

Sport-HD

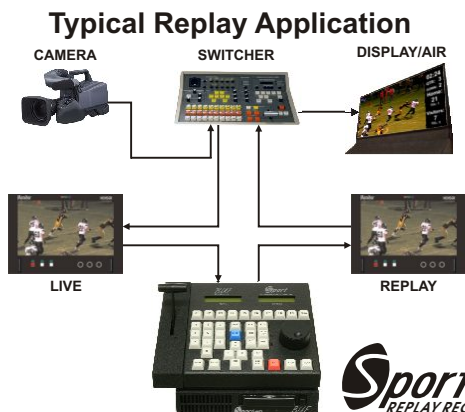


HD Replay System



Uses: Slow motion HD instant replay

- Hard disk based HD instant replay system in a rugged compact package
- Up to six HDSDI channels of excellent quality JPEG2000 video
- Half rack 1 RU per channel - up to six channels total - 3D capable
- Fast & intuitive operation - 1000 time of day cue points
- Smooth slow motion based on 60/59.94/50 pictures per second
- Picture motion follows control instantly, even changing direction
- Effortless highlights creation and playback
- Single button cue point recall for instant access to spots, intros, & bumpers
- "Bump In/Out" feature sandwiches replays between bumper clips
- Genlock video reference input for timed outputs and frame accuracy
- Large removable hard disk that stores many hours of material
- 8 embedded and/or 4 AES digital audio channels



PERFECT FOR MOBILE OR FIXED REPLAY & SHORT TERM HD RECORDING

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INSTALLATION

1. Connect HDSDI IN to a feed from a camera, CCU, or an input selection router.
 2. Connect HDSDI OUT to a video switcher, distribution system, and/or monitor.
 3. Connect HD or SD video reference to REF input. (Optional but important for frame accurate multi channel systems or when timed signals are required by the production switcher).
 4. Optionally connect AES digital audio inputs and outputs (embedded audio on HDSDI is also supported).
 5. Connect 5 meter RJ45 cable from PANEL to AUX-E on TBar. (Extension system available.)
 6. Connect short RJ45 cable from AUX on TBar to RJ45 connector on Sport panel.
 7. Connect short RJ45 cables from each channel's NEXT connector to next channel's PANEL connector.
 8. Connect the 12VDC, 3A (minimum) power supply to the power input and apply mains power.
 9. Double-tap the STOP key to check input video. The REC LED flashes and input video is sent to the output. To select the type of input video (INTERLACE, PROGRESSIVE), press SETUP, REC, use the UP and DOWN arrows to INPUT VIDEO SEL, press ENTER, UP and DOWN arrows to select input type, press ENTER. Also set frame rate using TV STANDARD SEL menu. These must be set correctly for successful recordings.
 10. Press SETUP, F1, and enter the number of installed channels on the keypad, then press ENTER.
 11. Set the time of day (for recordings): Press SETUP, REC, UP arrow to SET RECORD TIME, ENTER, and enter the time of day. Press HOME. Required whenever power has been interrupted.
- NOTE: RJ45 wires must be reversed-order telephone type (not straight-through network type).

OPERATION

1. To select a channel for control, press its F-key (F1 for ch-1, etc.). Double-tap the F-key to select *all* channels. Hold the F-key and tap others to select *some* channels. The RED LED lights above channels selected for control, the GREEN LED lights above the *status* channel (the channel shown on the STATUS display).
2. Press REC to start recording. A cue point is automatically created. Cue points are tagged with time of day. Always records on an unused part of the disk so existing material cannot accidentally be recorded over.
3. Stop recording and scan back at 6 times normal speed using the *reverse scan* (◀◀) key. The *forward scan* key (▶▶) scans forward. Hold for scan, release for *still*. Turn the knob to fine tune the position (*jog* mode).
4. Press PLAY to playback at normal speed (*play* mode) or press F7, F8, or F9 to playback in *slo-mo* at ¼, ½, or ¾ normal speed. Use the TBar to adjust *slo-mo* speed; the knob for *jog*. No button pushes are needed to change between *play*, *slo-mo*, and *jog* modes. All the way up is *play* mode, move down for *slo-mo*, *still* at the bottom. Then just turn the knob for *jog*, TBar back up to return to *slo-mo*.
5. During recording or playback, press MARK to create a new cue point.
6. Press CUE to cue playback to the location that MARK was hit, or press PREROLL to cue 2 seconds earlier.
7. To select any cue point, but not cue playback, enter the cue number on the keypad and press ENTER. Press CUE instead of ENTER to instantly cue playback also.
8. Hold ENTER and hit F2-F6* to store a *quick cue*. Anytime a *quick cue* key is hit, playback is cued to the stored point. (* F-keys that are used for channel selection are not available for other features like *quick cue*).
9. To change the current cue's *out* point (end), hold the OUT key and press MARK. Normal or *slo-mo* playback will pause exactly at the *out* point. To resume playback, press PLAY or a *slo-mo* key. Playback will again stop at the end of the recording. To cue to the *out* point, hold OUT while pressing CUE. Hold OUT and press PREROLL to cue 2 seconds before the *out* point.
10. To change the *in* point (beginning) of an existing cue, hold IN and press MARK.
11. *Clip scan*: To quickly scan a clip from *in* to *out*, press both scan keys (◀◀ & ▶▶) together. As the TBar is moved, playback continually cues to the point proportional to the TBar position. End the *clip scan* mode with any playback or record function (example: turn knob to enter *jog* mode).
12. The STATUS display shows the time remaining before the *out* point. *Slo-mo* speed is taken into account so the display shows the actual time it will take to finish playing.
13. Hold ENTER and press PLAY LIST to add the current cue to the end of the current *playlist*. To edit a *playlist*, press SETUP, PLAYLIST. Use the arrow and number keys to insert cues anywhere in the *playlist*, to delete cues, or to insert pauses (STL). Press HOME when done.
14. To play a *playlist*, press PLAYLIST, CUE, then PLAY (or a *slo-mo* key). As playback reaches the *out* point of each cue in the list, a clean cut is made to the *in* point of the next cue. While playing a *playlist*, the STATUS display shows the time remaining in the entire list (or until the next pause), and is adjusted for *slo-mo* speed. A pause (STL) stops playback and shows a still frame at the *out* point of the cue preceding the pause, press PLAY to still frame at the *in* point of the next cue. Then resume playback as usual.
15. There are ten *playlists*. To select a different *playlist* for setup or playback, press a keypad number (0-9) immediately before the PLAYLIST key. To add the current cue to any *playlist*, hold its keypad number (0-9) and press PLAYLIST. Each *playlist* holds up to 100 cues.