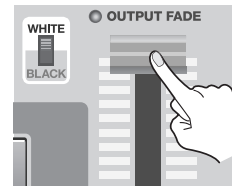


Checking the Input and Output

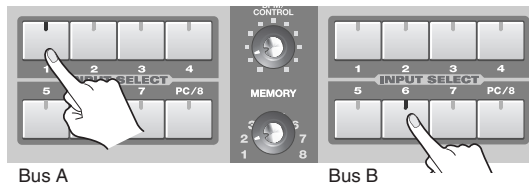
Outputting Images

Here's how to verify that the image is being correctly output to the TV monitor or projector connected to the OUTPUT connector.

- 1 Power up your connected equipment and the V-8.**
- 2 Play back your video device.**
Input the image from the video device (camera, VTR, DVD player, etc.) or computer.
- 3 Raise the [OUTPUT FADE] fader.**



- 4 Use the INPUT SELECT buttons to switch input channels.**



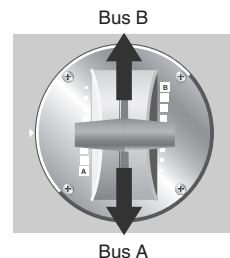
If you've selected the [PC/8] button
Use the [PC INPUT SELECT] switch to change between the PC1 and PC2 connector inputs.

Press the INPUT SELECT button of a channel to which an image is being input. Verify that the image is correctly shown on the television monitor or projector connected to the OUTPUT connector.

Try switching the input channel, and verify that the image shown in the television monitor or projector is switched accordingly.

* The input from the S-video connector takes priority for channels 5–8.

- ① Move the video fader to the bus A position.**
- ② Switch between inputs by successively pressing the INPUT SELECT [1]–[PC/8] buttons for bus A.**
- ③ Move the video fader to the bus B position.**
- ④ Switch between inputs by successively pressing the INPUT SELECT [1]–[PC/8] buttons for bus B.**



About the PC inputs

When you use the [PC INPUT SELECT] switch to switch the PC input, it will take some time for the input to stabilize. We recommend that you use a monitor to verify the image.

In addition, selecting the PC input may cause the image display position to be skewed for some computers. Use the PC input adjustment menu to adjust the screen display position. For details, refer to "Adjusting the PC Input Image" (p. 54).

* When displaying moving images from a PC input, skew or flickering may occur in the image. For details, refer to "Skewed or Flickering Images (Tearing)" (p. 55).

Blue Back Output

You can output a blue back to the final output image and to the preview of the final output image. Blue back output is switched on/off using "No Signal Blueback" in the "Utility" menu.

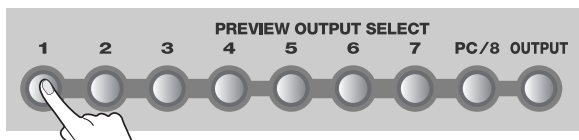
Value	Details
On	A blue back will be output when there is no signal.
Off	A black image will be output when there is no signal.

* For details on menu operations, refer to "Menu Operations" (p. 23).

Outputting a Preview Image

Here's how to verify that an image is correctly output to the TV monitor connected to the PREVIEW OUT connector that you're using for previewing.

- 1 Proceed as described in steps 1–3 of “Outputting Images” (p. 21).
- 2 Press the PREVIEW OUTPUT SELECT buttons to switch between preview output channels.



Press the PREVIEW OUTPUT SELECT button of a channel into which an image is being input. Verify that the image is correctly shown in the television monitor (preview monitor) connected to the PREVIEW OUT connector. Successively press the PREVIEW OUTPUT SELECT [1]–[PC/8] and [OUTPUT] buttons, and verify that the image in the preview monitor is switched.

[1]–[PC/8] buttons	Sends the video being input via the INPUT 1–8/PC1/PC2 connectors to the preview output. * For channels 5–8, the input from the S-video connectors will take priority. * Use the [PC INPUT SELECT] switch to change between the PC1/PC2 connector inputs.
[OUTPUT] button	Sends the final image to the preview output.

* The image in the preview monitor will momentarily be distorted when you switch the preview output, but this will not affect the final output.

Preview output when there is no signal

With the factory settings, selecting a channel for which there is no input will cause the indication “No Signal” to appear in the preview monitor. You can use the “Utility” menu item “Preview Signal Check” to turn the “No Signal” indication on/off.

Value	Details
On	The “No Signal” indication will be output when there is no signal. You can change the background color by setting the “Utility” menu item “Preview No Signal Color.” * You can't change the “No Signal” indication and background color for channel 8.
Off	A black image will be output if there is no signal.

* For details on menu operations, refer to “Menu Operations” (p. 23).

Selecting the preview output

You can use the “Utility” menu item “Preview Switch Pattern” to change the way in which the preview output is selected.

Value	Details
Manual	The image selected by the PREVIEW OUT SELECT button will be sent to preview output.
Prev Auto	The image of the bus (A or B) not being sent to the final output will be sent to preview output. For example, if the bus A image is being sent to the final output, the bus B image will be sent to preview output.
Always-1–8, Always-Out	The preview output will be fixed at channel 1–8 or at the final output. While you hold down a PREVIEW OUT SELECT button, the image selected by the button will be sent from the preview output.
Auto1-2–1-8, Auto1-Out	The preview output will be switched automatically. For example, if you set this to “Auto1-4,” channels 1–4 will be switched automatically and sent to preview output. You can use the “Utility” menu item “Preview Auto Speed” to change the time at which the preview output is switched.

* For details on menu operations, refer to “Menu Operations” (p. 23).

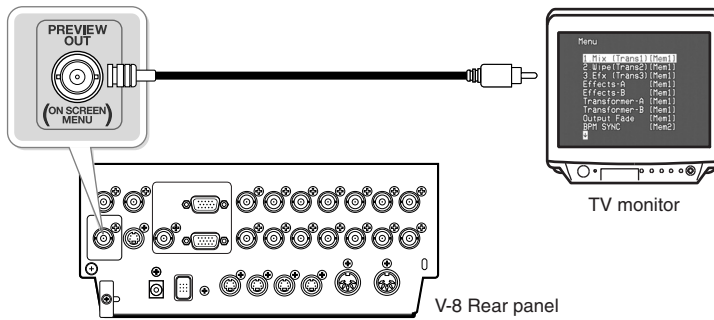
Menu Operations

By accessing menus you can make settings for the large variety of features, such as transitions and effects, that the V-8 offers.

For details on the menu items, refer to "Menu List" (p. 81).

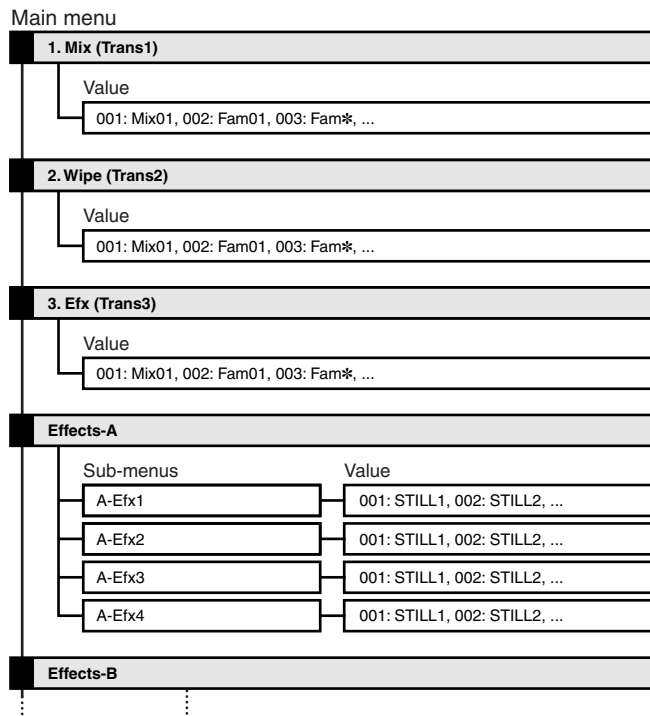
Preparations for Viewing the Menu

The menu is shown on the TV monitor connected to the PREVIEW OUT connector. You'll need to have your TV monitor connected to the PREVIEW OUT connector and ready for use.



About menu levels

Menus are arranged as shown in the figure below. The value are set in the lowest level in each respective parameter.

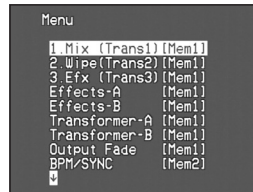
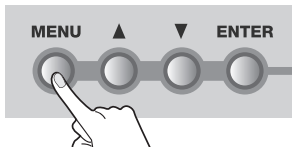


Operating the Menu

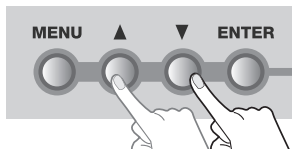
- * The “Mem2” through “Mem8” indications at the right of the menu items indicate that settings will be stored in [MEMORY] knob locations 2–8. If you want to change settings, turn the [MEMORY] knob to select the memory number 2–8 whose settings you want to change. See “Storing the Operating Panel Settings” (p. 28)
- * If “Mem 1” (memory number 1) is indicated, you won’t be able to change the contents, since these are the factory preset settings. The menu will indicate “** Preset **”.

```
Menu-Transition1[Mem1]
  ** Preset **
1.Mix 001:Mix01
  002:Fam01
  003:...
```

1 Press the [MENU] button to access the menu.

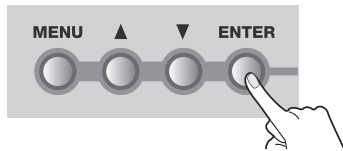


2 Use the [▲] [▼] buttons to select a menu item.



The [▲] [▼] buttons move the cursor up/down.
The menu item at the cursor will blink, indicated that it is selected.

3 Press the [ENTER] button to confirm your choice of menu item.



The selected menu item will be confirmed, and you’ll proceed to the next menu (a lower level).
To return to the previous menu (higher level), press the [MENU] button.

* If the menu level is deeper, repeat steps 2–3.

4 Use the [▲] [▼] buttons to edit the value.

5 Press the [MENU] button several times to close the menu.



While the menu is displayed, you can temporarily hide the menu by holding down the currently selected PREVIEW OUT SELECT button.

Saving your settings

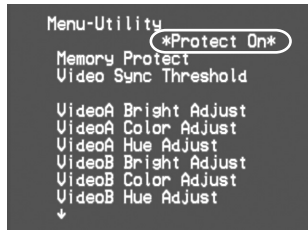
The content of your settings is saved in the V-8's internal memory when you close the menu.

NOTE

Be aware that if you edit settings and switch off the power before closing the menu, your changes will be lost.

Locking menu operations (Memory protect)

By turning the "Utility" menu item "Memory Protect" to the "On" setting, you can prevent changes to the settings. If memory protect is on, the memory screen will indicate "*Protect On*."



Adjusting the menu display position

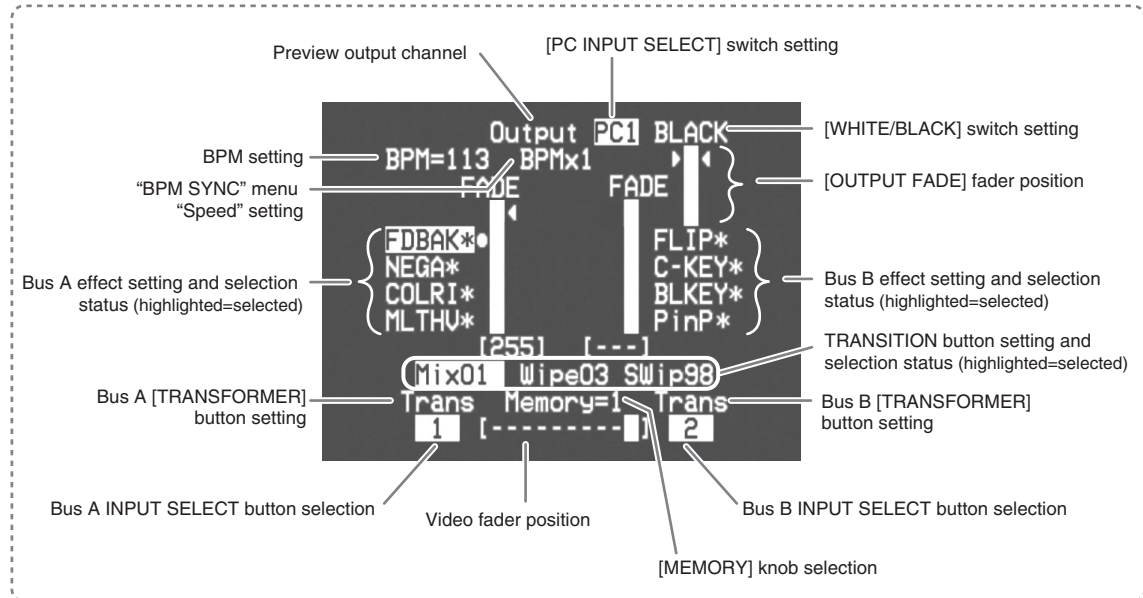
You can adjust the location in which menus and settings (p. 26) are shown in the preview monitor. To make this adjustment, use the "Utility" menu items "OSD Horizontal Locate" (horizontal position) and "OSD Vertical Locate" (vertical position).

About the Current Settings Display

You can use the preview monitor to view the current settings.

These settings are displayed only while the final output image is being sent to the preview output ([OUTPUT] button is lit). Settings are not displayed while channels 1–8 are being sent to the preview output.

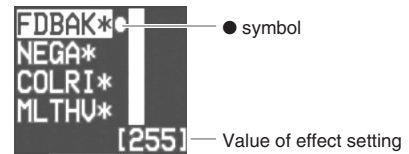
* You can change the contents of the information that will be displayed. The screen shown below is an example of “Mode3,” which shows the most information about the settings. For details, refer to “Changing the Contents of the Settings Display” (p. 27).



● Effect indication

If you're able to use the [CONTROL] fader to change the effect settings, a ● symbol is shown beside the effect name.

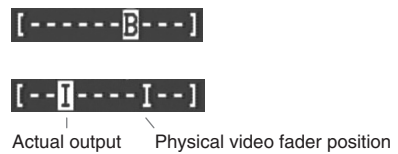
* For details on the effects whose settings you can control refer to “Effects that can be controlled by the [CONTROL] faders” (p. 42).



● Video fader position indication

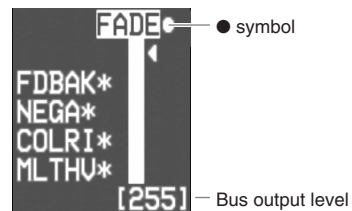
This indication is shown when you're using the BPM Sync function (p. 60).

This indication is shown when the position of the video fader differs from the actual output.



● Bus fade indication

When the [CONTROL] faders can be used to fade the bus image (p. 31), a ● symbol is shown beside the “FADE” indication.



- You can cause the settings to be hidden while you hold down the [OUTPUT] button.
- The settings display is not shown while the menu is displayed (p. 24).

Changing the Contents of the Settings Display

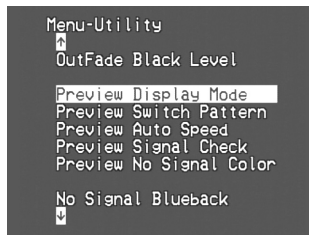
Here's how to change the contents of the information shown in the preview monitor.

- 1 Press the [MENU] button to access the menu, and choose "Utility."


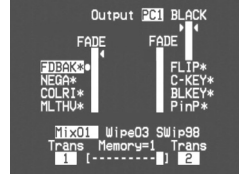
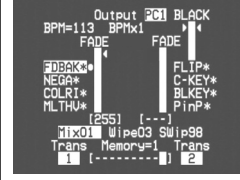


- ① Press the [MENU] button to access the menu.
- ② Use the [▲][▼] buttons to select "Utility."
- ③ Press the [ENTER] button to confirm your selection.

- 2 Use the [▲][▼] buttons to select "Preview Display Mode," and press the [ENTER] button.



- 3 Use the [▲][▼] buttons to select the contents of the information that will be shown in the preview monitor.

Value	No Display	Mode1	Mode2	Mode3
Details	No settings will be shown in the preview monitor.	(Display example) 	(Display example) 	(Display example) 

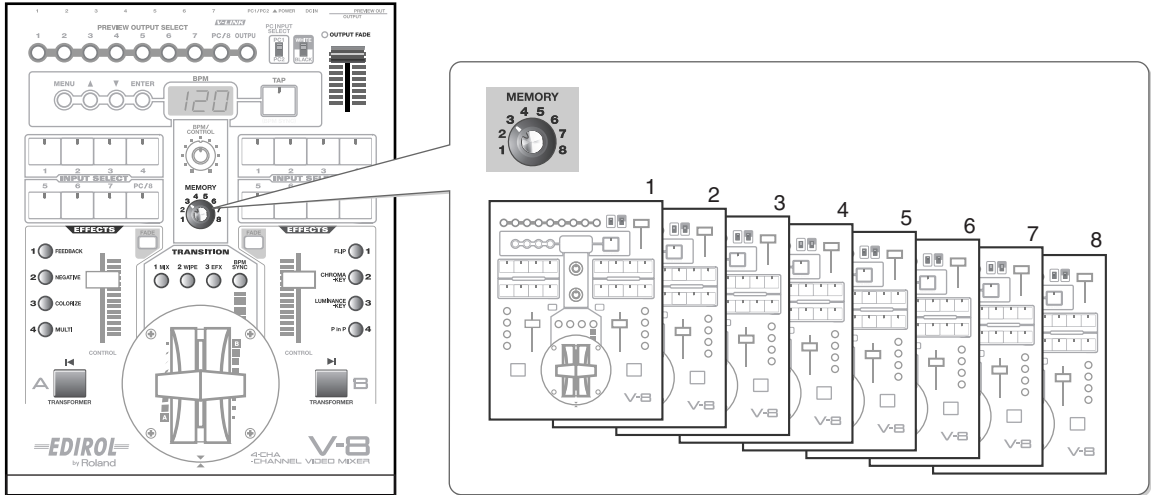
- 4 Press the [MENU] button several times to close the menu.

Storing the Operating Panel Settings ([MEMORY] Knob)

You can store the settings of the operating panel buttons and faders in memory locations 2–8 of the [MEMORY] knob. To recall the stored settings, simply choose the desired memory number.

The factory preset settings are assigned to memory number 1. These settings are recall-only, and can't be edited.

- * The factory preset settings match the button names printed on the operating panel. For details on the settings, refer to the section “Settings stored at the [MEMORY] knob,” later on this page.



Settings Stored at the [MEMORY] Knob

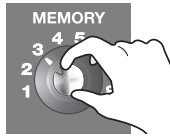
Settings for the following buttons and faders are stored at the [MEMORY] knob. The settings you edit are stored immediately in the currently selected memory number. The on/off states of the EFFECTS buttons are also remembered.

Operating panel	Factory preset (memory number 1)	Stored setting	See page
TRANSITION buttons	[1 MIX]	001: Mix01	Transition effect assigned to each button. p. 36
	[2 WIPE]	008: Wipe03	
	[3 EFX]	192: SWipe88	
[BPM SYNC] button	Mode: TransitionA/B Speed: BPMx1	Transition mode and displayed BPM when using BPM sync (p. 60).	p. 62
Bus A EFFECTS buttons	[1 (FEEDBACK)]	022: FEEDBACK*	Effect setting assigned to each button. p. 53
	[2 (NEGATIVE)]	033: NEGATIVE*	
	[3 (COLORIZE)]	042: COLORIZE*	
	[4 (MULTI)]	126: MULTI-HV*	
Bus B EFFECTS buttons	[1 (FLIP)]	102: FLIP*	Effect setting assigned to each button. p. 53
	[2 (CHROMA KEY)]	098: CHROMAKEY*	
	[3 (LUMINANCE KEY)]	096: B-LUMIKEY*	
	[4 (P in P)]	150: PinP*	
Bus A [TRANSFORMER] button	02: Trans	Settings for operating the [TRANSFORMER] buttons. p. 41	
Bus B [TRANSFORMER] button	02: Trans		
[OUTPUT FADE] fader	02: Manual	Fade operation setting for the [OUTPUT FADE] fader. p. 78	
PANEL MODE	01: Video + MidiOut	Settings for whether MIDI messages will be transmitted when buttons or faders are operated. p. 67	

Recalling a Memory

- 1 Turn the [MEMORY] knob to the memory number 1–8 that you want to recall.

The settings will be recalled.



* Memory number 1 contains the factory preset settings (p. 28).

Copying the Contents of a Memory

Here's how to copy the settings of the currently selected memory number to a different memory number.

- 1 Turn the [MEMORY] knob to select the desired copy-source memory number 1–8.



* Memory number 1 contains the factory preset settings (p. 28).

- 2 Press the [MENU] button to access the menu, and choose "Memory Edit."



- ① Press the [MENU] button to access the menu.
- ② Use the [▲] [▼] buttons to select "Memory Edit."
- ③ Press the [ENTER] button to confirm your selection.

- 3 Use the [▲] [▼] buttons to select the desired copy-destination memory number, and press the [ENTER] button.



Copy Mem2->Mem6

Copy-source memory number Copy-destination memory number

To copy the contents of memory, choose an item that shows "Copy" at the left side. In the screen example shown here, the settings of memory number 2 will be copied to memory number 6.

You can change the copy-source memory number at this time by turning the [MEMORY] knob.

By choosing "Mem* -> All" you can copy the settings to all memory numbers 2–8.

- 4 Make sure that the display indicates "Push [ENTER]," and press [ENTER].

(If you decide to cancel, press the [MENU] button.)

The contents of memory will be copied.

- 5 Press the [MENU] button several times to close the menu.

Exchanging the Contents of Memories

Here's how to exchange the contents of the currently selected memory number with a different memory number.

- 1 Turn the [MEMORY] knob to select the desired exchange-source memory number 2–8.



* Memory number 1 contains the factory preset settings (p. 28). They cannot be exchanged with the settings of another memory number.

- 2 Press the [MENU] button to access the menu, and choose “Memory Edit.”



- ① Press the [MENU] button to access the menu.
- ② Use the [▲] [▼] buttons to select “Memory Edit.”
- ③ Press the [ENTER] button to confirm your selection.

- 3 Use the [▲] [▼] buttons to select the desired exchange-destination memory number, and press the [ENTER] button.



Exchange Mem2<->Mem8

Exchange-source memory number Exchange-destination memory number

To exchange the contents of memory, choose an item that shows “Exchange” at the left side. In the screen example shown here, the settings of memory number 2 will be exchanged with the settings of memory number 8.

You can change the exchange-source memory number at this time by turning the [MEMORY] knob.

- 4 Make sure that the display indicates “Push [ENTER],” and press [ENTER].
(If you decide to cancel, press the [MENU] button.)

The contents of the two memories will be exchanged.

- 5 Press the [MENU] button several times to close the menu.

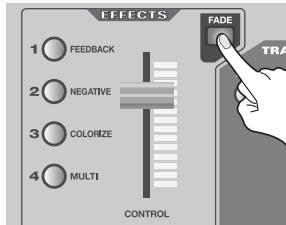
Fading Out the Output Image

Fading Out the Bus A / Bus B Image

Here's how to fade out the image of bus A or bus B of the video mixer.

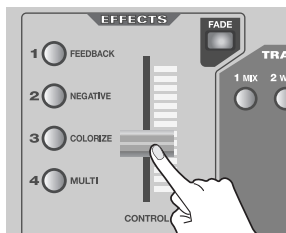
In this example we'll show the procedure for fading out the bus A image.

1 Press the bus A [FADE] button.



The [FADE] button will be blinking, and now you can use the bus A [CONTROL] fader to fade in/out the bus A output image.

2 Lower the bus A [CONTROL] fader.



The bus A image will fade out. To fade in the image, raise the [CONTROL] fader.

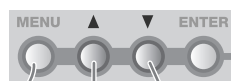
* The fade color is fixed at black.

* To fade out the bus B image, operate the bus B [FADE] button and [CONTROL] fader in the same way.



In addition to controlling bus fading, the [CONTROL] fader is also used to control the effect settings (p. 42). While the EFFECTS button is blinking, operating the [CONTROL] fader will affect the effect settings.

The target of [CONTROL] fader operations (i.e., the EFFECTS button or the [FADE] button) can be switched by using the [▲][▼] buttons. You can switch to bus A by pressing the [▲] button, or to bus B by pressing the [▼] button. The button that is blinking will be the target of [CONTROL] fader operations.

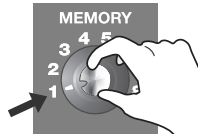


[MENU] button is
extinguished Bus A Bus B

Fading Out the Final Output

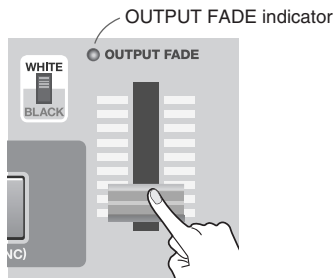
Here's how to fade out the final output.

- 1 Set the [MEMORY] knob to memory number 1.



* The factory preset settings are assigned to memory number 1. For details on the [MEMORY] knob, refer to “Storing the Operating Panel Settings” (p. 28).

- 2 Lower the [OUTPUT FADE] fader.



The OUTPUT FADE indicator shows the image output status.

Blinking	Currently fading in/out
Lit	Normal output

You can use the [WHITE/BLACK] switch to change the fade color.

WHITE	Fade to white
BLACK	Fade to black

The final output will fade out. To fade in the image, raise the [OUTPUT FADE] fader.

Adjusting the fade level

You can adjust the level of the white fade or black fade. This is done using the “Utility” menu items “OutFade White Level” or “OutFade Black Level.”

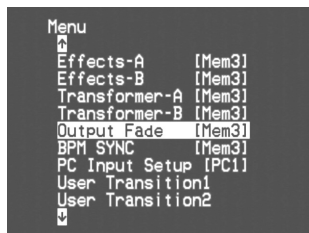
Setting the function of the [OUTPUT FADE] fader

You can specify what will happen when the [OUTPUT FADE] fader is operated; the final output can be automatically faded in/out, or you can disable operation of the fader.

- 1 Turn the [MEMORY] knob to select the memory number 2–8 whose setting you want to edit.

* Memory number 1 contains the factory preset settings (p. 28). These settings cannot be modified.

- 2 Press the [MENU] button to access the menu, and choose “Output Fade.”



- ① Press the [MENU] button to access the menu.
- ② Use the [▲] [▼] buttons to select “Output Fade.”
- ③ Press the [ENTER] button to confirm your selection.

- 3 Use the [▲] [▼] buttons to specify the function that the [OUTPUT FADE] fader will perform.

Value	Details
No Control	[OUTPUT FADE] fader operations will be disabled.
Manual	Manually moving the [OUTPUT FADE] fader will fade in/out the final output.
Auto	Lowering the [OUTPUT FADE] fader will automatically repeat fade in/out of the final output. The farther you lower the [OUTPUT FADE] fader, the longer the interval will be between fade in/out.

- 4 Press the [MENU] button several times to close the menu.

Returning the Menu Settings to the Factory-Set State (Factory Reset)

Here's how to return the menu settings to the factory-set state (Factory Reset).

If your operations do not produce the results described in this manual, you can execute this Factory Reset operation.

- * All settings you've made will be lost when you execute a Factory Reset.

Returning All Settings to the Factory-Set State

- 1 Press the [MENU] button to access the menu, and choose "Factory Reset."



- ① Press the [MENU] button to access the menu.
- ② Use the [▲] [▼] buttons to select "Factory Reset."
- ③ Press the [ENTER] button to confirm your selection.

- 2 Use the [▲] [▼] buttons to select "Yes [ENTER] Sw," and press the [ENTER] button.
(If you decide to cancel, press the [MENU] button or select "No" and press the [ENTER] button.)

The Factory Reset will be executed.

- 3 Press the [MENU] button several times to close the menu.

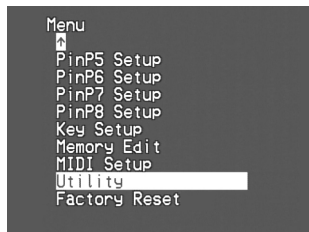
Returning the Settings of a Specific Sub-Menu to the Factory-Set State

You can perform a factory reset on just the items of the individual sub-menu you specify: “PC Input Setup,” “PinP Setup,” “Key Setup,” “MIDI Setup,” or “Utility.” Refer to the following table, and choose “** Reset” from the sub-menu.

Main menu	Sub-menu
PC Input Setup	PC Reset
PinP Setup	PinP-Reset
Key Setup	Key Reset
MIDI Setup	MIDI Reset
Utility	Utility Reset

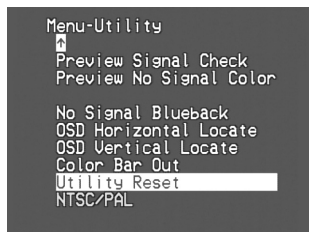
The example here describes how to perform a factory reset on the “Utility” sub-menu.

1 Press the [MENU] button to access the menu, and choose “Utility.”



- ① Press the [MENU] button to access the menu.
- ② Use the [▲] [▼] buttons to select “Utility.”
- ③ Press the [ENTER] button to confirm your selection.

2 Use the [▲] [▼] buttons to choose “Utility Reset,” and press the [ENTER] button.



3 Use the [▲] [▼] buttons to choose “Yes [ENTER] Sw,” and press the [ENTER] button. (If you decide to cancel, press the [MENU] button or choose “No” and press the [ENTER] button.)

A factory reset will be executed for the “Utility” sub-menu.

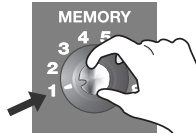
4 Press the [MENU] button several times to close the menu.

Switching Between Images

Switching Between Two Images

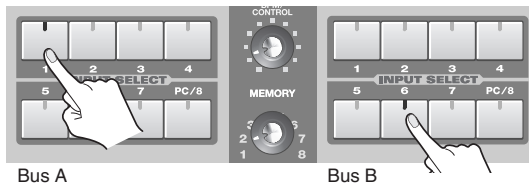
Here's how to switch between the images being input to bus A and bus B of the video mixer.

1 Set the [MEMORY] knob to memory number 1.



* The factory preset settings are assigned to memory number 1. For details on the [MEMORY] knob, refer to "Storing the Operating Panel Settings" (p. 28).

2 Use the INPUT SELECT buttons to select the images input to bus A and bus B.



If you've selected the [PC/8] button

Use the [PC INPUT SELECT] switch to change between the PC1 and PC2 connector inputs.

* When you use the [PC INPUT SELECT] switch to switch the PC input, it will take some time for the input to stabilize. We recommend that you use a monitor to verify the image.

* If you want to adjust the display position or other aspects of the PC input screen, refer to "Adjusting the PC Input Image" (p. 54).

3 Use the TRANSITION buttons to select the desired transition effect.



Press one of the [1 MIX] [2 WIPE] [3 EFX] buttons to select the desired transition. The selected button will light.

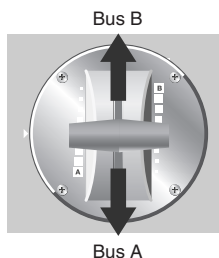
* With the factory presets, the TRANSITION buttons are assigned the following transition effects.

Button	Menu item	Value	Effect
[1 MIX] button	1. Mix (Trans1)	001: Mix01	Dissolve
[2 WIPE] button	2. Wipe (Trans2)	008: Wipe03	Wipe
[3 EFX] button	3. Efx (Trans3)	192: SWipe88	Soft edge wipe

* You can change the transition effect that's assigned to each TRANSITION button. For details, refer to "Changing the Transition Assigned to Each TRANSITION Button" (p. 36).

* Depending on the type of transition and effect (p. 42), there are some combinations that cannot be used simultaneously. For details, refer to "Effects that Cannot Be Used Simultaneously" (p. 107).

4 Operate the video fader to switch between the images of bus A and bus B.



To output the bus A image, move the video fader toward bus A.

To output the bus B image, move the video fader toward bus B.

When using the INPUT SELECT buttons to switch images

If the video fader is not fully toward the bus A or bus B position, using the INPUT SELECT buttons to switch channels will cause the image to be distorted, but this is not a malfunction.

Take the following action and make the following settings before using the INPUT SELECT buttons to switch images. This will allow you to switch smoothly between images without any switching noise.

- Set the video fader all the way toward the bus A or bus B position (the bus that is outputting the video).
- Raise the value of the "Utility" menu item "Input Select Delay Time."

Changing the Transition Assigned to Each TRANSITION Button

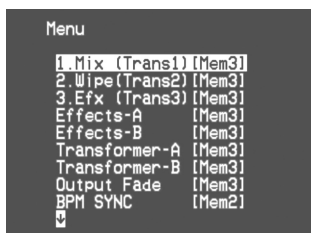
You can change the transition effect that's assigned to each TRANSITION button ([1 MIX] [2 WIPE] [3 EFX] buttons).

- 1 Turn the [MEMORY] knob to select the memory number 2–8 whose settings you want to edit.



* Memory number 1 contains the factory preset settings (p. 28). These settings cannot be modified.

- 2 Press the [MENU] button to access the menu, and choose “1. Mix (Trans1),” “2. Wipe (Trans2),” or “3. Efx (Trans3).”



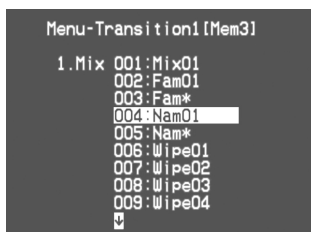
- 1 Press the [MENU] button to access the menu.
- 2 Use the [▲] [▼] buttons to select “1. Mix (Trans1),” “2. Wipe (Trans2),” or “3. Efx (Trans3).”

Choose the menu item for the button whose settings you want to change.

Button	Menu item
[1 MIX] button	1. Mix (Trans1)
[2 WIPE] button	2. Wipe (Trans2)
[3 EFX] button	3. Efx (Trans3)

- 3 Press the [ENTER] button to confirm your selection.

- 3 Use the [▲] [▼] buttons to choose the desired transition effect.



You can move the video fader back and forth to view the currently selected transition effect in the final output image. For details on the transition effects, refer to “Transition Effect List” (p. 99).

- 4 Press the [MENU] button several times to close the menu.

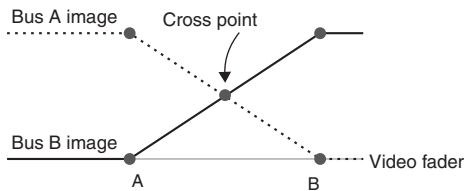


- If you've chosen “003: Fam*” or “005: Nam*” as the effect selected by a TRANSITION button, you'll be able to use the [BPM/CONTROL] knob to adjust the way in which the transition occurs. For details, refer to “About the FAM and NAM Transition Effects” (p. 37).
- Transition effects “260: User01”–“263: User04” allow you to combine eight transition effects to create your own original transition pattern. The eight transition effects will change according to the position of the video fader. For details, refer to “Combining Multiple Transition Effects (User Transition)” (p. 38).
- If you're using the transition effects “234: Stretch01”–“259: Stretch26,” the image quality of the image that is being stretched or diminished will be slightly decreased during the transition.

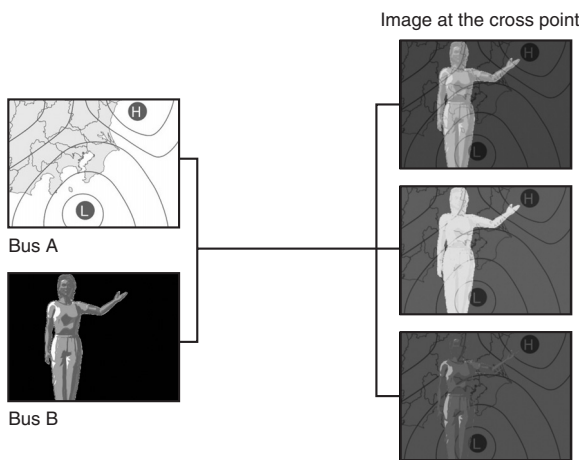
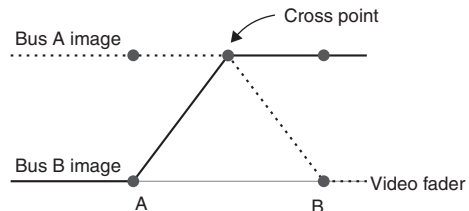
About the FAM and NAM Transition Effects

The transition effects built into the V-8 include FAM (Full Additive Mix) and NAM (Non-Additive Mix). Speaking simply, FAM and NAM are special dissolve transitions that compare the brightness (luminance) of two images in order to determine the degree of compositing.

- Dissolve transition (001: Mix01)



- FAM transition (002: Fam01, 003: Fam*)
- NAM transition (004: Nam01, 005: Nam*)



Dissolve transition

The transition between images takes place by simply raising or lowering the video level. The luminance of the composite image will be less in the region of the cross point.

FAM transition

The images will transition with the luminance level held steady.

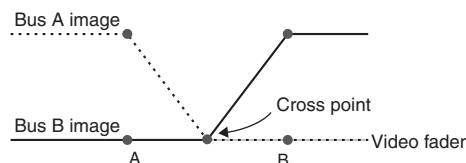
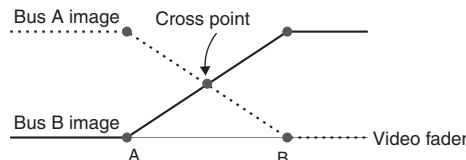
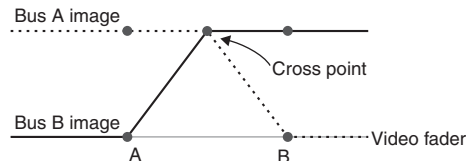
NAM transition

The two images will be compared, and the pixels that have a higher brightness level will be shown while the images are switched.

Changing the cross point of the FAM/NAM (003: Fam*, 005: Nam*)

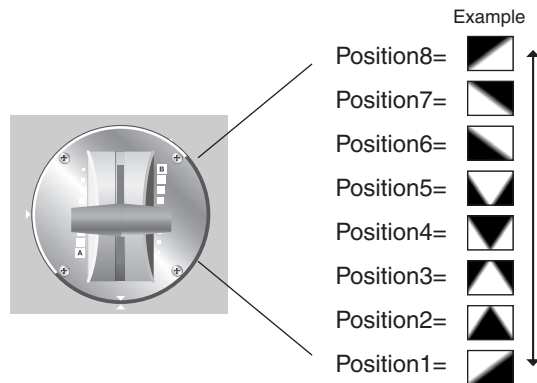
If you select "003: Fam*" or "005: Nam*" which have an "*" (asterisk) following the transition name, you'll be able to use the [BPM/CONTROL] knob to change the cross point of the FAM/NAM.

At this time, the FAM/NAM cross point level will blink in the BPM display. The cross point level range is 0–100.

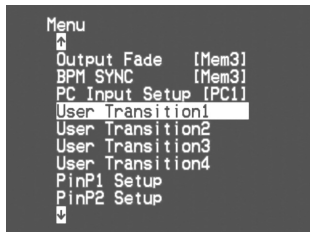


Combining Multiple Transition Effects (User Transition)

Transition effects “260: User01”–“263: User04” allow you to combine eight transition effects to create your own original transition pattern. Each of the eight transition effects are assigned to one eighth of the fader stroke. When you operate the video fader, the transition effect will change depending on the fader position.



- 1 Press the [MENU] button to access the menu, and choose “User Transition1”–“User Transition4.”



- 1 Press the [MENU] button to access the menu.
- 2 Use the [▲] [▼] buttons to select “User Transition1”–“User Transition4.”

Choose the menu item for the transition effect that you want to edit.

Transition effects	Menu item
260: User01	User Transition1
261: User02	User Transition2
262: User03	User Transition3
263: User04	User Transition4

- 3 Press the [ENTER] button to confirm your selection.

- 2 Use the [▲] [▼] buttons to select one of the eight video fader positions, and press the [ENTER] button.

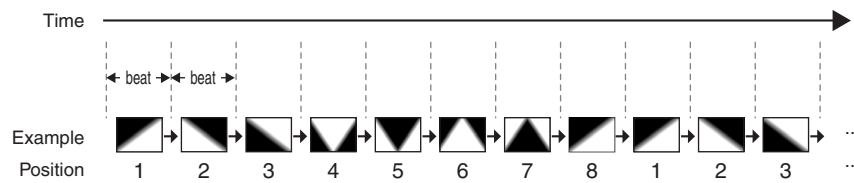
Menu item	Details
Position1	Specifies the transition effect for position 1.
Position2	Specifies the transition effect for position 2.
Position3	Specifies the transition effect for position 3.
Position4	Specifies the transition effect for position 4.
Position5	Specifies the transition effect for position 5.
Position6	Specifies the transition effect for position 6.
Position7	Specifies the transition effect for position 7.
Position8	Specifies the transition effect for position 8.

- 3 Use the [▲] [▼] buttons to specify the transition effect for each position.

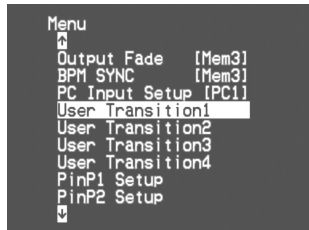
- 4 Press the [MENU] button several times to close the menu.

User transition switching function

You can automatically switch between the eight transitions that comprise the user transitions (p. 38) in synchronization with the BPM. When doing so, the effects will switch in the order of the Position 1–8 settings (steps 2–3 on the preceding page).



- 1 Press the [MENU] button to access the menu, and choose “User Transition1”–“User Transition4.”



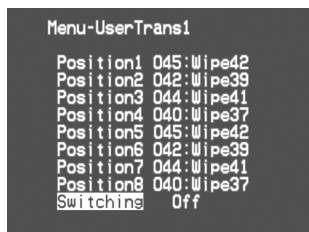
- 1 Press the [MENU] button to access the menu.
- 2 Use the [▲][▼] buttons to select “User Transition1”–“User Transition4.”

Choose the menu item for the transition effect that you want to edit.

Transition effects	Menu item
260: User01	User Transition1
261: User02	User Transition2
262: User03	User Transition3
263: User04	User Transition4

- 3 Press the [ENTER] button to confirm your selection.

- 2 Use the [▲][▼] buttons to select “Switching,” and press [ENTER].



- 3 Use the [▲][▼] buttons to turn the switching function on/off.

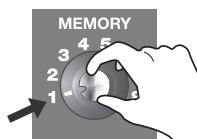
Menu item	Details
Off	The transition effect will change according to the position of the video fader (p. 38).
BPMx1	The effects will switch at the same rate as the displayed BPM.
BPMx2	The effects will switch at double the rate of the displayed BPM.
BPMx4	The effects will switch at four times the rate of the displayed BPM.

- 4 Press the [MENU] button several times to close the menu.
- 5 Turn the [BPM/CONTROL] knob or press the [TAP] button to specify the BPM.

Using the [TRANSFORMER] Buttons to Switch Images

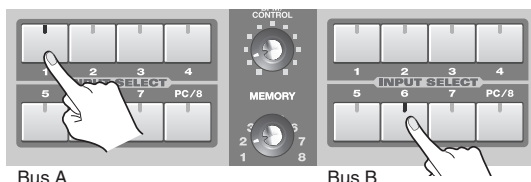
Here's how you can use the [TRANSFORMER] buttons to switch images without using the video fader.

1 Set the [MEMORY] knob to memory number 1.



* The factory preset settings are assigned to memory number 1. For details on the [MEMORY] knob, refer to "Storing the Operating Panel Settings" (p. 28).

2 Use the INPUT SELECT buttons to select the images that you want to input to bus A and bus B.



PC INPUT SELECT

If you've selected the [PC/8] button

Use the [PC INPUT SELECT] switch to change between the PC1 and PC2 connector inputs.

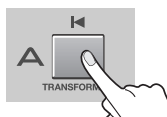
* When you use the [PC INPUT SELECT] switch to switch the PC input, it will take some time for the input to stabilize. We recommend that you use a monitor to verify the image.

* If you want to adjust the display position or other aspects of the PC input screen, refer to "Adjusting the PC Input Image" (p. 54).

3 Operate the video fader to output either bus A or bus B.

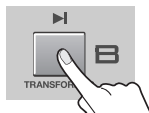
Set the video fader all the way to either bus A or bus B.

4 Press a [TRANSFORMER] button to switch between the bus A or bus B images.



If the video fader is in the bus B position:

The bus A image will be output only while you hold down the bus A [TRANSFORMER] button.



If the video fader is in the bus A position:

The bus B image will be output only while you hold down the bus B [TRANSFORMER] button.

* With the factory preset settings, the [TRANSFORMER] buttons are assigned to operate as follows.

Menu item	Setting	Details
Transformer-A	02: Trans	The image of the bus whose [TRANSFORMER] button you hold down will be output.
Transformer-B	02: Trans	

* You can change the operation (the image switching pattern) produced by pressing the [TRANSFORMER] button. You can also assign a TRANSITION button or EFFECTS button to the [TRANSFORMER] button, and use it to control a transition or effect.

For details, refer to "Changing the assignment of the [TRANSFORMER] buttons" on the following page.