li>Three 3G/HD/SD-SDI video output BNCs (SDI OUT 1A thru SDI OUT 4B; each GUI selectable as selected-input reclocked or processed out)</li> </ul>			
	<ul> <li>One relay-protected SDI processed output BNC (RLY BYP A/B)</li> </ul>			
SDIOUT 1A ATBOUT	<ul> <li>Two opto-isolated GPI inputs (terminals GPI 1-G and GPI 2-G)</li> </ul>			
	• Two opto-coupled GPO (GPO 1/C and GPO 2/C)			
SDI OUT 3A SDI OUT 4B	<b>Note:</b> Refer to GPIO, Serial (COMM), and Analog Audio Connections (p. 2-10) for connector pinouts and important information regarding GPO electrica limits.			

### Table 2-1 9902-UDX Rear I/O Modules — continued

2

Table 2-1 9902-UDX Rear I/O Modules — continue
------------------------------------------------

9902-UDX Rear I/O Module	Description
9902-UDX Rear I/O Module RM20-9902-H	<ul> <li>Provides the following connections:</li> <li>Two 3G/HD/SD-SDI video input BNCs (SDI IN A and SDI IN B)</li> <li>One SDI/CVBS video input; selectable as 3G/HD/SD-SDI or CVBS (D/CVBS IN)</li> <li>Four analog balanced audio inputs (AN-AUD IN 1 thru AN-AUD IN 4)</li> <li>Two AES audio inputs (AES IN 1 and AES IN 2)</li> <li>Three 3G/HD/SD-SDI video outputs, selectable as processed or reclocked input (SDI OUT 1 thru SDI OUT 3)</li> <li>3G/HD/SD-SDI video output pair, selectable as</li> </ul>
Note: Refer to GPIO, Serial (COMM), and Analog Audio Connections (p. 2-10) for connector pinouts and important information regarding GPO electrical limits.	<ul> <li>processed or reclocked input as a pair (SDI OUT 4a and SDI OUT 4b)</li> <li>Four analog balanced audio outputs (AN-AUD OUT 1 thru AN-AUD OUT 4)</li> <li>Two AES audio outputs (AES OUT 1 and AES OUT 2)</li> <li>One GPI / 6Hz coaxial input (GPI 1)</li> <li>One coaxial GPO with isolated return (GPO 1)</li> <li>Note: Available equipped with High-Density BNC (HDBNC) or DIN1.0/2.3 connectors as: RM20-9902-H-HDBNC or RM20-9902-H-DIN, respectively.</li> </ul>
RM20-9902-J         Image: Constrained of the second state of the sec	<ul> <li>Provides the following connections:</li> <li>Two 3G/HD/SD-SDI video input BNCs (SDI IN A and SDI IN B)</li> <li>One SDI/CVBS video input; selectable as 3G/HD/SD-SDI or CVBS (D/CVBS IN)</li> <li>Four analog balanced audio inputs (AN-AUD IN 1 thru AN-AUD IN 4)</li> <li>Two AES audio inputs (AES IN 1 and AES IN 2)</li> <li>Four 3G/HD/SD-SDI video outputs, selectable as processed or reclocked input (SDI OUT 1 thru SDI OUT 4)</li> <li>One CVBS video output (CVBS OUT)</li> <li>Four analog balanced audio outputs (AN-AUD OUT 4)</li> <li>Two AES audio outputs (AES OUT 1 and AES OUT 2)</li> <li>One GPI / 6Hz coaxial input (GPI 1)</li> <li>One coaxial GPO with isolated return (GPO 1)</li> <li>Note: Available equipped with High-Density BNC (HDBNC) or DIN1.0/2.3 connectors as: RM20-9902-J-HDBNC or RM20-9902-J-DIN, respectively.</li> </ul>



#### Table 2-1 9902-UDX Rear I/O Modules — continued

2

Table 2-1

#### 9902-UDX Rear I/O Module Description RM20-9902-M/S Split Rear Module. Provides each of the following connections for two 9902-UDX cards: CARD 2 CARD 1 Four 3G/HD/SD-SDI coaxial input BNCs (SDI IN A) and SDI IN D) SDI IN A SDI IN A Six 3G/HD/SD-SDI Video Out BNCs (SDI OUT 1A) SDI IN B SDI IN B thru SDI OUT 4B) SDI IN C 💽 SDI IN C Note: Available equipped with High-Density BNC (HDBNC) or DIN1.0/2.3 connectors as: SDI IN D 🕥 SDI IN D RM20-9902-M/S-HDBNC or RM20-9902-M/S-DIN, respectively. ⊙1A ⊙1A SDI OUT SDI OUT ⊙2A ()2A 3A ① Õ Õ $\odot$ 4B 4B ଚ $\odot$ $\odot$ RM20-9902-N Double-width rear modules provides the following connections: GPIO/COMM • Four 3G/HD/SD-SDI video inputs (SDI IN A thru AES IN A۞ в⊙ Þ⊙ **⊙**1 SDI IN D SDI -RLY BYP-**⊙**2 3⊙ • CVBS video input (CVBS IN) c⊙ Ô • Four analog balanced audio inputs (AN-AUD IN 1 () 1B CVBS SDI OUT thru **AN-AUD IN 4**) 0 Õ G 2B $\overset{1}{\odot}$ • Eight AES audio inputs (AES IN 1 thru AES IN 8) ୦ SDI OUT • Four 3G/HD/SD-SDI video outputs (SDI OUT 1B $\bigcirc^{2A}$ () 3B $\odot$ thru SDI OUT 4B (OUT 1B with relay bypass + protect) G 4B G ଚ CVBS video output (CVBS OUT) 2 3 3 4 0 10 · Four analog balanced audio outputs AES OUT (AN-AUD OUT 1 thru AN-AUD OUT 4) 50 60 70 80 ETHERNET • Eight AES audio outputs (AES OUT 1 thru AES OUT 8) COMM/GPIO RJ-45 connector • ETHERNET 100/1000 BaseT Ethernet connector Note: Available equipped with High-Density BNC (HDBNC) or DIN1.0/2.3 connectors as: RM20-9902-N-HDBNC or RM20-9902-N-DIN, respectively.

9902-UDX Rear I/O Modules — continued

### **GPIO**, Serial (COMM), and Analog Audio Connections

Figure 2-2 shows connections to the card multi-pin terminal block connectors. These connectors are used for card serial comm, GPIO, and balanced analog audio connections.

**Note:** It is preferable to wire connections to plugs oriented as shown in Figure 2-2 rather than assessing orientation on rear module connectors. Note that the orientation of rear module 3-wire audio connectors is not necessarily consistent within a rear module, or between different rear modules. If wiring is first connected to plug oriented as shown here, the electrical orientation will be correct regardless of rear module connector orientation.

### Setting Up 9902-UDX Network Remote Control

Perform remote control setup in accordance with Cobalt<sup>®</sup> 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<sup>®</sup> reference guide Remote Control User Guide (PN 9000RCS-RM) provides thorough information and step-by-step instructions for setting up network remote control of Cobalt<sup>®</sup> cards using DashBoard<sup>™</sup>. (Cobalt<sup>®</sup> 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>Reference Documents** link at www.cobaltdigital.com and then select DashBoard Remote Control Setup Guide as a download, or contact Cobalt<sup>®</sup> as listed in Contact Cobalt Digital Inc. (p. 1-27).

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

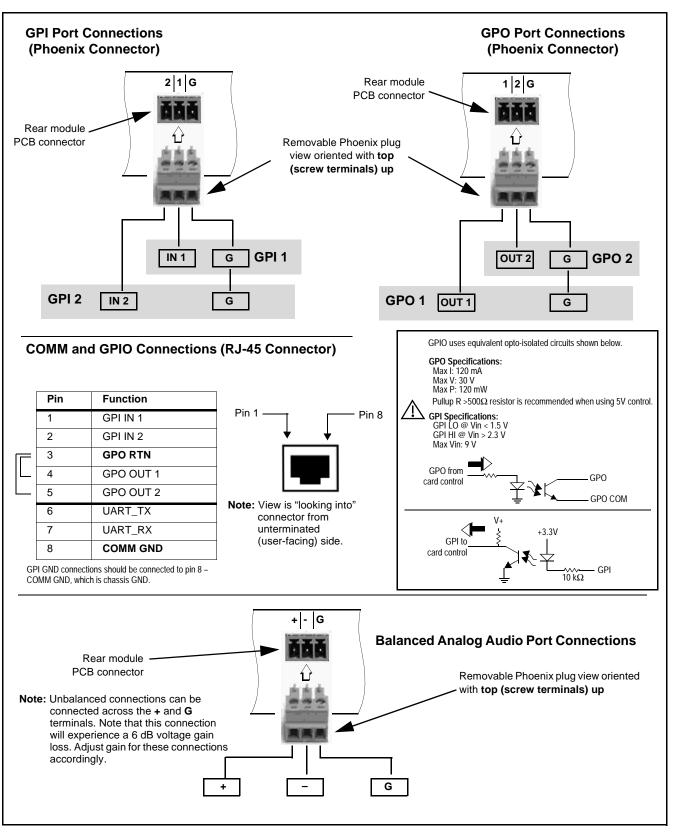


Figure 2-2 COMM, GPIO, and Analog Audio Connector Pinouts

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## Chapter 3

# **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 9902-UDX Function Menu List and Descriptions (p. 3-10).
- Control and Display Descriptions (p. 3-1)
- Accessing the 9902-UDX Card via Remote Control (p. 3-6)
- Checking 9902-UDX Card Information (p. 3-8)
- Ancillary Data Line Number Locations and Ranges (p. 3-9)
- 9902-UDX Function Menu List and Descriptions (p. 3-10)
- Troubleshooting (p. 3-83)

### **Control and Display Descriptions**

This section describes the user interface controls, indicators, and displays for using the 9902-UDX card. The 9902-UDX functions can be accessed and controlled using any of the user interfaces described here.

The format in which the 9902-UDX 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 9902-UDX functions (and the controls, indicators, and displays related to a particular function) follows a general arrangement of Function Menus under which related controls can be accessed (as described in Function Menu/Parameter Overview below).

Note: When a setting is changed, settings displayed on DashBoard<sup>™</sup> (or a Remote Control Panel) are the settings as effected by the 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 Menu/Parameter Overview**

The functions and related parameters available on the 9902-UDX card are organized into function **menus**, which consist of parameter groups as shown below.

Figure 3-1 shows how the 9902-UDX card and its menus are organized, and also provides an overview of how navigation is performed between cards, function menus, and parameters.

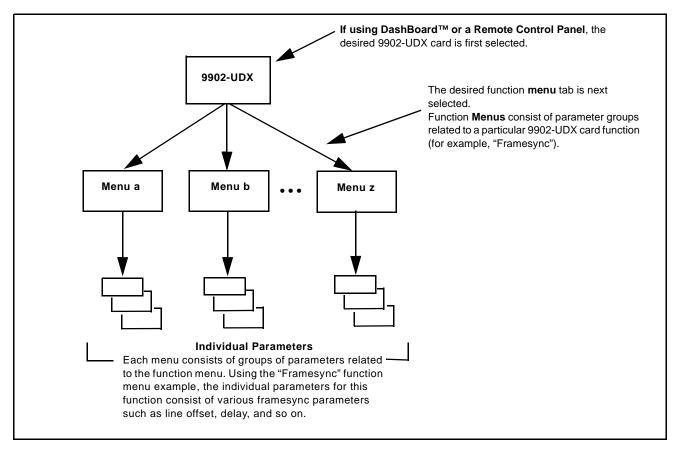


Figure 3-1 Function Menu/Parameter Overview

3

### DashBoard<sup>™</sup> User Interface

(See Figure 3-2.) The card function menus are organized in DashBoard<sup>™</sup> 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.

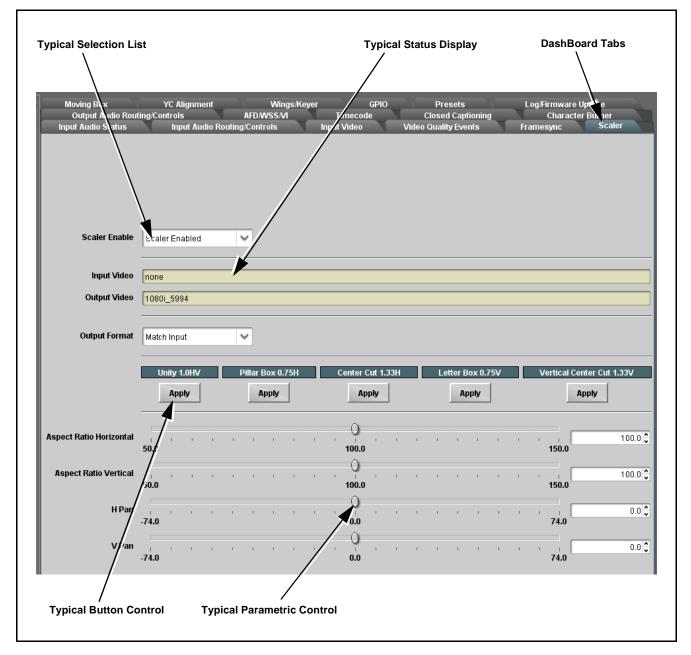


Figure 3-2 Typical DashBoard Tabs and Controls

### **Cobalt® Remote Control Panel User Interfaces**

(See Figure 3-3.) Similar to the function menu tabs using DashBoard<sup>TM</sup>, the 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, "Video Proc") using the Control Panel as compared to using the card edge controls.

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.

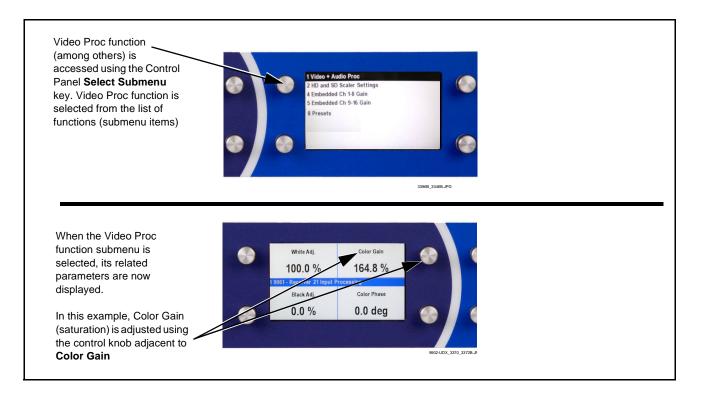


Figure 3-3 Remote Control Panel Setup of Example Video Proc Function Setup

### Web HTML5 User Interface

(See Figure 3-4.) When equipped with a rear I/O module having an Ethernet port, the 9902-UDX controls can be accessed via a web network connection with no additional remote control software needed. The web GUI shows the same tabs, controls and status displays as those accessed using DashBoard<sup>TM</sup>. This allows very convenient control access to the card, even if using a computer without DashBoard remote control or in case the frame network connection is down.

The card can be accessed in a web browser by entering the card IP address as set in the card **Admin** tab. (See Admin (p. 3-75) for more information.)

**Note:** Card must be equipped with a rear I/O module with an Ethernet port to use html access. The card address is entirely independent of, and requires no association with, the frame openGear IP address.

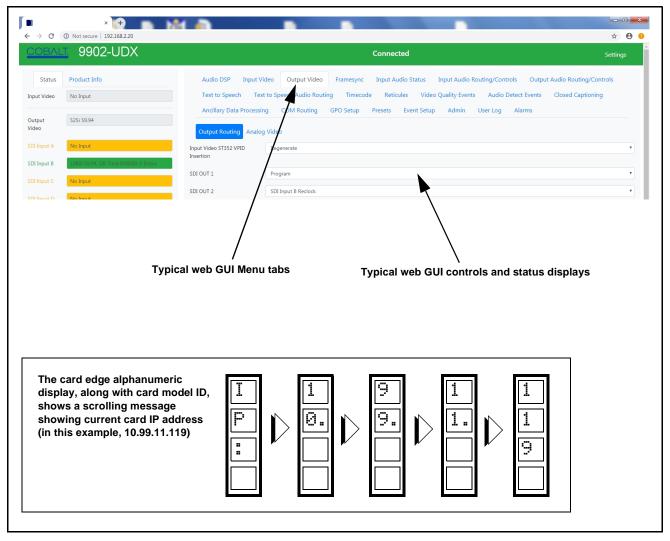


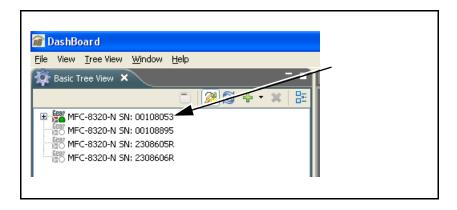
Figure 3-4 Typical Web GUI Tabs and Controls

### Accessing the 9902-UDX Card via Remote Control

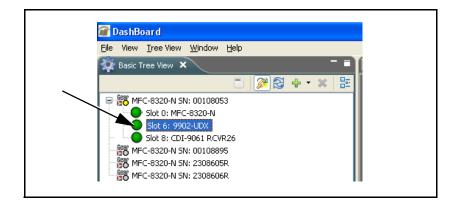
Access the 9902-UDX card using DashBoard<sup>TM</sup> or Cobalt<sup>®</sup> Remote Control Panel as described below.

### Accessing the 9902-UDX Card Using DashBoard™

- 1. On the computer connected to the frame LAN, open DashBoard<sup>TM</sup>.
- 2. As shown below, in the left side Basic View Tree locate the Network Controller Card associated with the frame containing the 9902-UDX 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 6: 9902-UDX").



As shown on the next page, when the card is accessed in DashBoard<sup>TM</sup> its function menu screen showing tabs for each function is displayed. (The particular menu screen displayed is the previously displayed screen from the last time the card was accessed by DashBoard<sup>TM</sup>).

### **Operating Instructions**

Card Access/Navigation Card Info	C	Card Function Menu and	
Tree Pane Pane		Controls Pane	
		/	
//		/	
<u> </u>			
📾 DashBoard			
Eile View DB View Window Help			
Basic Tree View × = = O HPF-9000_SW-D - Slot 6 - 9902-UDX ×			
□ <mark>□ 2 + × =</mark>			
HPF-9000_SW-D Slot 18: 9902-UDX	Moving Box YC Alignment Output Audio Routing/Controls	Wings/Keyer GPIO P AFD/WSS/VI Timecode Clos	resets Log/Firmware Update ed Captioning Character Burner
Slot 0: HPF-FC     Card state: OK     Slot 2: 9223-D-HD-P	Input Audio Status Input Audio Ro		lity Events Framesync Scaler
Slot 4: 9990-DEC-MPEG Connection: OONLINE			
Slot 6: 9902-UDX     Slot 12: 9911DA-8-BPX			
Slot 20: 9415DA-SFP			
	Scaler Enable Scaler Enabled	~	
Output Video 1080i_5994	Input Video 1080i_5994		
SDI Input A 🔵 1080i_5994, OK Time	Output Video 1080i 5994		
SDI Input B 🔵 Unlocked	1000_0004		
SDI Input C Unlocked	Output Format Match Input		
SDI Input D Unlocked	Output Format Match Input	~	
GPI1 Open	Unity 1.0HV		etter Box 0.75V Vertical Center Cut 1.33V
GPI2 Open	Apply	Apply Apply	Apply Apply
Reference 1 😑 525i_5994			
Card Voltage 11.60 V	Aspect Ratio Horizontal		100.0 🗘
Card Power 18.99 W	50.0	100.0	150.0
	Aspect Ratio Vertical		100.0 🗘
Card Temp Front 31.4 C	50.0	100.0	150.0
Card Temp Rear 53.0 C	HPan		0.0
Card Temp FPGA 61.3 C amb 72.0 C core	-74.0	0.0	74.0
Card Up Time 00:10:55	VPan		0.0
	-74.0	0.0	74.0
Card IP			
Preset Engaged Auto Saved Preset			

### Accessing the 9902-UDX Card Using a Cobalt<sup>®</sup> Remote Control Panel

19902- R Cobalt Digital - IBC k I CD Co recto keypad or any knob to select a devic al Lab COBALT nerato This display shows the devices assigned to the Control Panel. This display shows the list • Rotate any knob to select from the list of devices. The device selected order number of the device that using a knob is displayed with a reversed background (in this example, is ready for selection "1 9902-UDX - Receiver 21 Input Processing"). • Directly enter a device by entering its list number using the numeric keypad, and then pressing Enter or pressing in any knob).

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

### **Checking 9902-UDX Card Information**

The operating status and software version the 9902-UDX card can be checked using DashBoard<sup>TM</sup> or the card edge control user interface. Figure 3-5 shows and describes the 9902-UDX card information screen using DashBoard<sup>TM</sup> and accessing card information using the card edge control user interface.

Note: Proper operating status in DashBoard<sup>™</sup> is denoted by green icons for the status indicators shown in Figure 3-5. Yellow or red icons respectively indicate an alert or failure condition. Refer to Troubleshooting (p. 3-83) for corrective action.

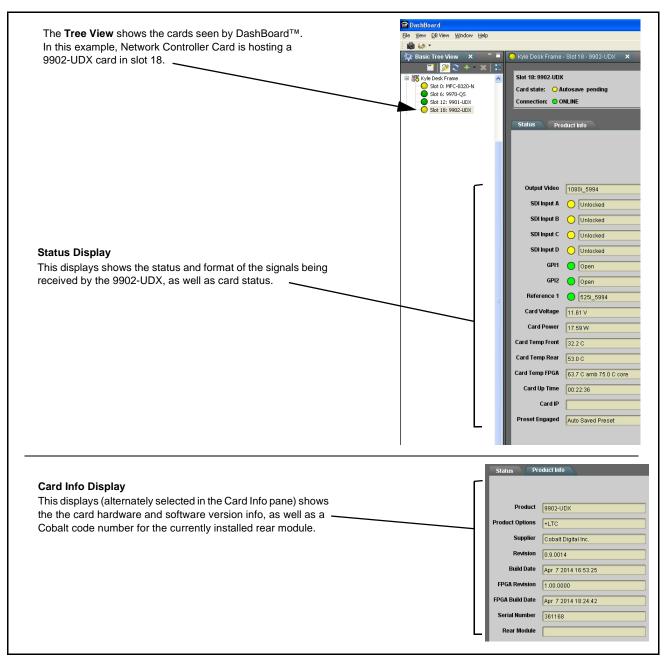


Figure 3-5 9902-UDX Card Info/Status Utility

### 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.

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

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

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 3-6 shows an example of improper and corrected VANC allocation within an HD-SDI stream.

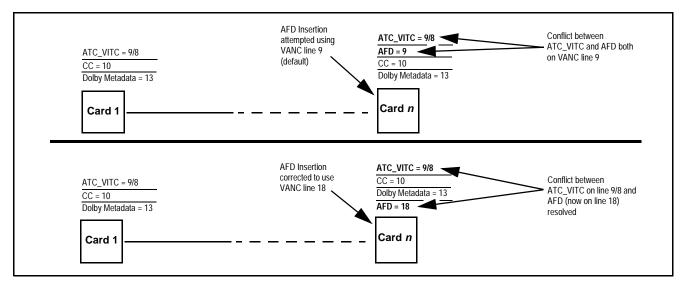


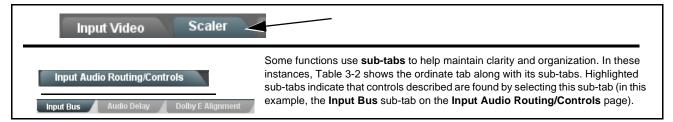
Figure 3-6 Example VANC Line Number Allocation Example

### 9902-UDX Function Menu List and Descriptions

Table 3-2 individually lists and describes each 9902-UDX function menu 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<sup>TM</sup> to access each function and its corresponding menus and parameters.

Note: Option E For any DashBoard tabs on card not appearing in this manual, this indicates the function is an option and covered in a separate Manual Supplement. Please refer to card web page Product Downloads for pdf Manual Supplements covering these options.

On DashBoard<sup>TM</sup> itself and in Table 3-2, the function menu items are organized using tabs as shown below.



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

Function Menu Item	Page	Function Menu Item	Page	
Input Video Controls	3-11	Reticules	3-48	
Output Video Mode Controls	3-12	Character Burner	3-51	
Scaler	3-13	Moving Box Insertion	3-56	
Framesync	3-17	Wings Insertion	3-57	
Input Audio Status	3-20	Keyer	3-58	
Input Audio Routing/Controls	3-21	Ancillary Data Proc Controls	3-61	
Video Quality Events	3-26	COMM Ports Setup Controls	3-66	
Audio Detect Events Setup Controls	3-27	Presets	3-68	
Video Proc/Color Correction	3-28	GPO Setup Controls	3-70	
Output Audio Routing/Controls	3-31	Event Setup Controls	3-71	
AFD/WSS/VI Code Insertion Controls	3-36	Admin	3-75	
Timecode	3-42	User Log	3-78	
Closed Captioning	3-47	Alarms Setup Controls	3-79	

#### Table 3-29902-UDX Function Menu List

Input Video			Allows manual or failover selection of card SDI program video inputs and displays status and raster format of received SDI video.					
• Input Vic	deo Source		Selects the input video source to be applied to the card's pro input.	gram video				
Input Video Source SDI A		~	<ul> <li>SDI A and SDI B choices allow forced manual selection correspondingly SDI IN A or SDI IN B.</li> </ul>	n of				
	SDI A SDI B SDI C SDI D CVBS		<ul> <li>Failover A to B sets main path preference of SDI IN A.</li> <li>If SDI IN A goes invalid, then SDI IN B is selected.</li> <li>If SDI IN A goes valid again, failover automatically rev SDI IN A.</li> <li>Failover B to A sets main path preference of SDI IN B.</li> <li>If SDI IN B goes invalid, then SDI IN A is selected.</li> </ul>	verts to				
	Failover A to Failover B to	-	<ul> <li>If SDI IN B goes valid again, failover automatically rev SDI IN B.</li> </ul>	verts to				
			<ul> <li>SDI C and SDI D choices allow forced manual selection correspondingly SDI IN C or SDI IN D without failover c</li> </ul>					
			• CVBS – select CVBS input as the program video input.					
			Note: Failover criteria via this control is simple signal pres	sence.				
• Input Vic	deo Status		Displays input status of each video input, along with elapsed signal acquire.	time of				
SDI A Status	1080i_5994, OK Time 2	2:05:51, 0 Errors	SDI A thru SDI D and CVBS Status show raster/forma inputs. If signal is not present or is invalid, Unlocked is					
SDI B Status 1080p_5994, OK Time 0:29:54, 0 Errors		0:29:54, 0 Errors	(These status indications are also propagated to the Card Info pane.) <b>Note:</b> Status display shows maximum card input complement.					
SDI C Status	itus Unlocked							
SDI D Status	Unlocked		Input complement is determined by rear I/O module used.					
CVRS Statue								
CVBS Status 525i_5994								
	0201_0004							
nput SDI The controls s ideo input.	Raster Size / Fr shown below allow u tings have all raster s	ser filtering to or izes and frame ra	tering hly include selected raster or rate formats to be used as a ca tes "checked", thereby providing no filtering (exclusion.) 20p 1080i 1080psf 1080p	ard program				
nput SDI The controls s ideo input. Default set	Raster Size / Fr shown below allow u tings have all raster s	ser filtering to or izes and frame ra 625i 7;	Ily include selected raster or rate formats to be used as a ca	ird program				
nput SDI The controls s ideo input. Default set	Raster Size / Fr shown below allow u tings have all raster s ter Sizes 525i	ser filtering to or izes and frame ra 6251 77 2 1	aly include selected raster or rate formats to be used as a can tes "checked", thereby providing no filtering (exclusion.)	ard program				
nput SDI The controls s ideo input. Default set Allowed Ras	Raster Size / Fr shown below allow u tings have all raster s ter Sizes 525i	ser filtering to or izes and frame ra 625i 77 24 2	aly include selected raster or rate formats to be used as a can tes "checked", thereby providing no filtering (exclusion.) 2000 1080i 1080psf 1080p 2 1080i 200 1080psf 2000					
nput SDI The controls s ideo input. Default set Allowed Ras Allowed Fran	Raster Size / Fr shown below allow u tings have all raster s ter Sizes 525i me Rates 23.98	ser filtering to or izes and frame ra 625i 7 24 i 24 i	ally include selected raster or rate formats to be used as a can tes "checked", thereby providing no filtering (exclusion.) 20p 1080i 1080psf 1080p 2 2 29.97 30 50 59.94	60 🔽				
nput SDI The controls s ideo input. Default set Allowed Ras Allowed Fran	Raster Size / Fr shown below allow u tings have all raster s ter Sizes 525i me Rates 23.98 mple below, only 720p	ser filtering to or izes and frame ra 6251 7. 24 2 24 2 and 29.97 are ch	ally include selected raster or rate formats to be used as a can tes "checked", thereby providing no filtering (exclusion.) 20p 1080i 1080psf 1080p 20	60 🔽				
nput SDI The controls s ideo input. Default set Allowed Ras Allowed Fran	Raster Size / Fr shown below allow u tings have all raster s ter Sizes 5251 me Rates 23.98 mple below, only 720p	ser filtering to or izes and frame ra 625i 77 24 1 24 2 and 29.97 are ch 625i 72	ally include selected raster or rate formats to be used as a case tes "checked", thereby providing no filtering (exclusion.) 20 1080i 1080psf 1080p 2 2 29.97 30 50 59.94 2 2 29.97 30 50 59.94 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	60 🔽				
nput SDI The controls s ideo input. Default set Allowed Ras Allowed Fran	Raster Size / Fr shown below allow u tings have all raster s ter Sizes 525i @ me Rates 23.98 @ nple below, only 720p ter Sizes 525i	ser filtering to or izes and frame ra 625i 77 72 72 72 72 72 72 72 72 72 72 72 72 7	ally include selected raster or rate formats to be used as a can tes "checked", thereby providing no filtering (exclusion.) 20p 1080i 1080psf 1080p 2 2 29.97 30 50 59.94 2 2 29.97 30 50 59.94 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	60 🔽				
nput SDI The controls s ideo input. Default set Allowed Ras In the exam	Raster Size / Fr shown below allow u tings have all raster s ter Sizes 525i me Rates 23.98 mple below, only 720p ter Sizes 525i	ser filtering to or izes and frame ra 625i 77 24 2 and 29.97 are ch 625i 72 24 2	ally include selected raster or rate formats to be used as a case tes "checked", thereby providing no filtering (exclusion.) 20 1080i 1080psf 1080p 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	60 ☑ rate").				

Output Video Output Routing Analog Video	Allows selection of each of the four video output coaxial connectors as processed SDI out or reclocked SDI out. Also provides CVBS parameter controls and test pattern output controls for card CVBS output.
Output Video Crosspoint      SDI OUT 1     Program     SDI OUT 2     SDI Input A Reclock     SDI OUT 3     Program     SDI OUT 4     Key Preview	<ul> <li>For each SDI output port supported by the card, provides a crosspoint for routing program processed video or selected-input reclocked to an SDI output.</li> <li>In this example, SDI OUT 1 and SDI OUT 3 are receiving Program (procesed) video out, with SDI OUT 2 providing SDI IN A reclocked input video.</li> <li>Note: • Choices shown here are examples only. Key preview available only when equipped with +KEYER option.</li> <li>• Outputs set to Input Reclocked will pass input SDI regardless of Input SDI Raster Size / Frame Rate Filtering. Input filtering applies only to the card program video path.</li> </ul>
• ST352 VPID Insertion/Pass-Thru Select	<ul> <li>Selects from default Regenerate mode and special Pass-Through mode (see below for important usage notes).</li> <li>Regenerate makes certain ST352 is marked for whatever the card is passing, or if the payload is being modified by the card. (An example of where ST352 would have to be modified would be if the card Framesync is user-set to change the frame rate from 59.94 to 60.)</li> <li>Pass-Through will extract and preserve the ST352 information from input SDI, and re-insert it on the output regardless of any changes the card has locally done to identifying characteristics carried in the ST352 metadata.</li> <li>In all normal usages, it is recommended to leave this control set to default Regenerate setting. This ensures that downstream devices will "see" ST352 that represents the payload being provided by the card. Pass-Through is only used in highly specialized cases where special ST352 data must be preserved (even if the data may not match the payload).</li> </ul>
Output Video Output Routing Analog Video	Provides CVBS output parameter controls and test pattern output controls
CVBS Oversampling and Color Controls      Oversampling Enable      Color Enable	<ul> <li>Oversampling enables or disables video DAC oversampling. Oversampling can improve rendering of motion for down-conversions to the CVBS SD analog output.</li> <li>Color enables or disables chroma content in the CVBS output.</li> </ul>
CVBS Test Pattern Generator Control      Test Pattern      Disable	Enables manual insertion (replacement) of CVBS output video to instead output 75% color bars.

3

Table 3-2	9902-UDX	Function	Menu Lis	t — continued
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Scaler	Provides up/down/cross-converter, aspect ratio controls, and user H/V controls.
• Scaler Enable Control Scaler Enabled V Bypassed Enabled	<ul> <li>Enables or disables Scaler function.</li> <li>Note: When scaler is disabled, all ancillary data is passed from input to output intact. If the scaler is enabled, ancillary data such as timecode and closed captioning must be set for re-insertion as desired. See Timecode (p. 3-42) and Closed Captioning (p. 3-47) for more information about insertion into scaled output video.</li> </ul>
• De-Interlacer Control           Deinterlacer         Auto Enabled           Bypassed         Auto Enabled           Auto Enabled         Always Enabled For Interlaced Input	<ul> <li>Allows de-interlacer to be bypassed to reduce processing latency.</li> <li>Bypassed: De-interlacer is bypassed regardless of conversion being performed. When converting from interlaced to progressive, this results in reduced latency at the expense of fast-motion smoothness.</li> <li>Auto-Enable: Applies de-interlacing for interlaced-to-interlaced conversions where useful (such as 1080i to 525i conversions). This is the default normal mode which also disables de-interlacing where not required (e.g., conversions within progressive formats).</li> <li>Always Enabled For Interlaced Input: This setting enables de-interlacing always when an interlaced input format is being converted by the scaler.</li> <li>Note: De-interlacer is always bypassed when converting from a progressive format to a progressive format.</li> </ul>
Input/Output Video Status     Input Video 1080i_5994     Output Video 525i_5994	Displays signal format/status sent to scaler and output format/status. If invalid or no signal is present, <b>none</b> is displayed.
• Output Format Selector Output Format Match Input Match Input SD 720p - 50/59.94/60 720p - 25/29.97/30 720p film - 23.98/24 1080i - 50/59.94/60 1080p - 25/29.97/30 1080p film - 23.98/24 1080psf - 25/29.97/30 1080psf film - 23.98/24 1080psf 3G A - 50/59.94/60	<ul> <li>Provides conversions to formats as shown.</li> <li>Note: Output Format selections shown here are base scaler without option +FRC (all conversion choices stay within input native frame rate).</li> <li>With option +FRC, frame-rate specific choices are also available. See Frame Rate Conversion (Option +FRC) Controls below for card equipped with option +FRC.</li> </ul>

Table 3-2	9902-UDX	Function	Menu L	.ist —	continued
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Scaler	(continued)
Noise Reduction/Detail Enhancement Controls     Off     Off     Detail Enhancement Level     Off     Low     Med     High	Provides individual Noise Reduction and Detail Enhancement controls for optimizing scaled output where source is not optimum for scaled format.
Frame Rate Conversion (Option +FRC) Controls     Option ⊡	Provides controls for enabling FRC and setting the type and aggressiveness of FRC to be applied.
• FRC Enable/Aggressiveness Control	<ul> <li>Enables/bypasses FRC and sets aggressiveness as follows:</li> <li>Bypass: This setting is used when FRC is not to be used. The Bypass setting restores the card minimum latency.</li> <li>If a scaler output frame rate is selected where FRC is required (for example 1080i5994 to 1080i50), this control must not be set to Bypass. Severe video/audio corruption such as frame jumps, drop-out, and audio hits will result if set to Bypass.</li> <li>Level 0: This setting provides a basic, low-latency FRC which accomplishes FRC by dropping or duping frames as required. Depending on content, this setting can in some cases provide adequate subjective results.</li> <li>Level 1 thru Level 3: These settings provide choices of non-dup/drop true conversion where a transitioning frames is blended from a preceding frame to the subsequent frame.</li> <li>Level 3 derives most transitional content from the subsequent frame, resulting in optimized motion fluidity and very minor softening of the frame image as a trade-off.</li> <li>Level 1 provides a balance of attributes between levels 1 and 3.</li> <li>Note: Extensive engineering and subjective analysis supports the</li> </ul>
• Output Format Selector (with option +FRC) Output Format 720p 25 720p 23.98 720p 24 720p 25 720p 29.97 720p 30 720p 50 720p 50 720p 59.94 720p 80	<ul> <li>recommending of Level 3 as the preferred setting for most content types.</li> <li>With option +FRC, the Output Format drop-down offers the same raster selections as shown for the base Output Format drop-down shown above, but has additional, frame-rate specific choices also availed (as shown here showing full range of applicable NTSC and PAL rates for 720p).</li> <li>Note: See Figure 1-4, Option +FRC Standards Conversion Matrix in Chapter 1 – Introduction for a complete list of input/output conversions available.</li> </ul>

Scaler	(continued)
• 3:2 Alignment Optimization Selector 3:2 Pulldown Alignment Free Run Free Run Input ATC_LTC Input ATC_VITC Reference VITC Input UTC Input UTC Audio GPI 1: 6Hz Input GPI 2: 6Hz Input	Provides selection to optimize 3:2 pulldown conversion where timecode or other selections shown are to be relied upon to indicate frame transitions.
	<b>Note:</b> If input video timecode or other marker cannot be relied upon for accurate and precise frame marking, leave control set to Free Run.
Alignment Offset Selector	Based on alignment selection selected above, offsets A-frame by amount selected.
Low-Latency PSF to Interlaced Control      Low Latency PSF to I     Disabled     Disabled     Disabled     Enabled (Use Both Fields)     Enabled (Use Top Field)	<ul> <li>Allows PsF to Interlaced conversions bypassing Scaler ARC and Pan controls to enhance processing latency performance over that available in normal mode.</li> <li>Disabled: This is card "normal" setting that locks out the low-latency processing function. Normal scaler processing latency (along with full ARC and pan control) is available with this setting.</li> <li>Enabled (Use Both Fields): This setting provides a highest-quality low-latency setting, and can be expected to provide an approximate latency of 12 msec for North American frame rates.</li> <li>Enabled (Use Top Field): This setting provides the lowest available latency with a slight reduction of motion smoothness due to alignment not waiting for both fields. This setting can be expected to provide an approximate latency of 6 msec for North American frame rates.</li> <li>Note: When either low latency mode is enabled, image ARC scaling and/ or panning is locked out.</li> </ul>

Table 3-2	9902-UDX	Function	Menu	List —	continued
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Scaler	(continued)
Standard Quick Set Aspect Ratio Conversion Selectors	<ul> <li>Selects between the standard preset Aspect Ratio Conversions (ARC) shown below.</li> <li>Note: • The Scaler follow AFD control also appears on the AFD/WSS/VI tab and is mutually ganged with the selection performed on either tab. Refer to AFD/WSS/VI Code Insertion Controls (p. 3-36) for more information.</li> <li>• This function is intended for aspect ratio adjustment of a particular signal without AFD considerations.</li> <li>• If ARC is being used on a case-by-case basis for a particular signal, it is easier to use the Scaler ARC tools described here.</li> <li>• If AFD is to be used to set and apply a standard AFD code label for ARC, use Follow AFD Settings. Do not perform ARC here; instead, perform ARC as described in the AFD function description per AFD/WSS/VI Code Insertion Controls (p. 3-36).</li> </ul>
Scaler follow AFD Disabled Unity 1.0HV Pillar Box 0.7 Quick Set Apply Apply	SH     Center Cut 1.33H     Letter Box 0.75V     Vertical Center Cut 1.33V       Apply     Apply     Apply
User-defined Aspect Ratio Controls	Aspect Ratio Horizontal and Aspect Ratio Vertical controls adjust horizontal and vertical zoom percentage. Settings less than (<) 100% provide zoom-out; settings greater than (>) 100% provide zoom-in. (50% to 150% range in 0.1% steps; null = 100.0)
Aspect Ratio Horizontal 50.0 100.0 Aspect Ratio Vertical 50.0 100.0	<ul> <li>Buttons allow standard ARC presets to be applied to output video. For any setting, using the Horizontal or Vertical controls allow user custom settings.</li> <li>100.0 Terms any of the preset buttons restores the ARC to the selected setting and overrides any previous custom settings.</li> </ul>
• H Pan and V Pan Controls	H Pan control shifts horizontal center of image left (negative settings) or right (positive settings) (-74% to 74% range in 0.1% steps; null = 0.0) $\boxed{\bigoplus_{-74} \bigoplus_{-74} \bigoplus_{-74} \bigoplus_{-74} \bigoplus_{-74} \bigoplus_{-74} \bigoplus_{-74} \bigoplus_{-74\%} \bigoplus_$
Downscale Filtering Control	-74 0 74 Adjusts the aggressiveness of sharpening or filtering applied to output
Downscale Filtering 0.50	video. Optimum setting results in overall perception of increased sharpness, while avoiding pattern noise artifacts. (Range is 0.50 thru 1.50 in 0.01 steps; null = 1.00)

Framesync	Provides video frame sync/delay offset control and output control/loss of program video failover selection controls.
• Framesync Enable/Disable Control Framesync Enable Framesync Enabled Framesync Bypassed Framesync Enabled	Provides master enable/disable of all card framesync functions/control
• Lock Mode Select Lock Mode Reference 1 else Lock to Input Reference 2 else Lock to Input Lock to Input else Free Run Free Run	<ul> <li>Selects Frame Sync functions from the choices shown to the left and described below.</li> <li>Lock to Reference: Output video is locked to selected external reference received on the frame reference bus. (External reference signal Ref 1 / Ref 2 are distributed to the card and other cards via the Ref 1 / Ref 2 buses on the frame.)</li> <li>Note: If valid reference is not received, the Card state: O Reference Invalid indication appears in the Card Info status portion of DashBoard™, indicating invalid frame syr reference error.</li> <li>Lock to Input: Uses the program video input video signal as the reference standard.</li> <li>Note: If Lock to Input is used for framesync, any timing instability on the output video.</li> <li>Free Run: Output video is locked to the card's internal clock. Output video is not locked to external reference.</li> <li>If FRC is being used by the scaler, external ref source (if used) must be of same frame-rate family as scaled-to output. (For example, if 720p5994 is being converted to 720p50, a PAL 50-Hz ref source must be used.)</li> </ul>
• Output Rate Select          Output Rate       Match Input Video         Match Input Video       23.98/29.97/59.94         24/30/60       24/30/60	<ul> <li>Allows frame rate to be outputted same as input video, or converted to from the choices shown to the left and described below.</li> <li>Auto – output video frame rate tracks with input video.</li> <li>23.98/29.97/59.94 – forces standard North American frame rates Can be used to convert 24/30/60 Hz camera frame rates to corresponding 23.98/29.97/59.94 standard North American frame rates.</li> <li>24/30/60 – forces 24/30/60 frame rates. Can be used to convert 23.98/29.97/59.94 Hz frame rates to corresponding 24/30/60 Hz frame rates.</li> </ul>
• Initial Startup Format Select Initial Startup Format 525i59.94 525i59.94 525i59.94/60 1080i-59.94/60 1080p-59.94/60 625i50 720p50 1080i50 1080p50	Selects a frame sync format/rate to be invoked (from the choices show to the left) in the time preceding stable lock to external reference. Set this control to that of the intended external reference to help ensur- smoothest frame sync locking. This control also sets the card test patter format where the card's initial output at power-up is the internal patterr instead of program video.



Framesync	(continued)
• Program Video Output Mode Select Output Mode Input Video Input Video Flat Field Freeze Test Pattern Snow	<ul> <li>Provides a convenient location to select between card program video output and other technical outputs from the choices shown to the left and described below.</li> <li>Input Video – card outputs input program video (or loss of signal choices described below).</li> <li>Flat Field – card outputs flat field.</li> <li>Freeze – card outputs last frame having valid SAV and EAV codes.</li> <li>Test Pattern – card outputs standard technical test pattern (pattern is selected using the Pattern drop-down described below).</li> <li>Snow – card outputs snow multi-color pattern.</li> </ul>
• Loss of Input Signal Selection On Loss of Video Disable Outputs V Disable Outputs Flat Field Freeze Test Pattern Snow	<ul> <li>In the event of program input video Loss of Signal (LOS), determines action to be taken as follows:</li> <li>Disable Outputs: Disable program video SDI outputs.</li> <li>Flat Field – go to flat field on program video output.</li> <li>Freeze – go to last frame having valid SAV and EAV codes on program video output.</li> <li>Test Pattern – go to standard technical test pattern on program video output (pattern is selected using the Pattern drop-down described below).</li> <li>Snow – output snow multi-color pattern.</li> </ul>
• Test Pattern Select Test Pattern 75% Bars 75% Bars 100% Bars SMPTE Bars Tartan Pluge Ramp H Sweep Pulse and Bar Multiburst Gray 5 Step Gray 10 Step Checkfield	Provides a choice of standard technical patterns when <b>Test Pattern</b> is invoked (either by LOS failover or directly by selecting Test Pattern on the Program Video Output Mode Select control).
• Flat Field Color Select  Flat Field Color Black  Black  50% Gray White Red Blue Yellow Green	Provides a choice of flat field colors when <b>Flat Field</b> is invoked (either by LOS failover or directly by selecting Flat Field on the Program Video Output Mode Select control).

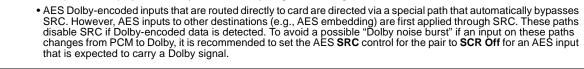
Framesync	(continued)	
Output Video Reference Offset Controls	With framesync enabled, provides the following controls for offsetting the output video from the reference:	
Vertical (Lines)	<ul> <li>Vertical (Lines) – sets vertical delay (in number of lines of output video) between the output video and the frame sync reference. (Positive values provide delay; negative values provide advance)</li> </ul>	
2	(Range is -1124 thru 1124 lines; null = 0 lines.)	
Horizontal (us) -64.000	<ul> <li>Horizontal (μs) – sets horizontal delay (in μs of output video) between the output video and the frame sync reference. (Positive values provid delay; negative values provide advance)</li> </ul>	
	(Range is -64 thru 64 µsec; null = 0.000 µsec.)	
	<b>Note:</b> Offset <b>advance</b> is accomplished by hold-off of the reference-directed release of the frame, thereby effectively advancing the program video relative to the reference.	
• Frame Delay Control Frame Delay	When Framesync is enabled, specifies the smallest amount of latency delay (frames held in buffer) allowed by the frame sync. 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).	
	Note: Due to card memory limits, the maximum available Minimum Latency Frames is related to the output video format selected.	
	When using this control, be sure to check the <b>Report Delay</b> display to make certain desired amount of frames are delayed.	
• Video Delay Display	Displays the current input-to-output video delay (in msec units) as well a in terms of Frames/fractional frame (in number of lines).	
Video Delay 67.50 ms Framesync: 34.13 ms / 1 frames 12 lines Scaler: 33.37 ms Status display shows total input-to-output video delay, along with itemized framesync and scaler delays.		
Framesync Lock Status Display	Displays the current framesync status and reference source.	
Lock Status Framesync Locked to Reference		
Note: Audio timing offset from video is performed Input Audio Routing/Controls (p. 3-21) for t	d using the delay controls on the Input Audio Routing/Controls tab. Refer to	

### Input Audio Status

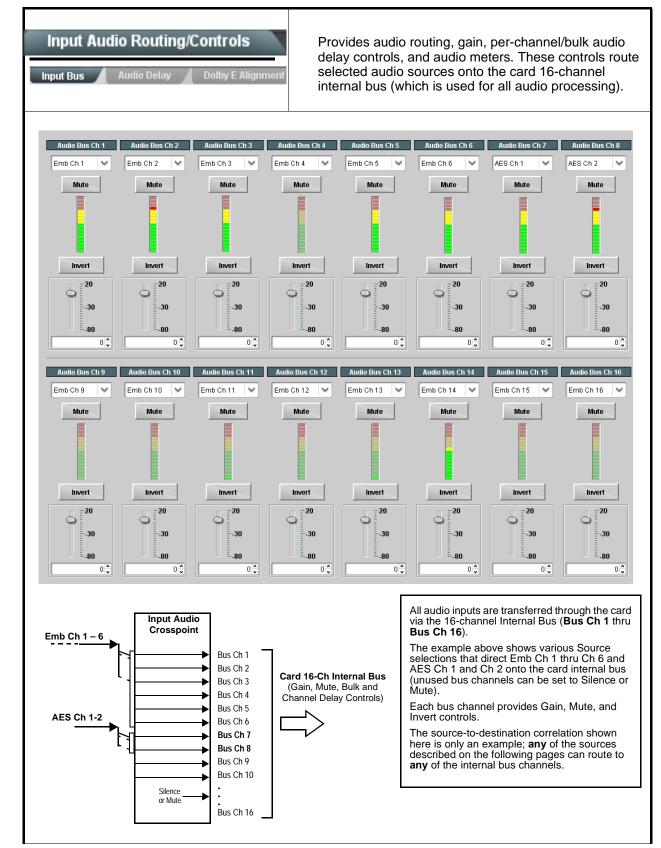
Displays signal status and payload for embedded and discrete audio received by the card.

Individual signal status and peak level displays for embedded audio input pairs, and AES/analog input pairs as described below. • Absent: Indicates embedded channel or AES pair does not contain recognized audio PCM data.

- Present PCM: Indicates AES pair or embedded channel contains recognized audio PCM data.
- Dolby E: Indicates embedded channel or AES pair contains Dolby<sup>®</sup> E encoded data.
- Dolby Digital: Indicates embedded channel or AES pair contains Dolby® Digital encoded data.
- Note: Dolby status displays occur only for valid Dolby<sup>®</sup> signals meeting SMPTE 337M standard.

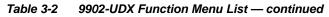


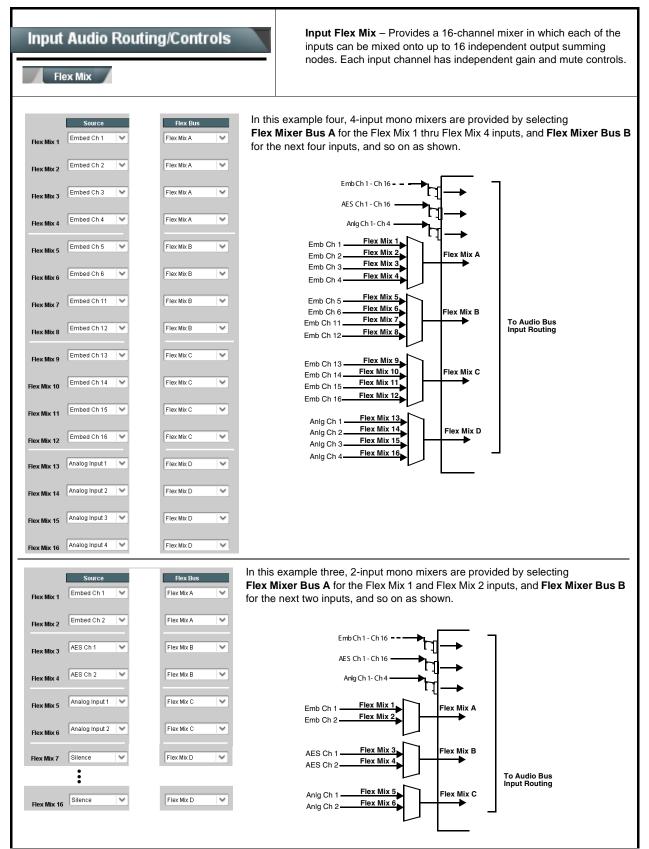
	Status	Peak	
Emb 1-2	Dolby Digital	Data	
Emb 3-4	Present - PCM	-80 dBFS/-80 dBFS	
Emb 5-6	Present - PCM	-80 dBFS/-80 dBFS	
Emb 7-8	Present - PCM	-20 dBFS/-20 dBFS	
Emb 9-10	Present - PCM	0 dBFS/-20 dBFS	
Emb 11-12	Present - PCM	-14 dBFS/-10 dBFS	
Emb 13-14	Present - PCM	-9 dBFS/-5 dBFS	
Emb 15-16	Present - PCM	-3 dBFS/0 dBFS	
	Status	Peak	SRC
AES 1-2	Absent	/	SRC On
AES 15-16	Absent	/	SRC On
Analog 1-2	Peak -74 dBFS/-74 dBFS		



able 3-2 9902-UDX Function Menu List — continued		
Input Audio Routing/Controls Input Bus Audio Delay Dolby E Alignment	(continued)	
	edded Ch 1 thru Ch 16 to bus channels Audio Bus Ch 1 thru Ch 16. Identical to the controls described here for <b>Bus Ch 1</b> . Therefore, only the	
Bus Channel Source      Audio Bus Ch 1      Emb Ch 1	<ul> <li>Using the Source drop-down list, selects the audio input source to be routed to the card bus channel from the following choices:</li> <li>Embedded input channel 1 thru 16 (Emb Ch 1 thru Emb Ch 16)</li> <li>AES input channel 1 thru 16 (AES Ch 1 thru AES Ch 16)</li> <li>Analog input channel 1 thru 16 (Analog Ch 1 thru Analog Ch 4)</li> <li>Input flex mix summed mix output nodes Flex Bus A thru P</li> <li>Note: AES pair and analog channel count are dependent on rear I/O module used. Current rear modules may not support full input complement.</li> </ul>	
• Channel Mute/Phase Invert/Gain Controls and Peak Level Display	<ul> <li>Provides Mute and phase Invert channel controls, as well as peak level meter for each output channel. (Meter shows level as affected by Level control.)</li> <li>Gain controls allow relative gain (in dB) control for the corresponding destination Embedded Audio Group channel.</li> <li>(-80 to +20 dB range in 1.0 dB steps; unity = 0 dB)</li> <li>Note: Although the card can pass non-PCM data such as Dolby<sup>®</sup> E or AC-3, setting the gain control to any setting other than default 0 will corrupt Dolby data.</li> </ul>	
Input Audio Routing/Controls Input Bus Audio Delay Dolby E Alignment	Audio Delay – Provides bulk (all four groups/master) and individual card audio bus channel delay offset controls and delay parametric displays.	
• Bulk (Master) Audio/Video Delay Control	Bulk Delay control adds bulk (all four groups) audio delay from any video delay (net audio delay offset setting adds 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. (-33 to +3000 msec range in 0.01-msec steps; null = 0 msec).         Image: Control is useful changes in bulk delay (> 500 msec) can result in momentary full-scale noise burst on output processed audio. This burst can damage monitors or other equipment if not considered. Gain on output should be reduced if performing large adjustments to delay.	

#### Table 3-2 9902-UDX Function Menu List — continued Input Audio Routing/Controls (continued) Audio Dela Per-Channel Audio/Video Delay Offset Controls Offset control adds or reduces (offsets) channel 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. (-800.0 to +800.0 msec range in 0.02 msec steps; null = 0.0 msec) Delay Status shows current delay from video for the corresponding audio channel. Note: • Maximum advance/delay offset is dependent on video format. • Where a Dolby pair is present, adjustment of either channel control results in a matching delay setting for the other channel in the pair. Audio/Video Delay Offset Absolute Audio Delay Status 0 1620 samples / 33.8 ms 0.00 🕽 Channel 1 800.00 -800.00 -266.67 266.67 0 1620 samples / 33.8 ms 0.00 🗘 Channel 2 ...... -800.00 -266.67 266.67 800.00 0 1620 samples / 33.8 ms 0.00 🗘 Channel 16 -800.00 -266.67 266.67 800.00 Dolby E Alignment - Provides selectable Dolby E alignment for Input Audio Routing/Controls embedded Dolby E to position the bitstream utilizing the Dolby E "guard band". This helps prevent frame errors that may occur in a bitstream upon switching or editing. out Bus Audio Dela **Dolby E Alignment** Dolby E Embedding Alignment Control For incoming Dolby E data routed to the card audio bus (either over embedded channels or via AES embedding to the bus), aligns the embedded Dolby data corresponding to selection. Alignment line as a result of selection is shown in **E Alignment** status display. E Alignment Not aligned Note: Where a frame reference is available, it is recommended to use the Alignment Select No Alignment Align to Reference selection. This helps ensure that the correct alignment is achieved even if the video is user delayed or output No Alignment format (scaling) is changed. Align to Reference Refer to "Preferred Alignment for Dolby E in HD Systems" Align to Output Video (http://www.dolby.com/about/news-events/ newsletters-dtvaudio-dolby-e-alignment.html) for more information regarding Dolby E alignment.





Input Audio Routing/Controls	(continued)	
Therefore, only the Flex Mix 1 controls are	ex Mix 16 have controls identical to that described here for Flex Mix 1. shown here. should be considered and appropriately set. Unused input channels should	
Flex Mix Input Channel Source/Bus Assignment      Flex Mix Input 1      Flex Bus Flex Bus A     Source Emb Ch 1	<ul> <li>Using the Source drop-down list, selects the audio input source to be directed to the corresponding bus channel from the choices listed below.</li> <li>Silence</li> <li>Embed Ch 1 thru Embed Ch 16</li> <li>AES Ch 1 thru AES Ch 16</li> <li>Analog Ch 1 thru Analog Ch 4</li> <li>The Flex Bus drop-down selects the bus (A thru P) to which the input is assigned to.</li> <li>Note: See the examples on the previous page showing various types of mixers using multiple flex buses.</li> </ul>	
• Gain / Mute Control	Provides relative gain (in dB) control and a channel <b>Mute</b> checkbox. (-80 to +20 dB range in 0.1 dB steps; unity = 0.0 dB)	
Input Audio Routing/Controls	<b>Clean and Quiet Switching (option +CQS only)</b> – Allows SDI input selection to be changed from one source to another while ducking audio during controlled input video switching transitions to provide silence between input switches.	
<ul> <li>Note: • Clean audio switching is assured only for intentional, controlled switches via user control. Clean audio switching cannot be assured for failover switches.</li> <li>• Clean switching requires that both SDI signals (switch from and switch to) be stable and present, and of the same SDI format and rate.</li> <li>• Clean audio switching function is designed for PCM audio. This function does not assure clean decoded audio when switching from/to Dolby or other non-PCM audio.</li> </ul>		
<b>Switching Enabled</b> check box enables Clean and Quiet Switching. <b>Duration</b> sets the attack and decay ramp intervals (300 msec is recommended for typical use).		
Clean and Quiet Switching Enabled Ramp Time Duration (ms)		

 Table 3-2
 9902-UDX Function Menu List — continued

Table 3-2	9902-UDX Function Menu List — continued

Video Quality Events          Input A       Input D       Option Imput D         Note: Input B has controls identical to the control are shown here. Set controls for other input	(Option <b>+QC</b> only) Sets quality check screening and thresholds for video quality event alerts. When a quality events occur, the event(s) can be used by the Event Setup function to invoke input routing or other changes.
Event Status Indicator      Event Status      No Input      Event Status     Video Ok      Event Status     Frozen video detected	Displays event status (based on criteria set below) for signal condition to be considered OK (green), or signal condition considered to be a quality alert event (red) due the condition exceeding the criteria threshold(s) set below.
Position and Width Controls      X position %     0     50     100     50     100     50     100     50     100     50     100     50     100     50     100     50     100     50     100     50     100     50     100	Position and Width controls set the area of concern to be screened by the Quality Event function. X and Y Position controls set the origin point for the area of concern Origin (0,0) y = 100% X and Y Width controls set the size for the area of concern x and y @ 20% x and y @ 80%
• Threshold and Event Type Controls           Noise Immunity         High           Event Type         Black, Frozen, or No Input           Frozen Engagement Holdoff (minutes)         0 °           Frozen Disengagement Holdoff (minutes)         0 °           Frozen Disengagement Holdoff (minutes)         0 °           Black Engagement Holdoff (minutes)         0 °           Black Disengagement Holdoff (minutes)         3000 °           Black Disengagement Holdoff (minutes)         0 °	<ul> <li>Sets the thresholds for black, frozen, and/or no video event type to be considered. Also provides holdoff controls for event trigger engagement and disengagement.</li> <li>Noise Immunity sets the relative noise levels that are rejected in the course of black event assessment (Low, Medium, or High).</li> <li>Event Type selects the defect events (black, frozen, or no input) to be screened.</li> <li>Engagement and Disengagement Holdoff controls set the time (in msec) where, when time is exceeded, an event is to be considered a valid alert event, and when event time is has ceased, an alert event is cleared.</li> <li>Disengagement Holdoff sets the time (in msec) where, when event time is has ceased, an alert event is cleared.</li> </ul>

Audio Detect Events Option 💽						(Option <b>+QC</b> only) Sets audio level screening and thresholds for audio silence/presence/"DC" event alerts on embedded and/or AES discrete audio in. When an audio events occur, the event(s) can be used by the Event Setup function to invoke input routing or other changes.								
Any combination of er static PCM value). In t all below the selected (S) / presence (P) stat Jp to eight independe	he exan thresho tus base	nple he ld for a d on th	re, <b>Au</b> n interv ne conf	dio Dete val excee igured th	<b>ct E</b> ding resh	vent 1 is the selectorial olds.	s se cteo	t to trigger d threshold	if aud I. Statu	io on <b>a</b> Is indi	any of char cators for e	nnels Emb ( ach channe	Ch 1 el sho	thru Ch 6 w silence
Event 1 down to Event or other command wh	t 8). This	status	here c	an be pro	opag	ated to t								
	Emb Char	1 E	nb Chan 2	Emb Cha	an 3	Emb Chan	4	Emb Chan 5	Emb	Chan 6	Emb Chan 7	Emb Chan 8	•••	AES Chan 1
Status: S=Silent P=Present	s	P		P		P		P	P		P	P		S
Audio Detect Event 1	Silence	Sile	nce	Don't Care	• •	Don't Care	~	Don't Care	Dont	Care 🗸 🗸	Don't Care	Don't Care	-	Don't Care
Audio Detect Event 2	Presence	V Pres	sence 🚿	Don't Care	~	Don't Care	~	Don't Care	Dont	Care 🗸	Don't Care 💊	Don't Care	-	Don't Care
	:												_	
Audio Detect Event 8	• Don't Care	Dor	l't Care	Don't Care		Don't Care	~	Don't Care	Dont	Care 🗸	Don't Care	Don't Care	~	Don't Care
Audio Failover Threshold (dBFS)		60 🗘				Donroalo		Dontoalo					-	[
Trigger Holdoff (minutes)		00												
Trigger Holdoff (ms)	50	00 🗘												
Trigger Release (minutes)		0 🗘												
Trigger Release (ms)		0 🗘												
Audio Failover Thr a transition back to a channels maintain le	an untrig	gered	conditi	on with r	esur	nption of	au	dio for the	selec	ted en	nbedded ch			
• Trigger Holdoff set goes true.	ts the pe	eriod of	time ir	n which s	elec	ted chan	nel	silence m	ust oc	cur be	fore an Au	dio Silence	Ever	nt trigger
Release Holdoff co	ontrol se	ts the t	ime in	which th	e trig	gger is re	evoł	ked upon a	an eve	nt fals	e condition			
Note: • Default thre	shold ar	nd hold	off set	tings sho	wn h	nere are	rec	ommende	d for ty	/pical	use.			
<ul> <li>"Don't Care" from event t</li> </ul>	" setting	may be		-						•		ean ignorin	g the	channel
<ul> <li>Selections of condition is</li> </ul>												,	rigge	er)

Video Proc Video Proc Color Correction	Provides the following Video Proc and Color Correction parametric controls.
Video Proc     Video Proc     Enabled	<ul> <li>Video Proc (Enable/Disable) provides master on/off control of all Video Proc functions.</li> <li>When set to Disable, Video Proc is bypassed.</li> <li>When set to Enable, currently displayed parameter settings take effect.</li> </ul>
Reset to Unity     Reset to Unity     Confirm	<ul> <li>Reset to Unity provides unity reset control of all Video Proc functions.</li> <li>When Confirm is clicked, a Confirm? pop-up appears, requesting confirmation.</li> <li>Click Yes to proceed with the unity reset.</li> <li>Click No to reject unity reset.</li> </ul>
• 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	Adjusts gain percentage (saturation) applied to Chroma (C-channel). (0% to 200% range in 0.1% steps; unity = 100%)
• Color Phase	Adjusts phase angle applied to Chroma. (-360° to 360° range in 0.1° steps; null = 0°)
• Gang Luma/Color Gain Gang Luma/Color Gain On	When set to <b>On</b> , changing either the <b>Luma Gain</b> or <b>Color Gain</b> controls increases or decreases both the Luma and Color gain levels by equal amounts.

Table 3-2 99	902-UDX Function Menu List — continued
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Video Proc Video Proc Color Correction	<i>Option</i> <b>⊡</b> Provides color corrector functions for the individual RGB channels for the card program video path (option +COLOR).
Color Corrector	Color Corrector (On/Off) provides master on/off control of all Color Corrector functions.
Color Corrector On	When set to <b>Off</b> , all processing is bypassed.
	• When set to <b>On</b> , currently displayed parameters settings take effect.
• Reset to Unity	<b>Reset to Unity</b> provides unity reset control of all Color Corrector functions.
Reset to Unity Confirm	When Confirm is clicked, a <b>Confirm?</b> pop-up appears, requesting confirmation.
	Click <b>Yes</b> to proceed with the unity reset.
	Click <b>No</b> to reject unity reset.
Luma Gain R-G-B controls	Separate red, green, and blue channels controls for Luma Gain, Black Gain, and Gamma curve adjustment.
	Gain controls provide gain adjustment from 0.0 to 200.0% range in 0.1% steps (unity = 100.0)
-100.0 0.0 100.0	Gamma controls apply gamma curve adjustment in 0.125 to 8.000 range in thousandths steps (unity = 1.000)
Blue -100.0 0.0 100.0	Each of the three control groups (Luma, Black, and Gamma have a <b>Gang Column</b> button which allows settings to be proportionally changed across a control group by changing any of the group's controls.
Red -100.0 0.0 100.0	0.0 🗘
Black Gain R-G-B controls	
Black Gain	
Green -100.0 0.0 100.0	0.0 🗘
Blue -100.0 0.0 100.0	0.0 🗘
Red -100.0 0.0 100.0	0.0
Gamma Factor R-G-B controls	
Green 1.0	
0.125 3.125 5.000 8.000	
Blue 1.0 0.125 3.125 5.000 8.000	000 🗘
Red 1.0 0.125 3.125 5.000 8.000	000 🗘

Video Proc Video Proc Color Correction	(continued)
• Black Hard Clip Black Hard Clip -6.8	Applies black hard clip (limiting) at specified percentage. (-6.8% to 50.0%; null = -6.8%)
White Hard Clip     White Hard Clip     50.0	Applies white hard clip (limiting) at specified percentage. (50.0% to 109.1%; null = 109.1%)
White Soft Clip     White Soft Clip     50.0	Applies white soft clip (limiting) at specified percentage. (50.0% to 109.1%; null = 109.1%)
Chroma Saturation Clip     Chroma Saturation Clip     50.0	Applies chroma saturation clip (limiting) chroma saturation at specified percentage. (50.0% to 160.0%; null = 160.0%)

Fable 3-2       9902-UDX Function Menu List — contraction	inued
Output Audio Routing/Controls Embedded Output AES Audio Out	Provides an audio crosspoint allowing the audio source selection for each embedded audio output channel. Also provides Gain, Phase Invert, and Muting controls and peak level meters for each output channel.
described here for Embedded Ch 1. The	have controls identical to the <b>Source</b> , <b>Gain</b> , <b>Mute</b> , and <b>Invert</b> controls refore, only the <b>Embedded Ch 1</b> controls are shown here. ion should be considered and appropriately set. Unused destination lection.
Group Enable/Disable Controls     Group 1     Group 2     Group 3     Group 4     Enabled     Enabled     Enabled     Enabled	<ul> <li>Allows enable/disable of embedded audio groups 1 thru 4 on card program video output to accommodate some legacy downstream systems that may not support all four embedded audio groups.</li> <li>Note: Changing the setting of this control will result in a noise burst in all groups. This control should not be manipulated when carrying on-air content.</li> </ul>
• Embedded Output Channel Source	<ul> <li>Using the drop-down list, selects the audio input source to be embedded in the corresponding embedded output channel from the following choices:</li> <li>Card Audio Bus Ch 1 thru Ch 16</li> <li>Built-in Tone generators Tone n (-20 dBFS level tone generators with n being frequencies of 100, 200, 300, 400, 500, 600, 700, 800, 900, 1k, 2k, 4k, 6k, 8k, 12k, and 16k)</li> <li>Flex Bus A thru P mixer sum node outputs</li> <li>Option ⊇ Audio LTC</li> <li>Downmixer L</li> <li>Downmixer R</li> <li>Option ⊇ Embedded Data L and R (SMPTE 337 non-PCM data embedding with option +ANC)</li> </ul>
• Channel Mute/Phase Invert/Gain Controls and Peak Level Display	<ul> <li>Provides Mute and phase Invert channel controls, as well as peak level meter for each output channel. (Meter shows level as affected by Level control.)</li> <li>Gain controls allow relative gain (in dB) control for the corresponding destination Embedded Audio Group channel.</li> <li>(-80 to +20 dB range in 1.0 dB steps; unity = 0 dB)</li> <li>Note: Although the 9902 can pass non-PCM data such as Dolby<sup>®</sup> E or AC-3, setting the gain control to any setting other than default 0 will corrupt Dolby data.</li> </ul>

Output Audio Routing/Controls	Provides an audio crosspoint allowing the audio source selection for each AES audio output channel. Also provides Gain, Phase Invert, and Muting controls and peak level meters for each output channel.
Ch 1. Therefore, only the AES Out Ch 1 of	on should be considered and appropriately set. Unused destination
• AES Output Channel Source	<ul> <li>Using the drop-down list, selects the audio input source to be embedded in the corresponding embedded output channel from the following choices:</li> <li>Card Audio Bus Ch 1 thru Ch 16</li> <li>Built-in Tone generators Tone <i>n</i> (-20 dBFS level tone generators with <i>n</i> being frequencies of 100, 200, 300, 400, 500, 600, 700, 800, 900, 1k, 2k, 4k, 6k, 8k, 12k, and 16k)</li> <li>Flex Bus A thru P mixer sum node outputs</li> <li>Option Audio LTC</li> <li>Downmixer L</li> <li>Downmixer R</li> </ul>
• Channel Mute/Phase Invert/Gain Controls and Peak Level Display	<ul> <li>Provides Mute and phase Invert channel controls, as well as peak level meter for each output channel. (Meter shows level as affected by Level control.)</li> <li>Gain controls allow relative gain (in dB) control for the corresponding destination AES output channel.</li> <li>(-80 to +20 dB range in 1.0 dB steps; unity = 0 dB)</li> <li>Note: Although the 9902 can pass non-PCM data such as Dolby<sup>®</sup> E or AC-3, setting the gain control to any setting other than default 0 will corrupt Dolby data.</li> </ul>

Output Audio Routing/Controls Analog Audio Out Downmixer • Analog Output Channel Source AN Out Ch 1 Audio Bus Ch 1	<ul> <li>Provides an audio crosspoint allowing the audio source selection for each analog audio output channel. Also provides Gain, Phase Invert, and Muting controls and peak level meters for each output channel.</li> <li>Using the drop-down list, selects the audio input source to be embedded in the corresponding embedded output channel from the following choices:</li> <li>Card Audio Bus Ch 1 thru Ch 16</li> <li>Built-in Tone generators Tone n (-20 dBFS level tone generators with n being frequencies of 100, 200, 300, 400, 500, 600, 700, 800, 900, 1k, 2k, 4k, 6k, 8k, 12k, and 16k)</li> <li>Flex Bus A thru P mixer sum node outputs</li> <li>Option audio LTC</li> <li>Downmixer L</li> </ul>
	• Downmixer R
• Channel Mute/Phase Invert/Gain Controls and Peak Level Display	Provides <b>Mute</b> and phase <b>Invert</b> channel controls, as well as peak level meter for each output channel. (Meter shows level as affected by Level control.) <b>Gain</b> controls allow relative gain (in dB) control for each corresponding destination analog audio out channel. (-80 to +20 dB range in 1.0 dB steps; unity = 0 dB)

Output Audio Routing/Controls	Provides audio down-mix audio routing selections that multiplexes any five audio channel sources into a stereo pair.				
Downmixer Source Controls	Left Channel Input thru Right Surround Channel Input select the five audio bus source channels to be used for the downmix.				
Left Channel Input Audio Bus Ch 1 💙	Downmix channels <b>Downmixer L</b> and <b>Downmixer R</b> are available as sources for embedded, AES, or analog audio outputs using the Channel				
Right Channel Input Audio Bus Ch 2	Source controls described above.				
Center Channel Input Audio Bus Ch 3 💙					
Left Surround Channel Input Audio Bus Ch 5 🗸					
Right Surround Channel Input Audio Bus Ch 6					
• Center Mix Ratio Control	<ul> <li>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.</li> <li>0 dB setting 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.</li> <li>Maximum attenuation setting (-80 dB) applies a -80 dB ratiometric reduction of center-channel content. Center-channel content is restored as in-phase center-channel content at a -80 dB ratio relative to overall level, making center-channel content less predominate in the overall mix.</li> <li>(20 dB to -80 dB range in 0 dB steps; default = 0 dB)</li> <li>Note: Default setting is recommended to maintain center-channel predominance in downmix representative to that of the original source 5-channel mix.</li> </ul>				
• Surround Mix Ratio	<ul> <li>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.</li> <li>O dB setting applies no ratiometric reduction. Surround-channel content is restored with no attenuation, making Lo and Ro content more predominate in the overall mix.</li> <li>Maximum attenuation setting (-80 dB) applies a -80 dB ratiometric reduction of surround-channel content. Surround-channel content is restored at a -80 dB ratio relative to overall level, making surround-channel content less predominate in the overall mix.</li> <li>(20 dB to -80 dB range in 0 dB steps; default = 0 dB)</li> <li>Note: Default setting is recommended to maintain surround-channel predominance in downmix representative to that of the original source 5-channel mix.</li> </ul>				

Output Audio Routing/Controls	<b>Output Flex Mix</b> – Provides a 16-channel mixer in which each of the inputs can be mixed onto up to 16 independent output summing nodes. The input sources are the card processed audio bus channels. Each input channel has independent gain and mute controls.
<b>Note:</b> For each Flex Mix input channel, its source sl be set to the <b>Silence</b> selection.	hould be considered and appropriately set. Unused input channels should
Flex Bus Input Channel Source/Bus Assignment      Flex Mix Input 1      Flex Bus A      Source     Audio Bus Ch 1	Using the <b>Source</b> drop-down list, selects the audio input source to be directed to the corresponding bus channel from the choices listed below. • <b>Silence</b> • <b>Audio Bus Ch 1</b> thru <b>Ch 16</b> • <b>Tones</b> (100 Hz thru 16 kHz) • <b>Downmix L</b> or <b>Downmix R</b> The <b>Flex Bus</b> drop-down selects the bus (A thru P) to which the input is assigned to.
• Gain / Mute Control	Provides relative gain (in dB) control and a channel <b>Mute</b> checkbox. (-80 to +20 dB range in 0.1 dB steps; unity = 0.0 dB)

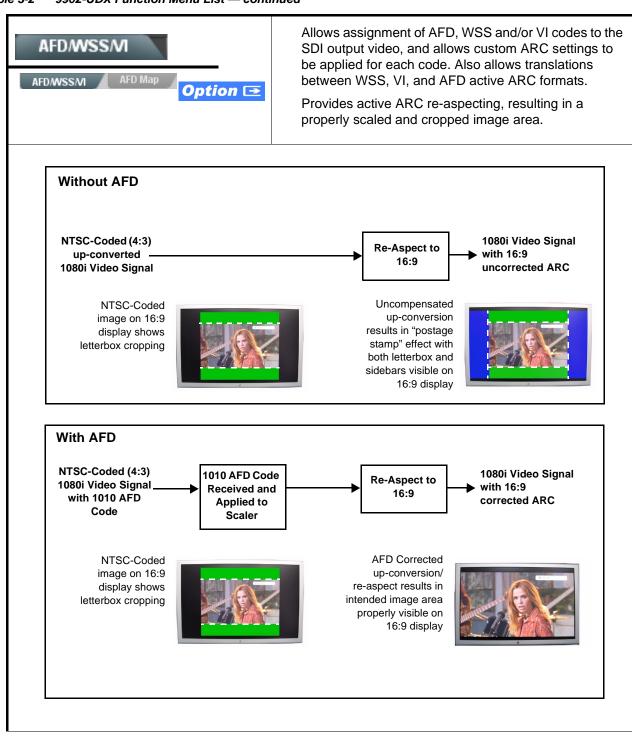


Table 3-2 9902-UDX Function Menu List — continued

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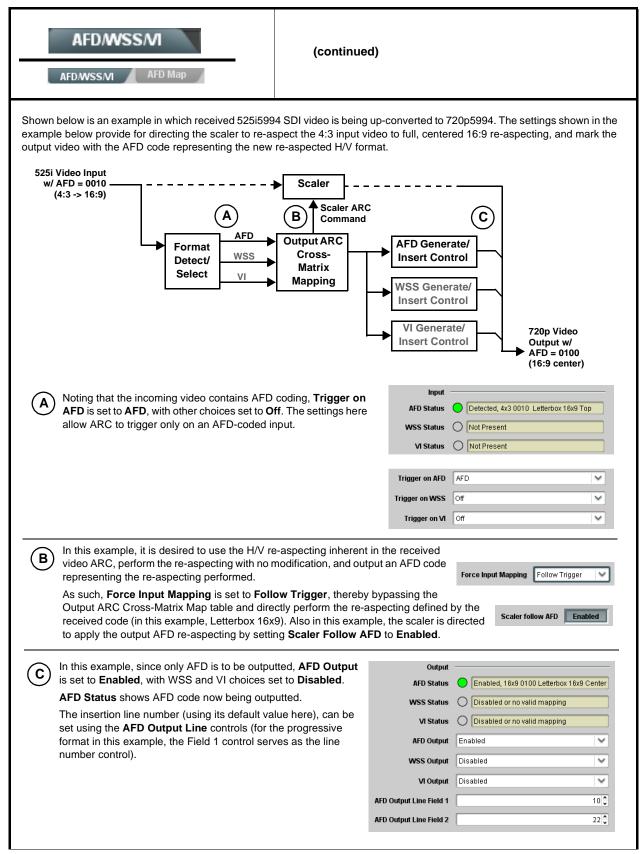


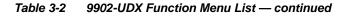
Table 3-2	9902-UDX	Function	Menu	List —	continued
		i unouon	monu		oomanaca

	AFD/WSS/VI sub-tab provides prioritized and gated input monitoring for AFD, WSS and/or VI formats. Also provides translation between input and output AFD, WSS, and VI ARC formats. rmat. WSS and VI use fixed line numbers per applicable standards. and VI formats. Refer to AFD/WSS/VI Translation Matrix on page 3-40 for
Input Format Status Displays     Input     AFD Status     Detected, 16x9 0010 Letterbox 16x9 Top      WSS Status     Not Present     VI Status     Not Present	<ul> <li>Displays the current status and contents of the three supported ARC formats shown to the left.</li> <li>If a format is received, the current formatting code and description is displayed (as shown in the example).</li> <li>If a format is not receiving data, Not Present is displayed.</li> </ul>
Scaler AFD Enable  Scaler follow AFD Enabled	<ul> <li>Enables scaler to apply ARC settings provided by ARC controls in this function.</li> <li>Enabled sets the output aspect ratio to track with AFD settings performed in this tab, overriding any other scaler manual ARC control settings.</li> <li>Disabled allows ARC coding processing performed in this tab, but does not apply ARC settings in scaler.</li> <li>Note: This control also appears on the Scaler tab and is mutually ganged with the selection performed on either tab.</li> <li>Scaler follows AFD functions only when a valid AFD output format is being generated and enabled. The scaler only observes AFD code commands, with the controls on this tab set to generate an AFD-coded output. WSS and/or VI formats must be translated to a supported AFD cross-translation for scaler active ARC to function when using WSS or VI input formats.</li> </ul>
Input Mapping     Force Input Mapping     Follow Trigger     4x3 0010 Letterbox 16x9 Top     4x3 0011 Letterbox 14x9 Top     •     •     16x9 1110 Protect 14x9     16x9 1111 Protect 4x3	<ul> <li>When received ARC code is received, applies H/V coding as follows:</li> <li>Follow Trigger – Uses the ARC coding inherent in the received triggering ARC.</li> <li>4x3 ARC Codes – For received triggering formats coded as 4x3, applies the H/V coding selected in this drop-down.</li> <li>16x9 ARC Codes – For received triggering formats coded as 16x9, applies the H/V coding selected in this drop-down.</li> <li>Note: Settings performed here can be applied directly to the output video, or the settings applied here can be custom modified if desired for any of the 11 4x3 codes and any of the 11 16x9 codes available here using the AFD Map sub-tab. Refer to AFD/WSS/VI Translation Matrix on page 3-40 for more information and coding descriptions.</li> </ul>

AFD/WSS/MI AFD/WSS/MI AFD Map	(continued)
• Input Triggering Controls Trigger on AFD Off Trigger on WSS Off Trigger on VI Off WSS/M Priority WSS	<ul> <li>Individual ARC format input controls allow accepting or rejecting received ARC formats as follows:</li> <li>Trigger on AFD: <ul> <li>Off rejects AFD-coded triggering.</li> <li>On allows trigger on AFD.</li> </ul> </li> <li>Trigger on WSS: <ul> <li>Off rejects WSS-coded triggering.</li> <li>AFD allows triggering on AFD-coded WSS.</li> <li>ETSI allows triggering on ETSI-coded WSS.</li> </ul> </li> <li>Trigger on VI: <ul> <li>Off rejects VI-coded triggering.</li> <li>AFD allows triggering on AFD-coded WSS.</li> </ul> </li> <li>SMPTE allows triggering on SMPTE-coded WSS.</li> </ul> <li>SMPTE allows triggering on SMPTE-coded WSS.</li> <li>Note: If multiple formats are present on the input video, AFD preempts other formats, followed by WSS or VI (as set by the WSS/VI Priority control).</li>
• Output Enable Controls Output AFD Output Enabled • WSS Output Disabled • VI Output Disabled •	<ul> <li>Individual ARC format input controls allow accepting or rejecting received ARC formats as follows:</li> <li>AFD Output: <ul> <li>Disable turns off AFD format on output.</li> <li>Enable inserts AFD packet on output, and allows changing line number.</li> <li>Follow Input Line inserts AFD packet on same line as received AFD line number (where applicable).</li> </ul> </li> <li>WSS Output: <ul> <li>Disable turns off WSS format on output.</li> <li>AFD Enabled inserts AFD-coded WSS on output.</li> <li>ETSI Enabled inserts ETSI-coded WSS on output.</li> </ul> </li> <li>VI Output: <ul> <li>Disable turns off WSS format on output.</li> <li>SMPTE Enabled inserts AFD-coded VI on output.</li> </ul> </li> </ul>
Output Status Displays     Output     AFD Status     Enabled, 16x9 1111 Protect 4x3     WSS Status     Disabled or no valid mapping     VI Status     Enabled, SMPTE 6 625/50/16x9	<ul> <li>Displays the current output status, coding, and H/V ratio for AFD, WSS, and VI formats.</li> <li>If a format is active and enabled (as set with the Output Enable controls), the code and H/V description is displayed.</li> <li>If a format is not outputting data, Disabled is displayed.</li> <li>Note: The code displayed shows the outputted code. If the code is modified by user settings performed in the AFD Map sub-tab, these changes are shown here. Refer to AFD Map sub-tab for more information.</li> <li>As shown in the example, settings that result in invalid mapping across format translations will display Disabled. In these cases, no output is inserted for the format.</li> </ul>
AFD Output Line Field 1     10	<ul> <li>Allows selecting the line location of the AFD data within the video signal Ancillary Data space.</li> <li>Note: • The card does not check for conflicts on a given line number. Make certain the selected line is available and carrying no other data.</li> <li>• For progressive formats, the Field 1 control serves as the line number control.</li> </ul>

	AFD/M		AFD Map	_	(00	ntinued	)			
		755/VI	n o map	Α	FD/WSS/VI Tra	nslation	Matrix			
Th	e table be	elow lists val		ns betwee	en WSS, VI, and S	MPTE 20	16 AFD code			6x9-coded frames.
			Input					Outp	ut	
	AFD	WSS ETSI 625	WSS ETSI 525	VI	Description	AFD	WSS ETSI 625	WSS ETSI 525	VI	Description
	0010	4			4x3 Letterbox 16x9 Top	0010	4	0	1 (NTSC) 2 (PAL)	4x3 Letterbox 16x9 Top
	0011	2			4x3 Letterbox 14x9 Top	0011	2	0	1 (NTSC) 2 (PAL)	4x3 Letterbox 14x9 Top
	0100	5	2		4x3 Letterbox 16x9 Center	0100	5	2	1 (NTSC) 2 (PAL)	4x3 Letterbox 16x9 Center
	0101, 0110, 0111				Undefined					
-	1000	0	0	0 1 (NTSC) 2 (PAL)	4x3 Coded Frame	1000	0	0	1 (NTSC) 2 (PAL)	4x3 Coded Frame
Coded	1001				4x3 Center	1001	0	0	1 (NTSC) 2 (PAL)	4x3 Center
4:3	1010	3			4x3 16x9 Center	1010	3	2	1 (NTSC) 2 (PAL)	4x3 16x9 Center
	1011	1			4x3 14x9 Center	1011	1	0	1 (NTSC) 2 (PAL)	4x3 14x9 Center
	1100			3, 4, 7	Reserved	1100		0	1 (NTSC) 2 (PAL)	Reserved
	1101	6			4x3 Protect 14x9	1101	6	0	1 (NTSC) 2 (PAL)	4x3 Protect 14x9
	1110				4x3 Letterbox 16x9; Protect 14x9 Center	1110		2	1 (NTSC) 2 (PAL)	4x3 Letterbox 16x9; Protect 14x9 Center
	1111				4x3 Letterbox 16x9; Protect 4x3 Center	1111		2	1 (NTSC) 2 (PAL)	4x3 Letterbox 16x9; Protect 4x3 Center
	0010				16x9 Letterbox 16x9 Top	0010		1	5 (NTSC) 6 (PAL)	16x9 Letterbox 16x9 Top
	0011				16x9 Letterbox 14x9 Top	0011		1	5 (NTSC) 6 (PAL)	16x9 Letterbox 14x9 Top
	0100				16x9 Letterbox 16x9 Center	0100		1	5 (NTSC) 6 (PAL)	16x9 Letterbox 16x9 Center
	0101, 0110, 0111				Undefined					
oded	1000	7	1	0 5 (NTSC) 6 (PAL)	16x9 Coded Frame	1000	7	11	5 (NTSC) 6 (PAL)	16x9 Coded Frame
16:9 Coded	1001				16x9 4x3 Center	1001		1	5 (NTSC) 6 (PAL)	16x9 4x3 Center
	1010				16x9 Center Protect 16x9	1010	7	1	5 (NTSC) 6 (PAL)	16x9 Center Protect 16x9
	1100				Reserved	1100		1	5 (NTSC) 6 (PAL)	Reserved
	1101				16x9 4x3 Protect 14x9	1101		1	5 (NTSC) 6 (PAL)	16x9 4x3 Protect 14x
	1110				16x9 Protect 14x9	1110		1	5 (NTSC) 6 (PAL)	16x9 Protect 14x9
	1111				16x9 Protect 4x3	1111		1	5 (NTSC) 6 (PAL)	16x9 Protect 4x3

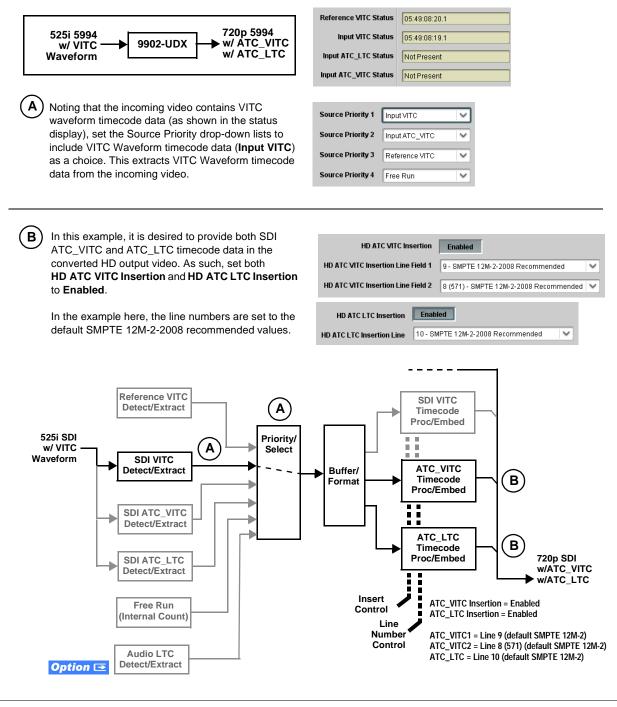
AFD	/WSS/M		frame	es to compa	nion 16x9 fra	ectionally re-aspecting from a mes, and allows customizing es (and the corresponding W	, a
AFD/WSS	M AFD M	ap		-		oported by the card.	
	Input:4x3 —	V Zoom(60-200)	H Zoom(60-200)	Pan	Tilt	Output AFD Code	_
4x3 Letterbox	x 16x9 Top 0010	100.0 🗘	100.0	0.0	12.5	16x9 0010 Letterbox 16x9 Top	
4x3 Letterbox	x 14x9 Top 0011	116.7 🗘	100.0	0.0	7.1	16x9 0011 Letterbox 14x9 Top	
:							
4x3 Letterbox 16x9 P	Protect 4x3 1111	133.3 🗘	100.0	0.0	0.0	16x9 1111 Protect 4x3	
	Input:16x9 —						
	-	V Zoom(60-200)	H Zoom(60-200)	Pan	Tilt	Output AFD Code	
	x 16x9 Top 0010	75.0 🗘	100.0	0.0	-12.5 🗘	4x3 0010 Letterbox 16x9 Top	
16x9 Letterbox	x 14x9 Top 0011	75.0 🗘	100.0	0.0	-7.1 🗘	4x3 0011 Letterbox 14x9 Top	
:							
16x9 P	Protect 4x3 1111	100.0 🗘	133.0	0.0	0.0	4x3 1111 Letterbox 16x9 Protect 4x3	
<ul> <li>By default, each 4x3 frames get re</li> </ul>	row is set for its e-aspected to a	s companion companion 1	re-aspected output	, along with	output AFD	as pan/tilt) for various coded code for the companion outp rly 16x9 frames get re-aspect	ut
• By default, each 4x3 frames get re companion 4x3 r In this exam	e-aspected to a re-aspecting and	s companion companion 1 d AFD code).  ings provide t	re-aspected output 6x9 re-aspecting a he scaling and tilt f	, along with nd AFD cod	output AFD e, and similar	code for the companion outp	ut
• By default, each 4x3 frames get re companion 4x3 r In this exam	row is set for its e-aspected to a re-aspecting and uple, default sett 4x3 0010 Letter	s companion companion 1 d AFD code).  ings provide t	re-aspected output 6x9 re-aspecting a he scaling and tilt f	, along with nd AFD cod	output AFD e, and similar	code for the companion outp rly 16x9 frames get re-aspect	ut
• By default, each 4x3 frames get re companion 4x3 r	row is set for its e-aspected to a re-aspecting and pple, default sett 4x3 0010 Letter Input:16x9	s companion companion 1 d AFD code). ings provide t box 16x9 Top	re-aspected output 6x9 re-aspecting a he scaling and tilt f	, along with nd AFD code actors to co	output AFD of e, and similar nvert a 16x9	code for the companion outp rly 16x9 frames get re-aspect -coded 0010 frame to its	ut
• By default, each 4x3 frames get re companion 4x3 r In this exam companion 4	a row is set for its e-aspected to a re-aspecting and aple, default sett 4x3 0010 Letter Input:16x9 26x9 Top 0010 ill factors cting and e that result in pox 16x9 Top	s companion companion 1 d AFD code). ings provide t box 16x9 Top	re-aspected output 6x9 re-aspecting a the scaling and tilt f o frame. H Zoom(60-200)	, along with nd AFD cod actors to co	output AFD of e, and similar nvert a 16x9	code for the companion outp rly 16x9 frames get re-aspect -coded 0010 frame to its Output AFD Code	ut te



# Timecode

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 525i 5994 SDI video is being up-converted to 720p 5994. To re-format and insert the timecode data, the following can be performed using the Timecode function. Each Timecode control is fully described on the pages that follow.



<b>Option E</b> Audio LTC controls described a llows audio LTC from an audio channel to be used the output video.	below only appear on cards with <b>+LTC</b> licensed optional feature. This feature d as a timecode source, with conversion to a selected SMPTE 12M format on
Timecode Source Status Displays	
Reference VITC Status         06:09:15:06.0           Input VITC Status         06:09:15:05.0           Input ATC_LTC Status         Not Present           Input ATC_VITC Status         06:09:15:05.0 Field 1 Line 13, Field 2 Line 278	<ul> <li>Displays the current status and contents of the four supported external timecode formats shown to the left.</li> <li>If a format is receiving timecode data, the current content (timecod running count and line number) is displayed.</li> <li>If a format is not receiving timecode data, Not Present is displayed</li> </ul>
• LTC Input Control	<ul> <li>Selects source to be used by card to receive LTC as listed below.</li> <li>RS-485 over COM1 or COM 2</li> <li>Audio LTC over Emb Ch 1 thru Ch 16</li> <li>Audio LTC over AES Ch 1 thru Ch 16</li> <li>Audio LTC over Analog audio Ch 1 thru Ch 8</li> <li>Note: • Audio LTC Source must be appropriately set for card to receive and process received LTC.</li> <li>• If COM 1 or COM 2 is used for LTC receive, the port function must be set for LTC. See COMM Ports Setup Controls (p. 3-66) for more information.</li> <li>• Card audio inputs will not center inputs with DC offset. If input has DC offset, the source may need to be capacitively coupled to remove the offset.</li> </ul>
Mute LTC Control  Mute LTC Audio on input loss Enabled	<ul> <li>Allows LTC audio or RS-485 output to mute upon loss of selected timecode inputs.</li> <li>When set to Enabled and input timecode is lost: <ul> <li>RS-485 LTC output goes to frozen state.</li> <li>Audio LTC output mutes.</li> </ul> </li> <li>When set to Disabled and input timecode is lost: <ul> <li>RS-485 LTC output mutes.</li> </ul> </li> <li>When set to Disabled and input timecode is lost: <ul> <li>RS-485 LTC output keeps counting, with count value being free-ru count.</li> <li>Audio LTC output is not muted, with count value being free-run count.</li> </ul> </li> <li>Note: If muting upon loss of a particular input format is desired, set all Source Priority 1 thru 4 to that particular input format. If this is not done the card failover timecode selection may substitute another format choic for the format not being received.</li> </ul>
Incoming ATC Packet Removal Control Incoming ATC Packet Removal Disabled	<ul> <li>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 desire timecodes are then re-inserted into the output. (For example, if both SD ATC_VITC and ATC_LTC are present on the input video, and only ATC_LTC is desired, using the Removal control will remove both timecodes from the output. The ATC_LTC timecode by itself can then b re-inserted on the output using the other controls discussed here.)</li> <li>Note: • When the Scaler is enabled, ATC packets are automatically removed. The Timecode function must be used to re-insert the timecode data into the output video.</li> <li>• Set this control to Enabled if Free-Run timecode is to be used.</li> </ul>



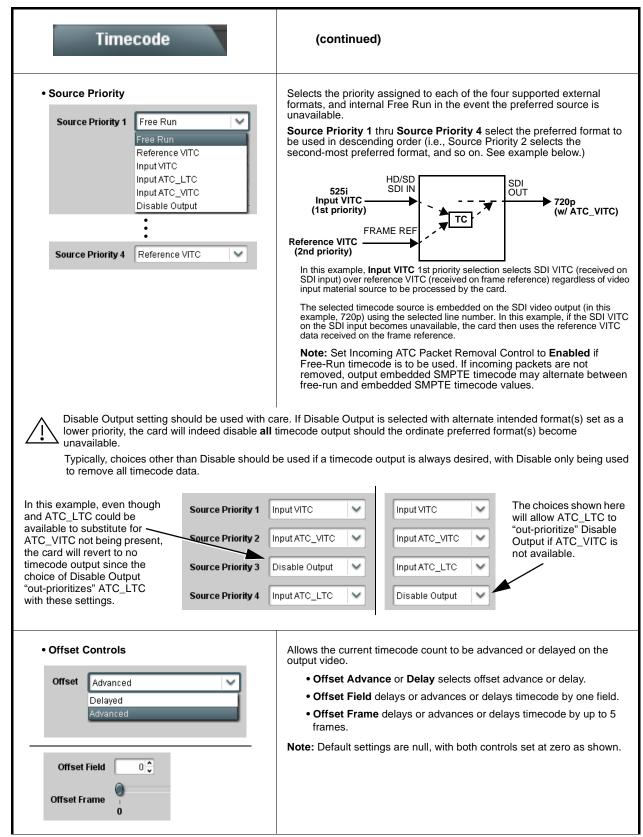


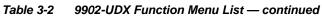
Table 3-2 9902-UDX Function Menu List — continu	ed
-------------------------------------------------	----

Timecode	(continued)
• Output Status Display Output Status 00:04:46:06.1 (Source: SDI VITC)	<ul> <li>Displays the current content and source being used for the timecode data as follows:</li> <li>Output Status 00:04:46:06.1 (Source: SDI VITC)</li> <li>Output status OK (in this example, SDI VITC timecode received and outputted).</li> <li>Output Status Insertion Disabled</li> <li>Timecode Insertion button set to Disabled; output insertion disabled.</li> <li>Note: • If timecode is not available from Source Priority selections performed, timecode on output reverts to Free Run (internal count) mode.</li> <li>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: <ul> <li>0.0 Frame 0</li> <li>0.1 Frame 1</li> <li>1.0 Frame 2</li> <li>1.1 Frame 3</li> </ul> </li> </ul>
Audio LTC Output     Option	29.1 Frame 59 Audio LTC output is routed to desired embedded, AES, or analog audio outputs using the Output Audio Routing/Controls (p. 3-31). Whatever timecode is displayed on the Output Status is converted to audio LTC and available as an LTC audio output.
<ul> <li>Note: Although the output line drop-down on the controls described below will allow a particular range of choices, the range is automatically clamped (limited) to certain ranges to prevent inadvertent conflict with active picture are depending on video format. See Ancillary Data Line Number Locations and Ranges (p. 3-9) for more information.</li> <li>The card does not check for conflicts on a given line number. Make certain the selected line is available and constant of the data.</li> </ul>	
SD VITC Waveform Insertion Controls  SD VITC Waveform Output 1 Line Number  SD VITC Waveform Output 2 Line Number  SD VITC Waveform Insertion  Enabled	<ul> <li>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.</li> <li>Note: If only one output line is to be used, set both controls for the same line number.</li> <li>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.</li> </ul>
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	9902-UDX Function Menu List — continued

Timecode	(continued)
HD ATC_LTC Insertion Control  HD ATC_LTC Insertion HD ATC_LTC Insertion Line 10 - SMPTE 12M-2-2008 Recommended	For HD output, enables or disables ATC_LTC timecode insertion into the output video, and selects the line number for ATC_LTC timecode data.
HD ATC_VITC Insertion Control      HD ATC_VITC Insertion     HD ATC_VITC Insertion Line Field 1     9 - SMPTE 12M-2-2008 Recommended      HD ATC_VITC Insertion Line Field 2     8 (571) - SMPTE 12M-2-2008 Recommended	For HD output, enables or disables ATC_VITC timecode insertion into the output video, and selects the line number for ATC_VITC1 and ATC_VITC2.
ATC_VITC Legacy Support Control     ATC VITC Legacy Support Disabled	<ul> <li>When enabled, accommodates equipment requiring ATC_VITC packet in both fields as a "field 1" packet (non-toggling).</li> <li>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.</li> </ul>
Free Run Timecode Controls      Free Run Hours     7     Free Run Minutes     0     Free Run Seconds     0     Apply Free Run Values     Confirm	<ul> <li>Allows an initial (starting) count to be applied to output video timecode when Free Run insertion is enabled.</li> <li>Note: • Initialization can only be applied when card is outputting Free Run timecode (as shown by Output Status displaying "Free Run").</li> <li>• If failover to Free Run occurs due to loss of external timecode(s), the Free Run count assumes its initial count from the last valid externally supplied count.</li> </ul>

Closed Captioning	provides controls	t for closed captioning setup.Also for setting closed captioning absence tection thresholds.
Closed Captioning Input Status     Input Status     CDP Packet on Line 16	<ul> <li>If closed captioning is p left is displayed. Also dis closed captioning packet</li> <li>If no closed captioning in Disabled is displayed.</li> <li>Note: • Packet closed cap message can ap closed captioning cdp_frame_rate, items contained i</li> </ul>	d Captioning status as follows: resent, a message similar to the example show splayed is the VANC line number of the incomi- et (or SD waveform-based VANC line number) is present in the video signal, <b>Not Present</b> or ptioning status <b>Captioning Rejected Due To</b> bear due to the items described below. The g function assesses <i>cdp_identifier</i> , <i>ccdata_present</i> , and <i>caption_service_active</i> in the packet header to make the determination or to CEA-708-B for more information.
	Message	Description
	Unsupported Frame Rate	Film rate closed-captioning (either as pass-through or up/down conversion) is not supported by the card.
	Data Not Present	Packet is marked from closed captioning source external to the card that no data is present.
	No Data ID	Packet from closed captioning source external to the card is not properly identified with 0x9669 as the first word of the header (unidentified packet).
	packet from upst inactive. In this c processed and p	is marked as inactive display indicates bit in ream source may inadvertently be set as ase, closed captioning data (if present) is still assed by the card as normal. oning function does not support PAL closed ards
	• When receiving supported, with	HD-SDI, both CEA 608 and CEA 708 are CEA 608 and CEA 708 (containing CEA 60 ted to line 21 closed captioning on output
Closed Captioning Remove/Regenerate and HD Insertion Line Controls		captioning packets and regeneration of packe ed captioning must be moved to a different lin
Incoming Packet Removal If Regenerate Closed Captioning is enabled incoming packets will always be removed. Regenerate Closed Captioning HD Output Line	the 9 thru 41 ran (limited to) certai active picture are Data Line Numbe information. • The card does no	but line drop-down will allow any choice within ge, the actual range is automatically clamped in ranges to prevent inadvertent conflict with a depending on video format. See Ancillary er Locations and Ranges (p. 3-9) for more of check for conflicts on a given line number. ected line is available and carrying no other
Presence/Absence Check Controls  Presence Event Delay (sec)	propagated to the <b>Event</b> GPO or other command	nd/or absence event status. This status can be Setup Controls tab controls to issue a card when CC presence/absence events are
Presence Event Status Active		ce and absence provide for a holdoff time (in me is exceeded, an event is to be considered
Absence Event Delay (sec)		



Reticules Basic Advanced	Allows Safe Action and/or Safe Title overlays and other static markers to be added to the output video image.		
	Typical Reticule/Overlay Marker Insertions The 9902 allows any combination of the reticule/overlay markers to be applied to the output video. Sizing and other characteristics for each type of marker can be set as described below.		
na sa	Safe Action Area (SAA) Reticule		
	Safe Title Area (STA) Reticule		
	Graticule		
	Center Cross		
video and will appear in the image. Use the overlay tools are turned <b>off</b> when no long	<ul> <li>Note: • Overlay markers using this function are for setup only. When enabled, these markers are embedded in the output video and will appear in the image. Use this function only on preview video and not on-air video. Make certain any overlay tools are turned off when no longer needed.</li> <li>• Multiple overlay markers described below can be simultaneously enabled as desired.</li> </ul>		
Insertion Master Enable/Disable	Provides independent master enable/disable for card SDI and CVBS outputs.		
SDI Out Reticule Enable	When enabled, any combination of reticules or other markers described below can be inserted.		
Analog Out Reticule Disable V Disable Enable	When disabled, insertion of all reticules or other markers is disabled.		
Safe Action Area (SAA) Controls	• SAA provides enable/disable of safe action area graticule insertion.		
Disable	SAA Height and SAA Width control height and width of insertion (from		
SAA Height 92 0 50 100	0% to 100% of 4:3 outputted image area).		
SAA Width 92 0	<b>Note:</b> Reticule Size control is locked to Custom for this card, with safe action area size control as described above.		

Reticules Basic Advanced	(continued)	
Safe Title Area (STA) Controls  STA Enable Disable Enable Enable	• STA provides enable/disable of safe title area graticule insertion.	
STA Height     92       0     50       STA Width     92       0     50       92       92	• STA Height and STA Width control height and width of insertion (from 0% to 100% of 4:3 outputted image area).	
Overlay Color Controls      Overlay Color     Inverse Color     Opacity     Opacity     Thickness     Color     Color	<ul> <li>Overlay Color selects from white, various gray fills, or black colors.</li> <li>Inverse Color selects inversion (negative) of current selection.</li> <li>Opacity sets the opacity of the overlay for both white/black and inverse color modes.</li> <li>Thickness sets the line thickness (in pixels).</li> </ul>	
	— White overlay color — Black overlay color	
Reticules Basic Advanced	Provides insertion and sizing controls for custom graticules and other markers. Also provides NTSC legacy 4:3 master reticule sizing.	
Note: Color attributes of markers described below are set using the master Overlay Color Controls described above.		
Graticule Controls     Graticule Enable	Graticule provides enable/disable of user graticule insertion.	
Graticule Height         0         50         100           Graticule Width         0         50         100           0         50         100         20 \$	• Graticule Height and Width control height and width of insertion (from 0% to 100% of 4:3 outputted image area).	

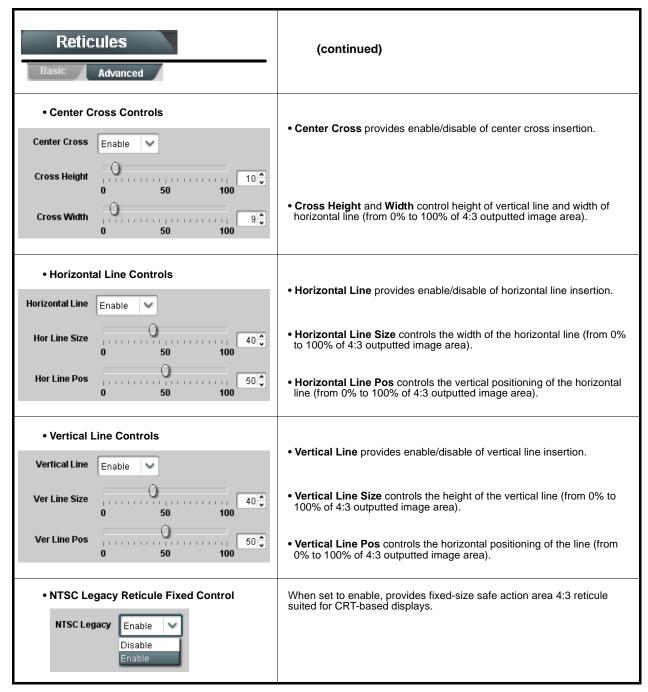


Table 3-2       9902-UDX Function Menu List — conti	nued
Character Burner	Provides user-configurable burn-in of up to two text strings and timecode on output video.
	al, independent controls for inserting two independent text (identification) 2 has controls identical to the controls described here for Ident 1. Therefore,
Ident Insertion Controls      Overlay     Always enabled      Always disabled      Always enabled      Enabled on loss of video	<ul> <li>Selects the rules for identification text burn-in overlay insertion into output video.</li> <li>Note: If ident text insertion is desired for input LOS conditions, the Framesync On Loss of Video control must be set to provide a raster (from one of the choices shown) to support the text insertion. If this control is set to "Disable Outputs", no raster or text insertion will be present on the output video under input LOS conditions. See Framesync (p. 3-17) for more information.</li> </ul>
Display Type (Format) Select      Display Format     User Text     User Text     Video Type	<ul> <li>Selects the type of data to be displayed as burn-in text from choices shown.</li> <li>User text allows user text to be entered using field described below.</li> <li>Video type inserts an overlay showing the video format of the input being used for processing.</li> </ul>
• Display (Ident) Text Entry Field Display Text IDENT1 Update	<ul> <li>Dialog entry box that allows entry of desired ident text string. Enter desired text as click Update when done to input the text string.</li> <li>Note: • All normal keyboard alphanumeric characters are supported, in addition to ASCII characters (Windows ALT+<i>nnnn</i>).</li> <li>• Up to 126 characters can be entered.</li> </ul>
Ident Text Attributes Controls      Character Size     106     Text Justification     Left     Character Color     White     O	<ul> <li>Sets burn-in size/position attributes as follows:</li> <li>Character Size sets character size (in pixels).</li> <li>Text Justification selects from left, right, or center-aligned justification within the text box overlay.</li> <li>Character Color selects text color.</li> <li>Character Opacity sets text opacity from 0% (least opacity) to 100% (full opacity).</li> </ul>
Ident Text Background Attributes Controls     Background Color Black     Background Opacity     0	<ul> <li>Provides independent controls for setting the color and opacity of the burn-in text and its background.</li> <li>Color drop-down sets background color from multiple choices.</li> <li>Opacity control sets background opacity from 0% (least opacity) to 100% (full opacity).</li> </ul>

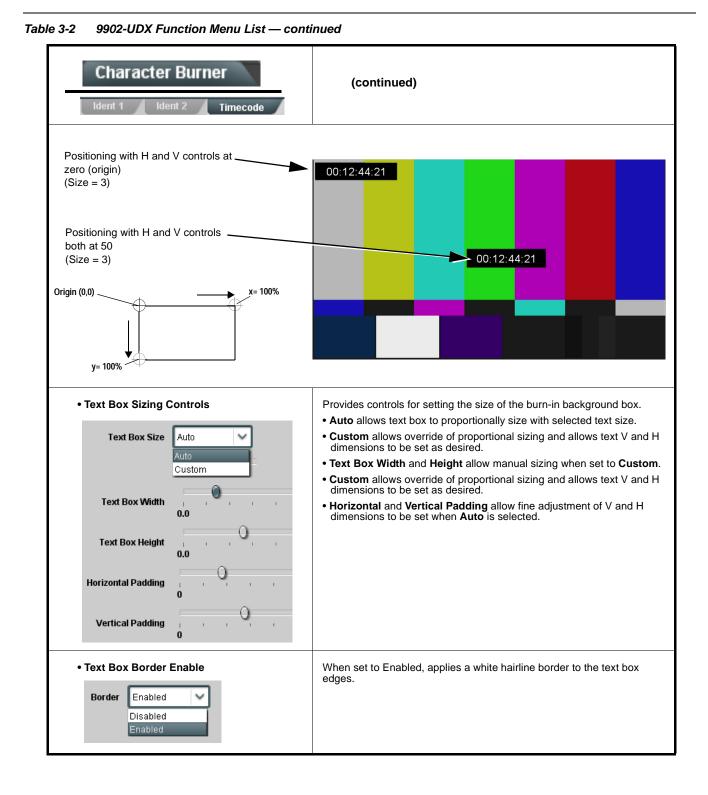
Table 3-2	9902-UDX Function Menu List — continued

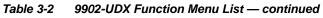
Character Burner	(continued)
Ident Position Select	Sets the location of the ident text insertion from choices shown or custom. (When Custom is selected, position is configured using the <b>Ident Text</b> <b>Positioning Controls</b> described below.)
Position Mode Custom Position Center Anchor Custom Position Center Anchor Custom Position Top Left Anchor Center Bottom Center Bottom Left Bottom Right Top Left	Example: Ident 1 text using Top Left position
Top Center Top Right	Example: Ident 1 text using Center position
	Note: For SD usage, burn-ins can impinge on and corrupt line 21 closed-captioning waveform if positioned too close to the upper right of the raster.
Ident Text Positioning Controls     Horizontal Position     Uertical Position     0	<ul> <li>With Custom selected, sets burn-in position attributes as follows:</li> <li>Horizontal Position sets horizontal position (in percentage of offset from left of image area). (Range is 0 thru 100%)</li> <li>Vertical Position sets vertical position (in percentage of offset from top of image area, top justified). (Range is 0 thru 100%)</li> <li>Note: • Horizontal and Vertical Position controls are functional only when Custom Position is selected.</li> <li>Character sizing and positioning for a given raster format may not be appropriate for another format (especially if transitioning from HD to SD). Set size and position for a balanced appearance (e.g., do not place text too close to margins or set larger than necessary) that accommodates both HD and SD raster formats if multiple format use is required.</li> </ul>
Positioning with H and V controls at zero (origin) (Size = 3) Positioning with H and V controls both at 50 (Size = 3) Origin (0,0) y = 100%	

Character Burner	(continued)
Text Box Sizing Controls      Text Box Size     Auto     Auto     Custom	<ul> <li>Provides controls for setting the size of the burn-in text background box.</li> <li>Auto allows text box to proportionally size with selected text size.</li> <li>Custom allows override of proportional sizing and allows text V and H dimensions to be set as desired.</li> <li>Text Box Width and Height allow manual sizing when set to Custom.</li> </ul>
Text Box Width	<ul> <li>Custom allows override of proportional sizing and allows text V and H dimensions to be set as desired.</li> <li>Horizontal and Vertical Padding allow fine adjustment of V and H dimensions to be set when Auto is selected.</li> </ul>
Text Box Height 0.0	
Horizontal Padding	
Vertical Padding	
• Text Box Border Enable Border Enabled Disabled Enabled	When set to Enabled, applies a white hairline border to the text box edges.
Character Burner	Provides controls for burn-in of timecode on output video.
	in the Timecode tab. Device must be set to output a timecode in order for e (p. 3-42) for information on using timecode controls.
Timecode Insertion Control	Selects the rules for timecode burn-in overlay insertion into output video.
Overlay Always enabled Always disabled Always enabled Enabled on loss of video	<ul> <li>Note: If timecode insertion is desired for input LOS conditions, the Framesync On Loss of Video control must be set to provide a raster (from one of the choices shown) to support the timecode insertion.</li> <li>If this control is set to "Disable Outputs", no raster or timecode insertion will be present on the output video under input LOS conditions. See Framesync (p. 3-17) for more information.</li> </ul>
• Timecode Format Display Selector Display Format HH:MM:SS:Frame HH HH:MM HH:MM:SS HH:MM:SS:Frame HH:MM:SS:Frame:Field	Selects the format of timecode string burn-in overlay insertion into output video from choices shown.

Character Burner         Ident 1       Ident 2	(continued)
Timecode Attributes Controls     Character Size 106     Text Justification Left     Character Color White     Character Opacity     0	<ul> <li>Sets burn-in size/position attributes as follows:</li> <li>Character Size sets character size (in pixels).</li> <li>Text Justification selects from left, right, or center-aligned justification within the text box overlay.</li> <li>Character Color selects text color.</li> <li>Character Opacity sets text opacity from 0% (least opacity) to 100% (full opacity).</li> </ul>
Timecode Background Attributes Controls     Background Color     Black     Background Opacity     0	<ul> <li>Provides independent controls for setting the color and opacity of the burn-in text and its background.</li> <li>Color drop-down sets background color from multiple choices.</li> <li>Opacity control sets background opacity from 0% (least opacity) to 100% (full opacity).</li> </ul>
Timecode Position Select      Position Mode     Custom Position Center Anchor     Custom Position Top Left Anchor     Center     Bottom Center     Bottom Left     Bottom Right     Top Left     Top Center     Top Right	Sets the location of the timecode insertion from choices shown or custom. (When Custom is selected, position is configured using the Timecode Positioning Controls described below.) Example: Timecode burn-in using Bottom Center position Example: Timecode burn-in using Top Left position
Timecode Positioning Controls     Horizontal Position     Vertical Position     0     0	<ul> <li>With Custom selected, sets burn-in position attributes as follows:</li> <li>Horizontal Position sets horizontal position (in percentage of offset from left of image area). (Range is 0 thru 100%)</li> <li>Vertical Position sets vertical position (in percentage of offset from top of image area, top justified). (Range is 0 thru 100%)</li> <li>Note: • Horizontal and Vertical Position controls are functional only when Custom Position is selected.</li> <li>• Character sizing and positioning for a given raster format may not be appropriate for another format (especially if transitioning from HD to SD). Set size and position for a balanced appearance (e.g., do not place text too close to margins or set larger than necessary) that accommodates both HD and SD raster formats if multiple format use is required.</li> </ul>

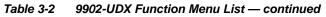
Table 3-2
 9902-UDX Function Menu List — continued





Moving Box	Provides a "moving box" graphic insertion (overlay) on the output video. Moving-box insertion can serve as a dynamic raster confidence check even in cases where the input video image is static or lost.
	Moving-box insertion provides dynamic display even on static video. Attributes such as box size, color, vertical movement speed, and horizontal movement speed are all user configurable. Moving box can be set to insert continuously, or only upon loss of input.
• Moving Box Insertion Controls           Moving Box         Always disabled           Always disabled         Always enabled           Always enabled         Enabled on loss of video	<ul> <li>Selects the rules for moving-box overlay insertion into output video.</li> <li>Note: If moving-box insertion is desired for input LOS conditions, the Framesync On Loss of Video control must be set to provide a raster (from one of the choices shown) to support the moving-box insertion.</li> <li>If this control is set to "Disable Outputs", no raster or moving-box insertion will be present on the output video under input LOS conditions. See Framesync (p. 3-17) for more information.</li> </ul>
Moving Box Size Controls      Moving Box Width (%)      I      Moving Box Height (%)      I	<ul> <li>Sets size of box image burn-in as follows:</li> <li>Moving Box Width sets the width (as a percentage of maximum available raster width. (Range is 0% thru 40%)</li> <li>Moving Box Height sets the height (as a percentage of maximum available raster height. (Range is 0% thru 40%)</li> <li>Note: • Moving box sizing for a given raster format may not be appropriate for another format (especially if transitioning from HD to SD). Set size and position for a balanced appearance that accommodates both HD and SD raster formats if multiple format use is required.</li> <li>For SD usage, moving box can impinge on and corrupt line 21 closed-captioning waveform if positioned too close to the upper right of the raster.</li> </ul>
• Moving Box Speed Controls Moving Box Horizontal Speed          Normal         Fast	<ul> <li>Sets speed of motion for moving box image burn-in as follows:</li> <li>Moving Box Horizontal Speed sets the X-axis speed from choices shown.</li> <li>Moving Box Vertical Speed sets the Y-axis speed from choices shown.</li> </ul>
Moving Box Vertical Speed Normal	

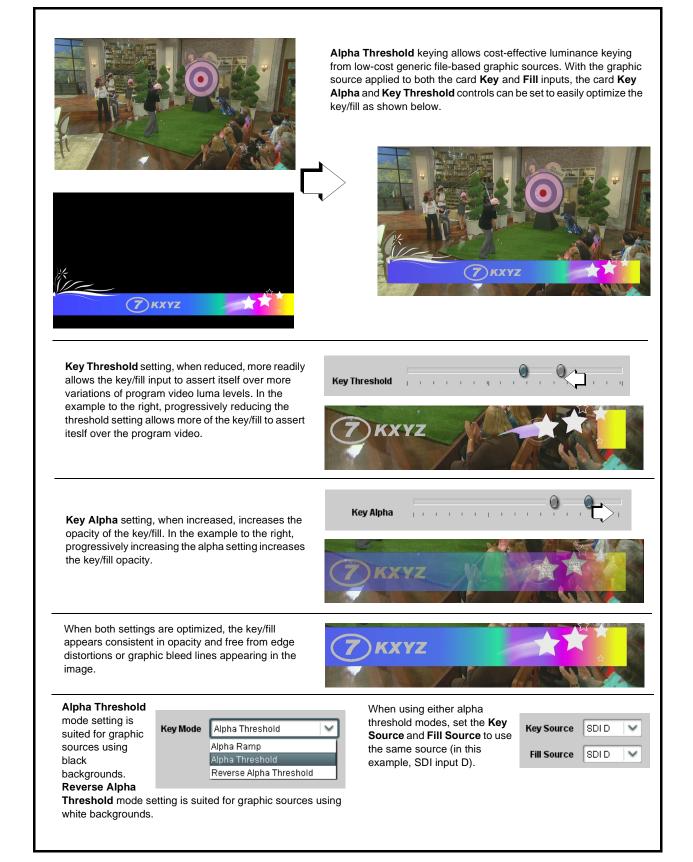
Moving Box	(continued)
Moving Box Attributes Controls      Moving Box Opacity (%)     O      Moving Box Color      White     Yellow     Cyan     Green     Magenta     Red     Blue     Black	<ul> <li>Provides independent controls for setting the color and opacity of the moving-box insertion.</li> <li>Color drop-down sets box color from multiple choices shown.</li> <li>Opacity controls sets box opacity from 0% (least opacity) to 100% (ropacity).</li> </ul>
Wings	Provides wings insertion/width controls and displays insertion status.
• Wings Source Control Wings Source SDIA SDIA SDIB SDIC SDID	Selects the card SDI input video port to serve as the card's wings sou Note: SDI inputs selected must be used with Rear I/O Module correspondingly equipped with intended input ports. If FRC is being used by the scaler, wings source must be same frame-rate/raster format as scaled-to output. (For example, if 720p5994 is being converted to 720p50, a 720p50 wings source must be used.)
Wings Insertion Enable Control     Wings Enable     Enabled	Enables or disables wings insertion into the output video. <b>Note:</b> For conditions where wings is not intended to be inserted, make certain this control is set to Disabled.
• Wings Width Mode Control Wings Adjustment Manual Manual Follow Scaler	<ul> <li>Selects wings width control from the choices shown to the left and described below.</li> <li>Manual: Wings L/R width is set using Wings Width manual control (see below).</li> <li>Follow Scaler: Wings width automatically tracks with Scaler asp ratio control settings (as configured on wings host card).</li> <li>Note: This function only tracks ARC settings applied locally or the host card Scaler tab. Incoming AFD (if any) or custo ARC performed on an upstream card/device is not recognized by this function.</li> </ul>
Wings Manual Width Control Wings Width (pixels)	When <b>Manual</b> is selected above, allows symmetrical L/R wings insert width, from none to widths extending into active image area if desired (0 to 300 pixel range; null = 0)

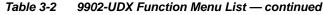


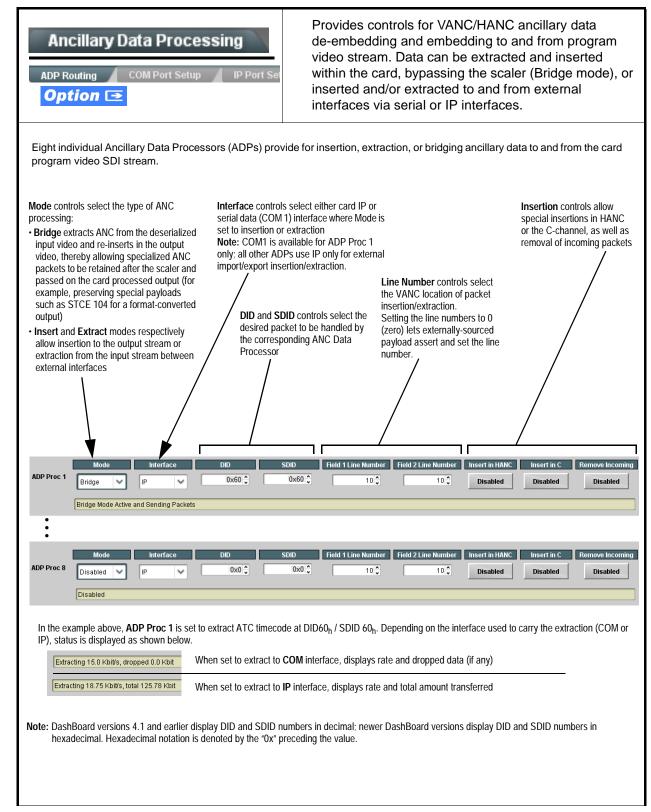
	(continued)	
• Wings Status Displays	device. Ideal wings t of output video timin host card wings inse • Error in wings timing	ction of the wings frame sync card/ ming is <b>within 0 to 200 samples earl</b> g. Wings timing cannot be controlled o
ngs OK Wings Status Insertion OK, Wings Offset 0 line	is early, 25 samples early	Wings insertion within target 0-200 samples early
ngs 🔴 Timing Error Wings Status Insertion Error Adjust Wings Tim	ing, Wings Offset 0 lines early, 99 samples late	Wings insertion late
ngs 🛑 Timing Error Wings Status Insertion Error Adjust Wings Tim	ing, Wings Offset 0 lines early, 984 samples early	Wings insertion too early
ngs Format Mismatch Wings Status Wings Format Does Not Match C	Dutput Format, Wings Offset 259 lines early, 1685 samples late	Wings video wrong/mismatched format
Keyer	Provides key/fill insertion insertion status.	n controls and displays
Key/Fill Source Controls	Selects the card SDI input video	
Key Source     SDI D       SDI A       SDI B       SDI C       SDI D	Sources. Note: SDI inputs selected mus correspondingly equipped If FRC is being used of same frame-rate/r	t be used on Rear I/O Module ed with intended input ports. by the scaler, key/fill sources must be aster format as scaled-to output. (For 4 is being converted to 720p50, key/fi
SDI A SDI B SDI C SDI D	Sources. Note: SDI inputs selected must correspondingly equipped of same frame-rate/r example, if 720p599 sources of 720p50 n Selects key mode as follows: • Alpha Ramp setting is used wh generator with separate key and • Alpha Threshold or Reverse A	t be used on Rear I/O Module ed with intended input ports. by the scaler, key/fill sources must be aster format as scaled-to output. (For 4 is being converted to 720p50, key/fil hust be used.)

Keyer	(continued)
• Key/Fill Status Displays	<ul> <li>Displays keyer timing status (on both Keyer tab and Card Status displays) as described below.</li> <li>Note: • Key/fill timing is a function of the respective key and fill signal frame sync card/device(s). Ideal timing is within 0 to 200 samples early of output video timing. Key/fill timing cannot be controlled on +KEYER host card.</li> <li>Error in key/fill timing will result in loss of keying (however, program video image will not be corrupted).</li> </ul>
Keyer OK	y Offset 0 lines early, 48 samples early Offset 0 lines early, 35 samples early
Keyer 🔘 Key Vertical Alignment Error	y Offset 749 lines early, 872 samples early Offset 0 lines early, 54 samples early Offset 0 lines early, 54 samples early
Keyer 🔴 Key Format Mismatch	s Not Match Output Format djust Fill Timing, Fill Offset Key or fill video missing/mismatched format
Key Alpha/Threshold Controls	When keying is set to Alpha Threshold or Reverse Alpha Threshold mode sets luma thresholds, when crossed, allow key/fill onto program video image.
Key Alpha 0 Key Threshold 64	<b>Key Alpha</b> setting, when increased, increases the opacity of the key/fill. <b>Key Threshold</b> setting, when reduced, more readily allows the key/fill input to assert itself over more variations of program video luma levels.









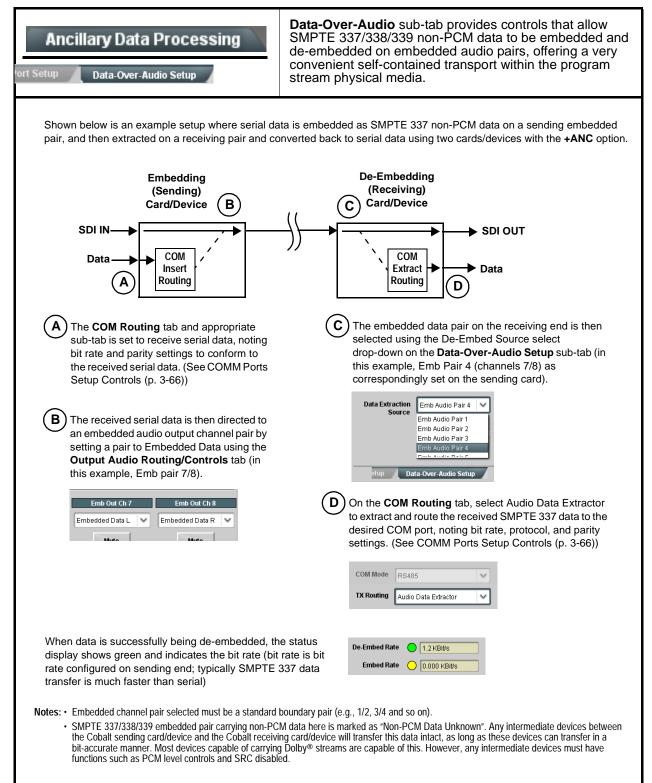


e 3-2 9902-0DX Function Menu List — cont	
Ancillary Data Processing	<b>COM Port Setup</b> sub-tab provides insertion/extraction controls, and comm rules and status displays where serial comm is used for insertion and/or extraction.
<ol> <li>controls are described here.</li> <li>Controls provided here allow highly detai considered and set appropriately to corre result in loss of ANC serial comm.</li> <li>COM 1 and COM 2 are multi-function inter</li> </ol>	ailable for ANC Tx/Rx and have identical controls. Therefore, only the <b>COM</b> led setup of serial communications. Control settings must be carefully espond to both sending and receiving systems. Incorrectly set controls may rfaces and must be set for ANC Data Extractor for port(s) is to be used here.
Set the port function as described in <b>CO</b>	M Routing in COMM Ports Setup Controls (p. 3-66).
Rx/Tx Status Display      RX Status     No data received      TX Status     15.0 Kbit/s	Shows either no data received/sent, or where transfer is present shows data rate (in kbit/sec).
Insertion Mode Control      Insertion Mode     Insert Any Data Received     Insert Any Data Received     Fixed Length Packet     Break-Defined Packet     Insertion Fixed Packet Size     64	<ul> <li>Where data is being inserted (received), sets the insertion as follows:</li> <li>Insert Any Data Received: Insert all received data with no regard for packet size.</li> <li>Fixed Length Packet: Sets receive to wait and accumulate <i>n</i>-number of packet bytes (as set using Insertion Fixed Packet Size control) before inserting data.</li> <li>Break-Defined Packet: Card receiver looks for character-defined break from source being received to define breaks.</li> </ul>
Insertion Flow Control	Allows communication between card receive and sending source to regulate data receive as follows:
Insertion Flow Control No Flow Control	• No Flow Control: Data is received without buffering or checking to see if data is being received faster than it can be inserted.
No Flow Control XON/XOFF	<ul> <li>XON / XOFF: The card UART Tx will tell the sending source whether it can or cannot accept data at current bit rate.</li> </ul>
Hold Break	• Hold Break: Card, if close to not being able to accept new data, tells the sending source to hold, and releases this hold when the card is again able to accept new data.
Insertion Sync Byte Control      Insertion Sync Byte     Disabled      Disabled	Allows use of a sync byte from card receiver back to sending source to synchronize communication between card receive and sending source as follows: • Disabled: No special synchronization. • Field Number at SOF: The card sends a single byte telling sending
Field Number at SOF Ack on Insertion	<ul> <li>Ack on Insertion: Card sends a single byte back to sending source when data has been inserted.</li> </ul>
Extraction Mode Control	Where data is being extracted from input video, sets the data to be sent as follows:
Extraction Mode Payload Only	<ul> <li>Payload Only: Sends payload only (for example, for closed captioning this would be only the ASCII character string representing the CC content).</li> </ul>
Full And Data Packet	<ul> <li>Full Anc Data Packet: Sends the entire packet, including payload, DID, SDID, and any handling or marking characters.</li> </ul>

Ancillary Data Processing	(continued)
• Extraction Flow Control  Extraction Flow Control No Flow Control No Flow Control XON/XOFF Hold Break	<ul> <li>Allows communication between card transmit and receiving destinations to regulate data receive as follows:</li> <li>No Flow Control: Data is transmitted without buffering or checking to see if data is being transmitted faster than it can be received.</li> <li>XON / XOFF: The card UART Rx will acknowledge from the receiving system whether it can or cannot accept data at current bit rate.</li> <li>Hold Break: Card, if receiving notification from the receiving system that it is close to not being able to accept new data, tells the card to hold. Card releases this hold when the receiving system removes the break command, indicating destination is now ready again to accept new data.</li> </ul>
Bit Rate Parity Gen Control      Bit Rate 115200     Parity Disabled     Disabled     Odd     Even	<ul> <li>For both Rx and Tx, sets UART for bit rate and parity as follows:</li> <li>Bit Rate: Sets Tx/Rx bit rate from 1 of 5 speeds ranging from 9600 to 230400 Baud.</li> <li>Parity: Sets card Rx to expect odd or even parity from incoming data, and sets card Tx to generate a parity bit to satisfy selected parity. Where parity is set, incoming data not conforming to parity selection is rejected.</li> </ul>
Ancillary Data Processing	<b>IP Port Setup</b> sub-tab provides IP setup for card UDP IP communications.
Card IP Receive Setup/Status     Card Active IP     10.99.16.100     Card Port     4000     Text Active IP     10.99.16.100     Card Port     1.2 kb/s	<ul> <li>Shows card receiving IP address/status and sets port as follows:</li> <li>Card Active IP: Shows the card IP address. (IP address is set using Admin tab Networking settings; see Admin on page 3-75).</li> <li>Card Port: Sets card IP receive port.</li> <li>Insertion / Rx Status: Shows card IP receive/Rx insertion status.</li> <li>Stopped (with yellow indicator) means no data is being received.</li> <li>Green indicator means data is being received and inserted. Data rate is also shown.</li> </ul>
• Card IP Transmit Setup/Status Extraction TX Status 1.2 kb/s Destination IP 10.99.16.101 Destination Port 4000 Extraction Mode Payload Only Payload Only Formatted Packet	<ul> <li>Provides setup for destination IP address and shows card transmit status as follows:</li> <li>Extraction / Tx Status: Shows card extraction from stream to Tx status.</li> <li>Stopped (with yellow indicator) means no data is being sent.</li> <li>Green indicator means data is being extracted and sent. Data rate is also shown.</li> <li>Destination IP/Port: Allows setting destination IP address and port.</li> <li>Extraction Mode: Sets the IP data sent to consist of only payload, or send as formatted packets.</li> </ul>

Table 3-2	9902-UDX Function Menu List — continued
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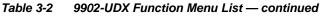
_	Illary Data Processing		(continued)		
down • Card Pack	ets received by the card must be sized to fit n by the sending controller before they are so can be configured to send back ACK packe ets need to be broken down by the sending c v two seconds as an additional safeguard.	ent to the card) ets each time da controller before	). ata is inserted. The ACK packet is sent i e they are sent to the card. Card can also	mmediately a	fter the data is actually inser
	et formatting for insertion/extraction, ACK, a	ind heartbeat is			Heartbeat Packets
	et formatting for insertion/extraction, ACK, a formatting used for insertion/extraction:	nd heartbeat is Bytes	ACK Packet Format	Bytes	Heartbeat Packets
Packet f	ormatting used for insertion/extraction:		ACK Packet Format		Field
Packet f Bytes	Field	Bytes	ACK Packet Format Field	Bytes	·
Packet f Bytes 3:0	iormatting used for insertion/extraction: Field Packet Type (0xF5AB02ED)	Bytes 3:0	ACK Packet Format Field Packet Type (0xAC73B938)	Bytes 3:0	Field Packet Type (0x20120831
Packet f Bytes 3:0 5:4	Field           Packet Type (0xF5AB02ED)           Packet size	<b>Bytes</b> 3:0 5:4	ACK Packet Format Field Packet Type (0xAC73B938) Received packet size	Bytes 3:0	Field Packet Type (0x20120831
Packet f           Bytes           3:0           5:4           6	Field       Packet Type (0xF5AB02ED)       Packet size       DID	Bytes 3:0 5:4 6	ACK Packet Format Field Packet Type (0xAC73B938) Received packet size Received DID	Bytes 3:0	Field Packet Type (0x20120831
Packet f           Bytes           3:0           5:4           6           7	formatting used for insertion/extraction:         Field         Packet Type (0xF5AB02ED)         Packet size         DID         SDID         Line number for Insertion. If set to 0, use the	Bytes 3:0 5:4 6 7	ACK Packet Format Field Packet Type (0xAC73B938) Received packet size Received DID Received SDID Line number on which the received	Bytes 3:0	Field Packet Type (0x20120831
Packet f           Bytes           3:0           5:4           6           7           9:8	iormatting used for insertion/extraction:         Field         Packet Type (0xF5AB02ED)         Packet size         DID         SDID         Line number for Insertion. If set to 0, use the line number set by card software.	Bytes 3:0 5:4 6 7 9:8	ACK Packet Format Field Packet Type (0xAC73B938) Received packet size Received DID Received SDID Line number on which the received packet was inserted	Bytes 3:0	Field Packet Type (0x20120831

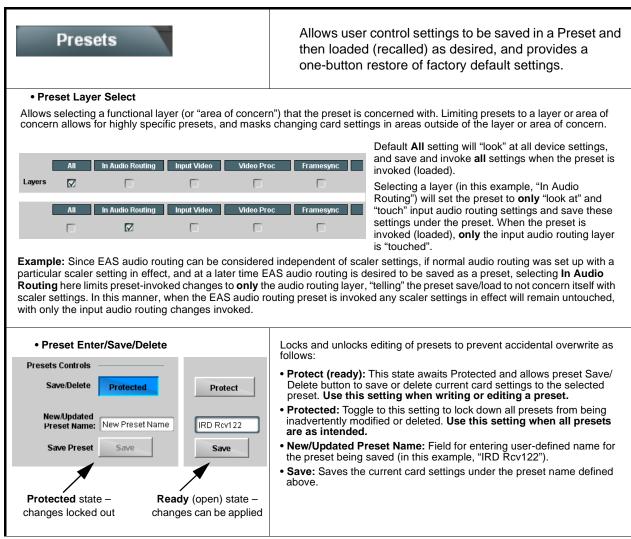




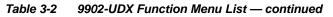
COM Routing	Provides controls for setting up the two COMM (serial ports for LTC or ANC functions, and setting comm protocol for each port.
<ul> <li>are described here.</li> <li>Controls provided here allow highly detail considered and set appropriately to correct result in loss of ANC serial comm.</li> </ul>	ependent controls for COM1 and COM2. Therefore, only the <b>COM 1</b> control led setup of serial communications. Control settings must be carefully espond to both sending and receiving systems. Incorrectly set controls ma
	<b>M Routing</b> in COMM Ports Setup Controls (p. 3-66).
• COM Mode (Protocol)	Selects serial comm protocol for the respective port as RS-232 or RS-485.
COM 1 Mode RS232 RS232 RS485	<b>Note:</b> Protocol choices should consider the payload to be carried. Typically, LTC is sent or received using only RS-485 serial protocol.
COM Port Tx Routing Function      TX Routing      LTC Encoder      LTC Encoder      Anc Data Extractor      Audio Data Extractor	Selects port function for the respective port as LTC Encoder input output, or ANC Data Extractor / Audio (SMPTE 337) non-PCM inp or output.
Rx/Tx Status Display     RX Status No data received     TX Status 15.0 Kbit/s	Shows either no data received/sent, or where transfer is present shows data rate (in kbit/sec).
Insertion Mode Control	Where data is being inserted (received), sets the insertion as follows:
Insertion Mode Insert Any Data Received Insert Any Data Received Fixed Length Packet Break-Defined Packet Insertion Fixed Packet Size 64	<ul> <li>Insert Any Data Received: Insert all received data with no regar for packet size.</li> <li>Fixed Length Packet: Sets receive to wait and accumulate <i>n</i>-number of packet bytes (as set using Insertion Fixed Packet Size control) before inserting data.</li> <li>Break-Defined Packet: Card receiver looks for character-defined break from source being received to define breaks.</li> </ul>
Insertion Flow Control	Allows communication between card receive and sending source to regulate data receive as follows:
Insertion Flow Control No Flow Control No Flow Control XON/XOFF Hold Break	<ul> <li>No Flow Control: Data is received without buffering or checking see if data is being received faster than it can be inserted.</li> <li>XON / XOFF: The card UART Tx will tell the sending source whether it can or cannot accept data at current bit rate.</li> <li>Hold Break: Card, if close to not being able to accept new data, tells the sending source to hold, and releases this hold when the card is again able to accept new data.</li> </ul>

COM Routing	(continued)				
• Insertion Sync Byte Control Insertion Sync Byte Disabled Disabled Field Number at SOF Ack on Insertion	<ul> <li>Allows use of a sync byte from card receiver back to sending source to synchronize communication between card receive and sending source as follows:</li> <li>Disabled: No special synchronization.</li> <li>Field Number at SOF: The card sends a single byte telling sending source when start of field 1 or field 2 is occurring.</li> <li>Ack on Insertion: Card sends a single byte back to sending source when data has been inserted.</li> </ul>				
Extraction Mode Control      Extraction Mode Payload Only      Payload Only      Full Anc Data Packet	<ul> <li>Where data is being extracted from input video, sets the data to be sent as follows:</li> <li>Payload Only: Sends payload only (for example, for closed captioning this would be only the ASCII character string representing the CC content).</li> <li>Full Anc Data Packet: Sends the entire packet, including payload, DID, SDID, and any handling or marking characters.</li> </ul>				
Extraction Flow Control      Extraction Flow Control      No Flow Control      No Flow Control      XON/XOFF      Hold Break	<ul> <li>Allows communication between card transmit and receiving destinations to regulate data receive as follows:</li> <li>No Flow Control: Data is transmitted without buffering or checking to see if data is being transmitted faster than it can be received.</li> <li>XON / XOFF: The card UART Rx will acknowledge from the receiving system whether it can or cannot accept data at current bit rate.</li> <li>Hold Break: Card, if receiving notification from the receiving system that it is close to not being able to accept new data, tells the card to hold. Card releases this hold when the receiving system removes the break command, indicating destination is now ready again to accept new data.</li> </ul>				
• Bit Rate/ Parity Gen Control Bit Rate 115200 V Parity Disabled V Disabled Odd Even	<ul> <li>For both Rx and Tx, sets UART for bit rate and parity as follows:</li> <li>Bit Rate: Sets Tx/Rx bit rate from 1 of 5 speeds ranging from 9600 to 230400 Baud.</li> <li>Parity: Sets card Rx to expect odd or even parity from incoming data, and sets card Tx to generate a parity bit to satisfy selected parity. Where parity is set, incoming data not conforming to parity selection is rejected.</li> </ul>				





Presets		(continued)
Preset Save/Load Co	ontrols	
Load/Delete Existing Preset		• Select Preset: drop-down allows a preset saved above to be selected to be loaded or deleted (in this example, custom preset "IRD Rcv122").
Select Preset: Load Selected Preset	IRD Rcv122	<ul> <li>Load Selected Preset button allows loading (engaging) the selected preset. When this button is pressed, the changes called out in the preset are immediately applied.</li> </ul>
Update Selected Preset	Confirm	Note: Controls below that modify or delete presets are grayed-out (inactive) when Save/Delete button is in <b>Protected</b> mode. To use these controls, make certain Protected is not enabled.
Rename Selected Preset	Confirm	<ul> <li>Update - Rename - Delete Selected Preset buttons allow selected preset to be updated (take in current custom settings), be renamed, or be deleted. A Confirm prompt appears in all cases.</li> </ul>
Delete Selected Preset Delete All Presets	Confirm	• Delete All Presets button allows a delete of all stored presets. (This is useful if all presets are to be replaced by a new Presets bin file.)
Load Factory Defaults	Confirm	• Load Factory Defaults button allows loading (recalling) the factory default preset. When this button is pressed, the changes called out in the preset are immediately applied.
Download Presets	StoredPresets.bin Save	Note: Load Factory Defaults functions with no masking. The Preset Layer Select controls have no effect on this control and will reset all layers to factory default.
		• <b>Download Presets</b> saving the preset files to a folder on the connected computer.
Upload Options		• Upload Options checkboxes function as follows:
Delete All Presets on Upload		• Delete All Presets on Upload clears all stored presets, and then replaces or adds any presets as defined in the uploaded Presets .bin file. (This is useful to establish a "clean slate" and
Delete Duplicate Presets on Upload		<ul> <li>remove any presets that may no longer be desired.)</li> <li>Delete Duplicate Presets on Upload clears stored presets bearing the same name as currently stored presets. (This avoids</li> </ul>
Load Saved Settings on Preset Upload		dual iterations of same preset name (plain and duplicate using "*" marking), and avoids possibility of "stale" presets no longer desired from appearing as a choice.)
		<ul> <li>Load Saved Settings on Preset Upload makes certain any local card settings card state is retained following a preset upload. When checked, a preset within the upload is invoked only when specifically selected and invoked.</li> </ul>
		<b>Note:</b> Any combination of checkboxes can be checked or unchecked (enabled or disabled) as desired.



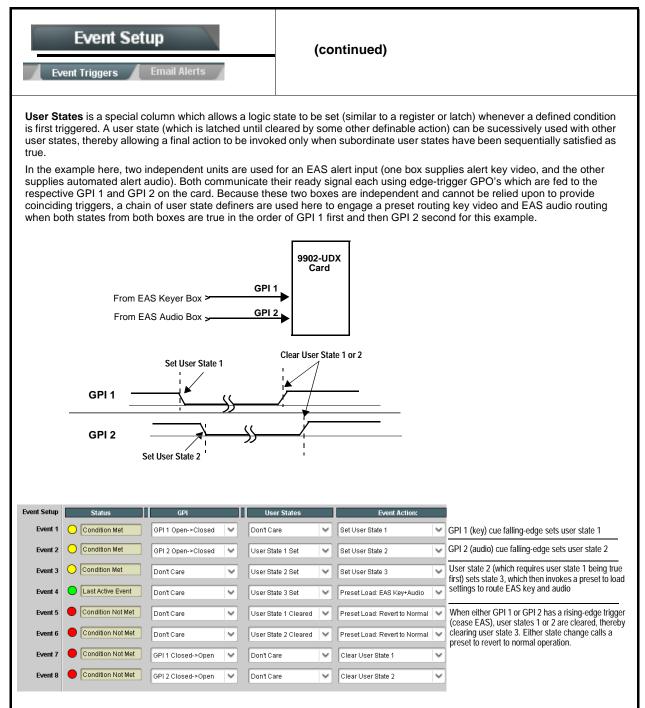
Presets	(continued)				
Download (save) card presets to a network computer by clicking Download Presets – Save at the bottom of the Presets page. Download Presets StoredPresets bin Save	Upload (open) card presets from a network computer by clicking Upload at the bottom of DashBoard.				
Browse to a desired save location (in this example, <i>My Documents\Cobalt Presets</i> ). The file can then be renamed if desired ( <i>RCVR21 Presets</i> in this example) before committing the save.	Browse to the location where the file was saved on the computer or drive (in this example, My Documents/Cobalt Presets).       Image: Cobalt Preset transfer between card to the computer or locat the file to the card.         Select the desired file and click <b>Open</b> to load the file to the card.       Image: Cobalt Preset transfer between card download and file upload is on a group basis (i.e., individual presets cannot be downloaded or uploaded separately).         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 selecting and loading a desired preset as described on the previous page.				
GPO Setup	Provides controls for setting up the two GPO's power-up states as well as forced manual or event action triggered.				
Note: This tab has identical independent controls	for <b>GPO 1</b> and <b>2</b> . Therefore, only the <b>GPO 1</b> controls are described here.				
GPO1 Current State Closed GPO1 Power-on State Open Open	<ul> <li>Current State indicates GPO status regardless of any pre-setup.</li> <li>Power-on State allows the power-up GPO state to be set</li> </ul>				
GPO1 Control Mode Follow Event Actions Follow Event Actions Force Open Force Closed	<ul> <li>(initialized) upon power-up</li> <li>Control Mode allows GPO manual asserted open or closed stat or hands over control to Event Action triggering.</li> </ul>				

9902UDX-OM (V1.12)

Event Trig	ent Set	C <b>UP</b> Email Alei	ts		to be a signal	auto sta	omatical tus. Act	ly er ions	ngageo can b	dup e"o	oon va cannec	riou d" co	defined ac is received ontrol user pres	k
	rocessing <b>oading</b> bu Because ev	changes if utton is set vent based	not prop to <b>Disab</b> preset lo	erly used. <b>led</b> . ading can	e and can resul If event based apply card cont	pres rol c	sets are no changes b	ot to l y invo	be used bking pro	, ma eset	ake certa s, loadin	ain th ng co	ne Event Bas	sed
		in a called persistent			ed loading settin es).	gs p	performed	here	cannot	be s	saved to	pre	sets, althoug	h the
	r each scre	ened crite			ria, and in turn p be set as "Don'i									
• The Event	based loa	ading butto	n serves	as a mas	ter enable/disat	ole fo	or the fund	ction.						
changes), c	or automat	ed E-mail a	alert to a	responde	"canned" (hard nt (see Email Al	erts	(p. 3-74)	for se	etting up	e-n	nail alert	ts).	Ũ	
Up to 32 se	parate eve	ents can be	e defined		screen for any c								•	
event scree	ning is ena ion taken a	abled, lowe as well as l	r-priority ast item l	events are ogged in t	aving the highes serviced first, v ne Event History	vith	the highes	st-prio	ority eve	nt b	eing the	final	event servic	ed
• The Status engaged.	indicator	and messa	ige show	s the activ	ation status of e	each	n Event. G	ireen	indicato	or m	eans ev	ent i	s currently	
					e are present or	nly v	vhen certa	ain op	tions ar	e in	stalled (i	for e	xample, Vide	<del>)</del> 0
Quality colu	ımn appea	ars only wit	h option ·	+QC).										
			t can be		et up for any of t vill need to be tr									
	<b>2</b> 1			0.01								_		-
	Status t Active Event	Acquired Vide		GPI	Video Quality		Audio Event		ANC Data	a	User State	s	Event Action:	
	dition Not Met	Don't Care	~	Don't Care 🗸	Input A Event Engaged	<b></b>	DontCare	~	Don't Care	~	Don't Care	~	go to B	1
	anton Not Met	Dont Care	•	Don't Care 🗸	Input A Event Disengaged	×	DontCare	~	Don't Care	~	DontCare	*	normal path A	<u> </u>
Event 32	dition Not Met	Don't Care	~	Don't Care 🗸 🗸	Don't Care	~	Don't Care	~	Don't Care	~	Don't Care	~	no-cc-msg	~
is not	propagate	d unless al	Í specifie	d <sup>'</sup> criteria a	AND function. W are true. To inde ent row. Example	pen	dently scr	een f	or multip	ole c	riteria, ro	ows	should be se	
Event History		Time	Event	Number	Event Action		The <b>Ev</b>	ent H	listorv	oa s	shows ar	nv tri	aaered	
	19:22:39 0:	2/05/15	2		3PO 1 Close		events i (newest	in gro	oups of f	ive i	most rec	ent	events	
	19:22:39 0: 19:22:17 0:		4		3PO 2 Close		most re	cent e	event, ai	, log nd it	shows l s user-se	Ever elect	nt 2 as the ted action of	
	19:22:17 0:		4		3PO 2 Close			g the	Force	Eve	nt Refre	esh b	outton	
Continue							updates	s the	list.					
Card Time	19:25:43 02	005/15												
	Force Eve	ent Refresh												

Table 3-2	9902-UDX Function Menu List — continued
-----------	-----------------------------------------

Event Setup Event Triggers Email Alerts			(continued)					
In the example here for Event 1, t status can be used here (Video Qu Action selector, go-to action of "gu an alternate input source). Conversely, to go back to the orig Disengaged" and in turn invoke a	uality set to "Input A I <b>o to B</b> " can be invok ginal source, an ever	Evei ed ( nt co	nt Engaged" indicat which in this examp ould be set up with '	ing t ble is Vide	black or frozen video det a user preset that chan o Quality here looking fo	ecte ges or "lı	d). Using the card routing the nput A Event	Event to use
"normal path A"). Video Quality Events Event Status Frozen video det	Z		i contra la no crigi			b	, p	
	Video Quality		Audio Events		ANC Data		Event Action:	
Event Type Black or Frozen	Input A Event Engaged	~	Don't Care	~	Don't Care	~	go to B	~
Input A Input B	Input A Event Disengaged	~	Don't Care	~	Don't Care	~	normal path A	~
independently detected and acted different actions can be taken as In this example, frozen video calls to burn a "no CC" message on the when the event ceases (in this ex	selected). s a preset using an in e raster. Both Events ample, a preset "not	nput s 1 a	t video routing chan and 3 have corresp I path A").	ige,	while loss of closed cap ng go-to actions to resu	tioni	ng calls a pre normal operat	eset
Event 1	Video Quality		Audio Events		ANC Data		Event Action:	
	Input A Event Engaged	~	Don't Care	~	Don't Care	~	go to B	~
Event 2 Condition Not Met	Input A Event Disengaged	~	Don't Care	~	Don't Care	~	normal path A	~
	Don't Care	~	Don't Care	~	Closed Caption Absence Event	~	no-cc-msg	~
Event 4 Condition Not Met	Don't Care	~	Don't Care	~	Closed Caption Presence Event	~	normal path A	~
triggering event in order • If a desired user preset of at the bottom of the page • Loss of true conditions d	<ul> <li>Note: • Screened conditions are triggered upon start of event. Any event-based setup must be done in advance of the triggering event in order for event to be detected.</li> <li>• If a desired user preset does not appear in the Event Action drop-down, press the DashBoard Refresh button at the bottom of the page to update the list in the drop-down.</li> <li>• Loss of true conditions does not disengage an event-based triggering. A new set of true conditions must be</li> </ul>						on	
<ul> <li>Time required to engage</li> </ul>	<ul> <li>defined and then occur to transition from one event-based trigger to another.</li> <li>Time required to engage an event-based trigger depends upon complexity of the called preset. (For example, a preset that invokes a video change will take longer to engage than a preset involving only an audio routing change.)</li> </ul>							
<ul> <li>Make certain all definable event conditions that the card might be expected to "see" are defined in any of the Event 1 thru Event 32 rows. This makes certain that the card will always have a defined "go-to" action if a particular event occurs. For example, if the card is expected to "see" a 720p5994 stream or as an alternate, a 525i5994 stream, make certain both of these conditions are defined (with your desired go-to presets) in any two of the Event 1 thru Event 32 condition definition rows.</li> </ul>								
or the removal or "overri- should be used such tha	<ul> <li>Event Actions defined using user presets must be used with care to prevent conditions that could cause looping or the removal or "override" of desired expected settings. When using presets, the Preset Layer selection should be used such that only required aspects are touched (for the example above, the preset "no-cc-msg" should be set to only touch the character burner layer to invoke a character burn).</li> </ul>							
<ul> <li>Where multiple event scr higher priority than lesse absence). Also, this prio change (such as input vi</li> </ul>	er events (as showr ritization helps ens	n in ure	the example abov that all desired ev	e wł	nere Video Quality scre	eeni	ng trumps C	



Event S		Provides three general-purpose timers that can be triggered to start, pause, reset, or stop upon event actions. The state of each timer, in turn, can also be used to invoke other actions.					
Event Timers       Event Timer 1         Current Value       12.3 seconds (Running)         Reset Value (seconds)       15.0 ‡         Pause Timer       Reset/Cancel Timer         Start Timer							
		go insertion disable after a specific amount of elapsed time. A GPI inserts the timer timeout, a separate action sets logo insertion to Disabled.					
E und Catur	GPI E	vent Timers Event Action:					
Event Setup	1 Open->Closed V Don't						
	Open->Closed ✓ Don't Care ✓ Logo Enable ✓						
		1 Timeout V Logo Disable					
Event 3	nt Care Timer						
Event S	Setup Email Alerts	Provides setup for automated Email alerts when an event has occurred.					
As an Event Action	n choice on the Events Triggers su	b-tab, an Email alert can be sent as a response. Set up email fields as					
shown in the exam	•	mail recipient's network. It is recommended to set up and generate a test					
	t the email send.	anal recipient's network. It is recommended to set up and generate a test					
Last Event:	Frozen video detected	When fields are filled-in to specify recipient and sender, and email alert is selected for Event Action on Event Triggers					
To:	joe.doe@xyzmedia.com	sub-tab page, recipeient receives an email alert upon event,					
From:	9902slot8frame1A21@xyzmedia.com	with the triggering event shown (in this example, "frozen video detected").					
SMTP User:	frame1A21						
SMTP Password:	•••••						
SMTP Server:	smtp.gmail.com						
SMTP Port:	25	~					

Admin System Networking	Provides a global card operating status and allows a log download for factory engineering support. Also provides controls for selecting and loading card firmware upgrade files. Networking controls provide dedicated card networking setup in conjunction with rear module Ethernet port.
Log Status and Download Controls	Log Status indicates overall card internal operating status.
Log Status Card OK Download Log File 9902-DC-4K.tar.gz Save	• Download Log File allows a card operational log file to be saved to a host computer. This log file can be useful in case of a card error or in the case of an operational error or condition. The file can be submitted to Cobalt engineering for further analysis.
Thermal Shutdown Enable	<ul> <li>Thermal Shutdown enable/disable allows the built-in thermal failover to be defeated. (Thermal shutdown is enabled by default).</li> </ul>
	CAUTION
	The 9902-UDX FPGA is designed for a normal-range operating temperature around 85° C core temperature. Operation in severe conditions exceeding this limit for non-sustained usage are within device operating safe parameters, and can be allowed by setting this control to Disable. However, the disable (override) setting should be avoided under normal conditions to ensure maximum card protection.
Card DashBoard Name Control	Allows card name In DashBoard to be changed as desired. Click return to engage change.
Display Name	<ul> <li>Append to Product Name appends (or adds to) existing OEM name (for example, "9902-UDX Processing 1A").</li> </ul>
Display Name Mode Append to Product Name	<ul> <li>Replace Product Name completely replaces the OEM name OEM name (for example, "Processing 1A").</li> </ul>
Append to Product Name Replace Product Name	<b>Note:</b> DashBoard instance(s) may have to be refreshed before name change appears.
• Parameter Blast Parameter Blast 🔀	When enabled, Parameter Blast can reduce the time it takes for the card to appear and populate in DashBoard (this is especially relevant where high-latency connections are present). This is facilitated by reducing some handshakes on initial DashBoard setup where control settings are static (not being manipulated) while the card is first appearing.
	<b>Note:</b> The frame network card is the arbiter of all frame/card communications and in some cases may not accept full extent of parameter blast under some conditions.

Table 3-2	9902-UDX	Function	Menu L	_ist —	continued

Admin System Networking	(continued)
• Firmware Upgrade Controls	Firmware upgrade controls allow a selected firmware version (where multiple versions can be uploaded to the card's internal memory) to invoke an upgrade to a selected version either instantly, or set to install on the next card reboot (thereby allowing card upgrade downtime to be controlled at a scheduled point in time).
site can always be directly uploaded to the c	e firmware versions saved on the card. New upgrade firmware from our web card without using this page. Instructions for firmware downloading to your found at the <b>Support&gt;Firmware Downloads</b> link at www.cobaltdigital.com.
<ol> <li>Access a firmware upgrade file from a network con bottom of DashBoard.</li> </ol>	nputer by clicking Upload at the Refresh Upload Reboot
<ol> <li>Browse to the location of the firmware upgrade file <i>Documents\v1.0.0019.bin</i>).</li> <li>Select the desired file and click <b>Open</b> to upload the</li> </ol>	Look jru 🔛 My Documents 💌 🔇 🎓 🖽 -
<ul> <li>Immediate firmware upload. The card default setti Reboot After Upgrade checked allow a selected firm immediately uploaded as follows:</li> <li>Click Firmware To Load and select the desired up this example, "v1.0.0019").</li> <li>Click Load Selected Firmware. The card now rebo firmware is loaded.</li> </ul>	mware version to be grade file to be loaded (in v0.9.0010 v0.9.0000 v0.9.00000 v0.9.0000 v0.9.0000 v0.9.0000 v0.9.00000 v0.9.00000 v0.9.0000 v0.9.0000 v0.9.0000 v0.9.0000 v0.9.0000 v0.9.0000 v0.9.0000000000
<ul> <li>Deferred firmware upload. With Automatically Reunchecked, firmware upgrade loading is held off unt rebooted. This allows scheduling a firmware upgrade when it is convenient to experience to downtime (upl 60 seconds).</li> <li>Click Firmware To Load and select the desired upg this example, "v1.0.0019"). Note now how the displayed and select the desired upg this example.</li> </ul>	il the card is manually e downtime event until loads typically take about grade file to be loaded (in
<ul> <li>Next Reboot".</li> <li>2. Click Load Selected Firmware. The card holds dir card is manually rebooted (by pressing the Reboot</li> </ul>	ections to proceed with the upload, and performs the upload only when the

Admin System Networking	(continued)
Card Check and Restore Utilities     Memory Test     FPGA Memory Test     Test	Memory Test allows all cells of the card FPGA memory to be tested. This control should <b>only</b> be activated under direction of product support. Exercising the memory test is <b>not</b> part of normal card maintenance.
Memory Test Status         Running Memory Test: 8.99%           Memory Test Status         Memory test completed successfully, please reboot the card           Restore From SD Card         Confirm           Please contact support	Restore from SD Card allows card rendered inoperable to be restored using an SD memory card fitted to the card internal SD slot. Product support must be contacted prior to performing this operation. Use of any SD card not supplied by support can corrupt the card.
Admin System Networking	The <b>Networking</b> sub-tab provides a dedicated Ethernet connection to card control and monitoring via a rear module Ethernet port. (This IP interface is entirely independent and separate from the card's DashBoard frame-based remote control/monitoring interface.) (Dedicated card control using IP has not been fully implemented at this release. Some functions may be reserved.)
Card IP Physical Port Select Control      Network Interface     Frame     Rear I/O	<ul> <li>Allows card dedicated IP interface (as set below) to use frame communications or dedicated rear I/O module Ethernet RJ-45 port.</li> <li>Note: • Frame net connection allows cards with per-card Ethernet connection to connect with network via a shared frame Ethernet port instead of per-card dedicated Ethernet connectors on the card's rear module. Frame net connection is available only on certain frame models.</li> <li>• Card slot must be fitted with a rear I/O module equipped with an Ethernet connector in order to use Rear I/O selection.</li> </ul>
• Card IP Setup Controls Addressing Mode DHCP ✓ Static IP Address 192.168.1.106 Static Subnet Mask 255.255.265.0 Static Default Gateway 192.168.1.1 Static DNS 0.0.0	<ul> <li>Provides controls for setting up card dedicated IP interface.</li> <li>Addressing Mode selsects either DHCP or static.</li> <li>Where Static is selected, standard IP fields allow entry of Address, Subnet Mask, and Default Gateway.</li> </ul>
Card SNMP MIB Download  Download SNMP MIB Files MIB-FILES.tar.gz Save	Where supported, allows card SNMP MIB files to be downloaded and saved using user-configured name.

Admin System Networking	(continued)
Clock Setup         Clock Setup         NTP IP (use 0.0.0.0 for pool NTP)         0.0.0         Local Timezone (NTP Only)         US-Central         NTP Status         Synchronized with NTP         Use Network Interface for NTP         Use Frame Network Card for NTP	<ul> <li>Allows device NTP clock IP source and localization. This is the clock/time device will use for logs and other recorded actions.</li> <li>NTP IP sets the IP address where NTP is to be obtained.</li> <li>Local Timezone sets the recorded time to the localized time.</li> <li>NTP Status shows if time is synced with NTP or if an error exists.</li> <li>Use Network Interface and User Frame Network Card checkboxes allows selecting the network source that will provide NTP time.</li> </ul>
User Log	Automatically maintains a log of user actions and input lock status.
<b>User Log</b> shows input lock and other user conditions (recent event at top of list).	Time         Type         Event           22:40:36         12/02/15         Info         SDI Input sdi_in_c Locked to 720p 59.94           22:40:34         12/02/15         Info         SDI Input sdi_in_d Locked to 1080i 59.94           21:17:36         12/02/15         Info         SDI Input sdi_in_b Locked to 1080i 59.94
Clear User Log clears all entries. Download Log File opens a browser allowing the log saved on the host machine.	g file to be Clear User Log Download Log File 9922-FS.tar.gz Save

Ala	arms	for and propa	trols for setting up contr gate input program vide and ancillary data defec	eo alarms for
		Conditions ar DashBoard tr	nd alarm status can be p ree-view frame alarms, o	propagated as
		files and/or S	yslog IP-based alarms.	
		w setting up detection and a ct conditions (as described a	larm severity/propagation for i nd shown below)	nput program video
Video Alarm Se Video	etup Audio Ala Path 1 Audio	rm Setup And Path 2 Au	cillary Data Alarm Setup dio Anc	Logging illary Data
Video Alarm Setup	for frozen and/or bla	ack video detection on the ca	creening engagement and disc ard's four SDI inputs (indepen are, engagement and disenga	dent for each SDI
	• •	8000 msec after event detect		gement of alarm
	3			
	0	off settings shown here are r	ecommended for at least initia	al settings. If holdoff
L	Factory default hold periods are too brief		ecommended for at least initia enerated during transitions to	
2	Factory default hold	f, nuisance alarms may be g	enerated during transitions to	
2	Factory default hold periods are too brief and interstitials.	f, nuisance alarms may be g Frozen Video Detectio	enerated during transitions to	and from programs
	Factory default hold periods are too brief and interstitials.	f, nuisance alarms may be g Frozen Video Detectio gement Holdoff (ms) Disengag	enerated during transitions to In Setup gement Holdoff (minutes) Diser	and from programs
SDI Input A	Factory default hold periods are too brief and interstitials.	f, nuisance alarms may be g Frozen Video Detectio gement Holdoff (ms) Disengag 3000 🗘	enerated during transitions to on Setup gement Holdoff (minutes) Diser 0 💭	and from programs ngagement Holdoff (m: 3000
SDI Input A	Factory default hold periods are too brief and interstitials.	f, nuisance alarms may be g Frozen Video Detectio gement Holdoff (ms) Disengag 3000 3000	enerated during transitions to on Setup gement Holdoff (minutes) 0 0 0	and from programs ngagement Holdoff (m 3000 3000
SDI Input A SDI Input B SDI Input C	Factory default hold periods are too brief and interstitials.	f, nuisance alarms may be g Frozen Video Detectio gement Holdoff (ms) Disengag 3000 🗘	enerated during transitions to in Setup gement Holdoff (minutes) Diser 0 0 0 0	and from programs ngagement Holdoff (m: 3000
SDI Input A SDI Input B SDI Input C	Factory default hold periods are too brief and interstitials.	f, nuisance alarms may be g Frozen Video Detectio gement Holdoff (ms) Disengag 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000	enerated during transitions to on Setup gement Holdoff (minutes) Diser 0 0 0 0 0 0 0 0	and from programs ngagement Holdoff (m: 3000 3000 3000
SDI Input A SDI Input B SDI Input C SDI Input D	Factory default hold periods are too brief and interstitials.	f, nuisance alarms may be g Frozen Video Detectio gement Holdoff (ms) Disengag 3000 3000 3000 Black Video Detectio	enerated during transitions to n Setup gement Holdoff (minutes) Diser 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	and from programs ngagement Holdoff (m 3000 3000 3000 3000
SDI Input A SDI Input B SDI Input C SDI Input D Engagem	Factory default hold periods are too brief and interstitials.	f, nuisance alarms may be g Frozen Video Detectio gement Holdoff (ms) Disengag 3000 3000 3000 Black Video Detectio	enerated during transitions to n Setup gement Holdoff (minutes) Diser 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	and from programs ngagement Holdoff (m 3000 3000 3000 3000
SDI Input A SDI Input B SDI Input C SDI Input D	Factory default hold periods are too brief and interstitials. nent Holdoff (minutes) Engag 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	f, nuisance alarms may be g Frozen Video Detectio gement Holdoff (ms) Disengag 3000 3000 3000 Black Video Detectio gement Holdoff (ms) Disengag	enerated during transitions to In Setup gement Holdoff (minutes) Diser 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	and from programs ngagement Holdoff (m 3000 3000 3000 3000
SDI Input A SDI Input B SDI Input C SDI Input D Engagem SDI Input A	Factory default hold periods are too brief and interstitials. hent Holdoff (minutes) Engag 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	f, nuisance alarms may be g Frozen Video Detectio gement Holdoff (ms) Disenga 3000 3000 Black Video Detectio gement Holdoff (ms) Disenga 3000 Sisenga	enerated during transitions to on Setup gement Holdoff (minutes) Diser 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	and from programs ngagement Holdoff (ms 3000 3000 3000 3000 ngagement Holdoff (ms 3000
SDI Input A SDI Input B SDI Input C SDI Input D Engagem SDI Input A SDI Input B	Factory default hold periods are too brief and interstitials. hent Holdoff (minutes) Engag 0 0 0 0 0 0 0 0 0 0 0 0 0 0	f, nuisance alarms may be g Frozen Video Detectio gement Holdoff (ms) Disengag 3000 3000 Black Video Detectio gement Holdoff (ms) Disengag 3000 Black Video Detectio gement Holdoff (ms) Disengag 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000 3000	enerated during transitions to In Setup gement Holdoff (minutes) Diser 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	and from programs ngagement Holdoff (ms 3000 3000 3000 3000 1gagement Holdoff (ms 3000 3000

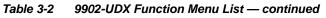
Audio Failover Threshold (dBFS)	-60 🔷
Trigger Holdoff (minutes)	0
Trigger Holdoff (ms)	5000 🗘
Release Holdoff (minutes)	0
Release Holdoff (ms)	0 🗘

Audio Alarm Setup sub-tab allows setting up screening trigger threshold, engagement and disengagement holdoff for low or missing audio levels on the card's embedded audio input channels.

- Levels above the Failover Threshold are considered normal.
- Levels **below** the Failover Threshold (and exceeding the holdoff) are considered below normal.
- **Note:** Audio channels screened are from the card SDI that is selected for the program video/audio path (for example, if SDI A is selected as the input source on the **Input Video** tab, the 16 embedded channels comprising this video/audio input are screened).

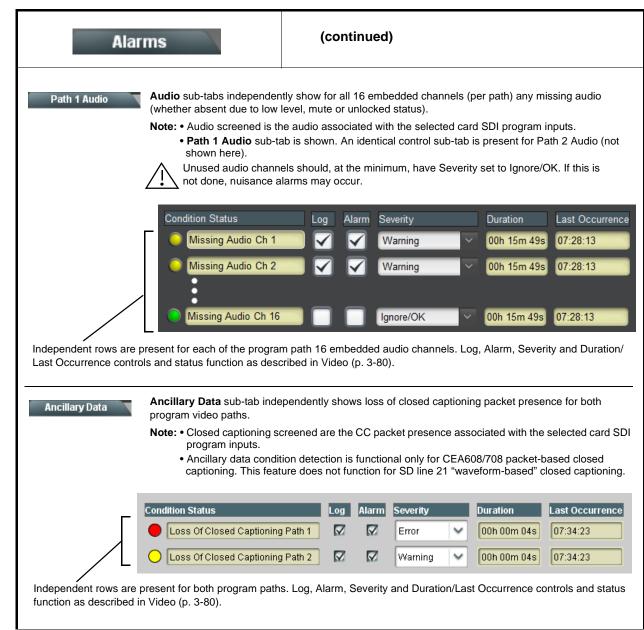


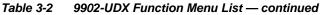
Factory default holdoff and threshold settings shown here are recommended for at least initial settings. If holdoff periods are too brief (or threshold set too high), nuisance alarms may be generated during transitions to and from programs and interstitials, as well as during certain content.

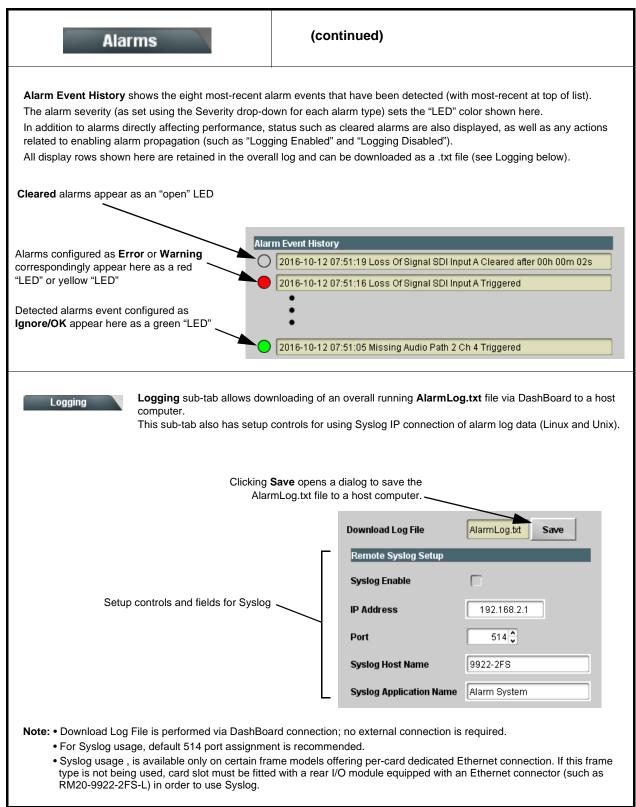


Alarms	(continued)
disengagement l Note: • Video sc • Ancillary closed ca	Alarm Setup sub-tab allows setting up screening engagement and holdoff for absence of closed captioning packets. creened is the card SDI that is selected for the program video/audio path. data condition detection is functional only for CEA608/708 packet-based aptioning. This feature does not function for SD line 21 "waveform-based" aptioning.
Closed Captioning Presence Trigger Holdoff (seconds) Closed Captioning Absence Trigger Holdoff (seconds)	0 10 20 30 0 10 20 30 0 10 20 30
Alarm Propagation Tabs Video, Audio, and Ancillary Data sub-tabs set alarm • Logging of alarms and conditions • Propagation of alarms to the card general Card State • Ignore alarm, or set severity as Warning (yellow "LE Each of these sub-tabs is described below.	e/DashBoard frame-based tree-view pane
Video Video Sub-tab independently shows triggered for any of the SDI IN A thru	for all four SDI inputs any LOS (loss of signal), frozen, or black conditions u SDI IN D inputs.
Condition/Status has LOS, Frozen, and Black status fields for all 4 SDI inputs. Illuminated "LED" indicates that condition is presently occurring. Color of LED is datarmined by user set Sovering level	(when checked) propagates the alarm to a log file. <b>m</b> (when checked) propagates the alarm to the Card State and e-level DashBoard tree-view "LEDs". <b>erity</b> selects from Ignore/OK (green "LED"), Warning (yellow "LED"), and r (red "LED") alarm escalation states. <b>ation</b> and <b>Last Occurence</b> shows details for each triggered alarm event.
Condition Status Log Loss Of Signal SDI Input A	Alarm Severity Duration Last Occurrence Cook of the severity 00h 00m 23s 07:28:13
:	
Frozen Video SDI Input A	Warning 00h 00m 16s 07:23:57
Black Video SDI Input A	Warning Never Triggered Never Triggered
Loss Of Reference	Error 01h 52m 00s 03:37:57
<b>Note:</b> The Log, Alarm, Severity, and Duration/Lasidentically as described here.	st Occurrence columns appear on the other alarm sub-tabs and function

3-80







## Troubleshooting

This section provides general troubleshooting information and specific symptom/corrective action for the 9902-UDX card and its remote control interface. The 9902-UDX 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 9902-UDX card itself and its remote control systems all (to varying degrees) provide error and failure indications. Depending on how the 9902-UDX card is being used (i.e, standalone or network controlled through DashBoard<sup>TM</sup> or a Remote Control Panel), check all available indications in the event of an error or failure condition.

The various 9902-UDX 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. 3-87)
  - 9902-UDX Processing Error Troubleshooting (p. 3-88)
  - Troubleshooting Network/Remote Control Errors (p. 3-89)

## 9902-UDX Card Edge Status/Error Indicators and Display

Figure 3-7 shows and describes the 9902-UDX 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.

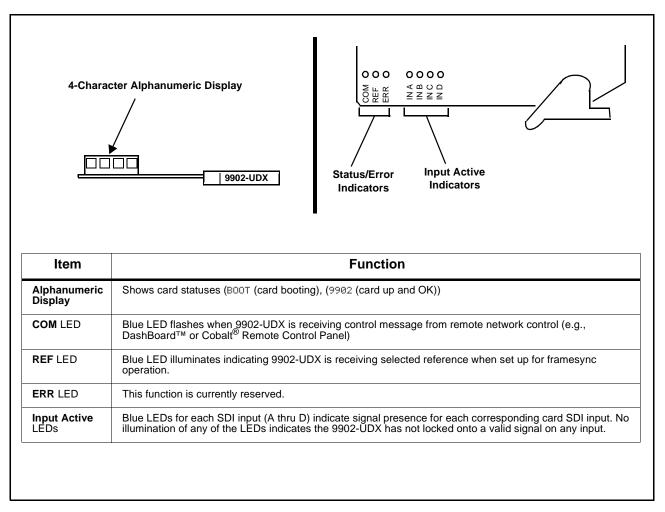


Figure 3-7 9902-UDX Card Edge Status Indicators and Display

## DashBoard<sup>™</sup> Status/Error Indicators and Displays

Figure 3-8 shows and describes the DashBoard<sup>TM</sup> status indicators and displays. These indicator icons and displays show status and error conditions relating to the 9902-UDX card itself and remote (network) communications.

Indicator Icon or Display	Error Description	
WFC-8320-N SN: 00108053     Slot 0: MFC-8320-N     Slot 6: 9902-UDX	Red indicator icon in Card Access/Navigation Tree pane shows card with Err condition (in this example, the Card Access/Navigation Tree pane shows a g error issued by the 9902-UDX card in slot 6).	
9902-UDX Card state: <ul> <li>No connection to device.</li> </ul> <li>Connection:  <ul> <li>OFFLINE</li> </ul> </li>	Specific errors are displayed in the Card Info pane (in this example "No connection to device" indicating 9902-UDX card is not connecting to frame/LAN).	
Frame Delay	If the 9902-UDX card is not connecting to the frame or LAN, all controls are grayed-out (as shown in the example here).	
(MFC-8320-N SN: 00108053     Slot 0: MFC-8320-N     Slot 6: 9902-UDX	Gray indicator icon in Card Access/Navigation Tree pane shows card(s) are not being seen by DashBoard <sup>™</sup> due to lack of connection to frame LAN (in this example, both a 9902-UDX card in slot 6 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).	
MFC-8320-N SN: 00108053 - MFC-8320-N Card state: O Fan Door Open Connection: ONLINE	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.	
SDI Input C       1080i_5994,         SDI Input D       720p_5994,         Reference       Unlocked	Yellow indicator icon in 9902-UDX Card Info pane shows error alert, along with cause for alert (in this example, the 9902-UDX is not receiving an enabled framesync source).	

Figure 3-8 DashBoard<sup>™</sup> 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 3-9).

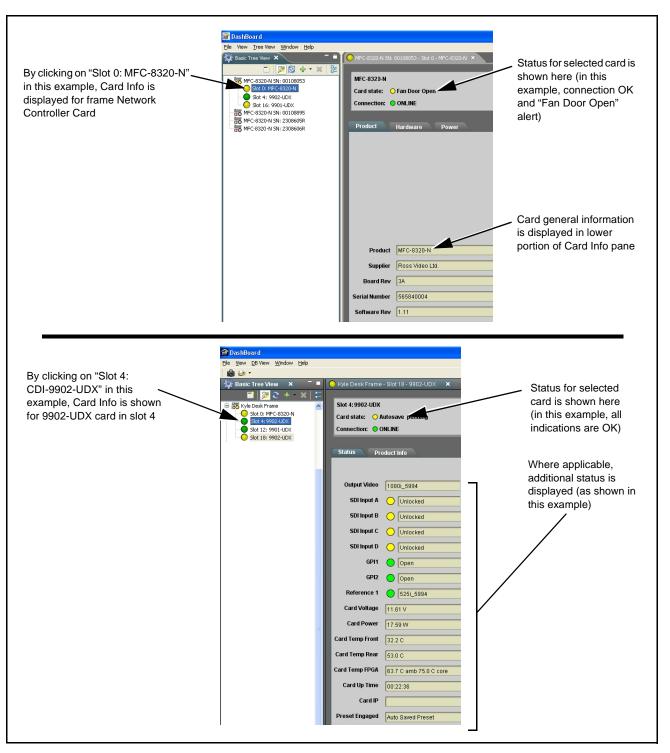


Figure 3-9 Selecting Specific Cards for Card Info Status Display

## **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.

Item	Checks
Verify power presence and characteristics	• On both the frame Network Controller Card and the 9902-UDX, 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.
	<ul> <li>Check the Power Consumed indication for the 9902-UDX card. This can be observed using the DashBoard<sup>™</sup> Card Info pane.</li> </ul>
	<ul> <li>If display shows <b>no</b> power being consumed, either the frame power supply, connections, or the 9902-UDX card itself is defective.</li> </ul>
	<ul> <li>If display shows excessive power being consumed (see Technical Specifications (p. 1-15) in Chapter 1, "Introduction"), the 9902-UDX card may be defective.</li> </ul>
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 <sup>™</sup> and the 9902-UDX 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.

Table 3-3 Basic Troubleshooting Checks

## 9902-UDX Processing Error Troubleshooting

Table 3-4 provides 9902-UDX processing troubleshooting information. If the 9902-UDX 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 9902-UDX 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<sup>™</sup> and/or the 9902-UDX card edge status indicators.
- **Note:** Where errors are displayed on both the 9902-UDX card and network remote controls, the respective indicators and displays are individually described in this section.

Symptom	Error/Condition	Corrective Action
<ul> <li>DashBoard<sup>™</sup> shows Unlocked message in 9902-UDX Card Info pane</li> <li>SDI Input A O Unlocked</li> <li>SDI Input B O Unlocked</li> <li>Card edge Input LED corresponding to input is not illuminated</li> </ul>	No video input present	Make certain intended video source is connected to appropriate 9902-UDX card video input. Make certain BNC cable connections between frame Rear I/O Module for the card and signal source are OK.
Ancillary data (closed captioning, timecode) not transferred	Control(s) not enabled	• Make certain respective control is set to <b>On</b> or <b>Enabled</b> (as appropriate).
through 9902-UDX	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 3-9).
Audio not processed or passed through card	Enable control not turned on	On <b>Output Audio Routing/Controls</b> tab, <b>Audio</b> <b>Group Enable</b> control for group 1 thru 4 must be turned on for sources to be embedded into respective embedded channel groups.
(Option +QC only) Audio silence event not detected or triggered on	Holdoff set too long to detect condition	The <b>Trigger Holdoff</b> controls on the <b>Audio</b> <b>Detect Events</b> tab allow ignoring silence events unless the event duration exceeds the holdoff setting. Make certain holdoff is set sufficiently low to detect events as desired.

## Table 3-4 Troubleshooting Processing Errors by Symptom

Symptom	Error/Condition	Corrective Action
Excessive or nuisance input signal quality events in log or Card State status display	Holdoff periods are too brief (or threshold set too high)	If holdoff periods are too brief (or threshold set too sensitive), nuisance alarms may be generated during transitions to and from programs and interstitials, as well as during certain content.
Selected upgrade firmware will not upload	Automatic reboot after upgrade turned off	Card <b>Presets</b> > <b>Automatically Reboot After</b> <b>Upgrade</b> box unchecked. Either reboot the card manually, or leave this box checked to allow automatic reboot to engage an upgrade upon selecting the upgrade.
SD closed captioning waveform or character rendering is corrupted	Character burner and/or moving box insertions running into line 21	For SD usage, burn-ins can impinge on and corrupt line 21 closed-captioning waveform if positioned too close to the upper right of the raster. Typically, character burn and/or moving box insertions are not intended for content (such as OTA) where CC is required. If CC is present and must be retained, make certain to check CC content if burn-in insertions are enabled and reposition burn-ins to avoid line 21 interference.
Card does not pass video or audio as expected. Control settings spontaneously changed from expected settings.	Event-based preset inadvertently invoked	Event-based preset loading ( <b>Event Setup</b> tab should be set to <b>Disabled</b> if this function is not to be used. Read and understand this control description before using these controls to make sure engagement for all expected conditions is considered. See Event Setup Controls (p. 3-71) for more information.
Card will not retain user settings, or setting changes or presets spontaneously invoke.	Event Based Loading sub-tab inadvertently set to trigger on event	If event based loading is not to be used, make certain event-based setup is disabled in <b>Event</b> <b>Setup</b> page (either using master <b>Enable/</b> <b>Disable</b> control or through events settings. See Event Setup Controls (p. 3-71) for more information.

 Table 3-4
 Troubleshooting Processing Errors by Symptom — continued

## **Troubleshooting Network/Remote Control Errors**

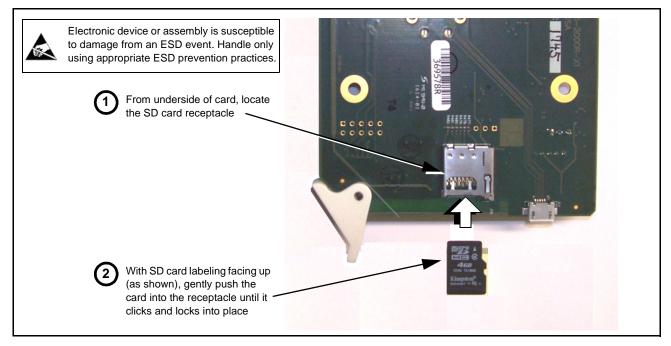
Refer to Cobalt<sup>®</sup> reference guide "Remote Control User Guide" (PN 9000RCS-RM) for network/remote control troubleshooting information.

## In Case of Problems

## **Recovering Card From SD Memory Card**

New production cards come equipped with an SD card installed in a slot receptacle on the underside of the card. The data on this SD card can be used to restore a card should the card become unresponsive (can't communicate with DashBoard or other remote control). Recovering a card using the procedure here will restore the card to any installed option licenses and the most recent firmware installed.

- 1. (See Figure 3-10.) Make certain the card has the proper SD card installed in the under-card slot. If SD card is **not** installed, contact Product Support to obtain an SD card.
- Note: (Option +TTS only) Cards shipped with option +TTS use an SD card for the TTS library in addition to recovery files. If your +TTS-equipped device was received **earlier than December 2015**, your SD may not contain the recovery files. Contact Product Support to obtain the updated SD card containing both TTS library and SD recovery files.
  - If unit is a BBG-1000 Series device, remove the top cover before proceeding.



#### Figure 3-10 SD Card Installation

2. (See Figure 3-11.) With card powered-down, locate the **MMC BOOT** button on the card. Proceed as shown in picture.

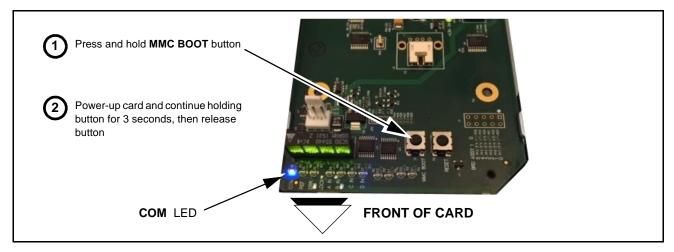


Figure 3-11 MMC Boot Button

- 3. With button now released, the card will begin reprogramming:
  - **COM** LED illuminates and remains illuminated.
  - When reprogram is complete, **COM** LED turns off, on, and then off again (entire process takes about 1-1/2 minute).
- 4. Remove power from the card (remove card from slot or power-down BBG-1000 Series unit).
- **5.** Re-apply power to the card. The card/device will display as *"UNLICENSED"* in DashBoard/remote control.
- 6. In Dashboard or web remote control, go to **Admin** tab and click **Restore from SD Card**. After about 1/2-minute, the card license(s) will be restored and card will be using its most recently installed firmware.
- **7.** Card/device can now be used as normal. On BBG-1000 Series unit, re-install top cover.

## **Contact and Return Authorization**

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. 1-27) in Chapter 1, "Introduction" for contact information.

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