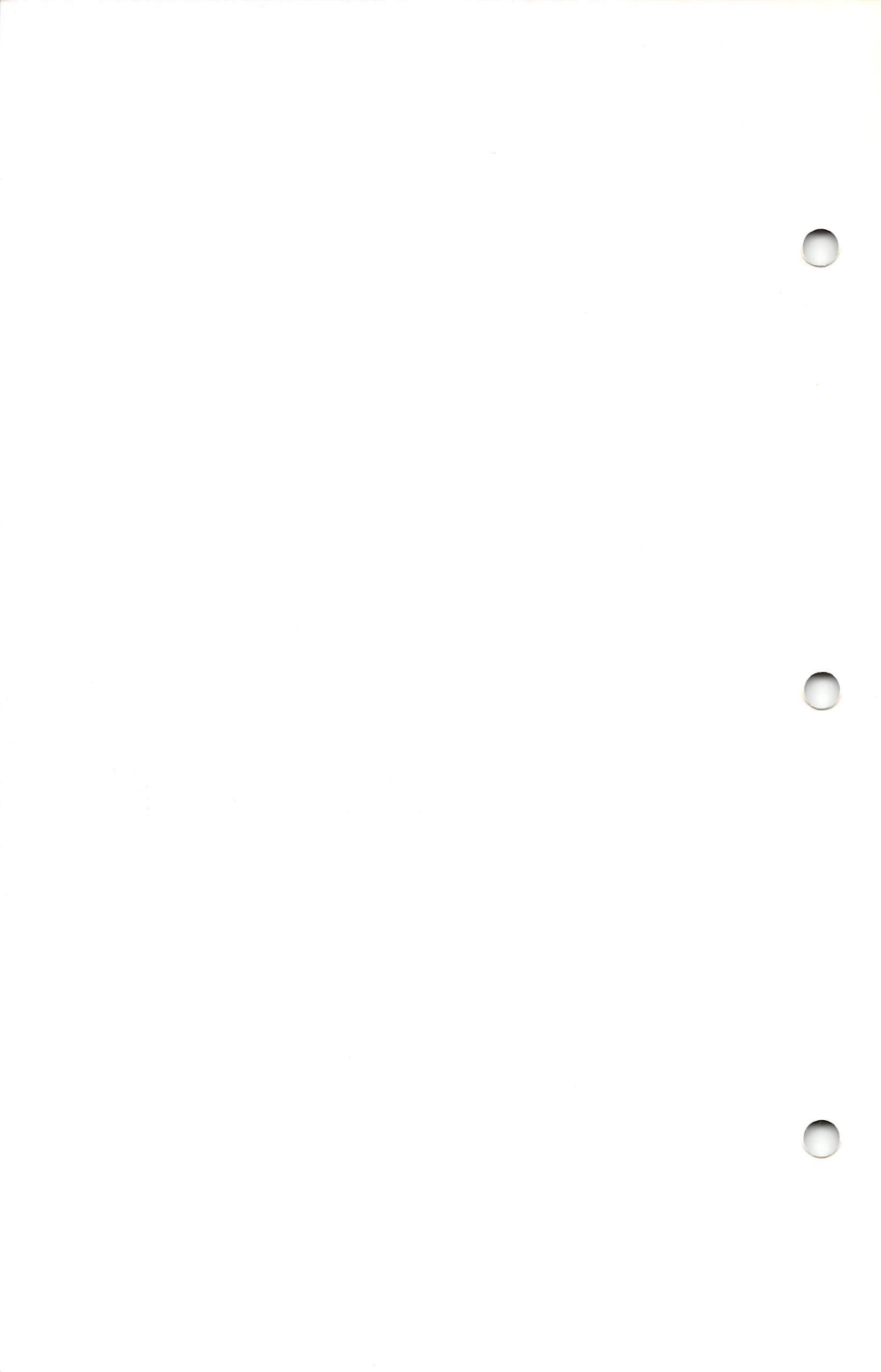


SONY®

Sony Q-Manager™

MICRO COMPUTER SMC-70

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Q-Manager is a trademark of Sony Corporation



Sony Q-Manager™

The SMW-7076 Sony Q-Manager is a software application program designed exclusively for the Sony SMC-70G/70 microcomputer. This program is used to control the VTR and computer displays in order to produce VTR programs which utilize computer graphics. Please read this manual thoroughly and retain it for future reference. For additional information on the connected devices, refer to the respective manuals.

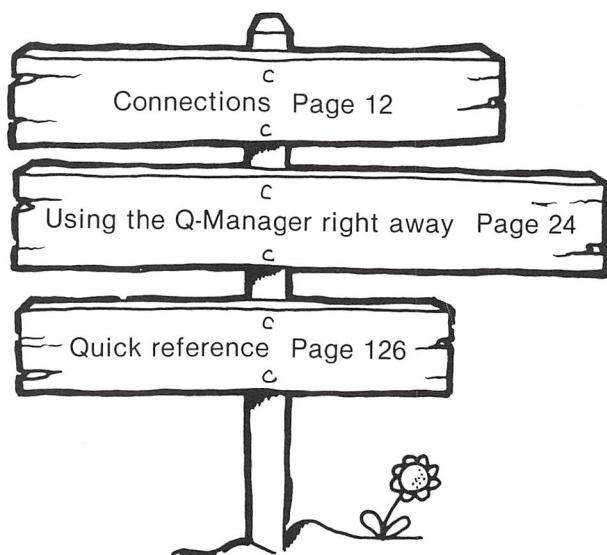


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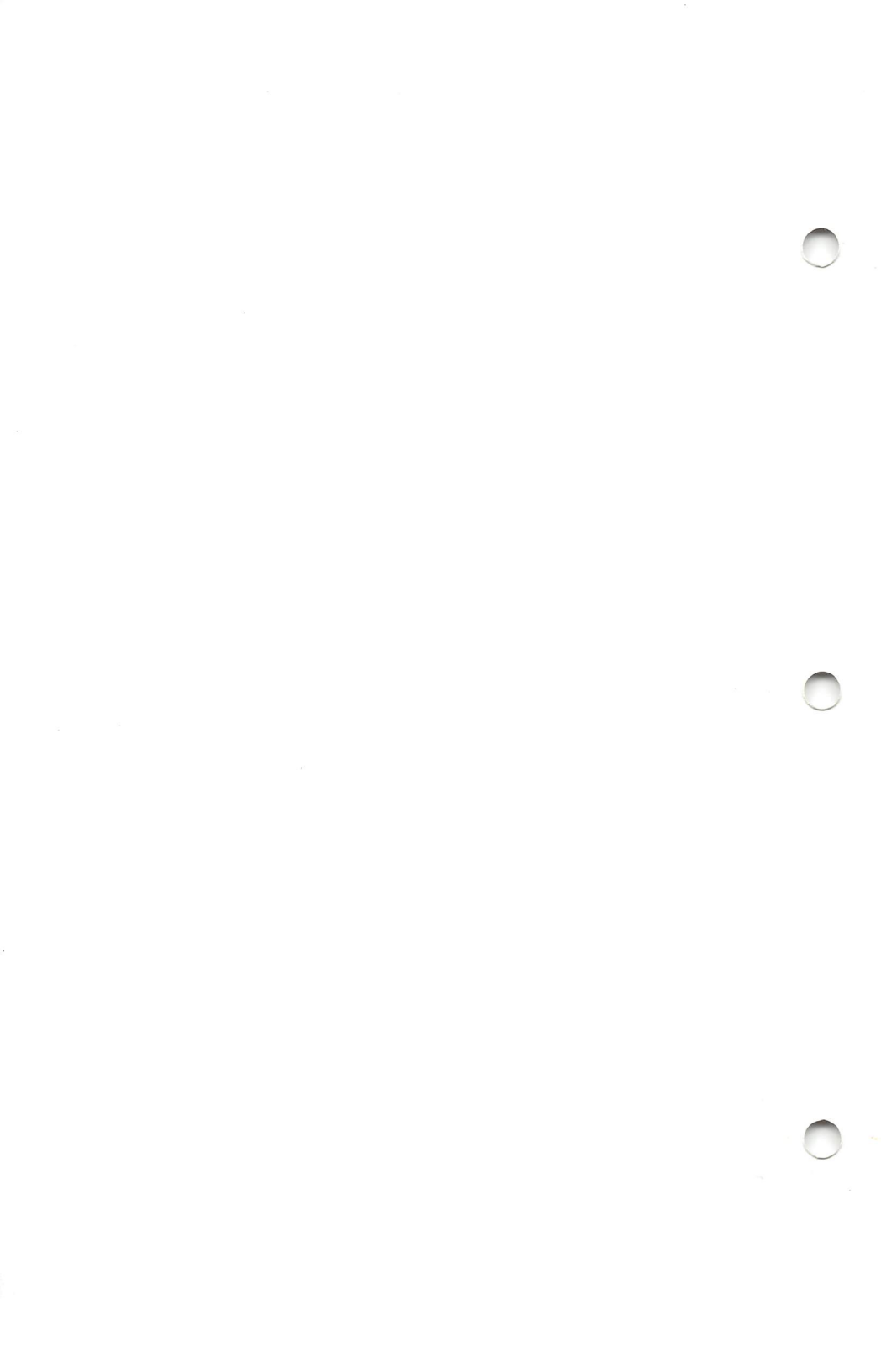
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CHAPTER 1

GENERAL

1-1 WHAT IS Q-MANAGER

Q-Manager is a program used on the system with SMC-70G or SMC-70 and Sony SMI-7074 NTSC superimposer or SMI-7073 RGB superimposer.

Q-Manager synchronizes the computer and connected VTRs to display and switch between computer pictures and VTR pictures. The computer picture is controlled so that it can be superimposed over the VTR picture.

At the same time, the computer picture can be scrolled, blinked or wiped in wide variation of patterns.



CUE LIST

Q-Manager controls the computer display, and determines when to switch between the computer and VTR images, etc. by executing a list called a "cue list". A cue list is a list of commands to specify when to switch displays or what to display. Q-Manager has a function to easily create or edit a cue list.

In addition, the Q-Manager stores several basic cue lists on its data disk. These can be utilized by making small changes or by combining them into new lists. They can also be referred to when creating a new cue list.

A cue list can be saved on a disk, loaded and executed, or printed on a printer any time.

TIMING

Q-Manager synchronizes the VTR and the computer by specifying a specific timing. The timing is derived from the computer's internal timer or from your entry using a key.

In a system with VTRs, an editing control unit and a computer, Q-Manager utilizes the edit-in or edit-out point in determining the timing.

The editing control units which Q-Manager supports are as follows:

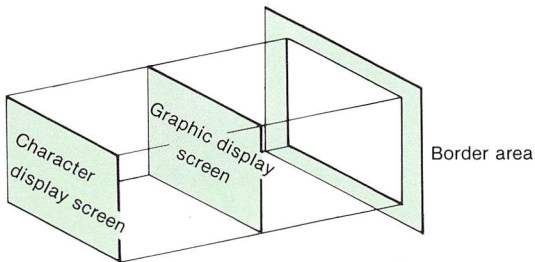
- RM-440 editing control unit
- BVE-800 editing control unit
- BVE-3000/3000A editing system

In a system using a BVE-3000/3000A, Q-Manager can utilize the point specified in the EVENT 1 and EVENT 2 registers for timing.

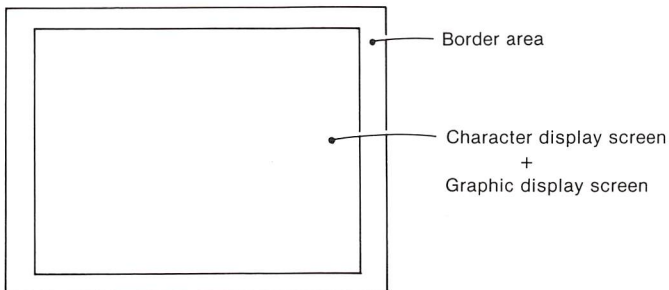
When a tape on which cue tones have been recorded using a BVE-800 is played back, the cue tones can also be used for the timing.

DISPLAY SCREEN

The computer display screen configuration is as follows:



As viewed from the front:



In a system using Q-Manager, the character display screen is like a curtain in front of the graphic display screen. The curtain can be any of 16 colors (black, deep blue, bright green, turquoise, red, brilliant pink, yellow, white, dark green, moss green, salmon, tan, ash blue, light blue, pale pink, or gray). The graphic display behind the curtain can not be seen.

When the curtain is open, the graphic display can be seen.

On the graphic display screen, Q-Manager can display data created using the following software:

SMW-7072 Graphics Editor

SMW-7070 Video Titler

The 16 colors can be used on the graphic screen as well as the 'curtain'.

To open the 'curtain' (character plane) to display the graphics is called a wipe-in operation, and to close the 'curtain' to hide the graphics is called a wipe-out operation. Q-Manager can control the wipe-in/out operations with 37 patterns.

The border area is always visible; however, no data or graphics can be displayed on it. The same 16 colors can be used for the border area.

The character display, the graphic display and the border area which are visible will be the computer image.

In a system with a VTR, the computer display and the VTR image can be combined. The options available are as follows:

Only the computer image

Mixed picture from the computer and the VTR

Superimposed picture (The VTR picture can be seen only where dark green is specified on the computer display.)

Only the VTR picture

Q-Manager package includes the followings:

Program disk	1		
Data disk	1		
Cassette interface cable	SMK-0030	1	
Plug adaptor	PC-5M	1	

1-2 FILES ON THE Q-MANAGER DISKS

The Q-Manager package includes two disks: the Q-Manager program disk and the data disk.

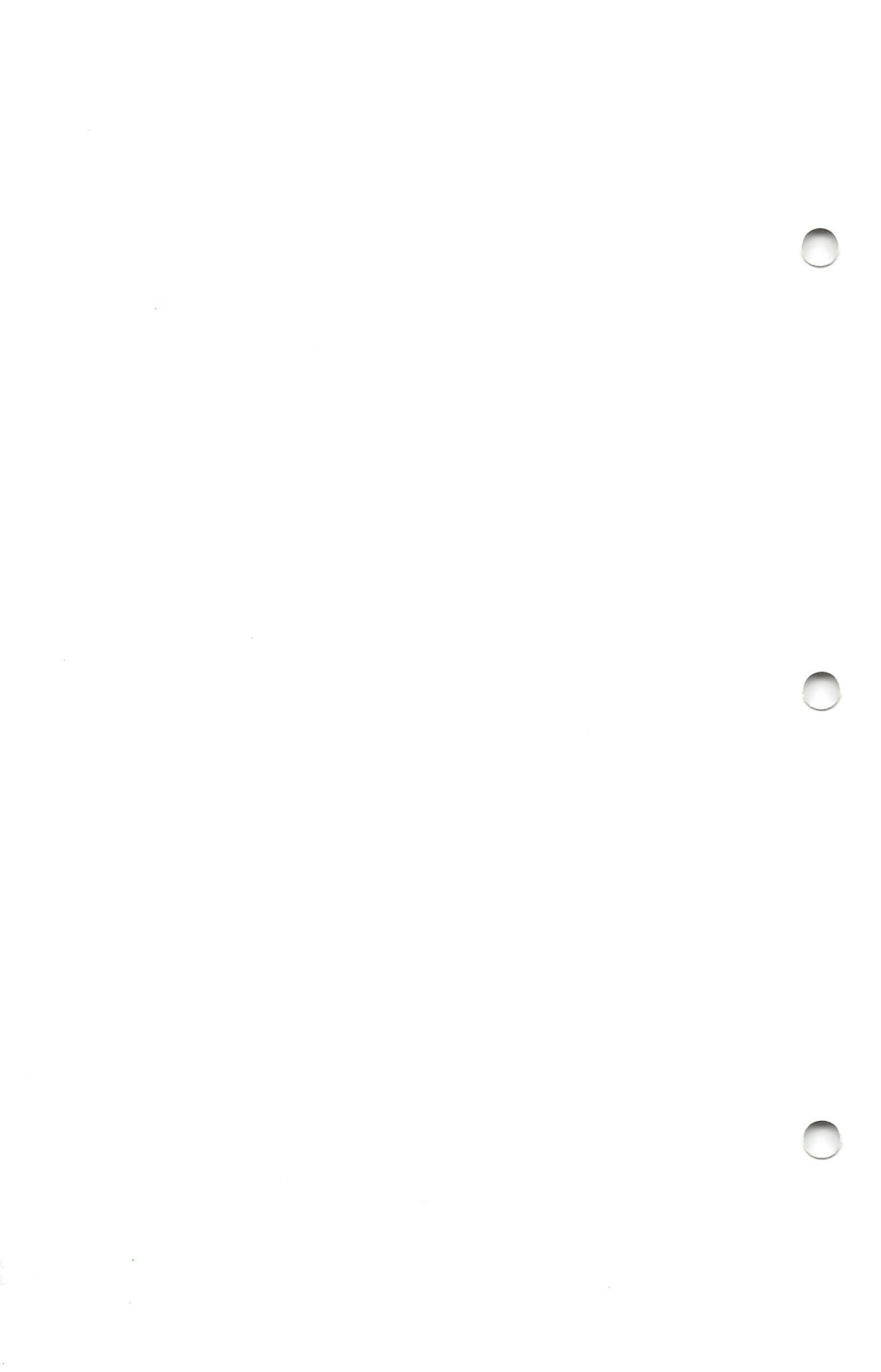
The files which are included on the Q-Manager disks are as follows:

Program disk

QM.COM	}	Q-Manager program files
QM.SYS		
QMMAIN.COM		
QMMAIN.OVL		
QMMAIN.HLP		Help message file
ARROW1.PIC—ARROW8.PIC		Picture files for displaying arrows
WIPE.PIC		Picture file for the wipe patterns
QM.PAC	}	Link packages for Sony Disk BASIC
WIPE.PAC		
VT.PAC		

Data disk

GRAPH1.CUE	Sample cue list for displaying a bar graph
GRAPH2.CUE	Sample cue list for displaying a pi chart
TITLE.CUE	Sample cue list for displaying a title
TELOP.CUE	Sample cue list for displaying telops
BAR.PIC	Picture file of a bar graph
PI.PIC	Picture file of a pi chart
TITLE.PIC	Picture file of a title
TELOP.VTX	Video titler data for telops
WIPE.BAS	Sample Sony Disk BASIC program for wipe demonstration



CHAPTER 2

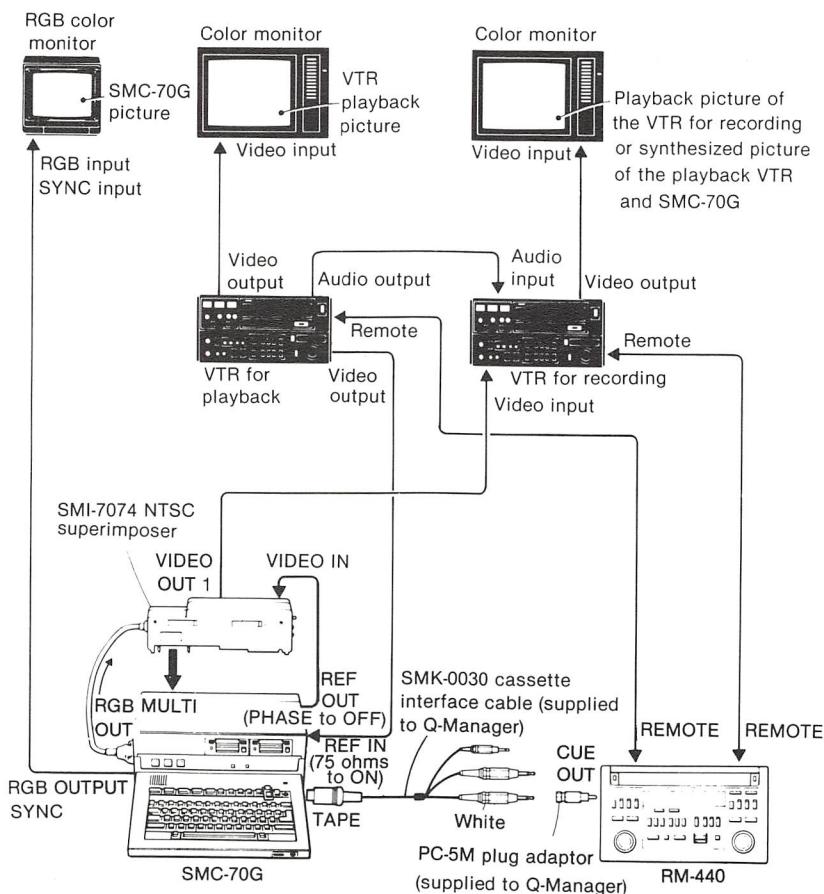
OPERATION

2-1 SYSTEM CONNECTIONS

TO SWITCH THE DISPLAYS UTILIZING THE EDIT IN/OUT POINT

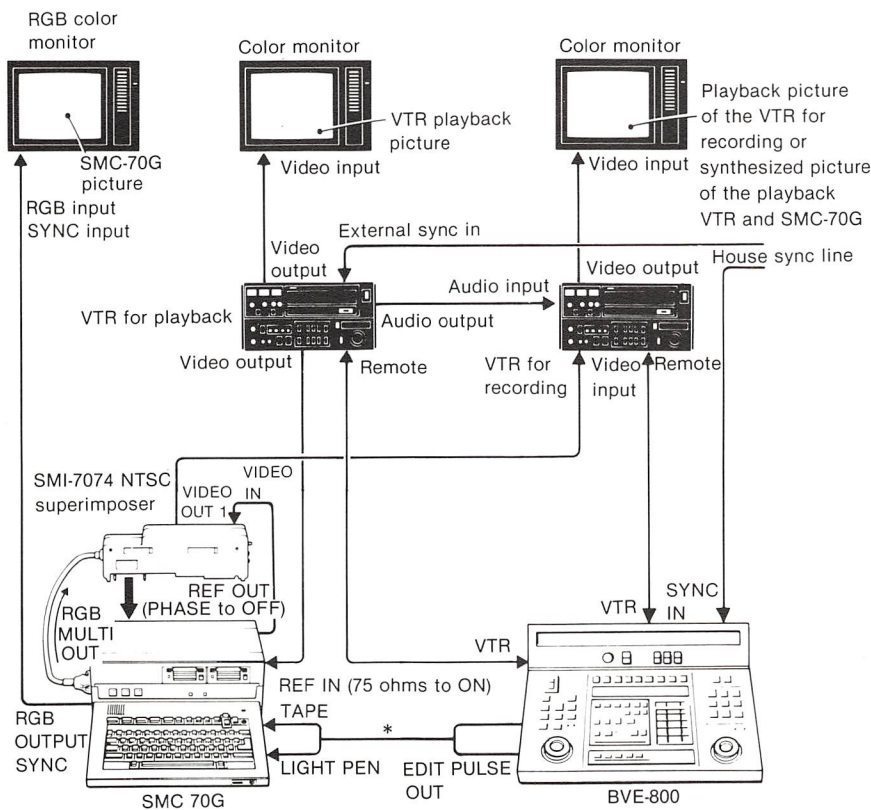
When editing with two VTRs, a computer picture, a mixed VTR and computer picture, or a superimposed picture can be recorded. By executing a Q-Manager cue list, the computer waits for the edit-in or edit-out point of the VTRs and selects the picture to be displayed and recorded.

System with an RM-440

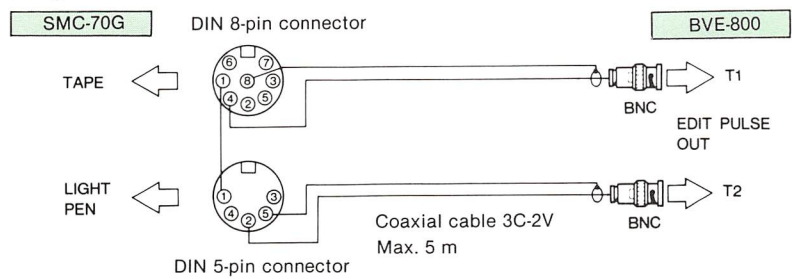


- Insulate the unused plugs (red and black) of the cassette interface cable with vinyl tape.

System with a BVE-800



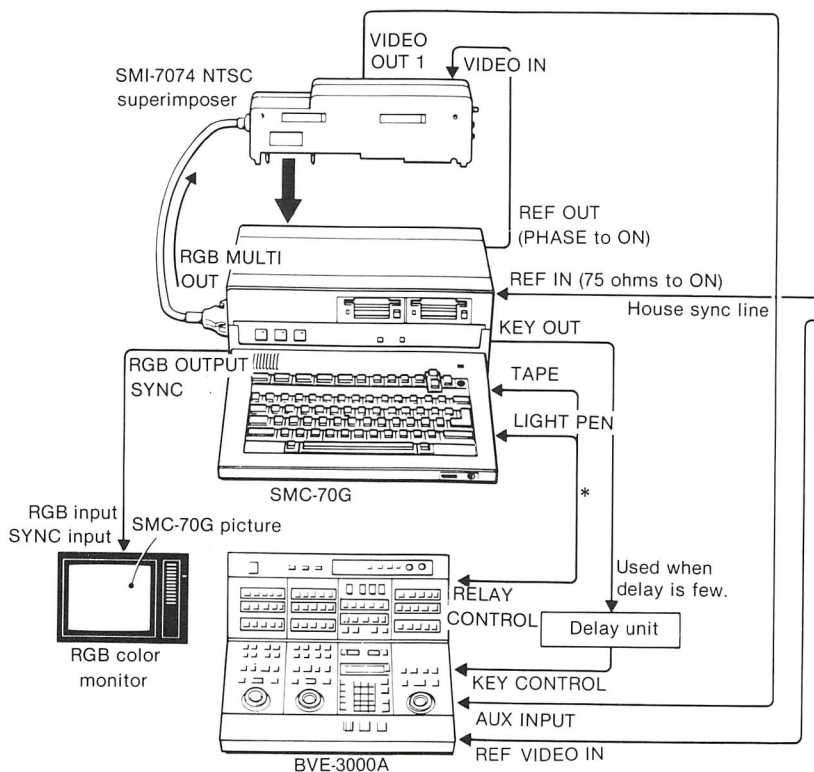
* For connecting the SMC-70G and the BVE-800, prepare the following cable.



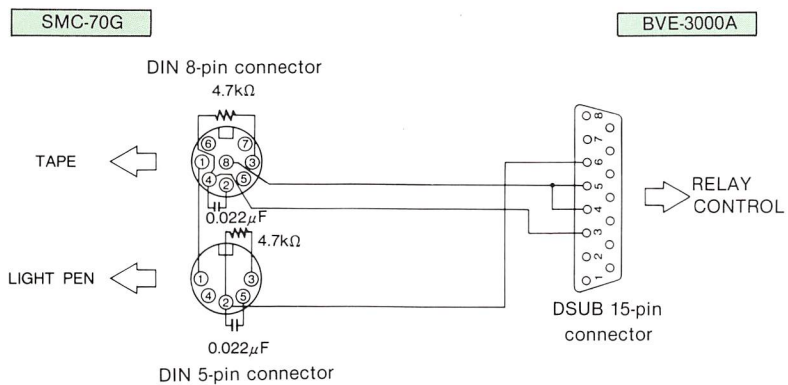
System with a BVE-3000A

In this system, the cue list instructs the computer to wait for the EVENT 1 and EVENT 2 register entry point.

Here, the NTSC superimposer is used as an encoder of the computer signal. Therefore, the cue list commands to set the computer in the superimpose mode are ignored. Control the superimposition of the computer image and the VTR picture on the BVE-3000A.



* For connection between the SMC-70G and the BVE-3000A, prepare the following cable.

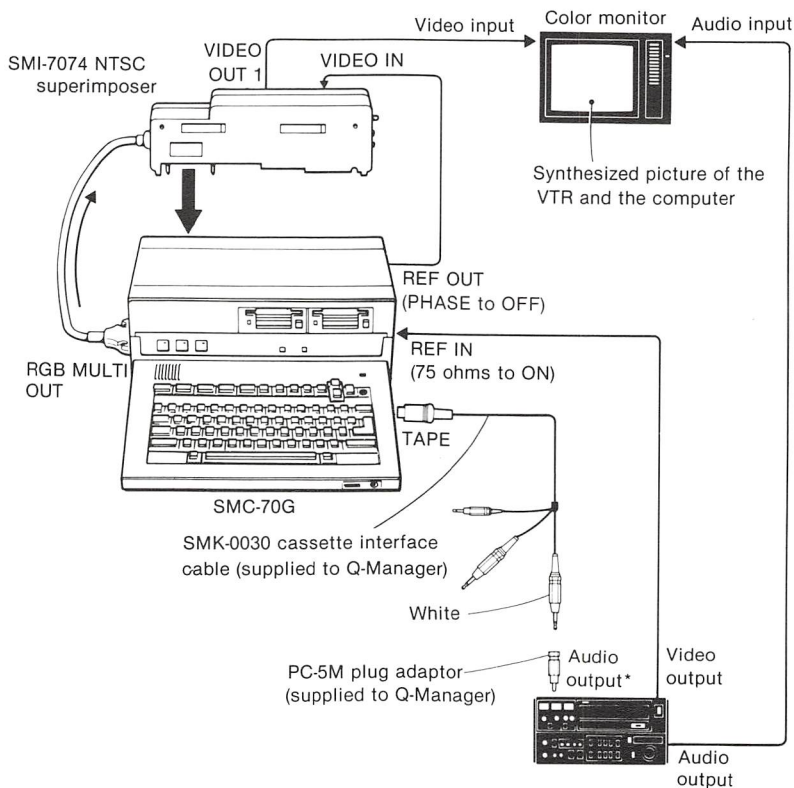


TO SWITCH DISPLAYS UTILIZING THE CUE TONES

A computer picture can be mixed or superimposed over a VTR picture, can be wiped and can be displayed as desired. This system is useful for demonstrations, etc.

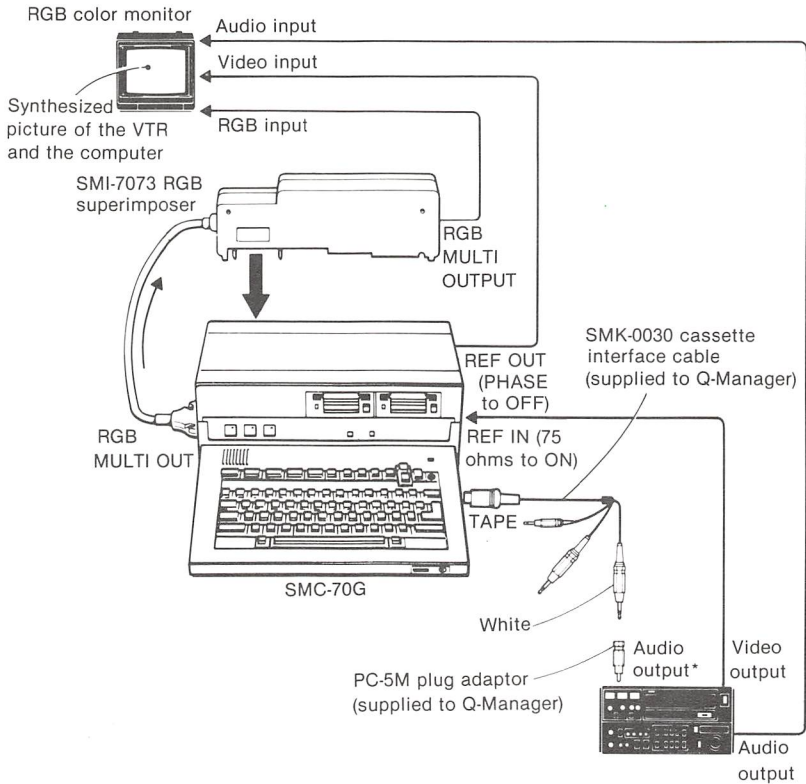
If a tape on which a cue tone has been recorded is used, a cue list, which instructs the computer to wait for the cue tones to control the picture, can be created.

When an SMI-7074 NTSC superimposer is used



* Connect to the audio out connector of the channel on which the cue tone is recorded.

When an SMI-7073 RGB superimposer is used

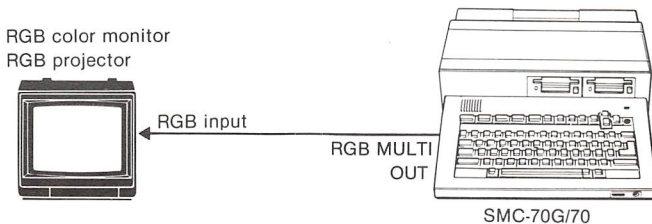


* Connect to the audio out connector of the channel on which the cue tone is recorded.

TO DISPLAY THE COMPUTER IMAGE ONLY

A cue list, which instructs the computer to display its picture for a specific time with specific wipe patterns can be created.

This system can be used instead of an over head projector for more attractive presentations of pictures or characters.

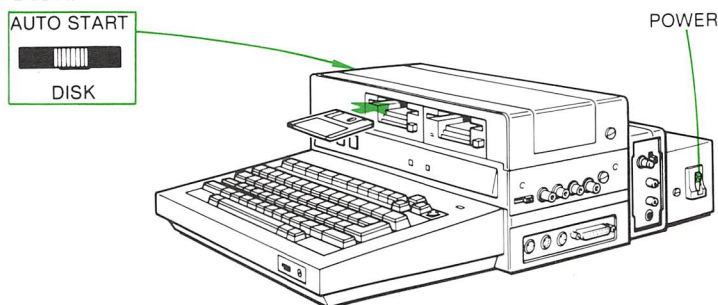


2-2 BACKUP PROCEDURE

As a precaution against accidental erasure of the disks, before using the newly purchased Q-Manager, first make backup copies of both the Q-Manager program disks and data disk. (These backup copies of the disks should then be utilized as the working copies of the disks, and the original disks should be stored in a safe place.)

In addition, the backup copy of your CP/M system disk should always be used. If backup copies of these disks have not already been made, refer to the procedure in the SMW-7002 CP/M Operating System manual.

- 1 Set the AUTO START switch on the left side of the computer to DISK.



- 2 Turn ON the power to the system — the computer, the monitor TV, etc.
- 3 Insert the CP/M system disk into Drive A.
The CP/M opening message will appear on the screen. The computer is now in the CP/M operating mode.
- 4 Type: BACKUP
Press:
- 5 The following message will appear on the screen.

```
SONY SMC-70 BACKUP MENU
1. Full Backup
2. Format and Sysgen
3. Format Disk
4. Sysgen
5. Data Backup
```

Select Option #

Press to exit

Press:

(By pressing "1", you have selected the option "#1. Full Backup".)

- 6 When the words "Source Drive" appear on the screen,
press:
- 7 When the words "Destination Drive" appear on the screen,
press:
- 8 The computer will display the following message.

```
Do you want to verify, enter [Y] or [N]?  
Default is "Y"
```

In order to ensure that there are not any errors during the BACKUP procedure, press (or). The computer will then double check the backup copy for any errors. Although the verification process requires a little more time, it is usually worthwhile. If you do not want to verify, press to skip the verification process.

- 9 After you have made your selection, the following message will appear on the screen.

```
LOAD diskettes and press [Return]
```

If the In Use Lamps for Drives A and B are off, remove the CP/M system disk from Drive A, and insert the Q-Manager program disk into Drive A and a blank disk into Drive B.

- 10 Press:
During the FULL BACKUP process, the computer first formats the blank disk and then copies all of the data from the Source disk to the Destination disk.
- 11 When the FULL BACKUP process is completed, the following message will be displayed on the screen.

```
Function is complete. Press [HOME] to  
exit or [Return] to start over
```

Press:

- 12 The backup menu will again appear on the screen.
Repeat the steps 5 to 11 for the data disk to get the full backup of it.

The backup copies of the Q-Manager program disk and the data disk have been completed. However, the CP/M system must also be copied onto the backup copy of the Q-Manager program disk.

- 13 When the backup menu again appears on the screen,
press:
(By pressing "4", you have selected the option "4.Sysgen".)
- 14 Press:
for the "Source Drive" and
press:
for the "Destination Drive".
- 15 Press (or) or for the requirement of the verification process.
- 16 When the In Use Lamps for Drives A and B are off, remove the disks from the drives, and insert the CP/M system disk into Drive A and the copy disk of the Q-Manager program disk into Drive B.
- 17 Press:
The CP/M system will be copied onto the backup copy disk.
- 18 Press twice.
The computer will return to the CP/M prompt mode.

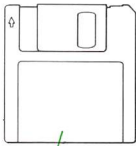
The working copies of Q-Manager are now ready to be used.

- Do not remove the write protect tabs on the backup copy disks.

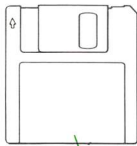
2-3 STARTING Q-MANAGER

1

Have the backup copies of the Q-Manager disks been prepared?



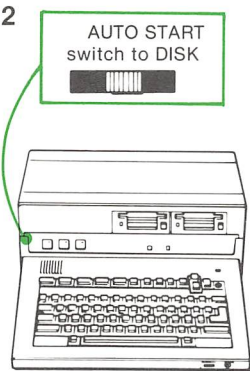
Program disk with CP/M system



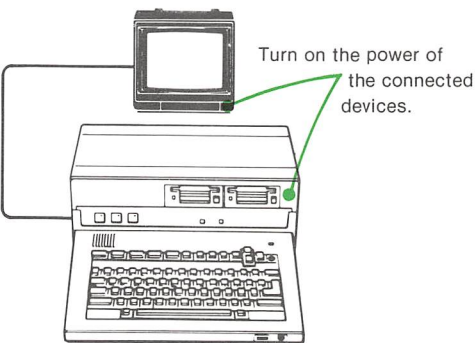
Data disk

If not, see the procedure in the “2-2 BACKUP PROCEDURE”

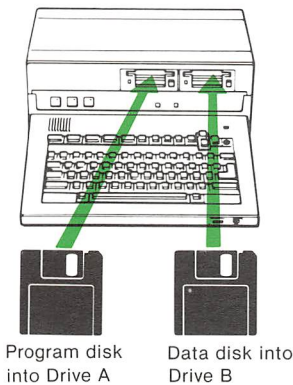
2



3



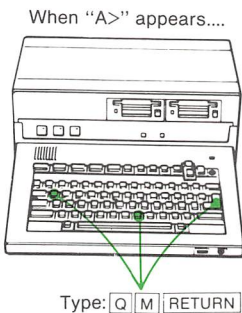
4



Program disk into Drive A

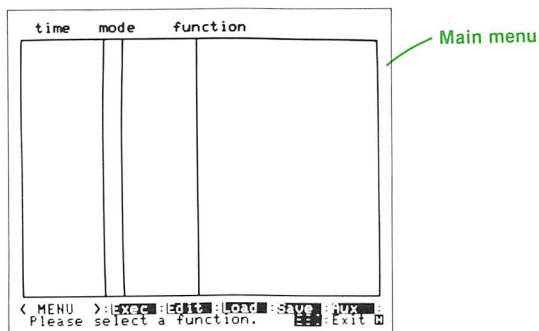
Data disk into Drive B

5



Type: Q M RETURN

The opening message will appear on the screen for a few seconds, indicating that the Q-Manager has been loaded. The computer will then automatically display the Q-Manager main menu.

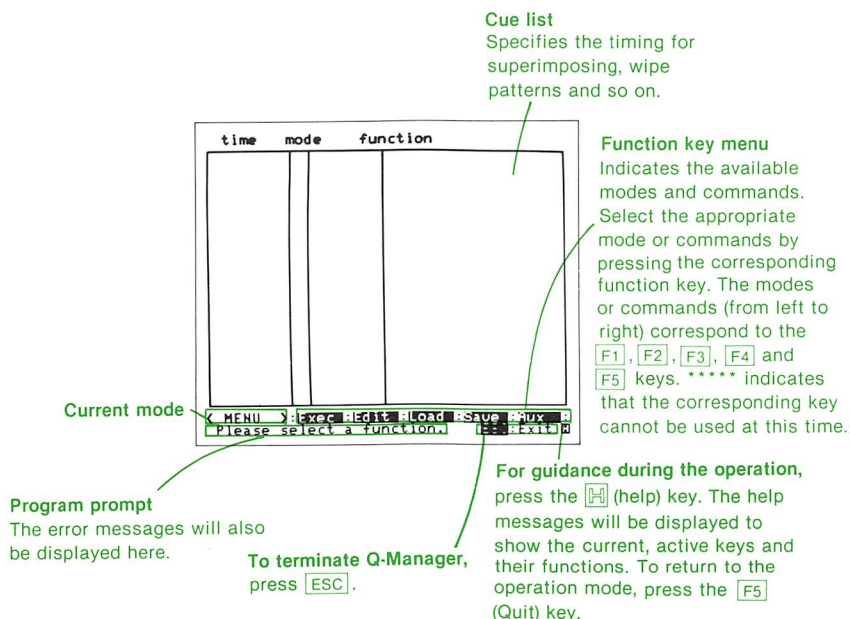


Now, the Q-Manager is ready to be used.

WHAT DOES THE DISPLAY MEAN

When Q-Manager has been loaded, the screen will display the main menu, and during operation, the screen will always display messages as a guide.

The meaning of the display is as follows:



USING A SONY SMI-7050 CACHE DISK UNIT

Using a cache disk unit for the program drive speeds up the display of the arrows, setting the current drive, etc. during the operation of Q-Manager. To start Q-Manager with a system using a cache disk,

- 1 Assign the connected cache disk unit to a drive using the CP/M SETUP command. (Refer to the CP/M manual.)
- 2 Copy the program disk contents to the cache disk.
 - 1) Erase the cache disk contents, if necessary.
 - 2) Insert the Q-Manager program disk into Drive A and the CP/M system disk into Drive B.
 - 3) In the CP/M mode, transfer the Q-Manager programs to the cache disk. For example, if the cache disk unit is set to Drive C, enter
B: ↵
PIP C: = A: *.*[V] ↵
- 3 To assign the cache disk drive to the current drive, enter
drive name: ↵
- 4 Insert the data disk into Drive B.
- 5 Enter
QM ↵

After using the Q-Manager, transfer the QM.SYS to the Q-Manager program disk to store the font drive and the connected editing control unit settings before turning off the power of the computer.

For example, if the cache disk unit is set to Drive C, insert the Q-Manager program disk into Drive A, the CP/M system disk into Drive B and enter

B: ↵
PIP A: = C: QM.SYS [V] ↵

in the CP/M prompt mode.

1) ↵ mark indicates of pressing of the RETURN key.

2-4 DISPLAYING GRAPHS

The Q-Manager data disk stores the sample cue lists to display graphs, titles and telops. In sections 2-4 to 2-6, Q-Manager is explained using these sample cue lists. You can operate your Q-Manager while reading through these sections.

DISPLAYING A BAR GRAPH

The "GRAPH1" file on the Q-Manager data disk is a sample of a cue list for displaying a bar graph created by Graphics Editor.

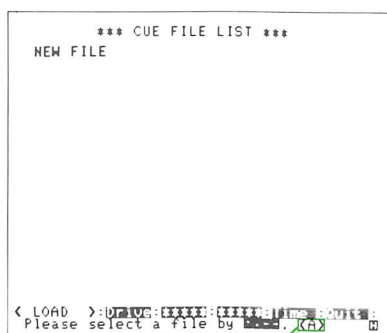
To execute this list, first read (load) the cue list from the disk.

To load a cue list

When the computer is displaying the main menu,

- 1 Press **F3** (Load).

The Load function is called, and the display will be as follows:



- 2 Press **F1** (Drive).

The drive select mode is entered.

- 3 Press **B** to specify Drive B.

The current drive is set to Drive B. The listing of the cue lists is displayed on the screen.

- The cue list data file named "GRAPH1" will be loaded.

Contents of "GRAPH1"

A cue list is a list as shown here in which Q-Manager commands are written. When a cue list is executed, the command is executed from the left to the right on the top line, then from the left to the right on the second line and so on. When the last command is executed, the execution of the cue list is terminated.

When the computer is displaying the main menu,

- The Exec function is called, and the display will be as follows:



- The list will be executed beginning with the first line.

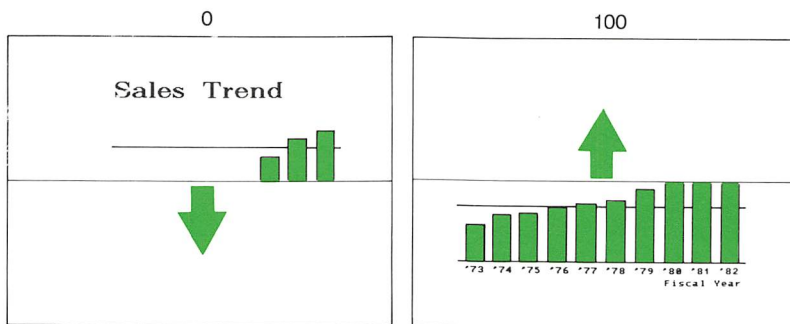
- 25

MEANING OF THE LIST "GRAPH1"

Each line of the cue list "GRAPH1" will be explained. For a detailed explanation of each command, refer to Chapter 3.

	time	mode	function
1		Blind	
2		Gload	BAR
3		Wipein	100, 30
4	Reset		
5	00 : 02 : 00	Blink	(00, 00) (79, 03) 8
6	00 : 15 : 00	Wipeout	15, 30

- 1 "Blind" is the command to close the 'curtain' of a specific color. Because the color number specification is omitted in this line, the color of the 'curtain' is specified as dark green.
- 2 "Gload" is the command to display a picture edited or created by Graphics Editor or Sony Disk BASIC. In this line, the picture file "BAR.PIC" is specified to be displayed.
"BAR.PIC" is a data file of bar graphs created by Graphics Editor. Because the 'curtain' has been closed in 1, the picture of the "BAR.PIC" is not currently visible.
- 3 "Wipein" is the command to open the 'curtain' so that the computer image will be visible.
There are 37 wipe patterns available with Q-Manager (page 79). A pattern number is specified in the Wipein command. If 100 is added to a pattern number, the wipein will be done in the reverse direction.



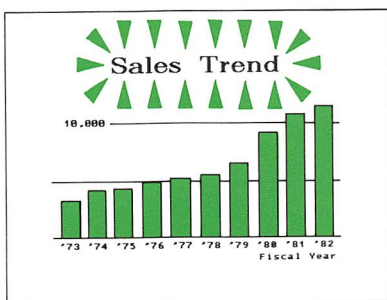
The "30" in this line specifies the speed of the wipe operation. The greater the number specified, the slower the screen is wiped.

- 4 “Reset” is the command to reset the computer’s internal timer (set the hour, minute, second and frame to 0s). After reset, the timer starts counting.

- 5 “00:02:00” makes the computer wait until the internal timer count reaches the specified time. The first two digits indicate the minutes, the next two the seconds and the last two the frames. “Blink” is the command used to blink the specified area of the screen.

Therefore, this line instructs the computer to wait until the timer counts 00:02:00, and then blinks the box whose diagonal connects (00,00) and (79,03).

(00,00)



(79,03)

The “8” in this line specifies the number of times to blink.

- 6 “Wipeout” is the command used to wipe out the screen (close the ‘curtain’) with a specific pattern.

When the internal timer counts 15 second 00 frame, the screen will be wiped out with pattern number 15 at the speed of 30.

MODIFYING OF THE “GRAPH1” CUE LIST

In the “GRAPH1” cue list, the timing of the display of the wipe out for the graphs is specified. Change the list so that the graph will be either displayed or cleared when a computer key is pressed. By changing the list in this way, the display of graphs at the correct time can be done during presentation, etc.

Changing of a cue list

When the main menu is displayed,

- 1 Press **F2** (Edit).

The display will be as follows:

Cursor

Indicates the position where a character will be typed by pressing a key.

time	mode	function
Reset 00:02:00 00:15:00	Blind Cloud Wipein	BAR 100,30
	Blink Wipeout	(00,00) (79,03)8 15,30

Commands which can be entered in the column where the cursor is positioned. Press **SHIFT** + **↑** / **↓** ⁽¹⁾ to display other commands, if available. Press one of the function keys (**F1** to **F4**) to insert the corresponding command at the cursor position on the list.

To exit the Edit mode, press **F5** (Quit).

- 2 Q-Manager has a command named “Key”. This instructs the computer to wait until the space bar is pressed. When the “Key” command is executed, every time the space bar is pressed, the list execution will proceed to the next step. The command “Key” will be used in the new cue list.

Press to move the cursor to the line 3 in the list.

time	mode	function
00:02:00	Blind Gload	BAR
00:02:00	Wipein	100,30
00:15:00	Blink	(00,00) (79,03)8
00:15:00	Wipeout	15,30

1) **SHIFT** + **↓**/**↑** in this manual indicates pressing **↓** or **↑** while the **SHIFT** is pressed.

- 3 Press **[SHIFT]** + **[↑/↓]** to display the command “Key” on the message line and press the **[F1]** key, which corresponds to the command “Key”.

“Key” is written into the list.

time	mode	function
Key	Blind	BAR
Reset	Gload	100,30
00:02:00	Wipein	
00:15:00	Blink	(00,00) (79,03)8
	Wipeout	15,30

< EDIT >:Key:Scene:Repet:Hours:Quit:
#3 Please edit cue list.---remain=39

- 4 To change the list so that the graph is cleared when the space bar is pressed, press **[↓]** to move the cursor to the line in which the command “Wipeout” is written, and then press **[F1]** (Key).

“Key” is written into the list.

time	mode	function
Key	Blind	BAR
Reset	Gload	100,30
00:02:00	Wipein	
Key	Blink	(00,00) (79,03)8
	Wipeout	15,30

< EDIT >:Key:Scene:Repet:Hours:Quit:
#6 Please edit cue list.---remain=39

- 5 To change the wipe pattern when the screen is wiped out, press **[SHIFT]** + **[→]** to move the cursor to the beginning of the column next to the column where the word “Wipeout” is written and press **[3]** and **[1]** to overwrite “31”. The wipe pattern number is changed. When the cursor moved too much, press **[SHIFT]** + **[←]** to return to the previous column.
- 6 After the necessary changes have been done, press **[F5]** (Quit) to return to the main menu.

Execution of the list

The modified list is now displayed. To execute this list:

- 1 Press **F1** (Exec).
- 2 Press **F1** (Run).

While the red lamp of the Drive B is on, the bar graph is being loaded. After the red lamp is turned off, press the space bar to display the bar graph. The specified part, in this screen, the title, will blink on and off eight times then.

Press the space bar again to clear the screen.

Press **F5** (Quit) to return to the main menu.

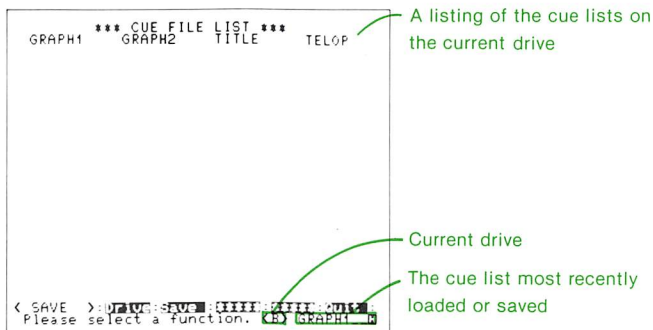
Saving of the list

Save the list so that it can be used later.

When the main menu is displayed on the screen,

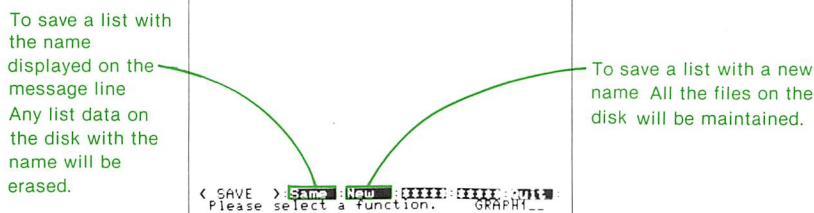
- ➊ Press **F4** (Save).

The display will be as follows:



- 2 Press **F2** (Save).

The display will be as follows:



3 Press **F2** (New).

The computer prompt asks for a name. Type the desired name and then press **RETURN**.

The list data name can consist of up to 8 alphanumeric characters.

The list data will be saved with the specified name, and the display will return to the main menu.

After the list data has been saved, it can be loaded and executed at any time by specifying its name.

DISPLAYING A PI CHART

The cue list “GRAPH2” is an example of a pi chart. Load and execute it in the same way as the list “GRAPH1”.

Operation

When the main menu is displayed on the screen,

- 1 Press [F3] (Load).
- 2 Press [↑][↓][←][→] until the word “GRAPH2” blinks and then press [RETURN] .

The list “GRAPH2” will be displayed.

time	mode	function	
Key	Blind	PI	Closes the 'curtain' of dark green.
	Gload		Load a pi chart, but it is not visible.
Key	Wipein	6, 30	Press the space bar to display the pi chart with a wipe pattern.
Key	Wipeout	106, 30	Press the space bar to clear the pi chart with a wipe pattern.
Key			Press the space bar to terminate the list execution.

- 3 Press [F1] (Exec).
- 4 Press [F1] (Run).

The execution of “GRAPH2” has begun. Press the space bar to display a pi chart and press the space bar again to clear it. After the execution is over, press [F5] (Quit) to return to the main menu.

Create graphs with Graphics Editor, etc. Specify their names and add the effective wipe patterns in the “GRAPH1” and “GRAPH2” lists to make a more attractive show.

2-5 DISPLAYING TITLES

CUE LIST "TITLE"

The "TITLE" file on the Q-Manager data disk is a sample of a cue list for displaying a title created by Graphics Editor.

To load “TITLE”

When the computer is displaying the main menu,

- 1 Press **F3** (Load).
- 2 Press **↑****↓****←****→** until the word "TITLE" blinks, and then press **RETURN**.

The cue list "TITLE" will be loaded.

To execute “TITLE”

The cue list “TITLE” can be used with an SMC-70G and an editing control unit, as shown on page 12, 13 and 14.

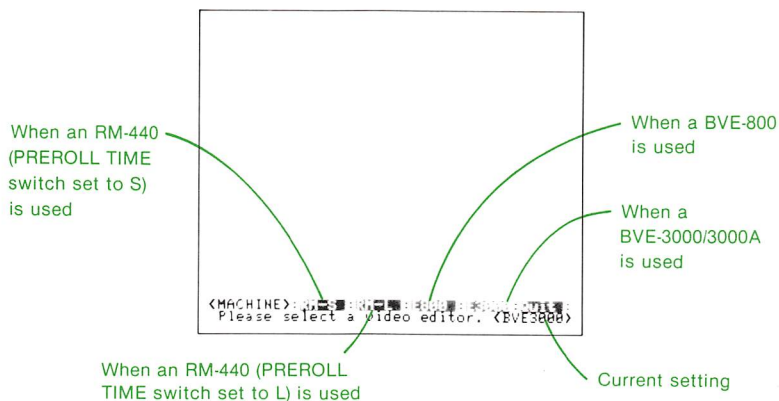
The computer waits for the edit-in and -out points of the VTRs, and then displays the computer picture superimposed over the VTR picture.

Before executing the cue list, first specify which editing control unit is connected.

When the computer is displaying the main menu,

- ➊ Press **F5** (Aux).
“Aux” is the mode which controls the auxiliary functions.
- ➋ Press **F1** (Setup).
- ➌ Press **F1** (Machn).

The machine specification mode is selected.



- ④ Press the function key (**F1** to **F4**) which corresponds to the connected editing control unit.
- ⑤ Press **F5** (Quit) twice to return to the main menu.
- ⑥ Press **F1** (Exec).
- ⑦ Press **F1** (Run) to execute the list.

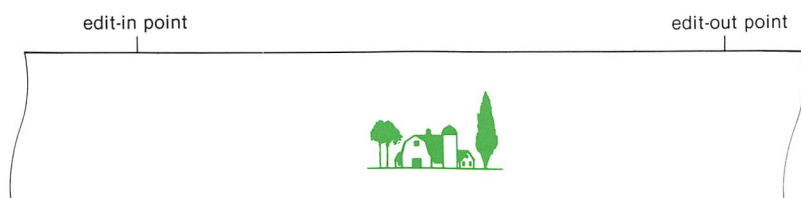
The cue list "TITLE" execution has begun. The computer will wait for the VTR edit in point. Start the edit recording or edit preview.

Execution result

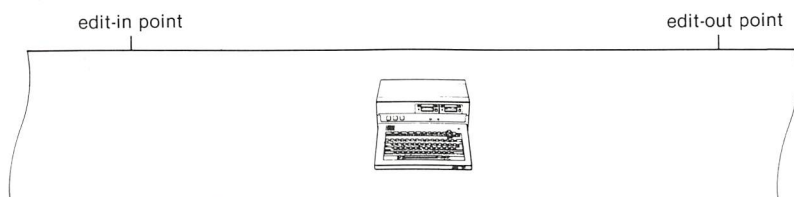
After the cue list "TITLE" has been executed, the signals on the tape will be as follows.

Before execution

Tape on the player

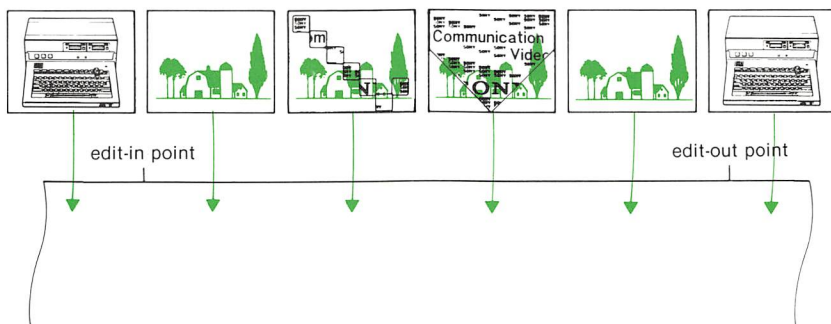


Tape on the recorder



After execution

Tape on the recorder



Meaning of the list “TITLE”

Each line of the cue list “TITLE” has the following meaning :

time	mode	function
①		Blind
②	S	Gload
③ Begin		TITLE
④ 00 : 03 : 00		Wipein 72, 30
⑤ 00 : 23 : 00		Wipeout 37, 30
⑥ Key		

- ① Closes the dark green ‘curtain’.
- ② “S” is the command to set the display to the superimpose mode. In this mode, the computer image is superimposed over the VTR picture. Actually, the VTR picture can be seen only in the dark green portion of the computer display. Because the computer display is covered with the dark green ‘curtain’ in step ① above, the VTR picture will be displayed on the entire screen.
Then, loads the picture “TITLE”. It cannot be seen because the ‘curtain’ is closed.
- ③ “Begin” is the command to instruct the computer to wait for the VTR’s edit-in point. When this command is executed and the computer detects the VTR’s edit-in point, the computer resets the timer to 00 hours 00 minutes 00 seconds 00 frames.
- ④ When the internal timer counts 3 sec. 0 frames, the display will be wiped in.
The computer image will be superimposed on the VTR picture.
- ⑤ When the timer counts 23 sec. 00 frames, the computer image will be wiped out. Because the specification for the wipe out color is omitted, dark green is used as the ‘curtain’ color and, therefore, only the VTR picture will be displayed on the entire screen.
- ⑥ Press the space bar to terminate the list execution.

Title displays are created using Graphics Editor. Its name is specified, and the appropriate wipe patterns added to the “TITLE” list to attractively display the titles.

The titles can also be created using Video Titler. In this case, the commands Vopen and Vtext are used instead of Gload. For details, refer to the Chapter 3.

2-6 DISPLAYING TELOPS

Telops are the names of places or persons or the comments superimposed over a VTR picture.

Q-Manager cue lists can be used to conveniently display such telops.

CUE LIST "TELOP"

The "TELOP" on the Q-Manager data disk is an example of a cue list for displaying telops created by Video Titler.

To load "TELOP"

When the computer is displaying the main menu,

- 1 Press **F3** (Load).
- 2 Press **↑ ↓ ← →** until the word "TELOP" blinks, and then press **RETURN**.

time	mode	function
Key	S	Vopen
		B : TELOP Opens the Video Titler file "TELOP".
		Vtext
		1 Displays page 1 of the file "TELOP".
Key		Clear
Key		Vtext
		2
Key		Clear

To execute "TELOP"

To display the Video Titler file, you must first copy the character font files from the Video Titler disks to a micro floppydisk or a cache disk. Using a cache disk unit speeds up the display.

When the computer is displaying the main menu,

- 1 Press **F5** (Aux).
"Aux" mode activates the auxiliary functions of Q-Manager.
- 2 Press **F1** (Setup).
- 3 Press **F2** (Fcopy).
The font copy mode is selected.
- 4 Press **F1** (Drive) and type the letter of the drive onto which the font file is to be copied (font drive).
The drive used for Q-Manager program cannot be specified as the font drive.
- 5 Press **F2** (VT) to copy the Video Titler font data.
 - **F3** is not used in this US version.

- ⑥ When the computer displays “Please insert VT program disk into A”, remove the Q-Manager program disk from Drive A, insert the Video Titler **program disk** and press **RETURN** .

When the computer displays “Please insert VT data disk into A”, remove the Video Titler program disk from Drive A, insert the Video Titler **data disk** and press **RETURN** .

When the computer displays “Please insert QM program disk into A”, remove the Video Titler data disk from Drive A, insert the Q-Manager **program disk** and press **RETURN** .

The character font data have been copied.

- ⑦ Press **F5** (Quit) twice to return to the main menu.
⑧ Press **F1** (Exec).
⑨ Press **F1** (Run).

The cue list “TELOP” execution has started. This list displays a telop over the VTR picture because “S” is specified and clears the telop when the space bar is pressed.

When VTR recordings are to be made, the list “TELOP” can be modified to wait for the VTR edit-in and edit-out points to display the telops.

Small changes of the “TELOP” list can make a VTR program or demonstration program with telops at any time and any place.

2-7 CREATING A CUE LIST

In the previous sections, the cue lists on the data disk have been edited and executed. In this section, how to create a cue list is explained.

BEFORE EDITING

Which devices are to be used or how the new list is to work must be decided. Here, create a list so that the title displayed in section 2-5 will be displayed and that the part of the title will start blinking when a computer key is pressed.

EDITING OF A CUE LIST

When Q-Manager is loaded, a blank list is displayed. The cue list Edit mode is entered by pressing **[F2]** (Edit) in the same way as when a list was changed in the previous sections.

When a list where commands are written is displayed on the screen and a new list is to be created, a blank list must first be loaded on the screen.

To load a blank list

When the main menu is displayed on the screen,

- 1 Press **[F3]** (Load).
- 2 Press **[↑][↓][←][→]** until the word "NEW FILE" blinks and then press **[RETURN]**.

The word "NEW FILE" is displayed when any drive is specified.

A blank cue list will be displayed.

Fill the blank cue list

- 1 Press **[F2]** (Edit) to select the Edit mode.
The Edit mode is used both to create and edit a list.
- 2 "Gload" to display the title is the command to be written into the "function" column.
Press **[RETURN]** twice to move the cursor to the "function" column. **[SHIFT] + [→]** can be used instead of **[RETURN]**. Then press **[SHIFT] + [↓]** to display "Gload" in the function key menu and press **[F1]** (Gload).

When the picture file is on another drive, press **[F1]** (Drive) and type the drive name.

- ⑥ Press **[↑]** **[↓]** **[←]** **[→]** until the word "TITLE" blinks and then press **[RETURN]**.

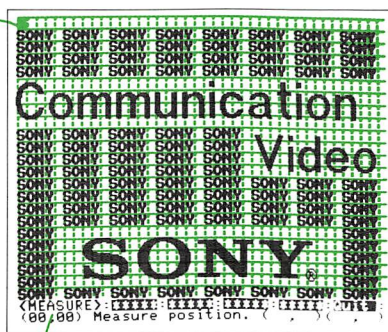


"TITLE" is displayed.

The file name which has been specified is stored as the data "File".

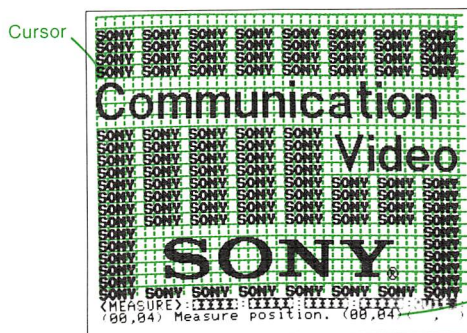
- ⑦ The area to be blinked can be checked on the displayed screen. Press **[F2]** (Mesur).

Cursor



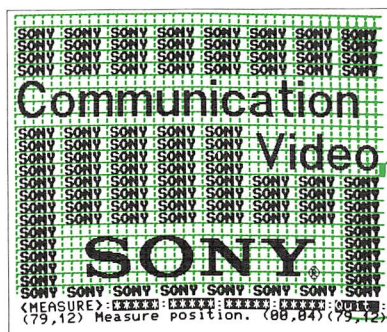
The coordinates of the cursor

- 8 Press $\uparrow$ $\downarrow$ $\leftarrow$ $\rightarrow$ until the cursor moves to the upper left corner of the area to be blinked and press $\boxed{\text{RETURN}}$.



The coordinates of the cursor position when $\boxed{\text{RETURN}}$ is pressed is displayed. The coordinates are stored as the data "Post1".

- 9 Press $\uparrow$ $\downarrow$ $\leftarrow$ $\rightarrow$ until the cursor moves to the lower right corner of the area to be blinked and press $\boxed{\text{RETURN}}$.



The coordinates of the cursor position when $\boxed{\text{RETURN}}$ is pressed is displayed. The coordinates are stored as the data "Post2".

- 10 Press $\boxed{\text{F5}}$ (Quit) twice to return to the Edit mode.

- 14 Press **RETURN** twice to move the cursor to the function column.
- 15 To write "Blink" to let the display blink, press **SHIFT** and **↓/↑** to display "Blink" in the function key menu and press **F3** (Blink).
- 16 Press **RETURN**.
- 17 In the command Blink, the area and the times to be blinked is specified.

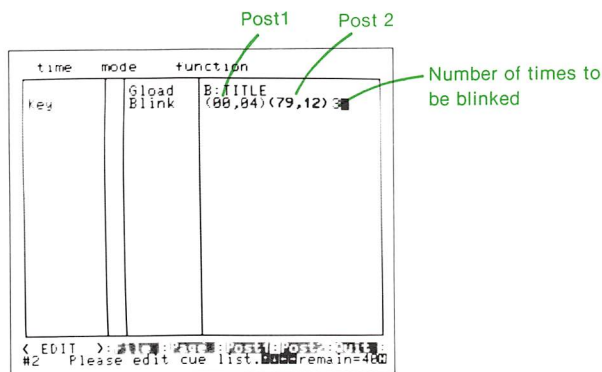
Blink (coordinates) (coordinates) times

Press **SHIFT** and **↓/↑** to display "Post1" in the function key menu and press **F3** (Post1) and then press **F4** (Post2).

The coordinates stored as the data "Post1" and "Post2" in steps 8 and 9 are written.

The coordinates can be written by typing numeric keys letter by letter instead of using the function keys.

- 18 Type a numeric key to specify the number of times to be blinked.



- 19 After the entry into a cue list is finished, press **F5** (Quit) to return to the Edit mode.

A new cue list has been created. Execute it in the Exec mode to check whether the cue list has been made as you intended.
Save the new cue list if it is desired.



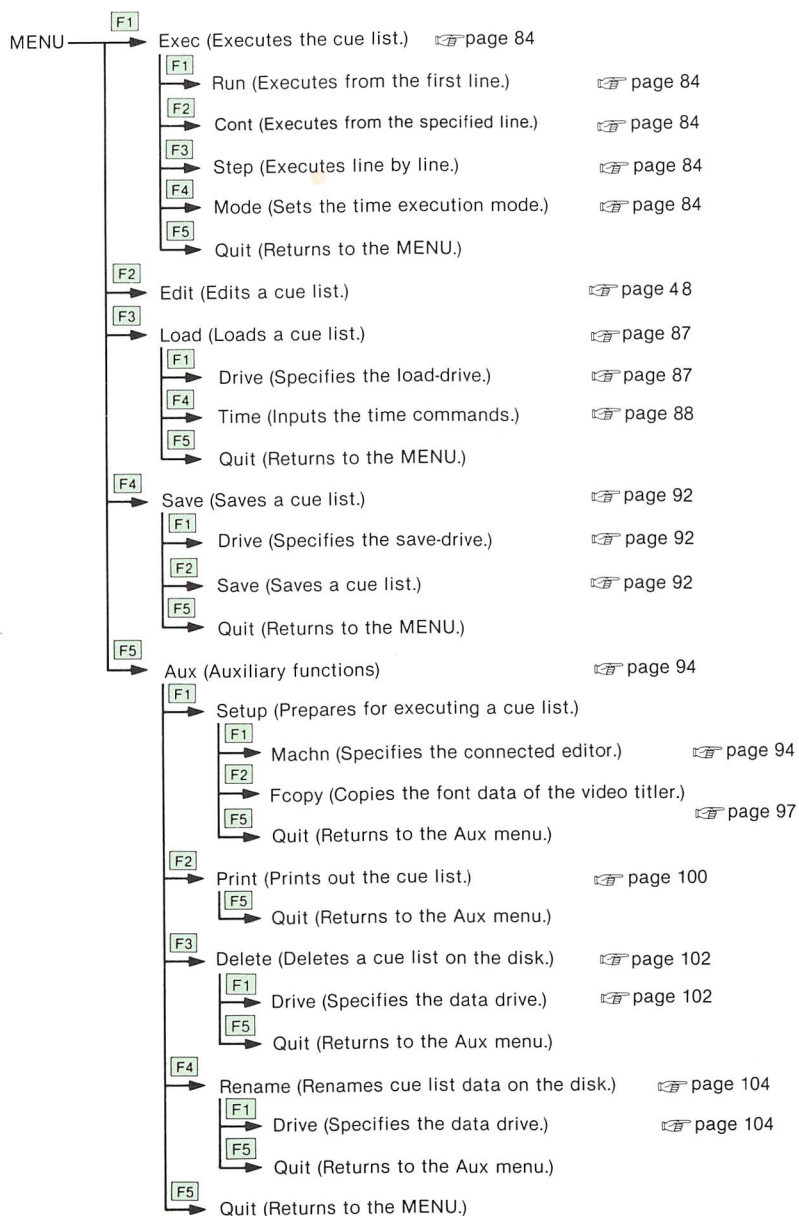
CHAPTER 3

ALL ABOUT

Q-MANAGER

3-1 Q-MANAGER MODES

Q-Manager has several functions for making, editing or executing a cue list. To operate the functions, press the appropriate function key(s). Modes list and transition between modes are as follows:



DISPLAY MODE

When Q-Manager is operated and when the computer is in the modes other than the Exec, Measure and Time modes, only the computer image is set to be displayed. In the Measure and Time modes, the computer image is superimposed over the VTR picture.

When Exec mode is entered, the display can be selected by using a function key.

SHIFT + **F1**: Computer only

SHIFT + **F2**: Mixed of computer image and VTR picture

SHIFT + **F3**: Superimpose of the computer image on the VTR picture

SHIFT + **F4**: VTR only

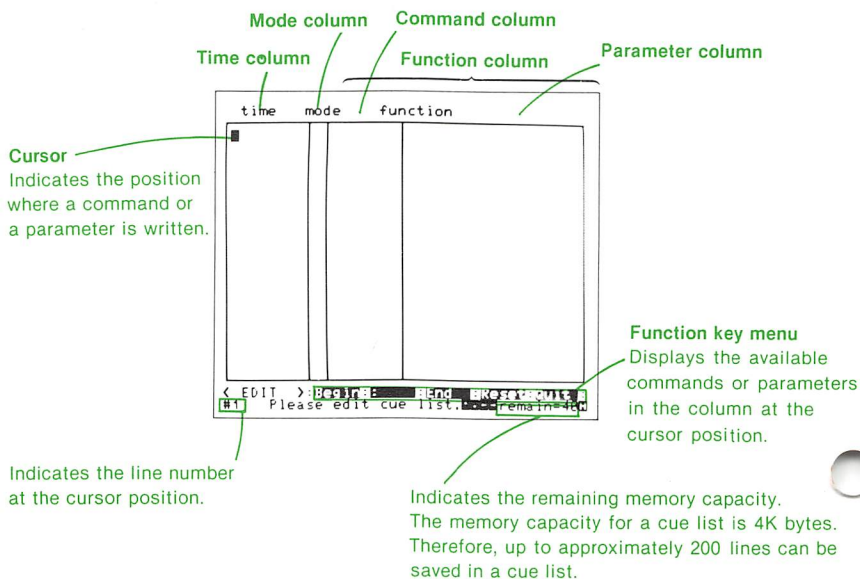
When the cue list is executed, the display is set as selected until another display is selected by a Q-Manager command written in the "mode" column.

3-2 CREATING A CUE LIST (EDIT MODE)

This is the mode for creating or editing a cue list .

When the computer is displaying the main menu, press **[F2]** (Edit).

The computer enters the Edit mode, in which commands can be written into a cue list.



A cue list consists of three columns; the time, mode, and function columns.

There are 12 commands to be written in the time column. For details, see page 51.

One of the 4 commands can be written in the mode column. See page 59.

One of the 16 commands can be written in the function column. The function column consists of both the command and the parameter columns, and a command and parameters must be entered in the respective column. A parameter is a variable which is used to specify a command. For details, see page 60.

After writing commands or parameters to be executed in to a cue list, or editing the list, press **[F5]** (Quit) to return to the main menu.

To execute the cue list, transfer to the Exec mode.

HOW TO ENTER A COMMAND OR A PARAMETER

There are two methods to enter a command or parameters. One is the method of typing the characters one by one with the alphanumeric keys. Both capital and small letters may be used for writing a command or a parameter. The other is to use the function keys. When moving the cursor to the the desired column, the function key menu displays commands or parameters available to that column. Press the corresponding function key to write a command or a parameter into the cue list. When the desired command or parameter is not displayed in the function key menu, press $\uparrow$ or $\downarrow$ while simultaneously pressing **SHIFT**. The function key menu will change to other available commands.

In the edit mode, each command and parameter is assigned to the following function key:

Time column

F1	——	Begin	Key	Evt1
F2	——	:	Scene	Evt2
F3	——	End	Repet	Htone
F4	——	Reset	Hour :	Ltone
F5	——	Quit	Quit	Quit

Mode column

F1	——	SMC70
F2	——	Mix
F3	——	Super
F4	——	Video
F5	——	Quit

Function column (Command column)

F1	——	Wpin	Gload	Vopen	Arrow	Inpnt
F2	——	Wpout	Govly	Vtext	Scren	Beep
F3	——	Blink	Clear	Kopen ¹⁾	Remrk	Take
F4	——	Blind	Bordr	Ktext ¹⁾	*****	*****
F5	——	Quit	Quit	Quit	Quit	Quit

Function column (Parameter column)

F1	——	*Wipe ²⁾	File ²⁾	(0,0)
F2	——	*Data ²⁾	Page ²⁾	<1>
F3	——	*****	Post1 ²⁾	,
F4	——	*****	Post2 ²⁾	:
F5	——	Quit	Quit	Quit

1) The Kopen and Ktext commands can be used with the version for Japan only.

2) See page 81 and after for "*Wipe", "*Data", "File", "Page", "Post 1" and "Post 2".

The following keys can be used for editing a cue list.

Pressed key	Function
 or 	Moves the cursor one space to the left or to the right within the same column.
 or 	Moves the cursor one line up or down within the lines where commands or parameters are written.
  +  ¹⁾  + 	Moves the cursor to the beginning of the next column.
 +   + 	Moves the cursor to the beginning of the preceding column.
	Moves the cursor to the beginning of the command or parameter being entered. When the cursor is positioned at the beginning of a command or parameter, the cursor moves to the beginning of the preceding column.
 +  or 	Switches the function key menu set displayed.
	Inserts a space at the cursor position. The character at the cursor position and the followings move one space to the right.
 + 	Inserts a blank line at the cursor position. The line at the cursor position and the followings move down one line.
	Deletes the character at the cursor position. All the characters after the deleted character move one space to the left.
 + 	Deletes the entire line at the cursor position. All the lines after the deleted line move one line up.
	Deletes the character at the cursor position and the followings within the column.
 + 	Deletes the line at the cursor position, and inserts a blank line there. The following lines do not move.
	Deletes the character preceding the cursor. The character at the cursor position and the followings move one space to the left.
 + 	Moves the cursor to the first line. Press these keys again, and the cursor moves to the last line.
 +  or 	Scrolls up or down one page. These keys are used when the cue list is too long to display on the screen at a time. Press  +  to see the previous page; press  +  to see the following page.

When a command in the function column is deleted, its parameters are also deleted.

1)  +  indicates the pressing of  while simultaneously pressing .

COMMANDS IN THE TIME COLUMN

The following commands wait for the specified period and then proceed the following command, or designate the time to execute a command.

Commands are explained in alphabetical order.

The following format is used for the explanation:

Command name

Command function

Format

Indicates the correct syntax.

Parameters in brackets ([]) may be omitted.

Commas (,) in brackets may be omitted. Commas out of brackets cannot be omitted.

(), < > and colons (:) cannot be omitted.

Specification method

Explains how to specify parameters.

Execution example

Gives a simple cue list using the command.

Notes

Points out items which require special attention.

Notes on using the command in the time column

- The internal timer of the computer has no counter for the frames differently from the video unit, therefore the frame in the internal timer means one-thirtieth second.
- The RM-440 editing control unit operates in a non-drop frame mode; therefore, time lag between real time and the RM-440 counter's increases when a cue list, which needs a long time to execute, is executed.

When the RM-440 is connected in the system or an editing control unit is to be operated in a non-drop frame mode, create a cue list considering to it.

For example, the time mode makes it possible to enter a "minute:second:frame" command while watching the superimposed picture.

Begin

Waits until the edit-in point is detected, and then sets the internal timer of the computer to the time specified by a Inpoint command and proceeds the following command.

Format

Begin

Notes

- This command waits until the relay is closed at the point set in the EVENT 1 register when the BVE-3000/3000A is connected as an editing control unit. For details of EVENT 1 register, refer to the operation manual of the BVE-3000/3000A.
- When an Inpoint command does not precede this command, the timer is set to 00 (hours):00 (minutes):00 (seconds):00 (frames).
- When the edit-in point is detected in SMC-70G GENLOCK ON mode, the computer is automatically set to the AUTO mode. Therefore, the synchronization will be lost when GENLOCK ON mode selection switch is set to INT and the edit-in point is detected.

End

Waits until the edit-out point is detected, and proceed to the following command.

Format

End

Note

This command waits until the relay, which is closed at the point set in the EVENT 1 register, is opened when the BVE-3000/3000A is connected as an editing control unit. For details of EVENT 1 register, refer to the operation manual of the BVE-3000/3000A.

Event 1

Waits until the relay is closed at the point set in the BVE-3000/3000A EVENT 1 register.

Format

Event 1

Notes

- This command can be used only when the BVE-3000/3000A is connected and when the BVE-3000/3000A is selected in the Machine mode. For details of EVENT 1 register, refer to the operation manual of the BVE-3000/3000A.
- This command is similar to the Begin command in respect of waiting for the point recorded in EVENT 1 register. However, this command never sets the internal timer of the computer.

Event 2

Waits until the relay is closed at the point set in the BVE-3000/3000A EVENT 2 register.

Format

Event 2

Note

This command can be used only when the BVE-3000/3000A is connected and when the BVE-3000/3000A is selected in the Machine mode. For details of EVENT 2 register, refer to the operation manual of the BVE-3000/3000A.

Hour

Waits until the hour digit of the internal timer of the computer coincides with the hour specified by this command.

Format

Hour: hour

Specification method

Hour

Specifies an integer from 0 to 23 (the 24-hour system).

Execution example

Execute

Reset			Sets the hour, minute, second and frame digit of the timer to 0.
58 : 00 : 00	Blind	<K>	(The hour digit is 0)
59 : 00 : 00	Gload	B : TITLE	(The hour digit is 0)
Hour : 1			Waits until the hour digit becomes 1.
00 : 00 : 00	Wipein	71	

When minutes:seconds:frames of the internal timer become 58:00:00, the screen changes black, and when the hour digit becomes 1, the screen is wiped in and the picture file "TITLE" is displayed.

If "Hour : 1" is not executed, "Time warning" error would occur when the Wipein command is executed.

Htone

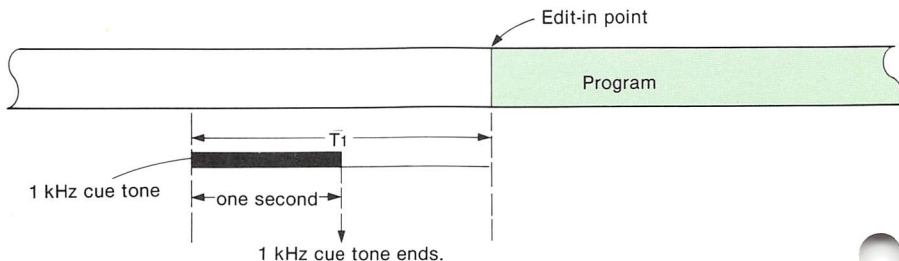
Waits until the end of the 1 kHz cue tone signal is detected.

Format

Htone

Notes

- This command is used to play back a tape on which a 1 kHz cue tone has been recorded. As to connection, see page 16 and 17.
- A 1 kHz cue tone can be recorded using a BVE-800. The relationship between the edit-in point and the 1 kHz cue tone is as follows:



To let the computer wait for the point which used to be an edit-in point on a tape on which a 1 kHz cue tone has been recorded, make a cue list to instruct the computer to wait for the seconds subtracting one second from T_1 seconds after an Htone command has been executed. As to how to record a 1 kHz cue tone, refer to the operation manual of the BVE-800.

Key

Waits until the space bar or the corresponding key to the scene number (one character out of A to Z or 0 to 9) specified by a Scene command is pressed.

Format

Key

Execution example

When

Key		Gload Clear	B: PI <8>
-----	--	----------------	--------------

is executed, the screen does not turn gray until the space bar is pressed.

Note

When the scene number specified by a Scene command is pressed instead of the space bar, the cue list execution starts from that line.

Ltone

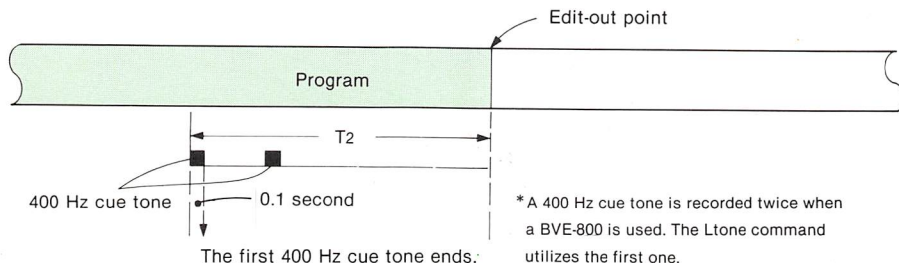
Waits until the end of the 400 Hz cue tone signal is detected.

Format

Ltone

Notes

- This command is used to play back a tape on which a 400 Hz cue tone has been recorded. As to connection, see page 16 and 17.
- A 400 Hz cue tone can be recorded using the BVE-800. The relationship between the edit-out point and the 400 Hz cue tone is as follows:



To let the computer wait for the point which used to be an edit-out point on a tape on which a 400 Hz cue tone has been recorded, make a cue list to instruct the computer to wait for the seconds subtracting 0.1 second from T2 seconds after an Ltone command has been executed.

As to how to record a 400 Hz cue tone, refer to the operation manual of the BVE-800.

Repeat

Repeats the cue list from the first line.

Format

Repeat

Execution example

When

Reset 00:02:00 00:04:00 Repeat		Border Border	<T> <Y>
---	--	------------------	------------

is executed, the border area repeatedly turns turquoise and then yellow. Press **ESC** to stop the execution.

Reset

Sets the internal timer of the computer to 00 (hours) : 00 (minutes) : 00 (seconds) : 00 (frames)

Format

Reset

Scene

Labels a line.

Format

Scene : scene number

Specification method

Scene number

Specifies one character: A to Z or 0 to 9.

Execution example

Execute

Key Scene : N		Gload Gload	B : BAR B : PI
------------------	--	----------------	-------------------

When the space bar is pressed, the picture file "BAR" is displayed. When **[N]** is pressed instead of the space bar, the picture file "PI" is displayed.

Note

To jump the cue list execution to a specific line, first label the line with this command. Then press the specified scene number when the Key command is executed, so that the list execution jumps to the desired line.

Minutes:seconds:frames

Waits until the internal timer of the computer coincides with the time specified by this command.

Format

Minutes:seconds:frames

Specification method

Minutes, seconds

Specifies an integer from 0 to 59.

Frames

Specifies an integer from 0 to 29.

Execution example

When

Begin 00:02:00		Gload	B:TITLE
-------------------	--	-------	---------

is executed, the picture file "TITLE" is displayed on the screen two seconds after the edit-in point is encountered.

Notes

- When executing this command one after another, leave more than one second between the two. If executing the cue list specifying more than two "Minutes : seconds : frames" commands within one second, a "Time warning" error will occur.

However, there is the exception for the time between the Begin command used without the Inpoint command and the following command.

The Begin command is not preceded by the Inpoint command, therefore, the internal timer is set to "00 : 00 : 00 : 00".

Begin 00:00:15		Border	<R>
-------------------	--	--------	-----

An error will not occur in spite of only 15 frames of duration.

- It takes much time to execute the Wipe commands or the commands to load data from a micro floppydisk, such as a Gload. Therefore, special attention is required to enter "minutes : seconds : frames" command.

COMMANDS IN THE MODE COLUMN

The following four commands select the picture to be displayed on the screen—a picture from the computer, a picture from the video unit, a mixed picture from both of these, or a superimposed picture. These commands are operative only when Sony SMI-7073 RGB superimposer or SMI-7074 NTSC superimposer functions as a superimposer.

Note on using commands in the mode column

When changing the computer mode for the other modes (the mixed, superimposed, and video mode), the synchronization will be lost. Therefore, it would be better to make a cue list so that the Begin command is preceded by the transition from the computer mode to the other mode.

C (Computer)

Selects the computer mode.

Only the picture from the computer is displayed on the screen.

M (Mixed)

Selects the mixed mode.

A mixed picture from the computer and the video unit is displayed.

S (Superimposed)

Selects the superimposed mode.

A picture from the computer is superimposed over a picture from the video unit. The picture from the video unit is visible only in the color code 1 (dark green) area.

V (Video)

Selects the video mode.

Only the picture of the video unit is displayed.

COMMANDS IN THE FUNCTION COLUMN

The following commands define the display function which will be executed such as painting or wiping the screen.

The function column consists of both the command and parameter columns. Each command is explained including its parameters, but a command and parameters must be entered in the respective column when creating a cue list.

Commands are arranged in alphabetical order. The explanation format of commands is the same as that of commands in the time column. See page 51.

Note on using commands in the function column

The Kopen and Ktext commands are used with the version for Japan only.

Arrow

Displays a red arrow in the display screen.

Format

Arrow [(coordinates)][arrow number]

Specification method

Coordinates

Specifies the position where the arrow is to be displayed.

See page 77 for the correspondence between the coordinate parameter and the screen.

When omitted, the default is (0,0).

Arrow number

Specifies the direction of the arrow. According to the arrow number, the following arrows can be displayed.

Arrow number	Arrow to be displayed	Arrow number	Arrow to be displayed
1	↑	5	↓
2	↗	6	↘
3	→	7	←
4	↙	8	↖

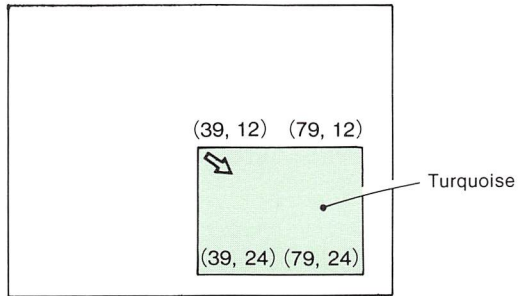
When omitted, the default is 1 (↑).

Execution example

When

	Clear Arrow	(39, 12) (79, 24) <T> (39, 12) 4
--	----------------	-------------------------------------

is executed, the screen is as follows:



Beep

A beep sounds five times.

Format

Beep

Execution example

When

Repeat	Beep	
--------	------	--

is executed, a beep is continuously heard. Press **[ESC]** to stop this.

Notes

This command is used as a signal.

Blind

Hides screen display by closing the 'curtain' of the specified color.

Format

Blind [**<color>**]

Specification method

Color

Specifies the color of the 'curtain' with the color code.

See page 78 for the correspondence between the color code and the color of the 'curtain'.

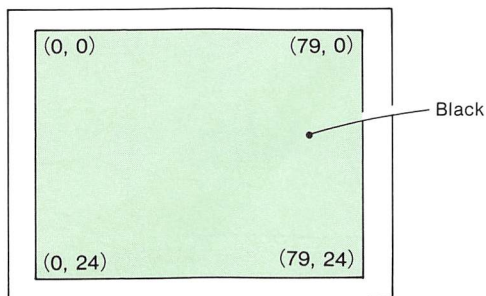
When omitted, the default is <1> (dark green).

Execution example

When

		Blind	<K>
--	--	-------	-----

is executed, the entire screen turns black.



Notes

This command is useful as a 'curtain'; First, conceal both the picture of the computer and of the video unit and prepare the next picture to be displayed, such as writing the computer picture to the screen or reproducing the video from the video unit. Then, open this curtain using a Wipein command. The picture will attractively appear.

While the dark green 'curtain' is closed, only the picture from the video unit can be seen; therefore it is used to prepare the computer picture.

Blink

Makes the designated area blink a specified number of times.

Format

Blink [(coordinates 1)(coordinates 2)][<color>] blink times
[,speed 1,speed 2]

Specification method

Coordinates 1, 2

Specifies the area to be blinked.

See page 77 for the correspondence between the coordinate parameter and the screen.

When omitted, the defaults are (0, 0) and (79, 24).

Color

Specifies the color with which the screen blinks.

See page 78 for the correspondence between the color code and the color to be displayed.

When omitted, the default is <1> (dark green).

Blink times

Specifies the number of times to blink.

This parameter cannot be omitted.

Speed 1

Specifies the duration that each blink is “on”.

This parameter is specified by an integer from 1 to 100.

The larger the parameter is, the longer the duration.

When omitted, the default is “4”.

Speed 2

Specifies the duration that each blink is “off”.

This parameter is specified by an integer from 1 to 100.

The larger the parameter is, the longer the duration.

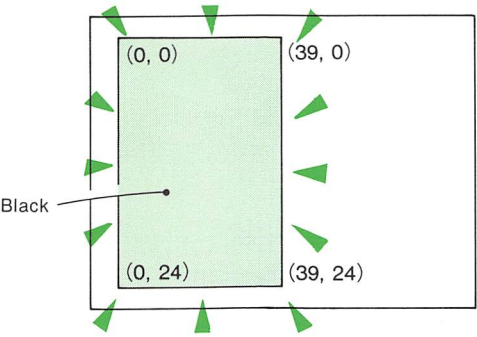
When omitted, the default is “4”.

Execution example

When

	Blink	$(0, 0) (39, 24) < K > 5$
--	-------	---------------------------

is executed, the left-half of the screen blinks black five times.



Border

Paints the border area with the specified color.

Format

Border [<color>]

Specification method

Color

Specifies the color to be painted with the color code.

See page 78 for the correspondence between the color code and the color to be displayed.

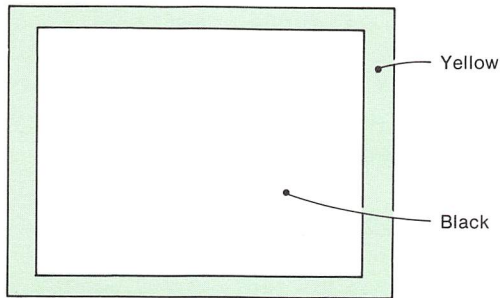
When omitted, the default is <1> (dark green).

Execution example

When the screen is black, execute

		Border	<Y>
--	--	--------	-----

The screen then changes as follows:



Notes

The Clear, Gload and Vtext commands may also change the border color. For details, refer to applicable command explanation.

Clear

Paints the designated area on the screen with the specified color.

Format

Clear [(coordinates 1)(coordinates 2)][<color>]

Specification method

Coordinates 1, 2

Specifies the area to be painted.

See page 77 for the correspondence between the coordinate parameter and the screen.

When omitted, the entire screen including the border area turns the specified color.

Color

Specifies the color to be used.

See page 78 for the correspondence between the color code and the color to be displayed.

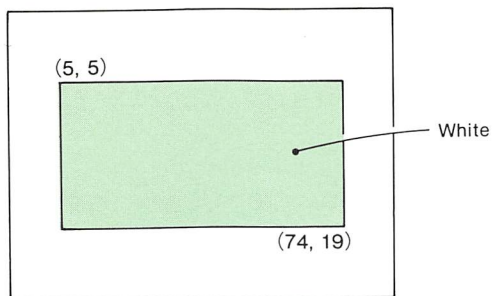
When omitted, the default is <1> (dark green).

Execution example

When

	Clear	(5,5) (74,19) <W>
--	-------	-------------------

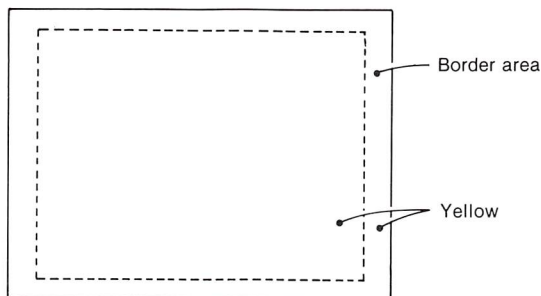
is executed, the screen changes as follows:



Subsequently execute

		Clear	<Y>
--	--	-------	-----

The entire screen then turns yellow.



Notes

When the 'curtain' is closed by a Blind or Wipeout command, this command does not make the screen change. (In this case, however, the border color will change when the Clear command is executed without the coordinate parameter.)

Gload

Displays a picture file on the specified portion of the screen.

Format

Gload [(coordinates)][drive name:] picture file name

Specification method

Coordinates

Specifies the left corner of the area on which the picture file is to be displayed.

See page 77 for the correspondence between the coordinate parameter and the screen.

When omitted, the default is (0, 0).

Drive name

Specifies the drive on which the picture file is stored.

When omitted, the current drive is selected.

Picture file name

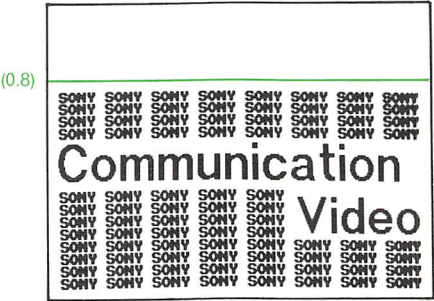
Specifies the picture file to be displayed.

Execution example

When

	Gload	(0, 8) B : TITLE
--	-------	------------------

is executed, the picture file "TITLE" is displayed as illustrated below.



Notes

- If an unconnected drive is specified, the CP/M BDOS error will occur and the list will be destroyed.
- The "File" can be used to enter the drive name and the picture file name. For details, see page 81.

Govly

Loads the picture file and displays it over the graphics or characters which is currently displayed.

Format

Govly [(coordinates)][<transparent color>][drive name:] picture file name

Specification method

Coordinates

Specifies the area where the picture file is to be displayed.
See page 77 for the correspondence between the coordinate parameter and the screen.
When omitted, the default is (0, 0).

Transparent Color

Specifies which color is to be transparent with the color code. The specified color code area in the picture file to be displayed is considered to be transparent, and the graphics or characters previously displayed will appear in this area.

See page 78 for the correspondence between the color code and the color to be transparent.

When omitted, the default is the color of the upper-left corner of the picture file to be displayed.

Drive name

Specifies the drive on which the picture file is stored.

When omitted, the current drive is selected.

Picture file name

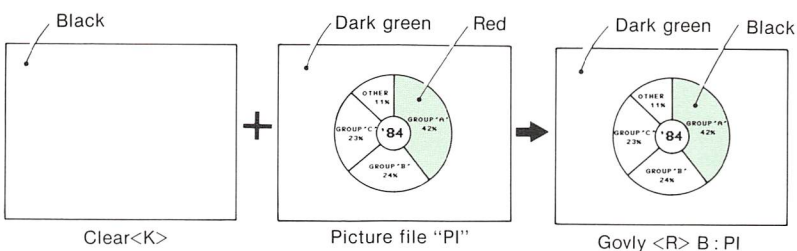
Specifies the picture file to be overlayed.

Execution example

When

		Clear Govly	<K> <R> B:PI
--	--	----------------	-----------------

is executed, the file "PI" is displayed over a black background. The red area of the "PI" file becomes transparent; therefore, the black background will appear in this area.



Note

When an unconnected drive is specified, the CP/M BDOS error will occur and the list will be destroyed.

Inpoint

Specifies the time to which the internal timer of the computer is to be set by the Begin command.

Format

Inpoint hours : minutes : seconds : frames

Specification method

Hour

Specifies an integer from 0 to 23 (24 hour system).

Minutes,seconds

Specifies an integer from 0 to 59.

Frames

Specifies an integer from 0 to 29.

Execution example

Execute

Begin	Inpoint Blind	07 : 30 : 00 : 00 <R>
-------	------------------	--------------------------

When the edit-in point (or EVENT1 register entry point) is detected, the hours, minutes, seconds, frames of the internal timer is set to 07, 30, 00, 00, and the screen will change red.

Remark

Adds a comment to a cue list.

Format

Remark comment

Execution example

	Blind Gload Remark Wipein	B : TITLE Display of the title 0
--	------------------------------------	--

Note

This command makes the cue list easier to read and understand by adding comments.

Screen

Shifts the graphic display position on the screen.

Format

Screen [number of characters] [, number of lines]

Specification method

Number of characters

Specifies the horizontal display position.

When a positive number is specified, the display position shifts the specified number of characters to the left. When a negative number is specified, it shifts the specified number of characters to the right.

This parameter is specified by an integer -10 to $+10$.

When omitted, the default is "0".

Number of lines

Specifies the vertical display position.

When a positive number is specified, the display position shifts the specified number of lines up. When a negative number is specified, it shifts the specified number of lines down.

This parameter is specified by an integer -4 to $+4$.

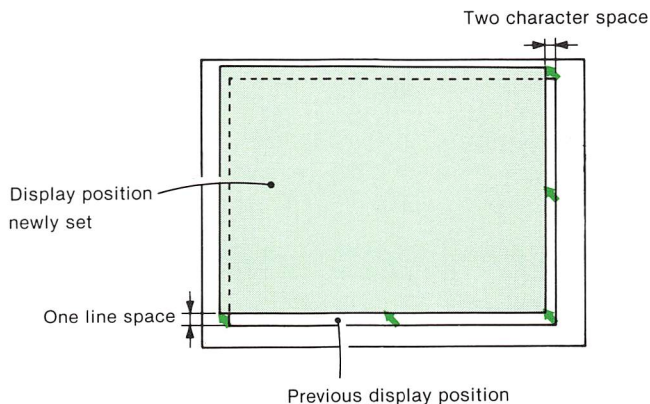
When omitted, the default is "0".

Execution example

When

	Screen	2, 1
--	--------	------

is executed, the position of the display screen is altered as follows :



Notes

- This command is valid only when the SMC-70G microcomputer is set in the GENLOCK ON mode.
- When the graphic display position is shifted a considerable degree using this command, it takes about one second to obtain synchronization.

In this case, proceed as follows:

Reset	V		7, 3
00:01:00	S		

Execute the Screen command in the video only mode.

Wait about one second, and then select the superimposed mode.

Take

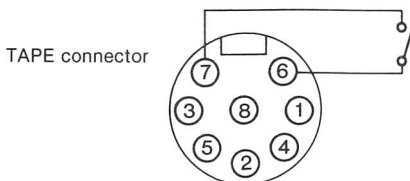
Outputs the relay signal.

Format

Take

Notes

- The relay signal is output for 0.1 second from the TAPE connector of the SMC-70G/70. It can be used to control the connected video unit.



- When the TAPE connector of the SMC-70G/70 is connected to the video unit through the SMK-0030 cassette interface cable, this signal is output from the black plug of the cable.

Vopen

Opens the Video Titler data file.

Format

Vopen [drive name :] Video Titler data file name

Specification method

Drive name

Specifies the drive on which the data file is stored.
When omitted, the current drive is selected.

Video Titler data file name

Specifies the data file name to be displayed.

Execution example

When

		Vopen	B: TELOP
--	--	-------	----------

is executed, the “TELOP” file in Drive B is opened.

Notes

- This command should be used with the Vtext command.
- When an unconnected drive is specified, the CP/M BDOS error will occur and the list will be destroyed.
- The “File” can be used to enter the drive name and the Video Titler data file name. For details, see page 81.

Vtext

Displays the specified page of the Video Titler data file which is currently open.

Format

Vtext page number [,background color mode]

Specification method

Page number

Specifies the page number to be displayed.

Background color mode

Specifies whether the background color mode is operative.

1: The background and border colors when the Video Titler data file was saved are operative.

0: The current background and border colors are operative.

When omitted, the default is “1”. (The background color and the border color are operative.)

Execution example

To display the first page of the "TELOP" file in Drive B, execute

		Vopen Vtext	B : TELOP 1
--	--	----------------	----------------

Notes

- The Vopen command must be executed before this command is executed.
- The character font data must be copied into the font drive specified in the Fcopy mode (see page 97) before displaying the Video Titler data file using the Vtext command.
- The "Page" can be used to enter the page number with the function key. For details, see page 81.

Wipein

Displays the screen display by opening the 'curtain' with the specified wipe pattern at the specified speed.

Format

Wipein [(coordinates 1)(coordinates 2)][wipe number]
 [,speed]

Specification method

Coordinates 1, 2

Specifies the area to be wiped in.

This parameter is operative only when wipe numbers 0, 10, 20, 30, 100, 110, 120 and 130 are specified.

See page 77 for the correspondence between the coordinate parameter and the screen.

When omitted, the defaults are (0, 0) and (79, 24).

Wipe number

Specifies the wipe pattern.

See page 79 for the correspondence between the wipe number and the wipe pattern to be executed.

When omitted, the display is cut in.

Speed

Specifies the speed at which the display wipes in. This parameter is specified by an integer from 0 to 500.

The larger the parameter is, the more slowly the command is executed. See page 80 for the correspondence between the speed parameter number and the real wipe speed.

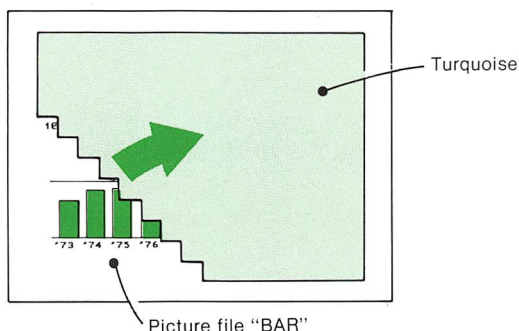
When omitted, the default is "0".

Execution example

When

	Blind Gload Wipein	< T> B: BAR 26,100
--	--------------------------	--------------------------

is executed, the area in turquoise is wiped in, and the graphic display will appear:



Note

The border color does not change.

Wipeout

Hides the display on the screen by closing the 'curtain' with the specified wipe pattern and at the specified speed.

Format

Wipeout [(coordinates 1)(coordinates 2)][<color>][wipe number][,speed]

Specification method

Coordinates 1, 2

Specifies the area to be wiped out.

This parameter is operative only when wipe numbers 0, 10, 20, 30, 100, 110, 120 and 130 are specified.

See page 77 for the correspondence between the coordinate parameter and the screen.

When omitted, the defaults are (0, 0) and (79, 24).

Color

Specifies the color to be painted with the color code.

See page 78 for the correspondence between the color code and the color to be displayed.

When omitted, the default is <1> (dark green).

Wipe number

Specifies the wipe pattern.

See page 79 for the correspondence between the wipe number and the wipe pattern to be executed.

When omitted, the display is cut out.

Speed

Specifies the speed at which the display wipes out. This parameter is specified by an integer from 0 to 500.

The larger the parameter is, the more slowly the command is executed. See page 80 for the correspondence between the speed parameter number and the real wipe speed.

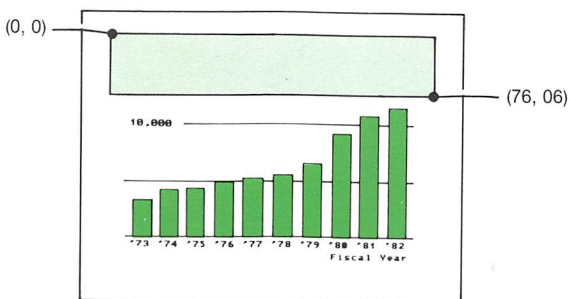
When omitted, the default is "0".

Execution example

When

	Gload Wipeout	B : BAR (0, 0) (79, 06) < R > 0,10
--	------------------	---------------------------------------

is executed, the green area in the illustration turns red and "Sales Trend" will disappear.



Note

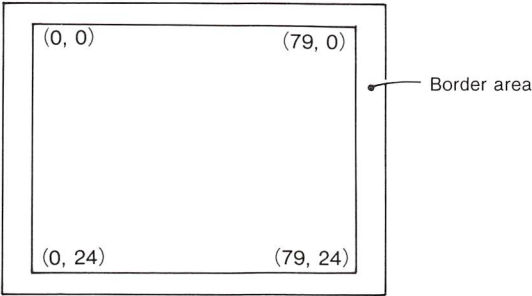
The border color does not change.

HOW TO SPECIFY A PARAMETER

This section explains how to specify a parameter, how to use the “*Wipe” and “#Data” which are used to specify a parameter, and so on.

Coordinate specification

The screen coordinates of Q-Manager are as follows:



The coordinate parameters are specified as follows:

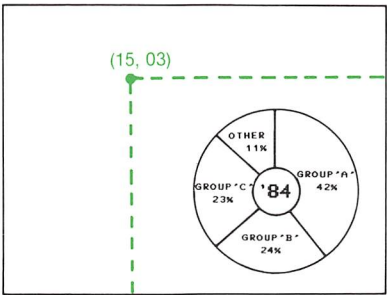
1) When the area is specified by one coordinate parameter

Specify the upper-left corner of a rectangle.

For example, when

	Gload	(15, 03) B : PI
--	-------	-----------------

is executed, the picture file “PI” is displayed as illustrated below:



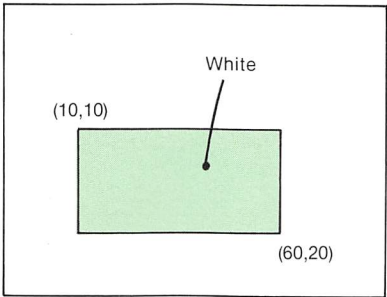
This coordinate specification method applies to the Arrow, Gload and Govly commands.

2) When the area is specified by two coordinate parameters

Specify the upper-left corner and the lower-right corner of a rectangle.
For example, when

	Blink	(10, 10) (60, 20) < W > 5
--	-------	---------------------------

is executed, the green area in illustration below blinks white five times:



This applies to the Blink, Clear, Wipein and Wipeout commands.

Color specification

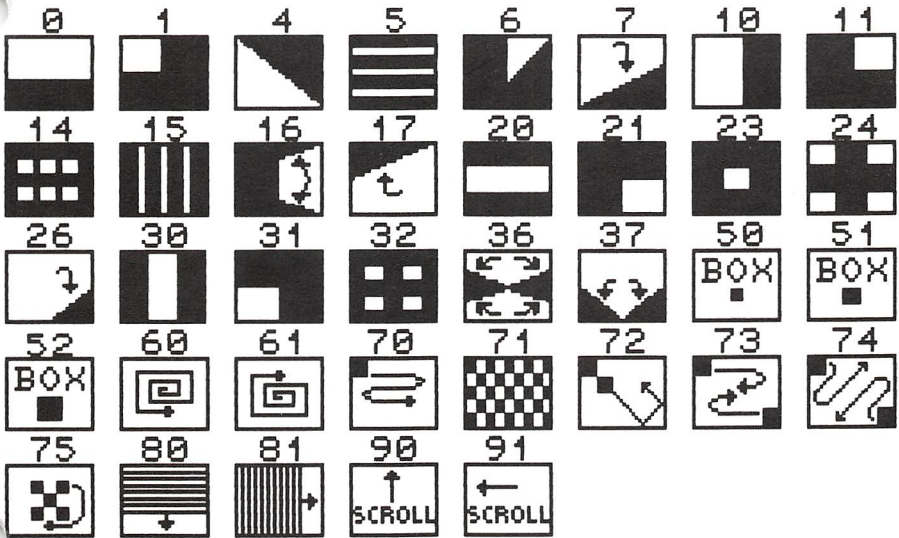
The color is specified by the following color code.

Color code	Color	Color code	Color
K	Black	1	Dark green
B	Deep blue	2	Moss green
G	Bright green	3	Salmon
T or C	Turquoise (Cyan)	4	Tan
R	Red	5	Ash blue
P or M	Brilliant pink (Magenta)	6	Light blue
Y	Yellow	7	Pale pink
W	White	8	Gray

The color parameter must be enclosed with < > marks.

Wipe pattern specification

The following wipe patterns are specified by the wipe number which appears above the pattern.



Adding 100 to each wipe number, reverses the direction of the wipe. Only wipe numbers 0, 10, 20, 30, 100, 110, 120, and 130 can specify the area to be wiped other than the entire screen.

Wipe speed table

The following table shows the relationship among the speed parameter, the wipe number and the speed at which the wiping is actually executed. The speed parameter is specified by an integer from 0 to 500, and the larger the parameter is, the more slowly the wiping is executed. For example, at wipe number 24, it takes 0.5 seconds to wipe the screen when "0" is specified, and it takes 2 seconds when "100" is specified.

The speed at which the wiping is executed also depends upon the wipe number.

Speed Wipenumber	0	50	100	200	500
0	0.5	1.8	3.1	5.9	13.6
1	0.4	2.1	3.6	6.9	16.4
4	1.4	4.0	6.8	12.1	28.2
5	0.2	0.3	0.4	0.7	1.4
6	1.4	12.5	23.8	46.2	113.5
7	1.3	7.0	12.6	23.9	57.5
10	0.6	4.9	9.2	17.9	43.8
11	0.4	2.1	3.6	6.9	16.4
14	0.4	0.5	0.6	0.8	1.5
15	0.3	0.7	1.1	2.0	4.3
16	2.0	11.8	21.8	41.5	101.0
17	1.3	6.9	12.6	24.0	57.6
20	0.3	1.0	1.7	3.0	7.0
21	0.4	2.1	3.6	6.9	16.4
23	0.3	1.0	1.8	3.1	7.0
24	0.5	1.2	2.0	3.4	7.7
26	1.0	8.0	15.0	28.9	70.4
30	0.3	2.4	4.6	8.9	22.0
31	0.4	2.1	3.6	6.9	16.4
32	0.3	0.7	1.0	1.5	3.2
36	1.3	4.1	6.8	12.6	29.2
37	1.0	4.4	7.9	14.7	35.5
50	3.3	16.3	30.2	55.7	134.7
51	1.1	3.8	6.5	12.3	28.1
52	0.5	1.2	2.1	3.6	8.1
60	1.6	14.4	27.2	52.8	129.6
61	1.6	14.4	27.2	52.8	129.6
70	1.1	3.2	5.3	9.6	22.3
71	1.1	3.2	5.3	9.6	22.3
72	1.1	3.2	5.3	9.6	22.3
73	1.1	3.2	5.3	9.6	22.3
74	1.1	3.2	5.3	9.6	22.3
75	1.1	3.2	5.3	9.6	22.3
80	0.5	1.8	3.2	5.8	13.6
81	0.6	4.9	9.3	17.8	43.7
90	0.9	2.1	3.2	6.2	14.0
91	1.4	3.4	5.3	10.0	22.7

(Unit : second)

TO VIEW ALL OF THE WIPE PATTERNS –THE WIPE MODE–

First move the cursor to the parameter column, and press $\downarrow$ or $\uparrow$ while simultaneously pressing SHIFT until the word “*Wipe” is displayed in the function key menu. Then press F1 (*Wipe).

The wipe pattern table will appear.

Press F5 (Quit) to return to the edit mode.

TO SEE A PICTURE OR VIDEO TITLER DATA FILE

–THE DATA MODE–

- 1 Move the cursor to the parameter column, and press $\downarrow$ or $\uparrow$ while simultaneously pressing SHIFT until the word “*Data” is displayed in the function key menu. Then press F2 (*Data).

- 2 Select the type of file to be displayed.

- Picture file: F1

- Video Titler data file: F2

(F3 is used with the version for Japan only.)

For example, press F2 (VT) to display a Video Titler data file. The Video Titler data file list for the current drive will be displayed.

To see the files on drives other than the current drive, press F1 (Drive), and then press the desired drive name. The file list for the drive will be displayed, and a file from that drive can be loaded.

- 3 Press $\downarrow$ $\uparrow$ $\leftarrow$ $\rightarrow$ until the desired file name blinks, and then press RETURN .

When F1 has been pressed in step 2 above, the picture file is displayed.

When F2 has been pressed, proceed to the following step.

- The file name which has been selected in this step is stored to the information “File” (F1 in the parameter column), so that the file parameter can be specified in a command such as Gload and Vopen, using F1 (File) instead of the alphanumeric keys.

- 4 Select the page number of the Video Titler data file to be displayed with $\leftarrow$ or $\rightarrow$. It is possible to enter the page number with the numeric keys.

Then press RETURN . The specified page of the file will be displayed.

- To view how many pages the file has (the page list), press **[F3]** (List).
- The specified page is stored to the information "Page" (**[F2]** in the parameter column) so that the page parameter in a Vtext command can be specified using **[F2]** (Page) instead of the numeric keys.

Notes

- Press the space bar to erase the function key menu while the picture file or Video Titler data file is displayed on the screen. To recall the menu, press the space bar again.
- The character font data must be copied into the font drive specified in the Fcopy mode (see page 97) before loading the Video Titler data file to the screen.
- When a new file or page is displayed, the file name and the page number stored to the informations "File" and "Page" are replaced by the new file name and page number.

TO DETERMINE SCREEN COORDINATES

–THE MEASURE MODE–

Press **[F2]** (Mesur) when a picture or Video Titler data file is displayed on the screen in the Data mode. The grid, which indicates the screen coordinates, will be superimposed over the screen. The grid is composed of 40 (horizontal) x 25 (vertical) matrix, and each matrix corresponds to two X coordinates and one Y coordinate of Q-Manager. Using this grid, the required coordinates can be easily obtained while watching the picture from the computer and from the video unit.

First, press **[↑][↓][←][→]** until the desired position blinks. **[↑][↓][←][→]** moves the blinker one coordinate to the right, to the left, up or down. When pressing **[↑][↓][←][→]** simultaneously pressing **[SHIFT]**, the blinker moves every four coordinates. The coordinates at the blinker is displayed lower left part of the screen. When the blinker has moved to the desired position, press **[RETURN]**. The coordinates of the blinker will be displayed lower-right of the screen. At the same time, these will be stored in the "Post1". This makes it easy to specify the coordinate parameter with **[F3]** (Post1) rather than using the alphanumeric keys when creating a cue list. The coordinates can be stored up to two. After specifying the "Post1", move the blinker to the desired position, and press **[RETURN]** again. The position will be stored in the "Post2". When the second coordinates is determined, the measure mode will automatically terminate. When only "Post1" is specified, press **[F5]** (Quit) to terminate the measure mode.

Notes

- When the space bar is pressed while displaying the grid, the function key menu is erased. Press the space bar again to shift it to the top of the screen.
- While the grid is displayed, the display screen is in the superimposed mode.
- When new coordinates are specified in this mode, the coordinates stored in the informations "Post1" and "Post2" are replaced by the new coordinates.

3-3 EXECUTING A CUE LIST EXEC MODE

This is the mode for executing a cue list which was created in the Edit mode or loaded in the Load mode. There are three types of execution.

Execution from the first line. (Run)

Execution from a specified line. (Cont)

Execution line by line. (Step)

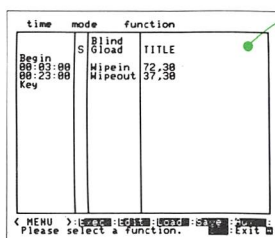
Select one of the time execution modes as follows:

Executes as specified. (Time exec)

Does not wait for edit-in and -out points. The internal timer is set. (Cue skip)

Ignores all commands concerning time. (Time skip)

The Cue skip and the Time skip mode can be used for a trial run of a list without operating the VTRs.



A screenshot of a terminal window showing a cue list table. The table has three columns: 'time', 'mode', and 'function'. The first line is 'Begin', the second is '00:00:00', the third is '00:23:00', and the fourth is 'Key'. The 'mode' column has 'S' for the first line and 'Blind' for the others. The 'function' column has 'Gload', 'TITLE', 'Wipein', and 'Wipeout'. A green dot is on the first line. Below the table is a prompt: '< MENU > [F1] [F2] [F3] [F4] [F5] [F6] [F7] [F8] [F9] [F10] [F11] [F12] [F13] [F14] [F15] [F16] [F17] [F18] [F19] [F20] [F21] [F22] [F23] [F24] [F25] [F26] [F27] [F28] [F29] [F30] [F31] [F32] [F33] [F34] [F35] [F36] [F37] [F38] [F39] [F40] [F41] [F42] [F43] [F44] [F45] [F46] [F47] [F48] [F49] [F50] [F51] [F52] [F53] [F54] [F55] [F56] [F57] [F58] [F59] [F60] [F61] [F62] [F63] [F64] [F65] [F66] [F67] [F68] [F69] [F70] [F71] [F72] [F73] [F74] [F75] [F76] [F77] [F78] [F79] [F80] [F81] [F82] [F83] [F84] [F85] [F86] [F87] [F88] [F89] [F90] [F91] [F92] [F93] [F94] [F95] [F96] [F97] [F98] [F99] [F100] [F101] [F102] [F103] [F104] [F105] [F106] [F107] [F108] [F109] [F110] [F111] [F112] [F113] [F114] [F115] [F116] [F117] [F118] [F119] [F120] [F121] [F122] [F123] [F124] [F125] [F126] [F127] [F128] [F129] [F130] [F131] [F132] [F133] [F134] [F135] [F136] [F137] [F138] [F139] [F140] [F141] [F142] [F143] [F144] [F145] [F146] [F147] [F148] [F149] [F150] [F151] [F152] 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[F1509] [F1510] [F1511] [F1512] [F1513] [F1514] [F1515] [F1516] [F1517] [F1518] [F1519] [F1520] [F1521] [F1522] [F1523] [F1524] [F1525] [F1526] [F1527] [F1528] [F1529] [F1530] [F1531] [F1532] [F1533] [F1534] [F1535] [F1536] [F1537] [F1538] [F1539] [F1540] [F1541] [F1542] [F1543] [F1544] [F1545] [F1546] [F1547] [F1548] [F1549] [F1550] [F1551] [F1552] [F1553] [F1554] [F1555] [F1556] [F1557] [F1558] [F1559] [F1560] [F1561] [F1562] [F1563] [F1564] [F1565] [F1566] [F1567] [F1568] [F1569] [F1570] [F1571] [F1572] [F1573] [F1574] [F1575] [F1576] [F1577] [F1578] [F1579] [F1580] [F1581] [F1582] [F1583] [F1584] [F1585] [F1586] [F1587] [F1588] [F1589] [F1590] [F1591] [F1592] [F1593] [F1594] [F1595] [F1596] [F1597] [F1598] [F1599] [F1600] [F1601] [F1602] [F1603] [F1604] [F1605] [F1606] [F1607] [F1608] [F1609] [F1610] [F1611] [F1612] [F1613] [F1614] [F1615] [F1616] [F1617] [F1618] [F1619] [F1620] [F1621] [F1622] [F1623] [F1624] [F1625] [F1626] [F1627] [F1628] [F1629] [F1630] [F1631] [F1632] [F1633] [F1634] [F1635] [F1636] [F1637] [F1638] [F1639] [F1640] [F1641] [F1642] [F1643] [F1644] [F1645] [F1646] [F1647] [F1648] [F1649] [F1650] [F1651] [F1652] [F1653] [F1654] [F1655] [F1656] [F1657] [F1658] [F1659] [F1660] [F1661] [F1662] [F1663] [F1664] [F1665] [F1666] [F1667] [F1668] [F1669] [F1670] [F1671] [F1672] [F1673] [F1674] [F1675] [F1676] [F1677] [F1678] [F1679] [F1680] [F1681] [F1682] [F1683] [F1684] [F1685] [F1686] [F1687] [F1688] [F1689] [F1690] [F1691] [F1692] [F1693] [F1694] [F1695] [F1696] [F1697] [F1698] [F1699] [F1700] [F1701] [F1702] [F1703] [F1704] [F1705] [F1706] [F1707] [F1708] [F1709] [F1710] [F1711] [F1712] [F1713] [F1714] [F1715] [F1716] [F1717] [F1718] [F1719] [F1720] [F1721] [F1722] [F1723] [F1724] [F1725] [F1726] [F1727] [F1728] [F1729] [F1730] [F1731] [F1732] [F1733] [F1734] [F1735] [F1736] [F1737] [F1738] [F1739] [F1740] [F1741] [F1742] [F1743] [F1744] [F1745] [F1746] [F1747] [F1748] [F1749] [F1750] [F1751] [F1752] [F1753] [F1754] [F1755] [F1756] [F1757] [F1758] [F1759] [F1760] [F1761] [F1762] [F1763] [F1764] [F1765] [F1766] [F1767] [F1768] [F1769] [F1770] [F1771] [F1772] [F1773] [F1774] [F1775] [F1776] [F1777] [F1778] [F1779] [F1780] [F1781] [F1782] [F1783] [F1784] [F1785] [F1786] [F1787] [F1788] [F1789] [F1790] [F1791] [F1792] [F1793] [F1794] [F1795] [F1796] [F1797] [F1798] [F1799] [F1800] [F1801] [F1802] [F1803] [F1804] [F1805] [F1806] [F1807] [F1808] [F1809] [F1810] [F1811] [F1812] [F1813] [F1814] [F1815] [F1816] [F1817] [F1818] [F1819] [F1820] [F1821] [F1822] [F1823] [F1824] [F1825] [F1826] [F1827] [F1828] [F1829] [F1830] [F1831] [F1832

TO INTERRUPT THE CUE LIST EXECUTION

Press **[ESC]**.

The last line executed is displayed in the message line and the execution is interrupted.

To re-start the execution, press **[F2]** (Cont) or **[F3]** (Step).

- During the interruption of the execution, the internal timer continues counting. "Time warning!!" error may occur because the internal timer counting has passed the time specified in the cue list when the execution is re-started by pressing **[F2]** or **[F3]**. In this case, the cue list must be executed from the first line with **[F1]** (Run).

WHEN AN ERROR OCCURS DURING THE CUE LIST EXECUTION

The execution is interrupted.

Press **[F1]** (Run) to start the execution from the first line.

Press **[F2]** (Cont) to re-start the execution from the line following the line the error occurred.

When **[F3]** (Step) is pressed, the line where the error occurred will be executed.

DISPLAY OF THE MESSAGE LINE

The message line and the function key menu can be turned off by pressing the space bar when "Exec" is selected. Press the space bar again to display them again.

3-4 LOADING A CUE LIST LOAD MODE

This is the mode for loading cue list data from a disk or a blank cue list to create a new list.

time	mode	function
		Blind
		Load
		Wipein
08:02:00		BAR
08:15:00		100,30
		Blink
		(00,00) (79,03)B
		Wipeout
		15,30

< MENU > [0000] [0000] [0000] [0000] [0000] [0000]

Please select a function. Exit

[Main menu](#)

↓ Press **F3** (Load).

Current drive

When the list data is to be loaded from a drive other than the current drive, press **[F1]** (Drive) and specify the drive letter. When a drive other than A and B is specified, "Are you sure?" will be displayed. Press **[F1]** (Yes) when the correct drive has been specified.

Press **F5** (No)
to the previous
mode.

To create a new list

To load cue list data,
which is already stored on a disk

Press     until the word "NEW FILE" blinks, and then press .

Press    
until the name of
the list to be loaded
blinks, and then press
.

time mode function

< MENU > time mode func olve int

Please select a function.

Exit

A blank —
list will
be displayed.

Select the Edit mode to create a list.

time	mode	function
	S	B:TELOP
Key	V	1
Key	C	2

Below the table, the calculator's status bar shows: < MENU > 5: [2ND] [F1] [F2] [F3] [F4] [F5] [F6] [F7] [F8] [F9] [F10] [F11] [F12] [F13] [F14] [F15] [F16] [F17] [F18] [F19] [F20] [F21] [F22] [F23] [F24] [F25] [F26] [F27] [F28] [F29] [F30] [F31] [F32] [F33] [F34] [F35] [F36] [F37] [F38] [F39] [F40] [F41] [F42] [F43] [F44] [F45] [F46] [F47] [F48] [F49] [F50] [F51] [F52] [F53] [F54] [F55] [F56] [F57] [F58] [F59] [F60] [F61] [F62] [F63] [F64] [F65] [F66] [F67] [F68] [F69] [F70] [F71] [F72] [F73] [F74] [F75] [F76] [F77] [F78] [F79] [F80] [F81] [F82] [F83] [F84] [F85] [F86] [F87] [F88] [F89] [F90] [F91] [F92] [F93] [F94] [F95] [F96] [F97] [F98] [F99] [F100] [F101] [F102] [F103] [F104] [F105] [F106] [F107] [F108] [F109] [F110] [F111] [F112] [F113] [F114] [F115] [F116] [F117] [F118] [F119] [F120] [F121] [F122] [F123] [F124] [F125] [F126] [F127] [F128] [F129] [F130] [F131] [F132] [F133] [F134] [F135] [F136] [F137] [F138] [F139] [F140] [F141] [F142] [F143] [F144] [F145] [F146] [F147] [F148] [F149] [F150] [F151] [F152] [F153] [F154] [F155] [F156] [F157] [F158] [F159] [F160] [F161] [F162] [F163] [F164] [F165] [F166] [F167] [F168] [F169] [F170] [F171] [F172] [F173] [F174] [F175] [F176] [F177] [F178] [F179] [F180] [F181] [F182] [F183] [F184] [F185] [F186] [F187] [F188] [F189] [F190] [F191] [F192] [F193] [F194] [F195] [F196] [F197] [F198] [F199] [F200] [F201] [F202] [F203] [F204] [F205] [F206] [F207] [F208] [F209] [F210] [F211] [F212] [F213] [F214] [F215] [F216] [F217] [F218] [F219] [F220] [F221] [F222] [F223] [F224] [F225] [F226] [F227] [F228] [F229] [F230] [F231] [F232] [F233] [F234] [F235] [F236] [F237] [F238] [F239] [F240] [F241] [F242] [F243] [F244] [F245] [F246] [F247] [F248] [F249] [F250] [F251] [F252] [F253] [F254] [F255] [F256] [F257] [F258] [F259] [F260] [F261] [F262] [F263] [F264] [F265] [F266] [F267] [F268] [F269] [F270] [F271] [F272] [F273] [F274] [F275] [F276] [F277] [F278] [F279] [F280] [F281] [F282] [F283] [F284] [F285] [F286] [F287] [F288] [F289] [F290] [F291] [F292] [F293] [F294] [F295] [F296] [F297] [F298] [F299] [F300] [F301] [F302] [F303] [F304] [F305] [F306] [F307] [F308] [F309] [F310] [F311] [F312] [F313] [F314] [F315] [F316] [F317] [F318] [F319] [F320] [F321] [F322] [F323] [F324] [F325] [F326] [F327] [F328] [F329] [F330] [F331] [F332] [F333] [F334] [F335] [F336] [F337] [F338] [F339] [F340] [F341] [F342] [F343] [F344] [F345] [F346] [F347] [F348] [F349] [F350] [F351] [F352] [F353] [F354] [F355] [F356] [F357] [F358] [F359] [F360] [F361] [F362] [F363] [F364] [F365] [F366] [F367] [F368] [F369] [F370] [F371] [F372] [F373] [F374] [F375] [F376] [F377] [F378] [F379] [F380] [F381] [F382] [F383] [F384] [F385] [F386] [F387] [F388] [F389] [F390] [F391] [F392] [F393] [F394] [F395] [F396] [F397] [F398] [F399] [F400] [F401] [F402] [F403] [F404] [F405] [F406] [F407] [F408] [F409] [F410] [F411] [F412] [F413] [F414] [F415] [F416] [F417] [F418] [F419] [F420] [F421] [F422] [F423] [F424] [F425] [F426] [F427] [F428] [F429] [F430] [F431] [F432] [F433] [F434] [F435] [F436] [F437] [F438] [F439] [F440] [F441] [F442] [F443] [F444] [F445] [F446] [F447] [F448] [F449] [F450] [F451] [F452] [F453] [F454] [F455] [F456] [F457] [F458] [F459] [F460] [F461] [F462] [F463] [F464] [F465] [F466] [F467] [F468] [F469] [F470] [F471] [F472] [F473] [F474] [F475] [F476] [F477] [F478] [F479] [F480] [F481] [F482] [F483] [F484] [F485] [F486] [F487] [F488] [F489] [F490] [F491] [F492] [F493] [F494] [F495] [F496] [F497] [F498] [F499] [F500] [F501] [F502] [F503] [F504] [F505] [F506] [F507] [F508] [F509] [F510] [F511] [F512] [F513] [F514] [F515] [F516] [F517] [F518] [F519] [F520] [F521] [F522] [F523] [F524] [F525] [F526] [F527] [F528] [F529] [F530] [F531] [F532] [F533] [F534] [F535] [F536] [F537] [F538] [F539] [F540] [F541] [F542] [F543] [F544] [F545] [F546] [F547] [F548] [F549] [F550] [F551] [F552] [F553] [F554] [F555] [F556] [F557] [F558] [F559] [F560] [F561] [F562] [F563] [F564] [F565] [F566] [F567] [F568] [F569] [F570] [F571] [F572] [F573] [F574] [F575] [F576] [F577] [F578] [F579] [F580] [F581] [F582] [F583] [F584] [F585] [F586] [F587] [F588] [F589] [F590] [F591] [F592] [F593] [F594] [F595] [F596] [F597] [F598] [F599] [F600] [F601] [F602] [F603] [F604] [F605] [F606] [F607] [F608] [F609] [F610] [F611] [F612] [F613] [F614] [F615] [F616] [F617] [F618] [F619] [F620] [F621] [F622] [F623] [F624] [F625] [F626] [F627] [F628] [F629] [F630] [F631] [F632] [F633] [F634] [F635] [F636] [F637] [F638] [F639] [F640] [F641] [F642] [F643] [F644] [F645] [F646] [F647] [F648] [F649] [F650] [F651] [F652] [F653] [F654] [F655] [F656] [F657] [F658]

Cue list data which has been loaded

Execute the list in the Exec mode
or edit it in the Edit mode.

SIMPLIFIED TIME COLUMN ENTRY ... TIME MODE

This is the mode for entering the time column information first when creating a new list. Commands in the other column will be added later. In the Time entry mode, the computer display is automatically set to superimpose over the VTR picture if it exists. The time column commands can be entered while watching the VTR picture to insure accurate timing for wipe operations and so on.

time	mode	function

< MENU >: Save: Edit: Load: Save: Aux: Exit
Please select a function.

Main menu



Press **F3** (Load).

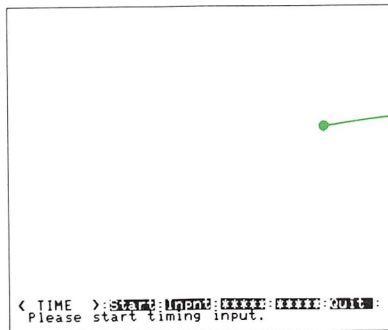
*** CUE FILE LIST ***

GRAPH1	GRAPH2	TITLE	TELOP
NEW FILE			

< LOAD >: Wave: Edit: Save: Aux: Exit
Please select a file by Wave: Edit: Save: Aux: Exit



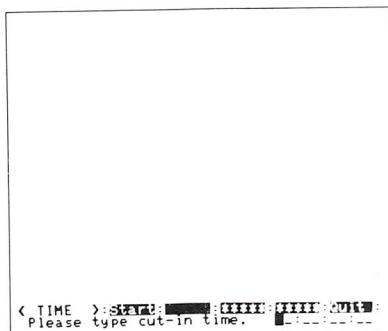
Press **F4** (Time).



The computer characters are superimposed over the VTR picture.

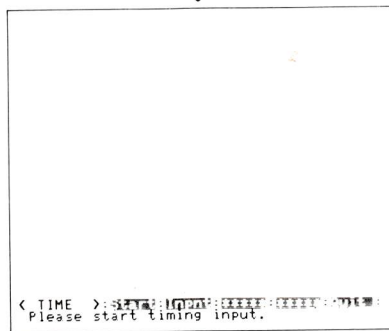
Press **[F2]** (Input) to specify the count start time.

To set the count start time to 00 hours, 00 minutes, 00 seconds, and 00 frames, press **[F1]** (Start).



Specify the hour, minute, second, and frame digits using the keyboard.
For example, to set to 30 minutes, 10 seconds and 00 frame, press **[0]** **[0]**

[RETURN] **[3]** **[0]**
[RETURN] **[1]** **[0]**
[RETURN] **[0]** **[0]**
and **[RETURN]**.



Press **[F1]** (Start).

The time when the space bar is pressed will be entered in the list.

time mode function

Begin	Inpoint	00:38:18:00
-------	---------	-------------

< TIME > : 00:00:00:00 : 00:00:00:00 : 00:00:00:00 : 70

Please push <space> key to set timing.

Specified count
start time
If the specification
is omitted, this line
will not be displayed.

Press the space bar at any time while watching the VTR playback picture.

[illegible]

After the time entries are finished, press **F5** (End).

```

time      mode      function
Begin
30:20:27
30:31:04
30:33:07
End
Inpoint 08:38:18:00

```

< MENU >: **Exec** **Edit** **Load** **Save** **Exit**
Please select a function. **E=8** **Exit**

“End” will be written in on the last line of the list, and the main menu will return.

Now, fill in the remaining columns with the appropriate commands using the Edit mode. In this way, a program coordinated with the VTR picture and the computer display can be easily obtained.

- The duration between two specified times must be more than 1 second. If the space bar is pressed in 1 second after the space bar was pressed, a beep is sounded and the time entry is not accepted.

3-5 SAVING A CUE LIST.....SAVE MODE

This is the mode for saving a cue list on a disk.

time	mode	function
Key	Blind	P1
Key	Gload	6,30
Key	Wipein	106,30
Key	Wipeout	

< MENU >:Exec:Edit:Load:Save:Exit:
Please select a function.

Press **F4** (Save).

GRAPH1

*** CUE FILE LIST ***

GRAPH2

TITLE

TELOP

< SAVE >:Drive:Save:Exit:Exit:
Please select a function. GRAPH2__

Press **F2** (Save).

Main menu
Cue list data
to be saved
is displayed.

List of cue lists saved
on the current drive
To save onto another
drive, press **F1** (Drive),
and then specify the drive
letter using the keyboard.
If a drive other than A and
B is specified, "Are you sure
will be displayed. Press **F1**
(Yes) when the correct drive
has been specified. Press
F5 (No) to return to the
previous mode.

Current drive

When a list is newly created, this step is omitted.

To save the list using the name displayed on the screen, press **F1** (Same).

To save the list with a new name, press **F2** (New). Then type the new name and press **RETURN** . The list will be saved with the specified name. The name can use up to 8 alphanumeric characters. "?", "*", ":", ";", ":", ":", ":", ":", and a space cannot be used for a name. If list data with the same name has already been saved on the disk, the old data will be erased, and the new data will be saved.

The main menu will return.

- When a cue list is to be saved, "Disk full" or "Directry full" error may occur. If it occurs, save the list onto another drive, delete lists not to be used in Q-Manager Delete mode or return to CP/M and delete unnecessary files with an ERASE command.

When the CP/M is entered, the Q-Manager cue list you have created will be erased.

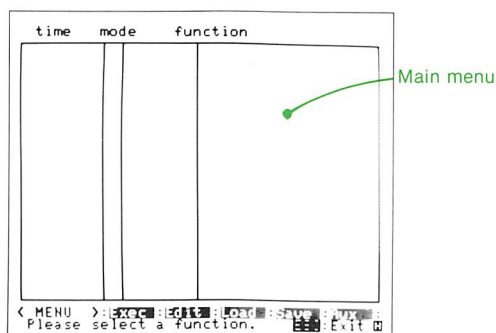
3-6 USING THE AUXILIARY FUNCTIONS ... AUX MODE

Q-Manager has the following easy to use functions:

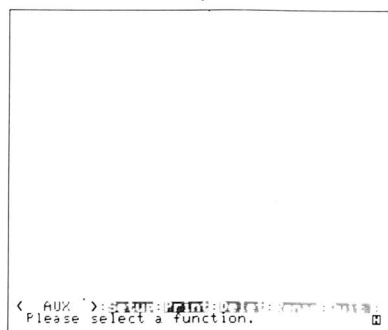
- Specifies the connected editing control unit
- Specifies the drive for the character font data of the Video Titler and copy the font data.
- Prints a cue list.
- Erases a cue list from a disk.
- Renames a cue list on a disk.

SPECIFYING THE CONNECTED EDITING CONTROL UNIT (Machine mode)

When a cue list which instructs the computer to wait for the VTR edit-in and out points is to be executed, the connected editing control unit must be specified before execution.



Press **[F5]** (Aux).



Press **[F1]** (Setup).

< SETUP >: [Machn]: [COPY]: [XXXX]: [XXXX]: [Quit]:
Please select a setup function.



Press [F1] (Machn).

< MACHINE>: [Machn]: [COPY]: [XXXX]: [XXXX]: [Quit]:
Please select a video editor. <BVE800>



Press the appropriate function key ([F1] to [F4]).

[F1] : When RM-440 (PREROLL TIME switch set to S) is used

[F2] : When RM-440 (PREROLL TIME switch set to L) is used

[F3] : When BVE-800 is used

[F4] : When BVE-3000/30000A is used

< SETUP >: [Machn]: [COPY]: [XXXX]: [XXXX]: [Quit]:
Please select a setup function.



Press [F5] (Quit) twice to return to the main menu.

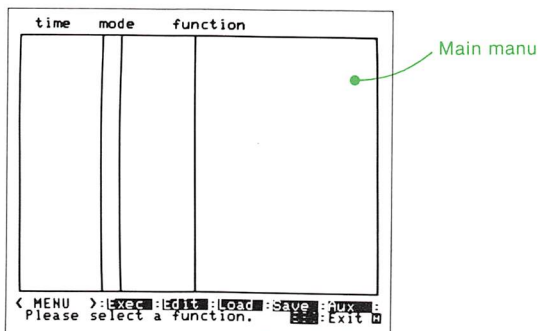
time	mode	function

< MENU >: ~~Exec~~: ~~Edit~~: ~~Load~~: ~~Save~~: ~~Time~~:
Please select a function. ~~Exit~~

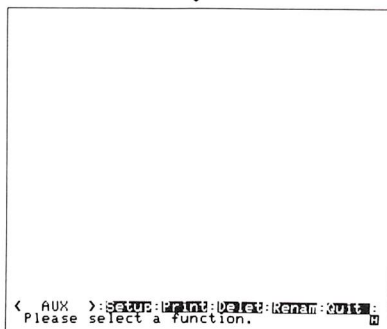
The specification is stored on the disk and will remain in effect until another editing control unit is specified in this mode.

COPYING CHARACTER FONT DATA (Fcopy mode)

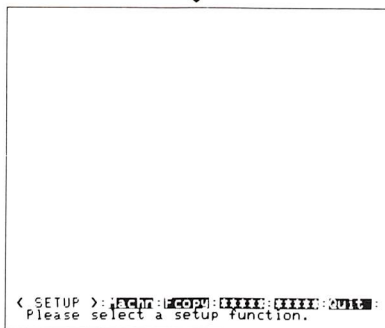
When a cue list is created so that a display made with Video Titler will appear on the screen, the character font data must be copied to a micro floppydisk or a cache disk before execution of the list. Use of a cache disk unit speeds up the display of the characters.



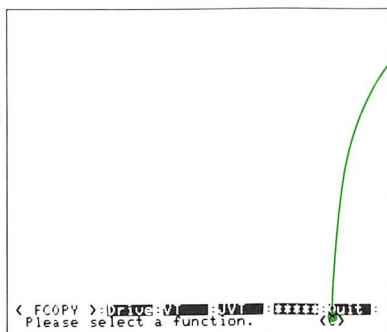
Press [F5] (Aux).



Press [F1] (Setup).



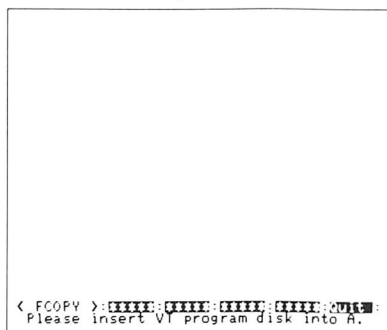
Press [F2] (Fcopy).



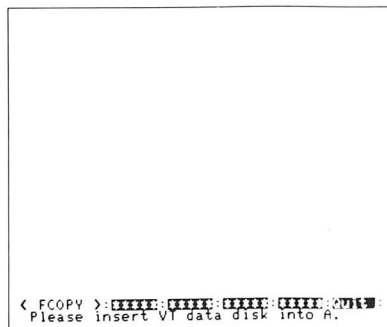
Current font drive
When the character font is to be copied to another drive, press [F1] (Drive) and type the drive letter. Drive which is used for the Q-Manager program can not be the font drive. When Drive C or greater is specified, the prompt "Are you sure" will appear. Press [F1] (Yes) if O.K., or press [F5] (No) to cancel. If an unconnected drive is specified and [F1] (Yes) is pressed, an error will occur, and the list will be destroyed.



Press [F2] (VT).
The [F3] key is not used in the USA version.



Insert the Video Titler **program disk** into Drive A and press [RETURN] .



Insert the Video Titler **data disk** into Drive A and press [RETURN] .

```
< FCOPY > [XXXX]:[XXXX]:[XXXX]:[XXXX]:[XXXX]:
Please insert QM Program disk into H.
```



 Insert the Q-Manager **program disk** into Drive A and press RETURN

< SETUP > : [XXXX] : [XXXX] : [XXXX] : [XXXX] :
Please select a setup function.

The character font
has been copied.



Press **F5** (Quit) twice to return to the main menu.

time	mode	function
< MENU >		
<MENU>:sec	Please select a function.	:Exit
<MENU>:edit		
<MENU>:load		
<MENU>:save		
<MENU>:flux		

- When the font data are to be copied, “Disk full” or “Directory full” error may occur. Return to the CP/M prompt mode and erase the unnecessary files with the CP/M ERA command.

ERA drive : file name

When the CP/M is entered, the Q-Manager cue list you have created will be erased.

PRINTING A CUE LIST ... PRINT MODE

This is the mode for printing a cue list.

Connect the Sony SMI-7020 dot matrix printer to the computer. For connection and operation, refer to the SMI-7020 operating instructions. Set the printer to the ON LINE mode.

time	mode	function
Begin	S	Blind
00:03:00		Gload
00:23:00		Wipein
key		Wipeout
		72,30
		37,30

- Main menu
- Cue list to be printed



Press **F5** (Aux).

```

( AUX ) : setup : print : delete : rename : quit :
Please select a function.

```



Press **F2** (Print).
Printing will start.

```
< PRINT >:XXXXXXXXXXXXXXXXXXXXXXXXXXXXX0768  
Now printing.
```

To stop the printing, press **F5** (Quit).

If a printer is not connected, is not turned on, or is not set to the ON LINE mode, nothing will happen.

Connect correctly or press **F5** (Quit) to recover control of the computer and then repeat the above steps.

When printing is ended,

```

< AUX >: Setup: Print: Del: Et: Kenam: Cuit:
Please select a function.

```

Press **F5** (Quit) to return to the main menu.

```

time      mode      function
-----
Begin
00:03:00  S  Blind  TITLE
00:23:00  S  Gload
Key         Wipein  72,30
           Wipeout 37,30

```

ERASING A CUE LIST ON A DISK ... DELETE MODE

This is the mode for erasing an unnecessary cue list.

time	mode	function

< MENU >:Exec:Edit:Load:Save:Aux:Exit
Please select a function.

Main menu



Press [F5] (Aux).

< AUX >:Setup:Print:Delete:Renam:Exit
Please select a function.



Press [F3] (Delete).

*** CUE FILE LIST ***

GRAPH1	GRAPH2	TITLE	TELOP

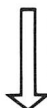
< DELET >:Drive:File:List:First:Exit
Please select a file by [F1]. <F5>

List of the cue lists on the current disk drive

When the list to be erased is on another drive, press [F1](Drive) and type the drive letter. When Drive C or greater is specified, the prompt "Are you sure?" will appear. Press [F1] (Yes) if O.K., or press [F5] (No) to cancel.

If an unconnected drive is specified and [F1] (Yes) is pressed, an error will occur.

Current drive



Press [↑] [↓] [←] [→] until the name of the list to be erased blinks, and then press [RETURN].

RENAMING A CUE LIST ON A DISK ... RENAME MODE

This mode is for renaming a cue list on a disk.

time	mode	function
<pre> < MENU >: <Exec>: <Edit>: <Load>: <Save>: <Aux>: Please select a function. </pre>		

Main menu



Press **F5** (Aux).

<pre> < AUX >: <Setup>: <Print>: <Delete>: <Rename>: <Quit>: Please select a function. </pre>		
---	--	--



Press **F4** (Rename).

*** CUE FILE LIST ***			
GRAPH1	GRAPH2	TITLE	TELOP
<pre> < RENAM >: <Quit>: <Left>: <Right>: <Enter>: Please select a file by name. (E) </pre>			

List of the cue lists
on the current drive

Current drive

When the list to be renamed is on another drive, press **F1** (Drive) and type the drive letter.
When Drive C or greater is specified, the prompt "Are you sure?" will appear. Press **F1** (Yes) if O.K., or press **F5** (No) to cancel. If an unconnected drive is specified and **F1** (Yes) is pressed, an error will occur.



Press **↓** **↑** **←** **→**
until the name
of the list to be
renamed blinks,
and then press
RETURN.

```

*** CUE FILE LIST ***
GRAPH1      GRAPH2      TITLE      TELOP

< RENAM >: [00000000000000000000]
Please type new file name.

```

Type a new name and press **RETURN**.
 The cue list has been renamed.
 The name can use up to 8 alphanumeric characters.

```

< AUX >: [00000000000000000000]
Please select a function.

```

Press **F5** (Quit) to return to the main menu.

time	mode	function

```

< MENU >: [Exec] [Edit] [Load] [Save] [Aux]
Please select a function.

```

3-7 ERROR MESSAGES

If an error occurs during the cue list execution, program execution will stop. The line where the error has occurred will be displayed together with an message.

Edit the cue list while referring to the message and execute the list again. Each error message is explained below.

Illegal time !!

The command in the time column is not correct.

Illegal waiting !!

The editing control unit has not been specified in the Machine mode, and an edit-in point is detected by a Begin command.

Time warning !!

The specified time has already passed. It takes some time to load data files from disks or to execute wipes. Specify the time considering to the execution time. The duration between two specified times must be more than 1 second.

Illegal function !!

The specified command is not Q-Manager's command.

Illegal position !!

The coordinates are not correctly specified.

Illegal color !!

The color is not correctly specified.

Illegal operand !!

A parameter other than coordinates and color is not correctly specified.

Illegal wipe num.!!

An undefined wipe number is specified.

File not found !!

The specified file in a Gload, Govly, or Vopen command does not exist on the specified disk drive.

File read error !!

An error has occurred while loading the specified file.

Page not found !!

The page specified in a Vtext command does not exist.

Font file does not exist !!

The Video Titler character font data has not been copied. These must be copied to the specified drive in the Setup mode before executing a cue list including a Vtext command.

Font file read error !!

An error has occurred while reading the Video Titler character font data with a Vtext command. Copy the character font data again using the Setup mode.

File not open !!

The file to be displayed has not been opened. A Vopen command must be executed first to open the file to be displayed, and then a Vtext command can be executed to actually display it.

CHAPTER 4

EXTENDED

COMMANDS

FOR SONY DISK

BASIC

The Q-Manager program disk contains the following three files:

QM.PAC
WIPE.PAC
VT.PAC

These are the programs to extend Sony Disk BASIC commands to control the VTR and computer displays.

The extended commands are as follows:

Commands extended by “QM.PAC”

- CUTIN Waits for an edit-in point.
- CUTOUT Waits for an edit-out point.
- TIME Waits for a specified time.
- HOUR Waits for a specified hour.
- RESET Resets the computer internal timer.
- HTONE Waits for the 1 kHz cue tone signal.
- LTONE Waits for the 400 Hz cue tone signal.
- EVENT1 Waits for the EVENT 1 point.
- EVENT2 Waits for the EVENT 2 point.
- TAKE Outputs a relay signal.
- GLOAD Displays a picture file.
- GOVLY Displays a picture file over the displayed picture
- GSET Sets the SMC-70G GENLOCK mode.
- GSCREEN Moves the display position.
- VSW Selects the display picture.
- BOLD Displays the characters on the character display screen in bold.

Commands extended by “WIPE.PAC”

- BLIND Closes the curtain to hide the display.
- WIPEIN Wipes in the display.
- WIPEOUT Wipes out the display.
- BLINK Blinks the display.

Commands extended by “VT.PAC”

- VOPEN Opens the Video Titler data file.
- VTEXT Displays the specified page of the Video Titler data file.

4-1 PREPARATION

To extend Sony Disk BASIC commands, load the appropriate command file using the BASIC LINK command.

- 1 Insert the Sony Disk BASIC disk into Drive A and the Q-Manager program disk into Drive B.
- 2 Start Sony Disk BASIC.
- 3 Execute
 LINK "B:xxxxxx"
 └── the desired file name

The BASIC commands will be extended to include those in the file which has been linked.

Notes

- More than two files can be loaded at one time. However, an "out of memory" error may occur with long BASIC programs.
- A sample BASIC program "WIPE.BAS" using extended commands has been saved on the Q-Manager data disk. Load "QM.PAC" and "WIPE.PAC" with LINK command, load "WIPE.BAS" with LOAD command and execute the program.

4-2 EXTENDED COMMANDS

The extended commands will be explained in alphabetical order.
The following format is used for explanation.

Command name

Command function

Format

Indicates the correct syntax.

Specification in brackets [] may be omitted and write only commas.

Commas after the last specification may be omitted.

Specification method

The method for writing the command is explained.

Note

Notes on the command are explained.

EXTENDED COMMANDS WHEN “QM.PAC” IS LOADED

—BOLD

Displays the characters on the character display screen in bold.

Format

—BOLD

Note

To display the normal characters, execute Sony Disk BASIC FONT RESET command.

—CUTIN

Waits for edit-in point. When the edit-in point is detected, the internal timer is reset to the specific time and the execution will proceed to the next command.

Format

—CUTIN (device No. [, hour, minute, second, frame])

Specification method

device No.

Specifies connected editing control unit.

- 0: No machine is connected.
- 1: RM-440 (PREROLL switch set to S)
- 2: RM-440 (PREROLL switch set to L)
- 3: BVE-800
- 4: BVE-3000/3000A

hour,minute,second,frame

Specifies the hours, minutes, seconds and frame numbers to be set when the edit-in point is detected.

hour: an integer between 0 and 23

minute, second: integers between 0 and 59

frame: an integer between 0 and 29

If omitted, all of the digits will be set to 0.

Note

When a BVE-3000/3000A is connected, the computer will wait for the point registered in the EVENT 1 when the relay is closed.

—CUTOUT

Waits for the edit-out point. The editing control machine has been specified in the —CUTIN command.

Format

—CUTOUT

Note

When a BVE-3000/3000A is connected, the computer will wait for the point when the relay closed at the EVENT 1 point is opened.

—EVENT1

Waits until the relay is closed at the point set in the BVE-3000/3000A EVENT 1 register.

Format

—EVENT1

—EVENT2

Waits until the relay is closed at the point set in the BVE-3000/3000A EVENT 2 register.

Format

—EVENT2

—GLOAD

Displays the picture file. The picture displayed on the screen before this command is executed will be cleared.

Format

—GLOAD ("[drive name:] file name" [,X-coordinate][,Y-coordinate])

Specification method

drive name

Specify the drive name of the picture file to be displayed.

If omitted, the current drive is specified.

file name

Specify the picture file to be displayed.

X-coordiante, Y-coordinate

Specify the coordinates of the upper left corner of the area where the picture is to be displayed. The coordinate system is the same as the Sony Disk BASIC graphic plane coordinate system.

If omitted, the coordinates will be set to (0, 0).

Note

If the picture file to be displayed has been saved with the border area color specification and when the coordinate specification is omitted in the —GLOAD command, the border area color will be set to the color specified when the picture file was saved.

—GOVLY

Displays the picture file over the picture displayed on the screen.

Format

—GOVLY ("[drive name:] file name"
[,X-coordinate][,Y-coordinate][,transparent color code])

Specification method

drive name

Specify the drive name of the picture file to be displayed.

If omitted, the current drive is specified.

file name

Specify the picture file to be displayed.

X-coordinate, Y-coordinate

Specify the coordinates of the upper left corner of the area where the picture is to be displayed. The coordinate system is the same as the Sony Disk BASIC graphic plane coordinate system.

If omitted, the coordinates will be set to (0, 0).

transparent color code

Specify the code of the color which is to be transparent. When the graphic data are loaded, the specified color becomes transparent, and the picture displayed on the screen is seen through the transparent areas.

Color code:

Code	Color	Code	Color
0	Black	8	Dark green
1	Deep blue	9	Moss green
2	Bright green	10	Salmon
3	Turquoise	11	Tan
4	Red	12	Ash blue
5	Brilliant pink	13	Light blue
6	Yellow	14	Pale pink
7	White	15	Gray

If omitted, the color of the upper left corner of the graphic data saved on the disk is assumed to have been specified as transparent.

—GSCREEN

Shifts the display position on the screen.

This command is valid only when the SMC-70G is used in the GENLOCK ON mode.

Format

—GSCREEN ([number of characters][, number of lines])

Specification method

number of characters

Specify the number of characters to be moved horizontally. When a positive number is specified, the display will move to the left by the specified characters, and when a negative number is specified, the display will move to the right by the specified characters.

An integer between -10 and +10 can be specified.

If omitted, the default is "0".

number of lines

Specify the number of lines to be moved vertically. When a positive number is specified, the display will move up by the specified lines, and when a negative number is specified, the display will move down by the specified lines.

An integer between -4 and +4 can be specified.

If omitted, the default is "0".

—GSET

Sets the SMC-70G GENLOCK ON mode.

Format

—GSET (GENLOCK ON mode [, switch mode])

Specification method

GENLOCK ON mode

Specify the sync mode of the SMC-70G in the GENLOCK ON mode.

0: AUTO

1: INT

2: EXT

switch mode

Specify the validity of the GENLOCK ON switch on the SMC-70G front panel.

0: Valid

1: Invalid

If omitted, the default is "0".

—HOUR

Waits until the internal timer counts the specified hour.

Format

—HOUR (hour)

Specification method

hour

Specifies the hours digit(s) (0 to 23).

—HTONE

Waits until a 1 kHz cue tone signal ending is detected.

Format

—HTONE

—LTONE

Waits until the end of the first 400 Hz cue tone signal is detected.

Format

—LTONE

—RESET

Resets the hour, minute, second and frame digit(s) of the timer to 0s.

Format

—RESET

—TAKE

Outputs the relay signal.

Format

—TAKE

Notes

- When this command is executed, a relay signal is output from the SMC-70G/70 TAPE connector for 0.1 second. This can be used to control the connected video equipment.
- When an SMC-70G/70 and a video equipment is connected with a cassette interface cable SMK-0030 and this command is executed, the relay signal is output from the black plug of the cable.

—TIME

Waits until the internal timer built-in the computer counts the specified time.

Format

—TIME (minutes, seconds, frames)

Specification method

minutes, seconds, frames

Specify the minute, second and frame digits.

minute, second: An integer between 0 and 59

frame: An integer between 0 and 29.

—VSW

Selects the picture to be displayed on the screen.

Format

—VSW (display mode)

Specification method

display mode

Specify the picture to be displayed.

- 0: Only the computer picture
- 1: Mixed picture of the computer and the VTR pictures
- 2: Superimposed picture of the computer over the VTR picture
- 3: Only the VTR picture

EXTENDED COMMANDS WHEN “WIPE.PAC” IS LOADED

Notes

- Commands extended by “WIPE.PAC” use the computer’s character display screen as the ‘curtain’ to wipe in/out the display. Therefore, when these commands are executed, the computer characters on the character display screen are cleared.
- When a —WIPEIN or —WIPEOUT in which wipe number 90 or 91 is specified is to be executed, you must first clear the characters on the character display screen with Sony Disk BASIC WIPE or CCLEAR command.

—BLIND

Closes the curtain of the specified color and hide the display.

Format

—BLIND ([color])

Specification method

color

Specify the color of the curtain.

Color code: See page 116.

If omitted, the default is 8 (dark green).

—BLINK

Makes the specified area blink at the specified number of times at the specified speed.

Format

—BLINK (blink times [,speed 1][,speed 2][, color][,X-coordinate 1]
[,Y-coordinate 1][,X-coordinate 2][,Y-coordinate 2])

Specification method

blink times

Specify the number of times to blink.

speed 1

Specify the period to be displayed. The larger the number, the longer the display period.

An integer between 1 and 100 can be specified.

When omitted, the default is 4.

speed 2

Specify the period not to be displayed. The larger the number, the longer the not-display period.

An integer between 1 and 100 can be specified.

When omitted, the default is 4.

color

Specify the color to be painted.

For the color code, see page 116.

If omitted, the default is 8 (dark green.)

coordinates

Specify the X and Y coordinates of the upper left corner and lower right corner of the area to be blinked.

The coordinate system is the same as the Sony Disk BASIC character plane coordinate system in 80 character mode.

If omitted, the default values are as follows:

X-coordinate 1, Y-coordinate 1: 0

X-coordinate 2: 79

Y-coordinate 2: 24

—WIPEIN

Wipes in the display with the specified pattern at the specified speed.

Format

—WIPEIN ([wipe number][, speed][, X-coordinate 1][, Y-coordinate 1]
[,X-coordinate 2][,Y-coordinate 2])

Specification method

wipe number

Specify the wipe pattern.

For the wipe pattern and the wipe number, see page 79.

If omitted, the display is cut in.

speed

Specify the wipe-in speed with an integer between 0 and 500.

The larger the parameter specified, the more slowly the display is wiped.

For the time of wiping in each pattern, see page 80.

If omitted, the default is 0.

coordinates

Specify the X and Y coordinates of the upper left corner and lower right corner of the area to be wiped.

The coordinate system is the same as the Sony Disk BASIC character plane coordinate system in 80 character mode.

The coordinates are valid when 0, 10, 20, 30, 100, 110, 120, or 130 is specified as the wipe pattern.

If omitted, the default values are as follows:

X-coordinate 1, Y-coordinate 1: 0

X-coordinate 2: 79

Y-coordinate 2: 24

—WIPEOUT

Wipes out the display with the specified wipe pattern and the specified color at the specified speed.

Format

—WIPEOUT ([wipe number][,speed][,color][,X-coordinate 1]
[,Y-coordinate 1][,X-coordinate 2][,Y-coordinate 2])

Specification method

wipe number

Specify the wipe pattern.

For the wipe number, see page 79.

If omitted, the display will be cut out.

speed

Specify the wipe-out speed with an integer between 0 and 500.

The larger the parameter specified, the more slowly the display is wiped out.

For the time of wiping out each pattern, see page 80.

If omitted, the default is 0.

color

Specify the color to be painted.

For the color code, see page 116.

If omitted, the default is 8 (dark green).

coordinates

Specify the X and Y coordinates of the upper left corner and lower right corner of the area to be wiped out.

The coordinate system is the same as the Sony Disk BASIC character plane coordinate system in 80 character mode.

The coordinates are valid when 0, 10, 20, 30, 100, 110, 120, or 130 is specified as the wipe pattern.

If omitted, the default values are as follows:

X coordinate 1, Y-coordinate 1: 0

X-coordinate 2: 79

Y-coordinate 2: 24

EXTENDED COMMANDS WHEN “VT.PAC” IS LOADED

—VOPEN

Opens the Video Titler data file.

The data are actually displayed by executing a —VTEXT command.

Format

—VOPEN (file number, “[drive name:] file name” [，“font drive name:”])

Specification method

file number

Specify 0 or 1 as desired. The file is opened with the specified file number. More than 2 files cannot be opened with the same file number at a time, that is two files can be opened at a time by specifying 0 and 1 as the file number.

If a file is opened with the file number when another file has been opened with the same number, the previously opened file is closed and a new file is opened.

drive name

Specify the drive name of the Video Titler data file.

If omitted, the current drive is selected.

file name

Specify the data file name to be displayed.

font drive name

Specify the drive on which the font data file is stored.

If omitted, the current font drive is selected.

—VTEXT

Displays the specified page of the Video Titler data which has already been opened with a —VOPEN command.

Format

—VTEXT (file number, page number [,background color mode])

Specification method

file number

Specify 0 or 1 with which the Video Titler data file has been opened.

page number

Specify the page number to be displayed.

background color mode

Specify the background color and the border color.

0: Current background and border colors are maintained.

1: The background and border colors which were displayed when the page was saved will be displayed.

If omitted, the default will be "1".

CORRESPONDANCE BETWEEN Q-MANAGER COMMANDS AND SONY DISK BASIC COMMANDS

Q-Manager commands correspond to the commands of Sony Disk BASIC and its extended commands when "QM.PAC", "WIPE.PAC" and "VT.PAC" is loaded.

Q-Manager	Sony Disk BASIC
Begin + Inpoint.....	— CUTIN
End	— CUTOUT
minutes:seconds:frames	— TIME
Repeat	GOTO
Key	INKEY\$
Scene.....	line number
Clear	GCLEAR or BOXF
Border.....	GCOLOR
Arrow	Loading of "ARROW1.PIC" to "ARROW8.PIC" with —GOVLY
Remark	REM or '
Beep	BEEP or PLAY

Other commands of Q-Manager have the same name as the Sony Disk BASIC commandes .

SUPPLEMENT QUICK REFERENCE

Q-MANAGER COMMANDS

COMMANDS IN THE TIME COLUMN

Begin	Waits for the edit-in point and sets the timer to the time specified by an Inpoint command.
End	Waits for the edit-out point.
Event 1	Waits for the EVENT 1 entry point of a BVE-3000/3000A.
Event 2	Waits for the EVENT 2 entry point of a BVE-3000/3000A.
Hour: hour	Waits until the hour digit of the timer coincides with the hour specified by this command.
Htone	Waits until the end of the 1 kHz cue tone is detected.
Key	Waits until the space bar or scene number (specified by a Scene command) is pressed.
Ltone	Waits until the end of the first 400 Hz cue tone is detected.
Repeat	Repeats the cue list from the first line.
Reset	Sets the timer to 00 (hours):00 (minutes):00 (seconds):00 (frames).
Scene:scene number	Labels a line.
Minutes:seconds:frames	Waits until the timer coincides with the time specified by this command.

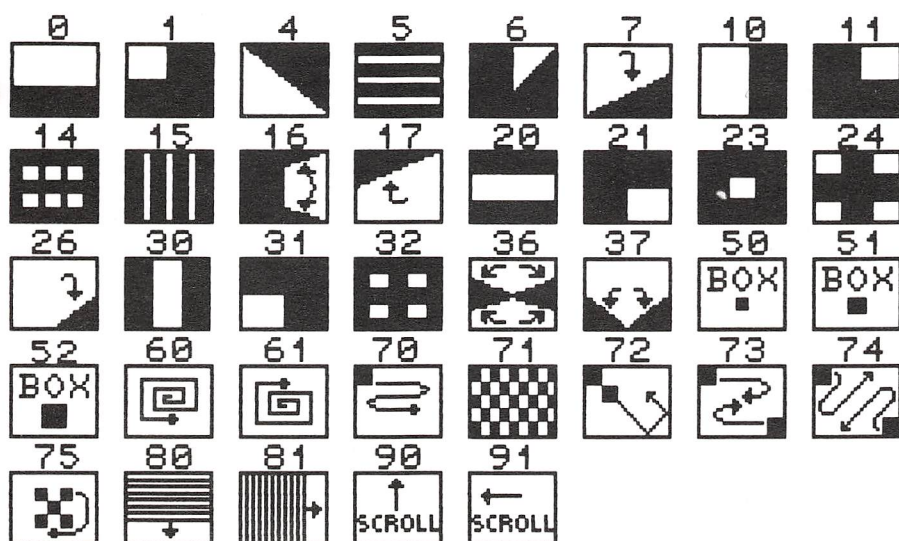
COMMANDS IN THE MODE COLUMN

C	Selects the computer mode.
M	Selects the mixed mode.
S	Selects the superimposed mode.
V	Selects the video mode.

COMMAND IN THE FUNCTION COLUMN

Arrow [(coordinates)][arrow number]	Displays a red arrow.
Beep	Generates a beep.
Blind [<color>]	Conceals the display by closing the 'curtain'.
Blink [(coordinates1)(coordinates2)] [<color>]blink times [,speed1,speed2]	Makes the designated area blink.
Border [<color>]	Paints the border area.
Clear [(coordinates1)(coordinates2)][<color>]	Paints the designated area.
Gload [(coordinates)][drive name :]picture file name	Displays a picture file.
Govly [(coordinates)][<color>][drive name :]picture file name	Displays a picture file over the display which is currently displayed.
Inpoint hours : minutes : seconds : frames	Specifies the time to which the timer is set by the Begin command.
Remark comment	Adds a comment to a cue list.
Screen [number of characters] [,number of lines]	Shifts the display position.
Take	Outputs the relay signal.
Vopen [drive name :]Video Titler data file name	Opens the Video Titler data file.
Vtext page number[,background color mode]	Displays the page of the Video Titler data file.
Wipein [(coordinates1)(coordinates2)] [wipe number][,speed]	Wipes in the display.
Wipeout [(coordinates1)(coordinates2)][<color>][wipe number][,speed]	Wipes out the display.

WIPE PATTERNS



SONY DISK BASIC EXTENDED COMMANDS

COMMANDS EXTENDED BY "QM.PAC"

—CUTIN (device No. [,hour, minute, second, frame])	Waits for an edit-in point and sets the internal timer to the specified time.
—CUTOUT	Waits for an edit-out point.
—TIME (minute, second, frame)	Waits for a specified time.
—HOUR (hour)	Waits for a specified hour.
—RESET	Resets the computer internal timer.
—HTONE	Waits for a 1 kHz cue tone signal.
—LTONE	Waits for a 400 Hz cue tone signal.
—EVENT1	Waits for the EVENT 1 point.
—EVENT 2	Waits for the EVENT 2 point.
—TAKE	Outputs a relay signal
—GLOAD ("[drive name:] file name" [,X-coordinate] [,Y-coordinate])	Displays a picture file.
—GOVLY ("[drive name:] file name" [,X-coordinate] [,Y-coordinate][,transparent color code])	Displays a picture file over the displayed picture.
—GSET (GENLOCK ON mode [,switch mode])	Sets the SMC-70G GENLOCK mode. GENLOCK ON mode : 0-Auto, 1-Int., 2-Ext. Switch mode : 0-Valid, 1-Invalid
—GSCREEN ([number of characters][,number of lines])	Moves the display position.
—VSW (display mode)	Selects the display picture. display mode : 0-Computer, 1-Mixed, 2-Superimposed, 3-Video.
—BOLD	Displays the characters on the character display screen in bold.

COMMANDS EXTENDED BY “WIPE.PAC”

—BLIND ([clocr])	Closes the curtain to hide the display.
—WIPEIN ([wipe number][, speed][,X-coordinate 1][Y-coordinate 1][,X-coordinate 2][, Y-coordinate 2])	Wipes in the display.
—WIPEOUT ([wipe number][, speed][, color][X-coordinate 1][, Y-coordinate 1][, X-coordinate 2][, Y-coordinate 2])	Wipes out the display.
—BLINK (blink times [, speed 1][, speed 2][,color][,X-coordinate 1][, Y-coordinate 1][,X-coordinate 2][, Y-coordinate 2])	Blinks the display.

COMMANDS EXTENDED BY “VT.PAC”

—VOPEN (file number, “[drive name:]file name”[,“font drive name:”])	Opens a Video Titler data file.
—VTEXT (file number, page number [,background color model])	Displays a page of the Video Titler data file.

