

3G/HD/SD-SDI/CVBS Standalone Expandable Multiviewer with Advanced On-Screen Graphics

# **Product Manual**

	Cobalt Digital Inc.
<u>COBALT.</u>	2506 Galen Drive Champaign, IL 61821 Voice 217.344.1243 • Fax 217.344.1245 www.cobaltdigital.com

BBG1070QS-OM (V1.8)

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Congratulations on choosing the Cobalt<sup>®</sup> BBG-1070-QS 3G/HD/SD-SDI/CVBS Standalone Expandable Multiviewer with Advanced On-Screen Graphics. The BBG-1070-QS is part of a full line of modular processing and conversion gear for broadcast TV environments. The Cobalt Digital Inc. line includes video decoders and encoders, audio embedders and de-embedders, distribution amplifiers, format converters, remote control systems and much more. Should you have questions pertaining to the installation or operation of your BBG-1070-QS, please contact us at the contact information on the front cover.

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# Chapter 1

# Introduction

# **Overview**

This manual provides installation and operating instructions for the BBG-1070-QS 3G/HD/SD-SDI/CVBS Standalone Expandable Multiviewer with Advanced On-Screen Graphics unit (also referred to herein as the BBG-1070-QS).

- Information in this manual describes technical aspects, installation, setup/integration, and full operating instructions for this product intended for **engineering personnel**.
- "BBG-1070-QS Operators's Guide" is limited to user operating instructions for using the BBG-1070-QS PiP user interface to manipulate and set up the quint-split/multiviewer functions of this product. This guide (which is furnished with this product) is intended for **operating personnel** who will be using the BBG-1070-QS to manipulate and configure the multi-split PiP multiviewer functions ("day-to-day use") of this product. It is recommended that this condensed guide be made available to operating personnel.

This manual consists of the following chapters:

- Chapter 1, "Introduction" Provides information about this manual and what is covered. Also provides general information regarding the BBG-1070-QS.
- Chapter 2, "Installation" Provides instructions for installing the BBG-1070-QS and setting up its network access.
- Chapter 3, "Setup/Operating Instructions" Provides overviews of operating controls and instructions for using the BBG-1070-QS.

This chapter contains the following information:

- Cobalt Reference Guides (p. 1-2)
- Manual Conventions (p. 1-2)
- Safety and Regulatory Summary (p. 1-3)
- BBG-1070-QS Functional Description (p. 1-4)
- Technical Specifications (p. 1-11)
- Warranty and Service Information (p. 1-13)
- Contact Cobalt Digital Inc. (p. 1-14)

# **Cobalt Reference Guides**

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

# Manual Conventions

In this manual, display messages and connectors are shown using the exact name shown on the BBG-1070-QS itself. Examples are provided below.

• Device display messages are shown like this:

# BBG-1070-QS

• Connector names are shown like this: **SDI IN A** 

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

- **BBG-1070-QS** refers to the BBG-1070-QS 3G/HD/SD-SDI/CVBS Standalone Expandable Multiviewer with Advanced On-Screen unit.
- **Frame** refers to the HPF-9000, OG3-FR, 8321, or similar 20-slot frame that houses Cobalt<sup>®</sup> or other cards.
- Device and/or Card refers to a Cobalt<sup>®</sup> or other card.
- **System** and/or **Video System** refers to the mix of interconnected production and terminal equipment in which the BBG-1070-QS and other cards or units operate.
- Functions and/or features that are available only as an option are denoted in this manual like this:



#### Warnings, Cautions, and Notes

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

#### Warnings

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

#### Cautions

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

#### Notes

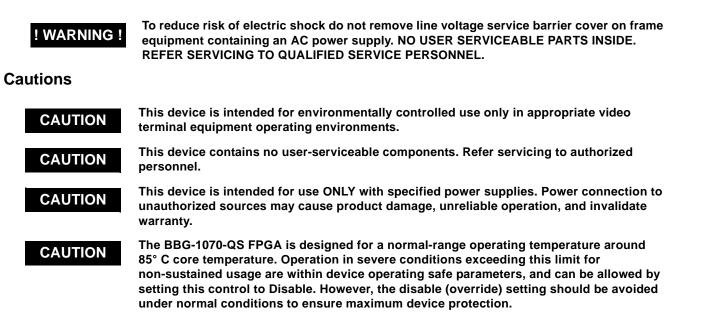
Notes provide supplemental information to the accompanying text. Notes typically precede the text to which they apply.

### Labeling Symbol Definitions

$\triangle$	Important note regarding product usage. Failure to observe may result in unexpected or incorrect operation.
	Electronic device or assembly is susceptible to damage from an ESD event. Handle only using appropriate ESD prevention practices.
	If ESD wrist strap is not available, handle only by edges and avoid contact with any connectors or components.
	Symbol (WEEE 2002/96/EC)
	For product disposal, ensure the following:
<u>/_ð</u>	<ul> <li>Do not dispose of this product as unsorted municipal waste.</li> </ul>
	<ul><li>Collect this product separately.</li><li>Use collection and return systems available to you.</li></ul>

# Safety and Regulatory Summary

Warnings



# **EMC Compliance Per Market**

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

# **BBG-1070-QS Functional Description**

Figure 1-1 shows a functional block diagram of the BBG-1070-QS. The BBG-1070-QS includes input processing functions to accommodate SDI and CVBS analog inputs, a validity check function to provide indication of input defects, timecode and audio data handling and routing control, multi-split ARC/scaling functions, a timing alignment function to synchronize the inputs to house reference, up to 5:1 Picture-in-Picture (PiP) video combining, and burn-in attributes and control of borders, UMD display text, audio meters, and other accessory displays. The output is available as a 3G/HD/SD-SDI output or HDMI/DVI. The output raster format and aspect ratio is user-configurable.

#### **BBG-1070-QS Input/Output Formats**

The BBG-1070-QS provides the following inputs and outputs:

- Inputs:
  - SDI/CVBS IN A thru SDI/CVBS IN E five coaxial video inputs (auto-detecting 3G/HD/SD-SDI or CVBS analog video)
- Outputs:
  - **3G/HD/SD-SDI OUT 3**G/HD/SD-SDI multi-image video output
  - HDMI/DVI OUT Multi-image HDMI/DVI out with selectable audio embedding (suitable for direct connection to monitor panels)

#### **Video Processing Description**

The BBG-1070-QS features input select and validity check functions, timing alignment, and PiP ARC/scaling functions as described below.

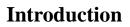
#### **Input Video Select Function**

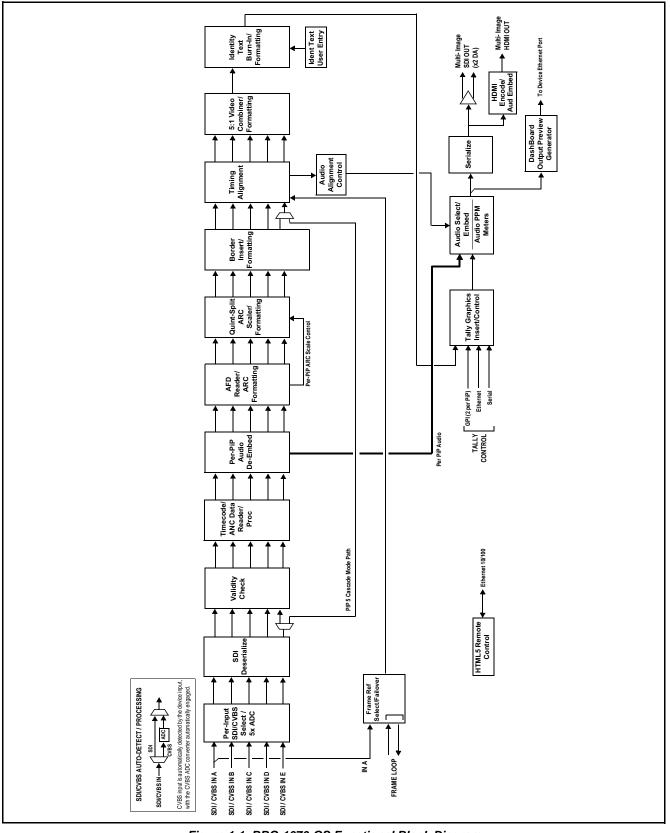
Auto-detect per PiP inputs independently set each of the device video inputs as 3G/HD/SD-SDI or CVBS SD analog video. Either mode preserves waveform and packet-based ancillary data for extraction and usage later in the processing chain. A CVBS input is automatically detected by the device input, with the CVBS ADC converter automatically engaged in these cases.

#### **Timecode Processor**

This function provides for extraction of timecode data from any of the five per-PiP input video sources, and in turn allows timecode strings to be burned into the respective PiP images. The function can monitor any of the device video inputs for supported timecode formats such as HD ATC\_LTC or ATC\_VITC, and ATC\_VITC or VITC waveform for SD SDI or CVBS inputs.

**Option E** When licensed with option **+LTC**, this function also can receive and translate audio LTC timecode (from Emb Ch 1-16) for insertion as SMPTE 12M ATC timecode formats onto the output video as described above.





# **ARC Processor**

This function provides separate ARC controls for each PiP input. The separate controls can re-aspect SD to match the aspecting used for HD inputs, and vice versa. Custom aspecting is also available for both HD and SD formats.

#### **Quint-Split ARC Scaler/Formatting Function**

This function provides conversion of each PiP input to match a common user-selected format, resulting in images that are format-matched and suitable for combining into a single PiP image. When the PiP images are sized by this function, the borders and other accessory attributes are now integrated into each PiP image. In addition to full user control of PiP image H/V sizing, accessory attributes such as border size, weight, and color can be user configured.

#### **Quint Timing Alignment Function**

This function provides for frame alignment control of the five PiP inputs using either the external **FRAME LOOP** reference signal, or a selected input video as a frame reference. As such, BBG-1070-QS can accommodate asynchronous program video inputs.

This function also allows frame offset delay to be added between the output video and the frame sync reference.

Frame sync can select from external frame reference source, input video, or free-run (internal) timing. Selectable failover allows alternate reference selection should the initial reference source become unavailable or invalid.

#### **5:1 Video Combiner/Formatting Function**

This function combines the five video images into the user-configured positions within the overall image. At this point, all PiP images are of the same raster format and fully synchronous. User positioning controls provide the H and V offsets that position the images as desired by the operator using the GUI controls.

# Identity Text Burn-In/Formatting Function

This function provides user controls for entering UMD and ident user text that is burned into each PiP image. Controls allow full control of positioning, sizing, and color/background/opacity attributes. Burn-in text can be user entry text, video format of the corresponding PiP, wall-time clock, or external text sourced via IP from an automation system.

# **Tally Graphics Insert/Control**

This function accommodates tally inputs (received as GPI, serial, or network commands) and allows configuring the commands to provide tally indications for each PiP image. All visual attributed are configurable, including "lamp" color, size, and positioning.

Up to five GPI inputs are available for selecting per-PiP tally lamp insertions and border attributes such as colors. The combined states of the GPI inputs can form "virtual" GPIs which can be used for up to 16 discrete GPI-defined actions. Tally activation can also be controlled via IP from an automation system/router. UMD text can be inserted using local user text entry or integrated with router automation to receive text from the automation system.

# **Output Preview via Network Connection**

A DashBoard Output Preview function provides the display of regularly-sampled screen captures in the device DashBoard remote control page. This provides remote-access program video content/presence and multiviewer layout confidence monitoring via the device's DashBoard display without needing collocation with the BBG-1070 or its input or output video signals.

When the device is acquiring frame captures (either 5-second periodicupdated continuous images or single frame (user selectable)), the area on the bottom of the DashBoard page displays the multiviewer image of the input video PiPs. DashBoard acquires program video frame captures using an external network connection from the BBG-1070 Ethernet port to the network/computer hosting the device's DashBoard connection. (When preview is requested, DashBoard queries the device address for the image, with the image transferred via the device rear panel Ethernet connection).

### **Audio Processor Description**

#### **Audio Select/Embed**

The audio processor operates as an internal audio router for selecting PiP-input embedded channels 1-16 as channels (as a four-group package) to be embedded into the combined PiP SDI and HDMI video outputs. The audio processor function operates with the timing alignment function to align audio with the selected reference.

- **Note:** Output audio always corresponds to a single particular selectable PiP input. Various output embedded channels cannot be sourced from a mix of various PiP input embedded channels.
  - To maintain conformance with CEA-861D HDMI audio channel line-up specifications and industry standard SDI convention, the HDMI output swaps between the C and LFE channels for the HDMI output.

#### **Per-PiP Audio PPM Meters**

Each PiP image area has setup controls to provide audio meters in several formats (channel count) as desired. Each PiP image has an audio meter display that can display from 2-bar stereo up to all four embedded audio groups for the audio associated with the PiP input. User controls allow setting meter complement, position, size, and other graphic attributes.

#### Cascading (Multi-Device) BBG-1070-QS Operation and Setup Overview

(See Figure 1-2.) The BBG-1070-QS **PIP 5** input is ideally suited to allow multiple BBG-1070-QS devices to operate in a **cascading** arrangement, where four of the device inputs serve as program video inputs, and the fifth input receives the cascading combined layout of a preceding BBG-1070-QS device in a daisy-chain arrangement. In this mode, the **PIP 5** input is configured to serve as a full-size underlay with **PIP 1** thru **PIP 4** being overlays. In this manner, added PiPs can be positioned within the imported underlay resulting in a combined image of the imported underlay PiPs and the locally added PiPs.

# **Cascading Low-Latency Operation**

Low-latency modes provide for reducing I/O latency by bypassing the cascade input framesync. Low-latency modes apply framesyncing when needed (applying framesync and bypassing low-latency during these intervals). When alignment is again detected by the local device, framesyncing is correspondingly disabled and low-latency operation is again applied.

# Introduction

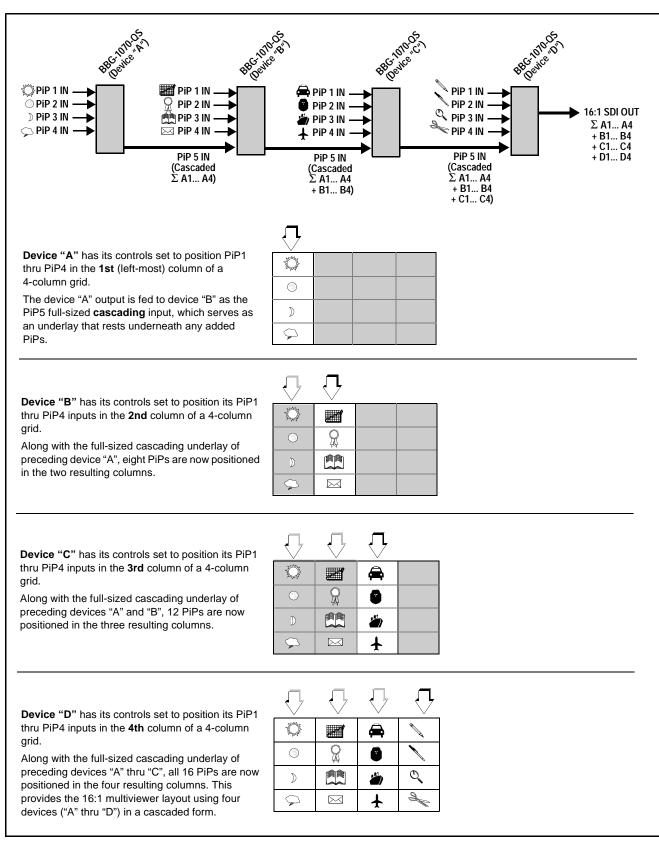


Figure 1-2 Cascaded BBG-1070-QS Example 16:1 Setup and Overview

# Cascade Config (Configurator) DashBoard Control Consolidation

(See Figure 1-3.) The **Cascade Config** DashBoard tabs and multi-unit network connection allows cascade chain network-connected BBG-1070-QS units to communicate with each other and expose settings and attributes from all of the units within the chain. In this setup, each unit will "see" the other units in the network chain connection, with access to PiP controls for all PiPs from any unit within the chain.

This global consolidation allows setup control of any of the PiPs from one unit. Settings can be performed on one PiP, and then be cloned across as many PiPs in the chain as desired. This removes the need to set up each unit individually, with settings manually repeated for several units. It also allows presets that can "look at" and set up all the units in the chain from a single preset.

**Cascade Config** DashBoard tabs and multi-unit network connection allows cascade chain network-connected BBG-1070-QS units (BBG-1070-QS units "A" thru "D" in this example) to communicate with each other and centrally expose setup attributes of all of the units within the chain.

Cascade Config is designed to use the first unit as a full quint-split processor, with subsequent units in the chain taking in the cascade underlay as **In E** and additional PiP inputs as **In A** thru **In D**. In this example, a 17-input multiviewer is attained (four units providing 5+4+4+4 = 17 input channels).

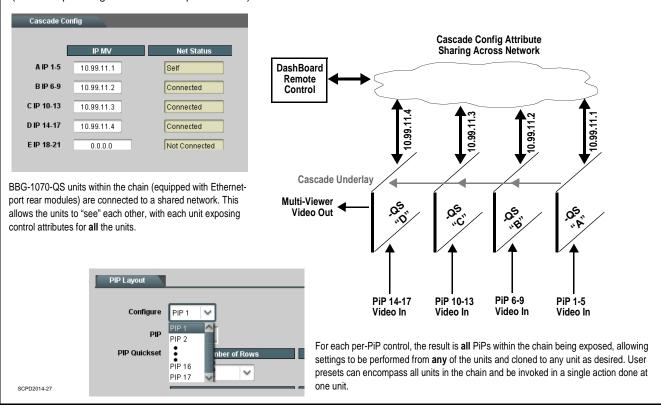


Figure 1-3 Example Cascade Config Connection and Functionality

# **User Control Interface**

BBG-1070-QS uses an HTML5 internal web server for control/monitoring communication, which allows control via a web interface with no special or unique application on the client device. BBG-1070 can also use DashBoard<sup>™</sup> remote control, where it appears as a frame with one device installed. Connection to the device to the network media connection is via a standard 10/100/1000 RJ-45 Ethernet connection.

# **Technical Specifications**

Table 1-1 lists the technical specifications for the BBG-1070-QS 3G/HD/ SD-SDI/CVBS Standalone Expandable Multiviewer with Advanced On-Screen unit.

Item	Characteristic
Part number, nomenclature	BBG-1070-QS 3G/HD/SD-SDI/CVBS Standalone Expandable Multiviewer with Advanced On-Screen
Power consumption	< 18 Watts maximum. Power provided by included AC adapter; 100-240 VAC, 50/60 Hz. Second DC power connection allows power redundancy using second (optional) AC adapter.
Installation Density	Up to 3 units per 1RU space
Environmental: Operating temperature: Relative humidity (operating or storage):	32° – 104° F (0° – 40° C) < 95%, non-condensing
Dimensions (WxHxD):	5.7 x 1.4 x 14.7 in (14.5 x 3.5 x 37.3 cm) Dimensions include connector projections.
Weight:	6 lb (2.8 kg)
Ethernet communication	10/100/1000 Mbps Ethernet with Auto-MDIX via HTML5 web interface
Front-Panel Controls and Indicators	Backlit LCD display and menu navigation keys. Display and controls provide unit status display and full control as an alternate to web GUI control.
Program Video Input	Five video inputs, auto-detecting CVBS or 3G/HD/SD-SDI
	Data Rates Supported:
	SMPTE 424M, 292M, SMPTE 259M-C (Inputs C thru E also support SMPTE 425 Level B)
	Impedance:
	75 $\Omega$ terminating
	Receive Cable Length: 3G/HD/SD-SDI: 120/180/320 m (Belden 1694A)
	Return Loss (SDI):
	> 15 dB up to 1.485 GHz
	> 10 dB up to 2.970 GHz

#### Table 1-1 Technical Specifications

Item	Characteristic
Serial Digital PiP Video Output	Number of Outputs:
	One 3G/HD/SD-SDI BNC
	Impedance:
	75 Ω
	Return Loss:
	> 15 dB at 5 MHz – 270 MHz
	Signal Level:
	800 mV ± 10%
	DC Offset:
	$0 \text{ V} \pm 50 \text{ mV}$
	Jitter (3G/HD/SD):
	< 0.3/0.2/0.2 UI
SDI Input-Output Latency	Basic I/O latency < 1.5 frames (max)
(720p5994)	PiP channel derived from cascaded preceding-device output consists of source device basic delay with < 2 line added delay.
HDMI PiP Video Output	HDMI CEA-861D
Tally Inputs	- Serial
	<ul> <li>- GPI (Opto-isolated ports with self-sourcing current on 3-wire (IN 1, IN 2, GND) Phoenix connector with removable screw terminal blocks (Phoenix PN 1803581; Cobalt PN 5000-0013-000R)</li> </ul>
	Triggering:
	User-configurable. GPI activation invokes a selected user preset. Response:
	GPI acknowledge upon falling-edge input triggered by R $\leq$ 10 k\Omega (or Vin $\leq$ 2.0 V)
	GPI release upon rising-edge input triggered by R $\geq$ 10 k $\Omega$ (or Vin $\geq$ 2.0 V)
	"G" (GND) terminal at chassis-ground potential Suitable for use with 3.3V LVCMOS logic
	Maximum Recommended Logic Control Voltage Range: 0 to 5 VDC
	- 10/100/1000 Base-T Ethernet
Frame Reference Input	Looping 2-BNC connection. SMPTE 170M/318M "Black Burst", SMPTE 274M/296M "Tri-Level"
	Return Loss: >35 dB up to 5.75 MHz
GPIO/COMM	(5) GPI configurable to select input routing. (2) GPO configurable to invoke upon input selected. RS-232/485 comm port.
Redundant (or spare) AC power supply (optional)	BBG-1000-PS

Table 1-1	Technical Specifications — continued

# Warranty and Service Information

# **Cobalt Digital Inc. Limited Warranty**

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

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

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

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

#### **Cobalt Digital Inc. Factory Service Center**

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

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

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

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

# Chapter 2

# Installation

# **Overview**

This chapter contains the following information:

- Installing the BBG-1070-QS (p. 2-1)
- Rear Panel Connections (p. 2-2)

# Installing the BBG-1070-QS

- **Note:** Where BBG-1070-QS is to be installed on a mounting plate (or regular table or desk surface) **without** optional frame Mounting Tray BBG-1000-TRAY, affix four adhesive-backed rubber feet (supplied) to the bottom of BBG-1070-QS in locations marked with stamped "x". If feet are not affixed, chassis bottom cooling vents will be obscured.
  - Where BBG-1070-QS is to be installed **with** optional frame Mounting Tray BBG-1000-TRAY, **do not** affix adhesive-backed feet.

# Installing Using BBG-1000-TRAY Optional Mounting Tray

**BBG-1000-TRAY** allows up to three BBG-1070-QS to be mounted and securely attached to a 1 RU tray that fits into a standard EIA 19" rack mounting location. Install BBG-1070-QS unit(s) into tray as described and shown here.

- 1. If installing BBG-1070-QS using optional frame Mounting Tray BBG-1000-TRAY, install BBG-1070-QS in tray as shown in Figure 2-1.
- 2. Connect the input and output cables as shown in Figure 2-3.

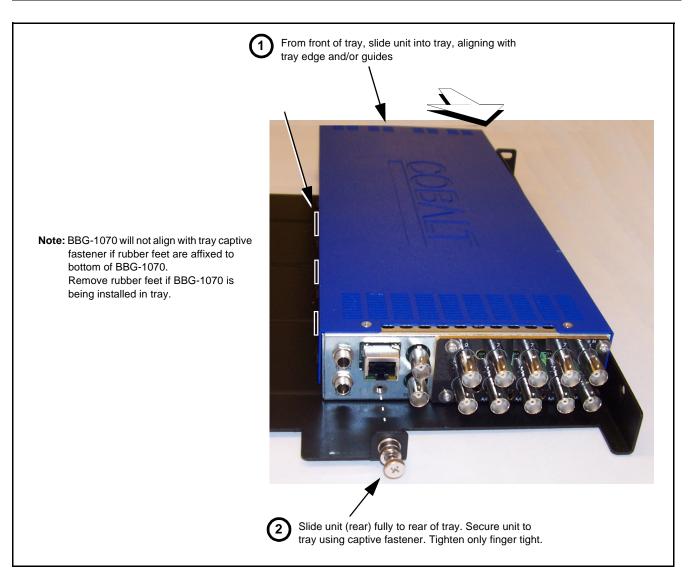


Figure 2-1 Mounting BBG-1070-QS Using Frame Mounting Tray

### **BBG-1070-QS Unit Dimensions**

Figure 2-2 shows the BBG-1070-QS physical dimensions and mounting details for cases where BBG-1070-QS will be installed in a location not using the optional **BBG-1000-TRAY** mounting tray.

# **Rear Panel Connections**

Perform rear panel cable connections as shown in Figure 2-3.

- **Note:** The BBG-1070-QS BNC inputs are internally 75-ohm terminated. It is not necessary to terminate unused BNC video inputs or outputs.
  - External frame sync reference signal (if used) must be terminated if a looping (daisy-chain) connection is not used. Unterminated reference connection may result in unstable reference operation.

# Installation

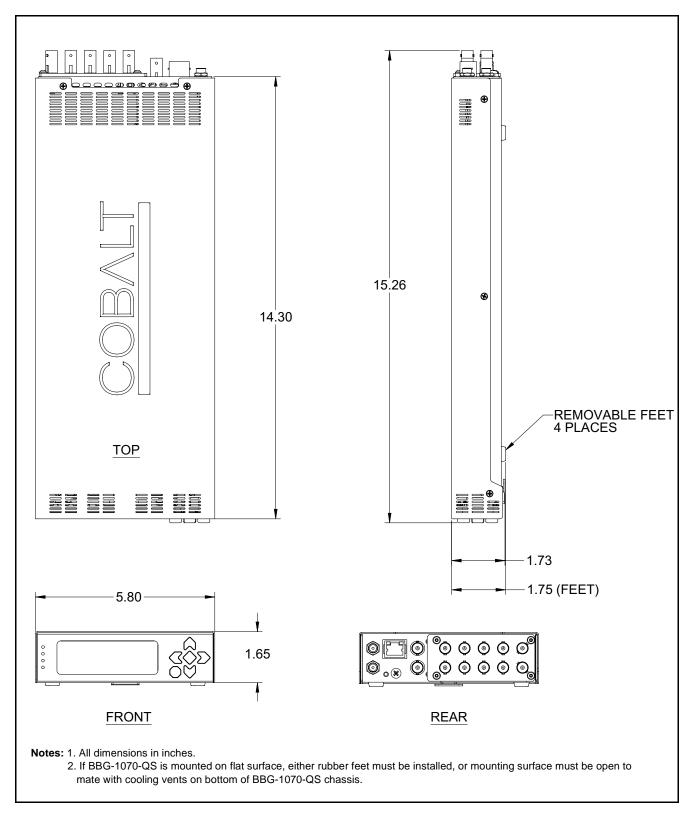
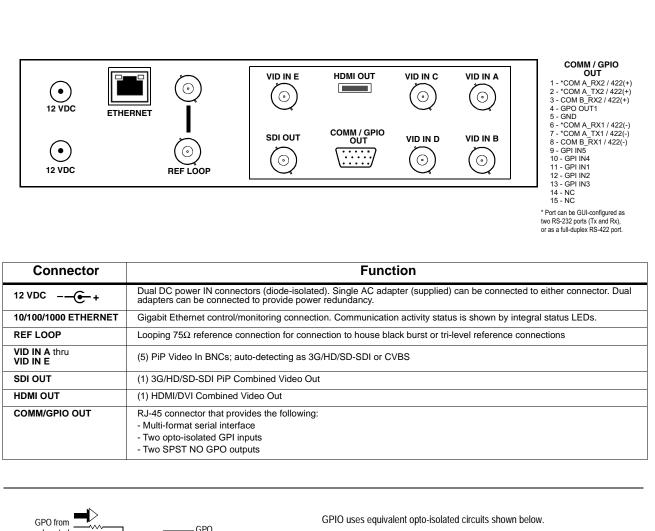
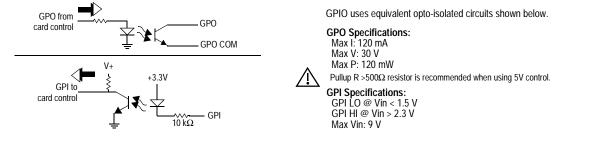


Figure 2-2 BBG-1070-QS Dimensional Details





#### Figure 2-3 BBG-1070-QS Rear Panel Connectors

# Chapter 3

# Setup/Operating Instructions

# **Overview**

This chapter contains the following information:

- BBG-1070 Front Panel Display and Menu-Accessed Control (p. 3-1)
- Connecting BBG-1070 To Your Network (p. 3-3)
- Control and Display Descriptions (p. 3-5)
- Checking BBG-1070-QS Device Information (p. 3-8)
- BBG-1070-QS Function Menu List and Descriptions (p. 3-9)
- Uploading Firmware Using Web Interface and GUI (p. 3-60)
- Front Panel User Menus (p. 3-61)
- Troubleshooting (p. 3-61)

Perform the setup procedures here in the sequence specified.

**Note:** All instructions here assume BBG-1070 is physically connected to the control physical network as described in Chapter 2. Installation.

# **BBG-1070 Front Panel Display and Menu-Accessed Control**

Figure 3-1 shows and describes the BBG-1070 front panel displays and menu-accessed user interface controls. Initial network setup is performed using these controls.

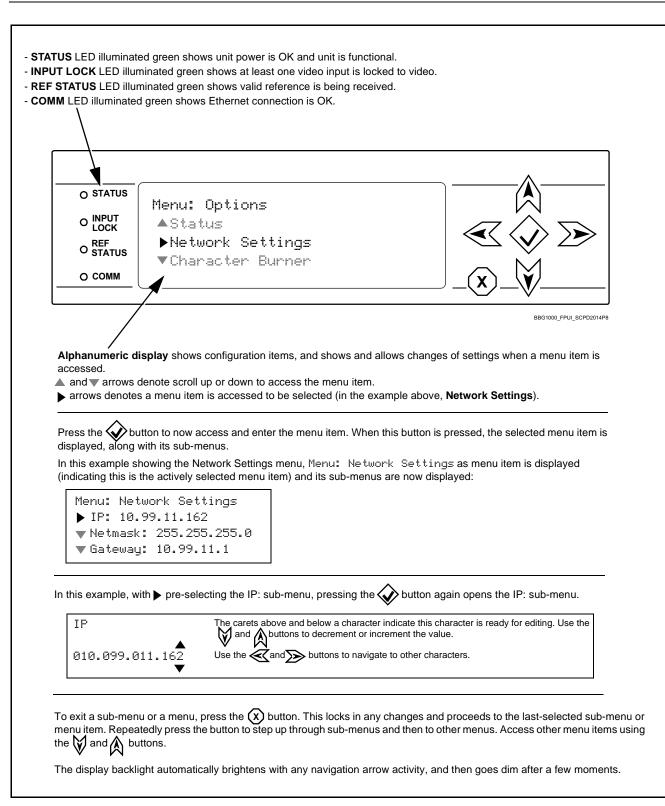
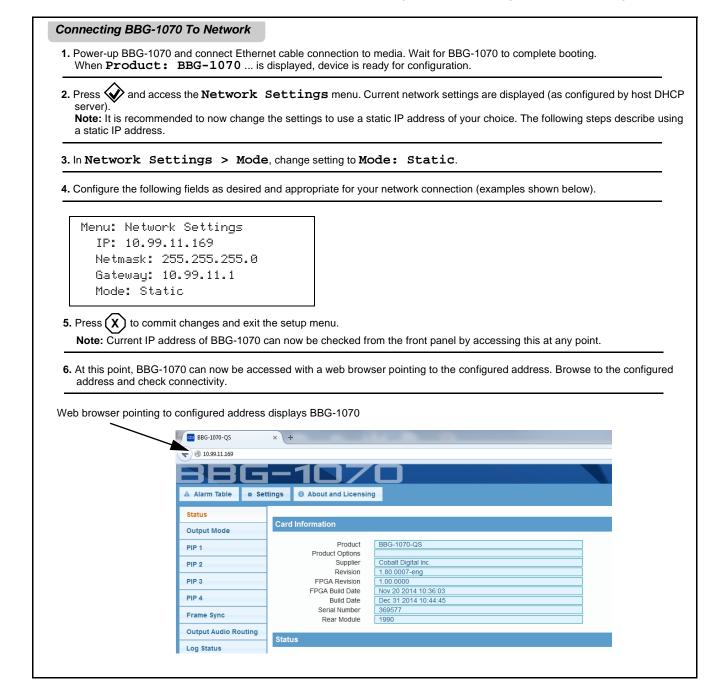


Figure 3-1 BBG-1070 Front Panel Display and Menu Controls

# **Connecting BBG-1070 To Your Network**

BBG-1070 ships with network protocol set to DHCP and populates its address with an addressed allocated by your DHCP server. If your network does not have a DHCP server, the BBG-1070 address field will be blank, and a static address must then be assigned. All initial network settings are performed using the Front Panel Display menu-accessed control (as described on the previous page). Refer to this page for instructions of using the front-panel menu navigation.

Access the Network Settings menu and configure network settings as follows:



# Finding a BBG-1070 Device in DashBoard

(See Figure 3-2) If BBG-1070 is configured with an address within a network also available via DashBoard, a BBG-1070 device appears as a frame entity in the DashBoard Basic Tree View.

**Note:** BBG-1070 DashBoard remote control is also available by opening the device in DashBoard similar to opening an openGear<sup>®</sup> card.

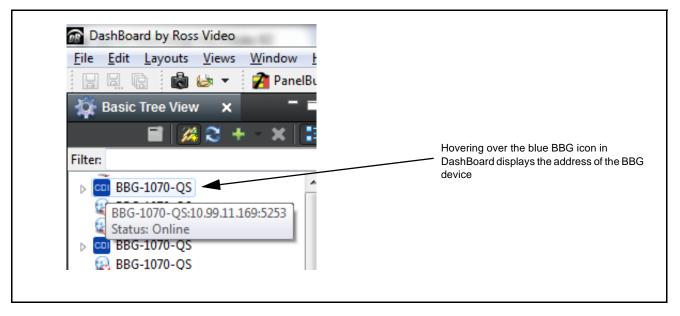


Figure 3-2 Finding BBG-1070 Using DashBoard

3

# **Control and Display Descriptions**

This section describes the web user interface controls for using the BBG-1070-QS.

The format in which the BBG-1070-QS functional controls appear follows a general arrangement of Function Submenus under which related controls can be accessed (as described in Function Submenu/Parameter Submenu Overview below).

#### Function Submenu/Parameter Submenu Overview

The functions and related parameters available on the BBG-1070-QS device are organized into function **menus**, which consist of parameter groups as shown below.

Figure 3-3 shows how the BBG-1070-QS device and its menus are organized, and also provides an overview of how navigation is performed between devices, function menus, and parameters.

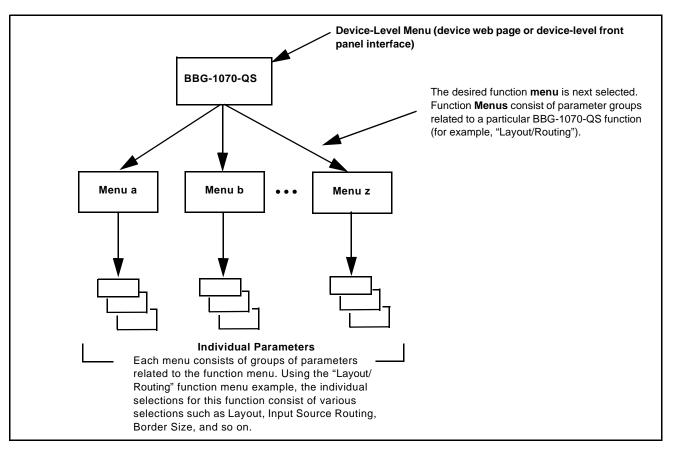


Figure 3-3 Function Submenu/Parameter Submenu Overview

# Web User Interface

(See Figure 3-4.) The device function menu is organized using main menu navigation tabs which appear on the left side of any pane regardless of the currently displayed pane. When a menu tab is selected, each parametric control or selection list item associated with the function is displayed. Scalar (numeric) parametric values can then be adjusted as desired using the GUI slider controls. Items in a list can then be selected using GUI drop-down lists.

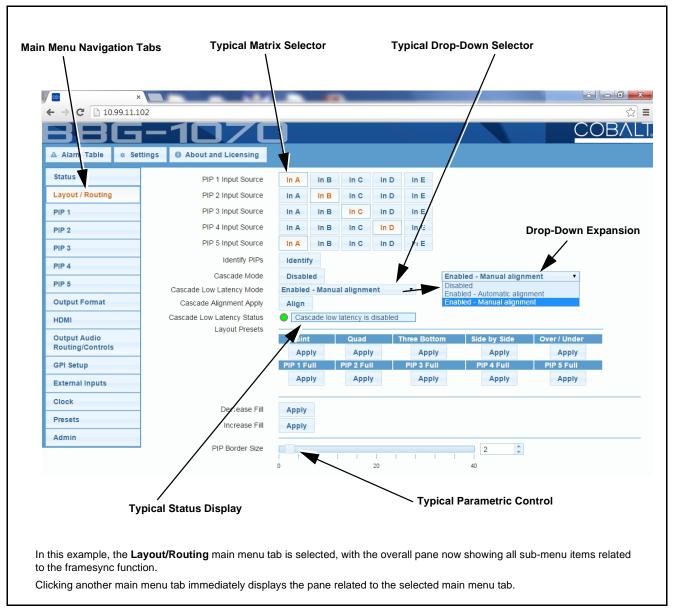


Figure 3-4 Typical Web UI Display and Controls

# **Display Theme**

(See Figure 3-5.) The BBG-1070 user interface theme selection offers light and dark themes suited for various users and environments.

🔺 Alarm Table	* Setting	About and Licensing	
Status		Lock Mode Free Run	
Output Mode	Se	ettings X	
PIP 1		Ve Upload Utility	
PIP 2			
FIF 2		▼ Theme	
PIP 3		Use the dark theme for a dimly lit control room or studio. This	
PIP 4		theme will try to make use of darker shades of gray, so when	-
Frame Sync		monitoring, the user interface will not overwhelm the room with light.	
Output Audio Rou	uting		,
		Light Use the light theme for a normally lit office or laboratory.	
Log Status			
Presets			
A Alarm Table   Status  Output Mode  PIP 1  PIP 2  PIP 3  PIP 4  Frame Sync  Output Audio Routing  Log Status  Presets  Utah Router	Lock Mode Output Rate Initial Startup Format Output Mode On Loss of Video Test Pattern Vertical Lines Horizontal (us)	censing         Free Run         Auto         Sz5i59.94         Imput Video         Freeze         Tartan         PIP 1         Output Mode         PIP 2         PIP 3         PIP 4         Output Audio         Output Audio         Output Audio         Output Audio         PIP 1         Video Delay         PIP 1         Video Delay         PIP 1         Output Audio         PIP 1         PIP 1         PIP 1         PIP 1         PIP 2         PIP 4          PIP 4          PIP 1          PIP 2          PIP 4          PIP 1          PIP 1          PIP 1	

Figure 3-5 Web UI Display Themes

# **Checking BBG-1070-QS Device Information**

The operating status and software version the BBG-1070-QS device can be checked by clicking the **Status** main menu tab. Figure 3-6 shows and describes the BBG-1070-QS device information status display.

**Note:** Proper operating status is denoted by green icons for the status indicators shown in Figure 3-6. Yellow or red icons respectively indicate an alert or failure condition. Refer to Troubleshooting (p. 3-61) for corrective action.

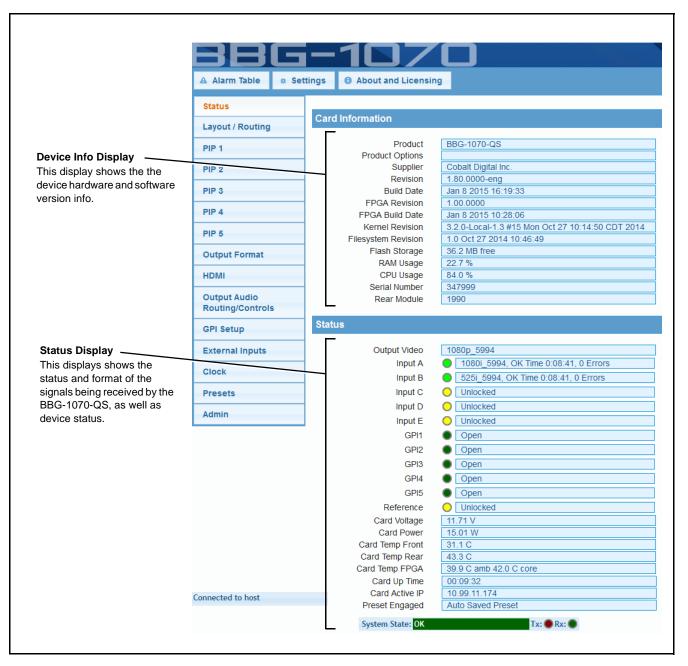


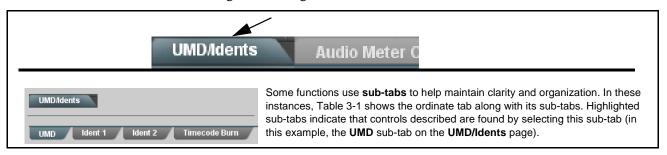
Figure 3-6 BBG-1070-QS Device Info/Status Utility

# **BBG-1070-QS Function Menu List and Descriptions**

Table 3-1 individually lists and describes each BBG-1070-QS function menu and its related list selections, controls, and parameters. Where helpful, examples showing usage of a function are also provided.

- Note: All numeric (scalar) parameters displayed can be changed using the slider controls, arrows, or by numeric keypad entry in the corresponding numeric field. (When using numeric keypad entry, add a return after the entry to commit the entry.)
  - User interface depictions here show DashBoard UI. Web UI is similar.

On DashBoard<sup>TM</sup> itself and in Table 3-1, the function menu items are organized using tabs as shown below.



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

Function Menu Item	Page	Function Menu Item	Page	
Input Routing	3-10	Cascade Config Setup Controls	3-41	
PIP Clone Global Controls	3-13	Protocols (Router Integration) Controls	3-46	
PIP Layout Controls	3-14	GPI Setup Controls	3-48	
PIP ARC/Borders Controls	3-19	Event Actions Setup Controls	3-49	
Tally Lamp Insertion Controls	3-21	Output Preview	3-51	
UMD/Identification Text Insertion Controls	3-23	User Graphic Overlay Insertion Controls	3-52	
Audio Meter Overlay Controls	3-31	Clock (Wall-Clock Time/LTC) Controls	3-53	
Reticules Controls	3-35	Presets	3-54	
Output Format Controls	3-38	Admin (Log Status/Firmware Update)	3-58	
Output Audio Routing/Controls	3-40	User Log	3-59	

**Note:** Some control descriptions in this section are also contained in "BBG-1070-QS Operator's Guide" and are repeated here for convenience. It is however recommended that operators use BBG-1070-QS Operator's Guide (included with this product) for using the BBG-1070-QS rather than this manual.

Table 3-1 BBG-1070-QS Function Menu List

Input Routing	Select inputs to be applied to each PiP. Also provides controls for using Cascade Mode (where required).
PIP Input Source Select  PIP 1 Input Source In A Inc. Inc. Inc. PIP 2 Input Source In A Inc. Inc. Inc. PIP 3 Input Source In A Inc. Inc. Inc. PIP 4 Input Source In A Inc.	<ul> <li>Routes the SDI inputs (VID IN A thru VID IN E as In A thru In E, respectively) to the respective PiP input.</li> <li>(In this example, VID IN A thru VID IN E are respectively routed as PIP 1 thru PIP 5 input sources.)</li> <li>Note: A CVBS input is automatically detected by the unit input, with the CVBS ADC converter automatically engaged.</li> </ul>
• Identify PIPs Identify	Pressing this button momentarily displays an overlay on each PiP image that correlates the PiP to its PiP identity. This control is useful if you "lose track" of which displayed PiP correlates to which PiP input channel.



	(continued)			
Cascade Mode Select Cascade Mode Enabled	<ul> <li>Note: • See Cascading (Multi-Device) BBG-1070-QS Operation and Setup Overview (p. 1-8) in Chapter 1, Introduction for an overvie of multi-unit cascading that provides multiviewer images exceeding that of a single quint-split unit.</li> <li>• See Cascade Mode Using PiP Layout QuickSet Template Prese (p. 3-16) for examples control settings using Cascade Mode alor</li> </ul>			
	<ul> <li>(b) S 10 for examples control settings using Cascade Mode and with other per-PiP settings to provide a cascaded multiviewer image setup.</li> <li>Cascade Mode Select sets PiP 5 as a input to be used to receive a</li> </ul>			
	cascade output from another BBG-1070-QS unit or to be set as a regul fifth PiP input as follows:			
	<ul> <li>Enabled: Sets PiP 5 input to receive a cascade output from anoth BBG-1070-QS unit. Because this cascaded underlay will have ar burn-in insertions already in place from the upstream source unit, PiP 5 burn-in insertions are automatically disabled in this mode. Also, since this PiP will serve as an underlay for any added PiPs, this mode PiP 5 is inserted full-size, with all sizing and positioning controls locked out for this PiP insertion.</li> </ul>			
	• <b>Disabled:</b> Sets PiP 5 input to be used as regular input, with full aspect and sizing/positioning control and burn-ins as PiPs 1 thru Use this mode when only a single, non-cascaded BBG-1070-QS to used for multi-image processing.			
PiP 1 IN ("CAM 1") PiP 2 IN ("CAM 2") PiP 3 IN ("CAM 3") PiP 4 IN ("CAM 4") WIMD 4"	PiP 1 IN ("CAM 5") PiP 2 IN ("CAM 6") PiP 3 IN ("CAM 7") PiP 4 IN ("CAM 8") PiP 4 IN ("CAM 8") Cascade PiP 4 IN ("CAM 8") PiP 4 IN ("CAM 8")			
	M 4", as econd, PiP 1 thru PiP 4 inputs and is set to position these images in			
First BBG-1070-QS receives "CAM 1" thru "CAM PiP 1 thru PiP 4 inputs. This output is fed to a s	M 4", as econd, nput.			



Input Routing	(continued)			
imported into the unit from an upstream input used as a cascade input has contr a cascading input serves as an underlay	the unit to serve as an individual PiP image. A <b>Cascade</b> input is an image BBG-1070-QS used in a multi-unit cascading multiviewer arrangement. An ols related to local setup locked out (for example, burn-ins and sizing) since <i>y</i> with all its burn-ins and other attributes already provided by the upstream eiving a cascade input, this input should be considered independent of the rol provided by the downstream unit.			
Cascade Mode Low-Latency Mode Select      Cascade Low Latency Mode     Disabled     Enabled - Automatic alignment     Enabled - Manual alignment	<ul> <li>Provides modes where unit I/O latency can be reduced (by bypassing cascade input framesync) using the choices shown and described below.</li> <li>Disabled: Normal default mode where an upstream cascaded input is always aligned to the local unit's selected reference. This results in the normal, expected one-frame delay due to the framesyncing action. Where low-latency is not required, it is recommended to use this mode.</li> <li>Enabled – Automatic alignment: This mode applies framesyncing when needed (applying framesync and bypassing low-latency during these intervals). When alignment is again detected by the local unit, framesyncing is correspondingly disabled and low-latency operation is again applied. Because this mode can automatically enable and disable framesyncing, an occasional video "hit" should</li> </ul>			
Cascade Alignment Apply Align	<ul> <li>Enabled – Manual alignment: Similar to the Automatic alignment mode, this mode will disable low-latency framesync bypass when needed. However, it will not apply alignment until the Cascade Alignment Apply button is pressed, thereby circumventing an unexpected auto-align video "hit".</li> <li>Note: Where a multi-unit cascaded arrangement is being used, locking all inputs and all BBG-1070-QS units to the same house reference will optimize alignment and help allow unimpeded low-latency operation (with Latency Mode being set to Enabled - Automatic alignment).</li> </ul>			
Cascade Mode Low-Latency Status     Cascade Low Latency Status     Cascade Low Latency Status     Cascade low latency is disabled	<ul> <li>Displays the low-latency framesync bypass status as shown below.</li> <li>Green indicator and "disabled" message indicates low-latency framesync bypass is disabled by Low Latency control being set to Disabled.</li> </ul>			
Cascade Low Latency Status Cascade input is drifting low latency disable	• Yellow indicator and "drifting" message indicates low-latency framesync bypass is disabled by event requiring framesync with low-latency correspondingly disabled. This message typically appears when auto mode is selected and cascaded input is experiencing timing drift versus local timing.			
Cascade Low Latency Status Cascade input is locked low latency requires alignment Cascade Low Latency Status Cascade input is locked low latency requires alignment Status Cascade input is locked low latency requires a				
Cascade Low Latency Status Cascade low latency is enabled and aligned and aligned of framesyncing and low-latency now is effect.				
SDI Error Counter/Clear      SDI Error Count / OK Time     Press to Clear      Input A 720p 59.94, OK Time 0:42:50, 0 Errors	In conjunction with the device <b>Status</b> page and its Input status indicators (where an SDI input(s) is being used) allows running error totals to be cleared.			
Input B         1080i 59.94, OK Time 1:21:17, 0 Errors           Input C         1080p 59.94, OK Time 1:21:17, 0 Errors           Input D         1080i 59.94, OK Time 1:21:16, 0 Errors           Input E         Unlocked	<b>Status</b> page shows input status and <b>OK Time / Errors</b> for inputs receiving SDI.			

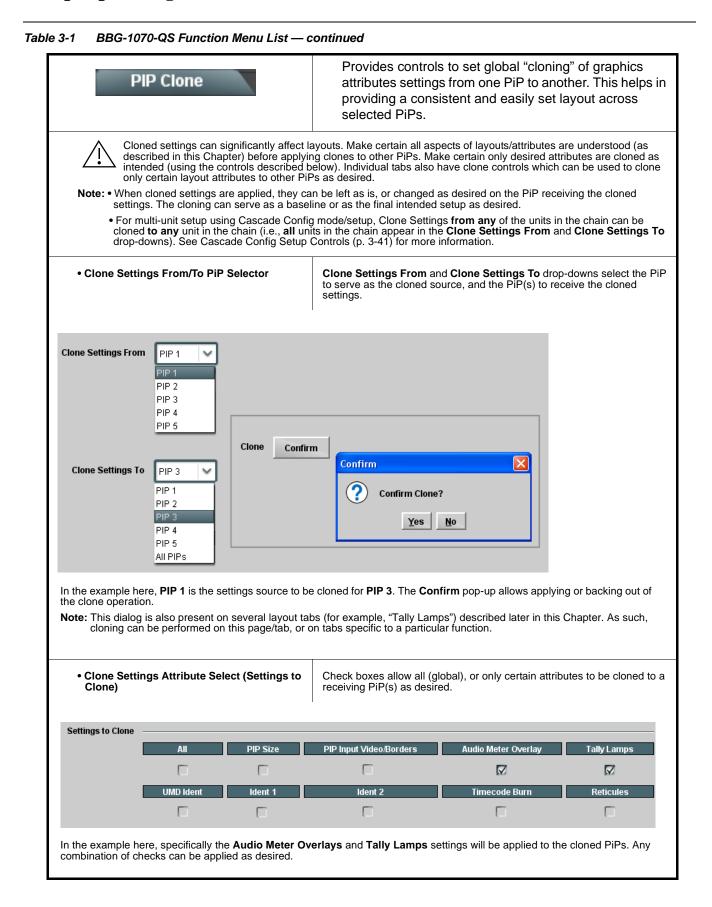


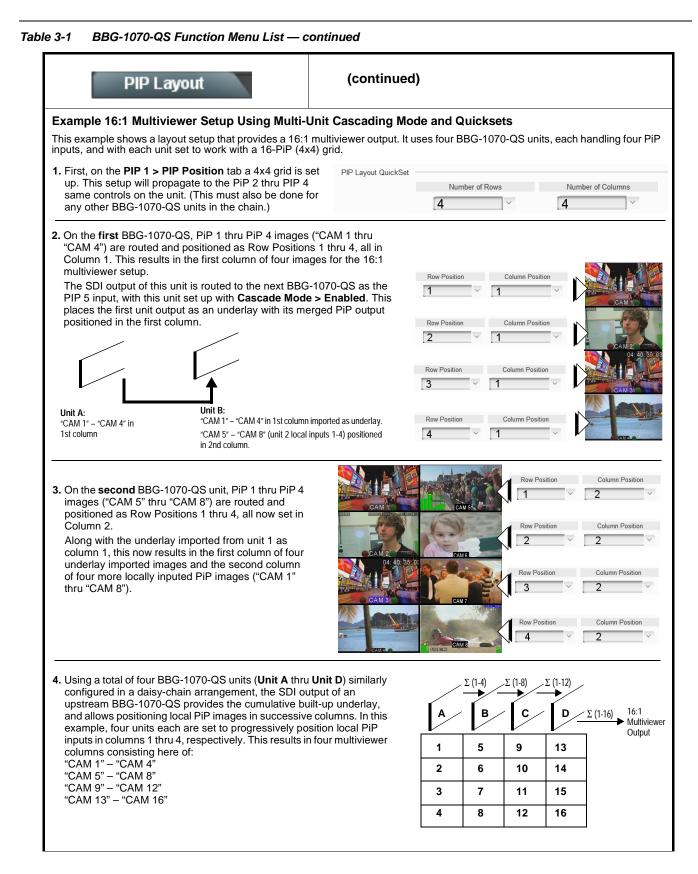
Table 3-1	BBG-1070-QS Function Menu List — continued

PI	P Layout	cont	Provides PiP layout presets templates and other controls related to the number of splits and layout for the overall merged-image output.			
<ul> <li>Layout Preset Template Select</li> <li>For local (non-cascading) inputs, selects from several preset g (base) layout templates from the choices shown and depicted be</li> <li>Note: The Preset templates described below are intended for non-cascading layouts. For symmetrical cascaded layouts exceeding five PiPs), see Cascade Mode Using PiP Layou QuickSet Template Presets (p. 3-16).</li> </ul>					d depicted below. tended for aded layouts (layouts	
			Global PIP Settings			
Layout Quicksets	Quint	Quad	Three Bottom	Side by Side	Over / Under	
	Apply	Apply	Apply	Apply	Apply	
	PIP 1 Full	PIP 2 Full	PIP 3 Full	PIP 4 Full	PIP 5 Full	
	Apply	Apply	Apply	Apply	Apply	
	Quint Qu		trical)	Three Bottom		
PIP 1	PIP 4	PIP 1	PIP 2	PIP 1		
PIP 3	PIP 5	PIP 3	PIP 4	PIP 2 PI	P 3 PIP 4	
Side	Side-by-Side		Jnder	PiP 1, 2thru PiP 5 Full		
PIP 1	PIP 1 PIP 2		PIP 1		PIP 1 PIP 5	
PIP 2		2				

			continued)	
PIP Layou	ut	(	continued)	
Decrease/Increase Spacing Controls      PIP Spacing Decrease Increase      Apply Apply		Provide	es tailoring of the PiP image sizes relative to background fill.	
.493				
	Pressing <b>Decrease</b> progressively expands al uniformly over the fill are allowing each PiP to symmetrically occupy mo the image area	as,	Pressing <b>Increase</b> progressively reduces all PiPs, allowing fill to symmetrically occupy more of the PiP image area	
Layout Flip Controls      Layout Flip      Left/Right Flip      Apply	Top/Bottom Flip	For loc	al inputs to the unit, allows PiP layout to flip top/bottom or L/R	
			( <b>per-PiP)</b> layout and positioning control. trols can be overwritten using these controls.	
PiP Size/Position Edit/     Configure PIP 1     PIP 2     PIP 3     PIP 4     PIP 5     PIP     Enabled	Select	positio (In this <b>Note: •</b>	ually selects any of the five PiP inputs to be selected for sizing ning edits, and enables PiP insertion into the merged output. example, PiP 1 is selected for editing.) • These controls are intended only for local inputs and not a cascade underlay imported from an upstream BBG-1070-QS • For multi-unit setup using Cascade Config mode/setup, Clon Settings from any of the units in the chain can be cloned to a unit in the chain (i.e., all units in the chain appear in the Clor Settings From and Clone Settings To drop-downs). See Cascade Config Setup Controls (p. 3-41) for more informatio	i unit e any ie

Table 3-1	BBG-1070-QS Function Menu List — continued

PIP Layout	(continued)
• PiP Layout QuickSet Template Presets (Cascade Mode)	Layout QuickSets provide for layouts consisting of symmetrical <b>columns</b> and <b>rows</b> that are intended for cascade layouts where, for example, an upstream BBG-1070-QS provides a first column of PiP images, and then a second BBG-1070-QS provides the second column of PiP images. The descriptions here describe using the controls and also provide examples using the controls and the resulting multi-unit cascade setups.
The Number of Rows and Number of Columns drop-downs set the grid format to be used for a multi-unit, multiviewer setup. Once the number of rows/columns is set, this is propagated to other PiP controls on the unit, since this will be a unit global setting that allows other PiP insertions to conform with the desired grid layout. The QuickSet Action field shows a summary of the configured layout. Click Apply QuickSet to enact the layout setup. In this example, a 4-row x 4-column grid is being set up (which can provide a 16:1 multiviewer layout using four BBG-1070-QS units, each handling four PiP images).	QuickSet Action     Size for 4 across x 4 down, place in row 1 column 1       Apply QuickSet
The <b>Row Position</b> and <b>Column Position</b> drop-down where in the grid the PiP image will be inserted (in this example, position row 1 / column 1).	s set 1 Pow Position



PIP Layout	(continued)
PiP Custom Positioning Controls	Controls allow the positioning and sizing of the PiP within the overall merged output image.
PIP Position Vertical	• <b>Position Vertical</b> and <b>Position Horizontal</b> sets the PiP origin location (Vertical in lines; horizontal in pixels)
PIP Position Horizontal	• Width and Height sets the PiP size (Vertical in lines; horizontal in pixels)
PIP Width	The <b>PIP Size</b> display shows the PiP size and H/V origin point position. <b>Note:</b> Even if a PiP layout QuickSet was applied, these controls allow manipulating PiP position and size as desired.
0	
PIP Height	
	ormalFiP 2 with new custom positioning/sizing now places PiP 2 in lower-left corner (over PiP 3) of merged quint-split outputWhen using custom positioning, it is helpful to first size all the PiP small (as thumbnail sized). This helps avoid a PiP "hiding" underneath another PiP. Pressing the Identify PIPs button as shown here will help make sure each PiP input correlation is known, and all PiP are present as expected.
	With the PiP identities now known, one-by-one each PiP can be sized and positioned to its desired size/position as shown in the example here.

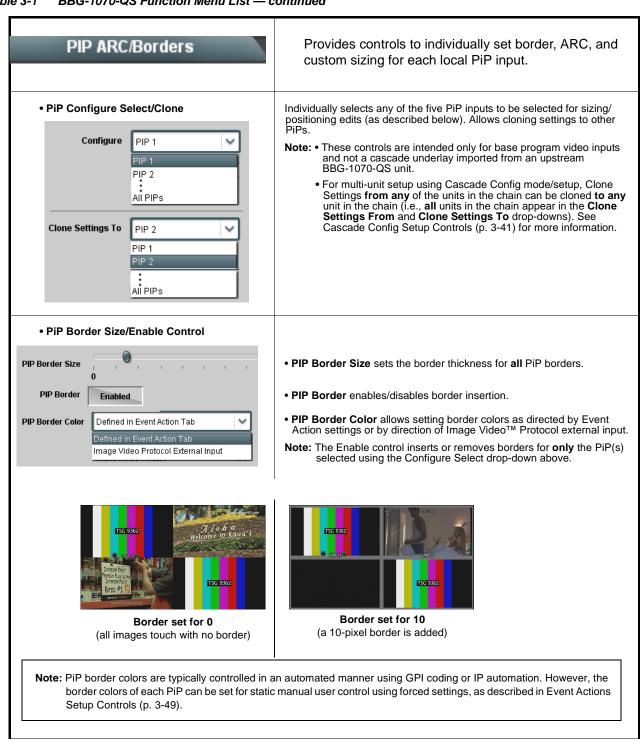


Table 3-1	BBG-1070-QS Function Menu List — continued
Table 3-1	BBG-1070-QS Function Menu List — continued

PIP ARC/Borders	(continued)
PiP ARC Mode Select      ARC Mode     Active Video Raster     Active Video Raster     PIP Raster	<ul> <li>ARC Mode select allows the ARC controls to either use the aspect ratio defined by the incoming PiP video to serve as the referenced aspect ratio for other ARC controls, or to use a custom-sized aspect ratio PiP raster as the referenced aspect ratio.</li> <li>Active Video Raster selection sets ARC action to use the incoming PiP video as the referenced aspecting (e.g., with a 16:9 input, setting ARC to Unity 1.0 HV results in a PiP with a 16:9 aspect ratio).</li> <li>PiP Raster selection ARC action to use a custom-configured aspect ratio to serve as the referenced aspecting. PiP Raster selection can accommodate use cases where non-standard aspect ratios are desired even with image stretching or collapsing.</li> </ul>
Standard Preset Template Aspect Ratio Conversion Selectors	Selects between the standard preset Aspect Ratio Conversions (ARC) shown below.
Unity 1.0HV Pillar Box 0.75H Lett Apply Apply	er Box 0.75V Apply
User-defined Aspect Ratio Controls	Aspect Ratio Horizontal and Aspect Ratio Vertical controls adjust horizontal and vertical zoom percentage. Settings less than 100% provide zoom-out; settings greater than 100% provide zoom-in. (50% to 150% range in 0.1% steps; null = 100.0)
Aspect Ratio	<ul> <li>Aspect Ratio control applies a custom ARC with scaling reflecting the division of the aspect ratio (e.g., "50%" setting is equivalent to 2H:4V, or 2 divided by 4).</li> <li>Size control provides a proportional scaling of the PiP Image within the PiP area, maintaining whatever aspect ratio is in effect.</li> </ul>
Within-PiP Positioning Controls      Position Vertical     -75.0      Position Horizontal     -75.0	<ul> <li>Where ARC settings result in an image smaller than the PiP active area, allows the image to be vertically and horizontally positioned within the PiP area boundaries.</li> <li>(-75% to 75% range in 0.1% steps)</li> <li>Note: This control affects only image positioning within the PiP image area cell. It will not move an image to an area outside the currently-defined PiP area cell.</li> </ul>

PIP ARC/Borders	(continued)
Input PiP Video Size/Position Controls	The controls shown here allow manipulating the input scaling and positioning of the selected PiP image before it is processed by the image area ARC.
Input Image Size	Note: This control affects only image positioning within the PiP image area cell. It will not move an image to an area outside the currently-defined PiP area cell.
Input Position Vertical 0.0	
Input Position Horizontal	
Input Crop Top	
Input Crop Bottom	
Input Crop Left	
Input Crop Right	
Tally Lamps	Provides controls for each PiP to insert tally indicator "lamps" as overlays into the output video.
Event Actions Setup Controls (p. 3-49) fo insertion, and set size and position attributed and position attributed attributed and position attributed attr	control) is set using IP automation, or other external actions such as GPI (see r setting up tally lamp control). The controls here enable lamp overlay ites. These controls do not control tally activation. In the set only the <b>Tally Lamp 2</b> tally lamps. Therefore, only the <b>Tally</b>
PiP Configure Select/Clone	Individually selects any of the five PiP inputs to be selected for tally insertion edits (as described below). Allows cloning settings to other PiPs.
Configure PIP 1	<ul> <li>Note: For multi-unit setup using Cascade Config mode/setup, Clone Settings from any of the units in the chain can be cloned to any unit in the chain (i.e., all units in the chain appear in the Clone Settings From and Clone Settings To drop-downs). See Cascade Config Setup Controls (p. 3-41) for more information.</li> </ul>
Clone Settings To PIP 2 PIP 1 PIP 2 All PIPs	

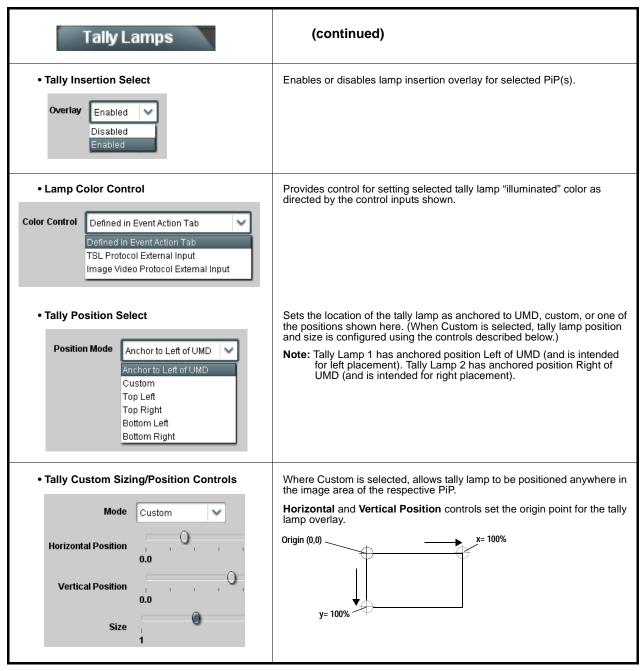


Table 3-1 BBG-1070-QS Function Menu List — continued

UMD/Idents	Provides controls for each PiP to insert UMD text, user identification text, and timecode burn-in. Also allows setting insertion rules and text attributes such as size and color.
• PiP Configure Select/Clone Configure PIP 1 PIP 2 All PIPs Clone Settings To PIP 2 PIP 1 PIP 2 All PIPs	<ul> <li>Individually selects any of the five PiP inputs to be selected for UMD text insertion edits (as described below). Allows cloning settings to other PiPs.</li> <li>Note: For multi-unit setup using Cascade Config mode/setup, Clone Settings from any of the units in the chain can be cloned to any unit in the chain (i.e., all units in the chain appear in the Clone Settings From and Clone Settings To drop-downs). See Cascade Config Setup Controls (p. 3-41) for more information.</li> </ul>
UMD Insertion Select      Overlay     Always disabled      Always enabled      Always enabled	Selects the rules for UMD overlay insertion into the PiP area.
• UMD Text Type (Format) Select Display Format User Text Video Type Clock CC Ch. 1 CC Ch. 2 CC Ch. 3 CC Ch. 4 XDS	<ul> <li>Selects the type of data to be displayed as UMD text from choices shown.</li> <li>User text allows user text to be entered using field described below.</li> <li>Video type inserts an overlay showing the video format of the respective PiP input.</li> <li>Clock inserts a wall-clock time overlay (see Clock (Wall-Clock Time/LTC) Controls (p. 3-53) for setting the wall-clock time clock feature).</li> <li>CC Ch 1 thru XDS insert the selected closed-captioning related text from the video associated with the correlated PiP input video.</li> </ul>

	ents ent 1	(continued)
• UMD Text Entry Field Display Text UMD2		Dialog entry box that allows entry of desired ident text string. Enter desired text as click <b>Update</b> when done to input the text string. <b>Note:</b> • All normal keyboard alphanumeric characters are supported. No all ASCII special characters (Windows ALT+ <i>nnn</i> ) are supported
Upo	date	<ul> <li>Up to 126 characters can be entered.</li> <li>User custom text cannot be cloned and must be entered manually for each PiP UMD and/or Ident field.</li> </ul>
		t and background have an interrelation where a background shading box on and vice-versa as described below.
can automatica		
can automatica • UMD Text Character Controls	Illy track with text size/position	on and vice-versa as described below. Provides independent controls for setting the color and opacity of the UMD text and its background. • Character Size drop-downs set text size (in pixels).
can automatica • UMD Text Character Controls Character Size	Illy track with text size/position	<ul> <li>on and vice-versa as described below.</li> <li>Provides independent controls for setting the color and opacity of the UMD text and its background.</li> <li>Character Size drop-downs set text size (in pixels).</li> <li>Text Justification selects from left, center, or right-aligned text.</li> <li>Character and Background Color drop-downs select text and</li> </ul>
can automatica UMD Text Character Controls Character Size Text Justification	r/Background Attributes	<ul> <li>on and vice-versa as described below.</li> <li>Provides independent controls for setting the color and opacity of the UMD text and its background.</li> <li>Character Size drop-downs set text size (in pixels).</li> <li>Text Justification selects from left, center, or right-aligned text.</li> </ul>
can automatica • UMD Text Character Controls Character Size	r/Background Attributes	<ul> <li>on and vice-versa as described below.</li> <li>Provides independent controls for setting the color and opacity of the UMD text and its background.</li> <li>Character Size drop-downs set text size (in pixels).</li> <li>Text Justification selects from left, center, or right-aligned text.</li> <li>Character and Background Color drop-downs select text and background colors from various independent choices.</li> <li>Opacity controls set text or background opacity from 0% (least opacity)</li> </ul>
Character Color	r/Background Attributes	<ul> <li>on and vice-versa as described below.</li> <li>Provides independent controls for setting the color and opacity of the UMD text and its background.</li> <li>Character Size drop-downs set text size (in pixels).</li> <li>Text Justification selects from left, center, or right-aligned text.</li> <li>Character and Background Color drop-downs select text and background colors from various independent choices.</li> <li>Opacity controls set text or background opacity from 0% (least opacity)</li> </ul>

	MD/Idents	(continued)
<ul> <li>Text/Backgr</li> </ul>	ound Positioning Controls	
Position Mode	Custom Position Center Anchor Custom Position Conter Anchor Custom Position Top Left Anchor Center Bottom Center Bottom Left Bottom Right Top Left Top Center Top Right	<ul> <li>Using the <b>Position Mode</b> drop-down, UMD text and its background can be positioned using template choices (as shown) or can use the Custom choices which provide basic positioning which can then be further manipulated as described below.</li> </ul>
Horizontal Position	0.0	<ul> <li>When Custom is selected, the Horizontal and Vertical Position controls allow fine adjustment of the text/background positioning.</li> </ul>
Vertical Position	0.0	Origin (0,0)
Text Box Size	Auto V Auto Custom	y= 100%
Text Box Width	0.0	• Text Box Size selects from Auto (in which the box size tracks with the configured text size) and Custom (in which the box size is then set using the Text Box Width and Height controls.
Text Box Height	0.0	
Horizontal Padding	,	<ul> <li>Horizontal and Vertical Padding add padding ("white space") within the box and its text.</li> </ul>
Vertical Padding		
Border	Enabled	• <b>Border</b> enables/disables a border around whatever box size is present. (The border color tracks with whatever the text color is set to.)

UMD/Idents UMD Ident 1 Note: Identical independent controls are provided	Provides controls for each PiP to insert identifying active-video area burn-in text, and set insertion rules and text attributes such as size and color. for additional ident text insertion <b>Ident 2</b> . Therefore, only the <b>Ident 1</b> controls
are shown here.	· · · · · · · · · · · · · · · · · · ·
Ident Insertion Select	Selects the rules for ident text overlay insertion into the PiP area.
Overlay Always disabled	
PiP Configure Select/Clone      Configure     PIP 1      PIP 1      PIP 2      All PIPs      Clone Settings To     PIP 2      PIP 1      PIP 2      All PIPs	Individually selects any of the five PiP inputs to be selected for Ident text insertion edits (as described below). Allows cloning settings to other PiPs.
• Text Entry Field Display Text USER1 Update	<ul> <li>Dialog entry box that allows entry of desired ident text string. Enter desired text as click Update when done to input the text string.</li> <li>Note: • All normal keyboard alphanumeric characters are supported. Not all ASCII special characters (Windows ALT+<i>nnnn</i>) are supported.</li> <li>• Up to 126 characters can be entered.</li> <li>• User custom text cannot be cloned and must be entered manually for each PiP UMD and/or Ident field.</li> </ul>
• Text Type (Format) Select Display Format User Text Video Type Clock CC Ch. 1 CC Ch. 2 CC Ch. 3 CC Ch. 4 XD8	<ul> <li>Selects the type of data to be displayed as UMD text from choices shown.</li> <li>User text allows user text to be entered using field described below.</li> <li>Video type inserts an overlay showing the video format of the respective PiP input.</li> <li>Clock inserts a wall-clock time overlay (see Clock (Wall-Clock Time/LTC) Controls (p. 3-53) for setting the wall-clock time clock feature).</li> <li>CC Ch 1 thru XDS insert the selected closed-captioning related text from the video associated with the correlated PiP input video.</li> </ul>

	dents dent 1		(continued)
Note: The sizing/po can automation	sitioning controls be cally track with text	low for tex size/positio	at and background have an interrelation where a background shading box on and vice-versa as described below.
Text Character/Ba Controls	ackground Attribut	es	Provides independent controls for setting the color and opacity of the ident text and its background.
			Character Size drop-downs set text size (in pixels).
Character Size	48	~	• Text Justification selects from left, center, or right-aligned text.
Text Justification	Center	$\sim$	<ul> <li>Character and Background Color drop-downs select text and background colors from various independent choices.</li> </ul>
			• Opacity controls set text or background opacity from 0% (least opaci
Character Color	White	$\sim$	to 100% (full opacity).
Character Opacity	0 0		
Background Color	Black	~	
Background Opacity	, , , <b>)</b> , 0	1 1	
Using both <b>Ident 1</b> and provides enhanced flex identification. In this example, <b>Ident 1</b> to display user text, and being used to display P format	ibility in burn-in is being used I <b>Ident 2</b> is	user te examp mat (in thi	USER1") s example, PiP th 1080i_5994)

UMD/Idents		(continued)
• Text/Backgro	ound Positioning Controls	
Position Mode	Custom Position Center Anchor Custom Position Center Anchor Custom Position Top Left Anchor Center Bottom Center Bottom Left Bottom Right Top Left Top Center Top Right	<ul> <li>Using the Position Mode drop-down, ident text and its background can be positioned using template choices (as shown) or can use the Custom choices which provide basic positioning which can then be further manipulated as described below.</li> </ul>
Horizontal Position	0.0	<ul> <li>When Custom is selected, the Horizontal and Vertical Position controls allow fine adjustment of the text/background positioning.</li> </ul>
Vertical Position	0.0	Origin (0,0)
Text Box Size	Auto V Auto Custom	y= 100%
Text Box Width	0.0	• Text Box Size selects from Auto (in which the box size tracks with the configured text size) and Custom (in which the box size is then set using the Text Box Width and Height controls.
Text Box Height	0.0	
Horizontal Padding	, , , , , , , , , , , , , , , , , , ,	<ul> <li>Horizontal and Vertical Padding add padding ("white space") within the box and its text.</li> </ul>
Vertical Padding		
Border	Enabled	• <b>Border</b> enables/disables a border around whatever box size is present. (The border color tracks with whatever the text color is set to.)

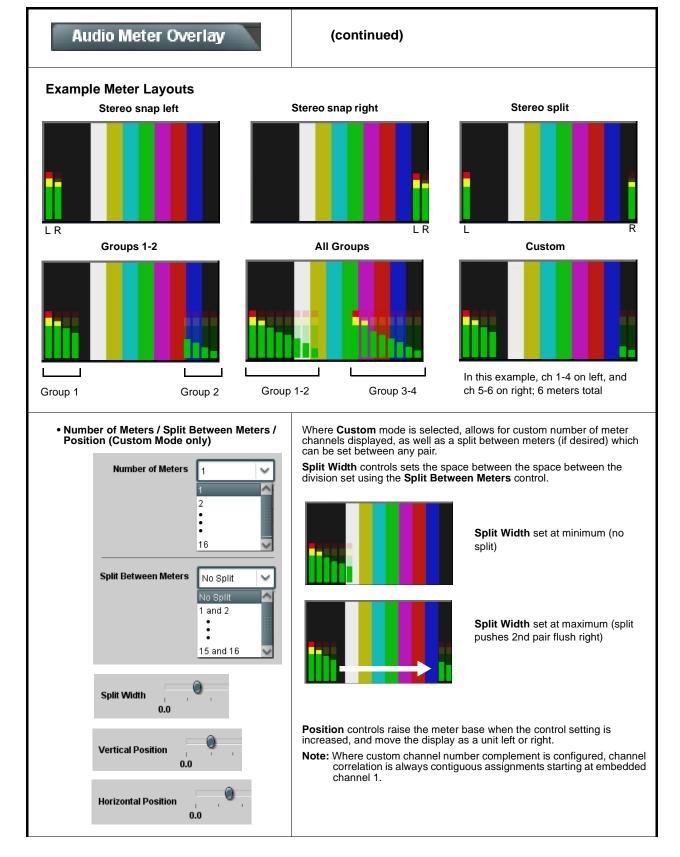
ble 3-1 BBG-1070-QS Function Menu List — continued			
UMD/dents ent 2 Timecode Burn Note: Timecode character burn-in is always the end only the timecode value embedded on PiP 2	Provides controls for each PiP to insert active-video area timecode burn-in, and set insertion rules and attributes such as size and color.		
PiP Configure Select/Clone	Individually selects any of the five PiP inputs to be selected for Timecode insertion edits (as described below). Allows cloning settings to other PiPs.		
Configure PIP 1	Note: For multi-unit setup using Cascade Config mode/setup, Clone Settings from any of the units in the chain can be cloned to any unit in the chain (i.e., all units in the chain appear in the Clone Settings From and Clone Settings To drop-downs). See Cascade Config Setup Controls (p. 3-41) for more information.		
Clone Settings To PIP 2 PIP 1 PIP 2 PIP 2 PIP 2 PIP 2 PIP 2			
Timecode Insertion Select	Selects the rules for timecode overlay insertion into the PiP area.		
Overlay Always disabled Always disabled Always enabled			
• Timecode Format Display Select Display Format HH:MM:SS:Frame HH HH:MM HH:MM:SS HH:MM:SS:Frame HH:MM:SS:Frame:Field	Selects the format of timecode string burn-in overlay insertion from choices shown.		
Timecode Input Select			
Timecode Select ATC VITC ATC VITC ATC LTC VITC WAVE LTC	<ul> <li>For the selected PiP and its input video, Timecode Select filters the timecode format choice to be used and burned in from the following choices:</li> <li>ATC_VITC – SD or HD packet-based ATC_VITC timecode</li> <li>ATC_LTC – HD packet-based ATC_LTC timecode</li> <li>VITC WAVE– SD "waveform-based" VITC timecode (SD-SDI or CVBS)</li> <li>LTC – externally-sourced LTC timecode not integrated within SDI or CVBS video</li> </ul>		
Global LTC Source RS232	<ul> <li>Global LTC Source selects from RS232 or RS422 external timecode source when LTC is selected above.</li> </ul>		

UMD/Idents Ident 2 Timecode Burn	(continued)
Text Character/Background Attributes Controls      Character Size     48      Text Justification     Center      Character Color      White      Character Opacity     1	<ul> <li>Provides independent controls for setting the color and opacity of the ident text and its background.</li> <li>Character Size drop-downs set text size (in pixels).</li> <li>Text Justification selects from left, center, or right-aligned text.</li> <li>Character and Background Color drop-downs select text and background colors from various independent choices.</li> <li>Opacity controls set text or background opacity from 0% (least opacity) to 100% (full opacity).</li> </ul>
Background Color Black	
Text/Background Positioning Controls      Position Mode     Custom Position Center Anchor     Custom Position Conter Anchor     Custom Position Top Left Anchor     Center     Bottom Center     Bottom Left     Bottom Right     Top Left     Top Center     Top Right	<ul> <li>Using the Position Mode drop-down, ident text and its background can be positioned using template choices (as shown) or can use the Custom choices which provide basic positioning which can then be further manipulated as described below.</li> </ul>
Horizontal Position	<ul> <li>When Custom is selected, the Horizontal and Vertical Position controls allow fine adjustment of the text/background positioning.</li> <li>Origin (0,0) x= 100%</li> </ul>
Vertical Position 0.0 Text Box Size Auto Auto Custom	y= 100%
Text Box Width	• Text Box Size selects from Auto (in which the box size tracks with the configured text size) and Custom (in which the box size is then set using the Text Box Width and Height controls.
Text Box Height , , , , , , , , , , , , , , , , , , ,	
Horizontal Padding	<ul> <li>Horizontal and Vertical Padding add padding ("white space") within the box and its text.</li> </ul>
Vertical Padding	
Border Enabled	• <b>Border</b> enables/disables a border around whatever box size is present. (The border color tracks with whatever the text color is set to.)

Table 3-1 BBG-1070-QS Function Menu List — continued

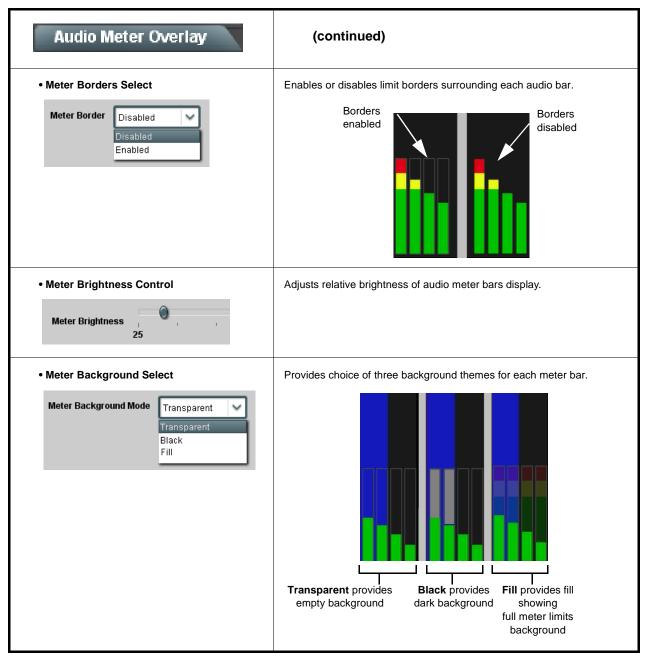
able 3-1 BBG-1070-QS Function Menu List —	continued
Audio Meter Overlay	Provides controls for each PiP to insert active-video area audio meters (bars), and set insertion rules and attributes such as layout, size and position.
<b>Note:</b> Audio meters are correlated with the ember display audio meters as desired.	edded audio associated with the PiP input video. Each PiP can be set to
• PiP Configure Select/Clone Configure PIP 1 PIP 1 PIP 2 All PIPs Clone Settings To PIP 2 PIP 1 PIP 2 All PIPs	<ul> <li>Individually selects any of the five PiP inputs to be selected for Audio Meter insertion edits (as described below). Allows cloning settings to other PiPs.</li> <li>Note: For multi-unit setup using Cascade Config mode/setup, Clone Settings from any of the units in the chain can be cloned to any unit in the chain (i.e., all units in the chain appear in the Clone Settings From and Clone Settings To drop-downs). See Cascade Config Setup Controls (p. 3-41) for more information.</li> </ul>
• Meter Insertion Enable/Disable Audio Meter Overlay Enabled Disabled Enabled	Selects the rules for audio meters overlay insertion into the selected PiP area(s).
• Layout Select           Layout         Custom           Custom         Stereo split           Stereo snap left         Stereo snap right	Selects from several preset layout templates and custom from the choices shown and depicted below. Note: Stereo selections are always correlated to embedded channels 1 and 2.

Groups 1-2 All Groups

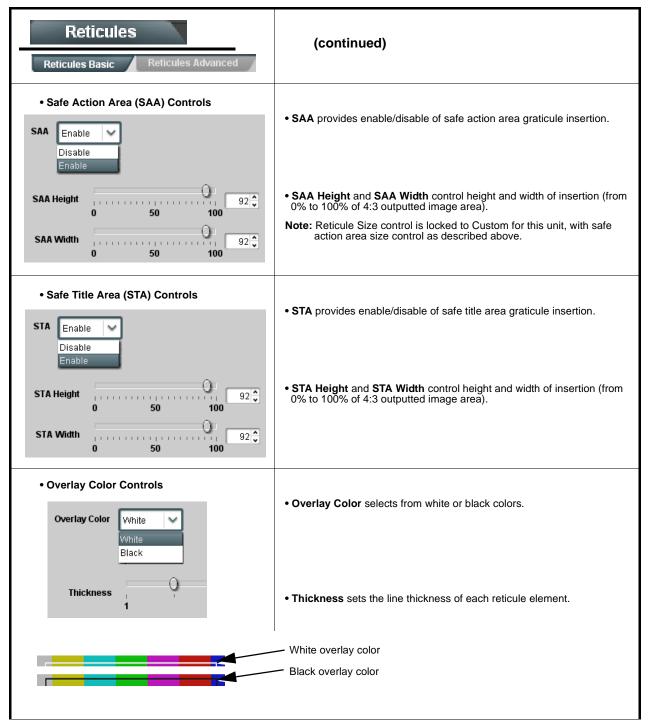




Audio Meter Overlay	(continued)	
Meter Width Control	Sets the relative height of the aud	dio bars.
Meter Width	ih h.	Width set at middle
		Width set at less
Meter Height Control	Sets the relative height of the aud	dio bars.
Meter Height , , , , , , , , , , , , , , , , , , ,	lh h.	Height set at middle
	III.	Height set at less
Meter Opacity Control	Sets the relative opacity of the au	udio bars.
Meter Opacity	in .	<b>Opacity</b> set at middle
	h.	Opacity set at less



able 3-1 BBG-1070-QS Function Menu List — continued		
Reticules Reticules Basic Reticules Advanced	Provides controls for each PiP for Safe Action and/or Safe Title overlays and other static reticule markers to be added to the output video image.	
<b>Typical Reticule/Overlay Marker Insertions</b> The BBG-1070-QS allows any combination of the reticule/overlay markers to be applied to the output video. Sizing and other characteristics for each type of marker can be set as described below.		
	Safe Action Area (SAA) Reticule Safe Title Area (STA) Reticule	
	Graticule	
	Center Cross	
Note: Multiple overlay markers described below c	an be simultaneously enabled as desired.	
PIP Configure Select/Clone      Configure PIP 1      PIP 1      PIP 2      All PIPs	<ul> <li>Individually selects any of the five PiP inputs to be selected for Reticule insertion edits (as described below). Allows cloning settings to other PiPs.</li> <li>Note: For multi-unit setup using Cascade Config mode/setup, Clone Settings from any of the units in the chain can be cloned to any unit in the chain (i.e., all units in the chain appear in the Clone Settings From and Clone Settings To drop-downs). See Cascade Config Setup Controls (p. 3-41) for more information.</li> </ul>	
Clone Settings To PIP 2 PIP 1 PIP 2 All PIPs		
Insertion Master Enable/Disable     SDI Out Reticule Disable	For each PiP, provides master reticule enable/disable for any or all reticule(s) inserted for each PiP. <li>When enabled, any combination of reticules or other markers described below can be inserted.</li>	
Disable Enable	<ul> <li>When disabled, insertion of all reticules or other markers is disabled.</li> </ul>	



#### Table 3-1 BBG-1070-QS Function Menu List — continued Provides controls for each PiP for insertion and sizing Reticules controls for custom graticules and other markers. Also provides NTSC legacy 4:3 master reticule sizing. Reticules Advanced cules Basic Note: Color attributes of markers described below are set using the master Overlay Color Controls described on the previous page. • Graticule Controls · Graticule provides enable/disable of user graticule insertion. Graticule Enable **Graticule Height** 20 🕽 50 100 · Graticule Height and Width control height and width of insertion (from 0 Graticule Width 0% to 100% of 4:3 outputted image area). 20 🗘 ....................... 50 100 0 Center Cross Controls Center Cross provides enable/disable of center cross insertion. Center Cross Enable $\sim$ Cross Height 10 🗘 50 100 · Cross Height and Width control height of vertical line and width of ( )9 🗘 Cross Width horizontal line (from 0% to 100% of 4:3 outputted image area). 50 100 n Horizontal Line Controls • Horizontal Line provides enable/disable of horizontal line insertion. Horizontal Line Enable $\sim$ 0 • Horizontal Line Size controls the width of the horizontal line (from 0% to 40 🗘 Hor Line Size . . . . . . . . . . 100% of 4:3 outputted image area). 50 100 0 0 Hor Line Pos 50 🗘 • Horizontal Line Pos controls the vertical positioning of the horizontal 0 50 100 line (from 0% to 100% of 4:3 outputted image area). Vertical Line Controls • Vertical Line provides enable/disable of vertical line insertion. Vertical Line Enable $\sim$ 0 • Vertical Line Size controls the height of the vertical line (from 0% to Ver Line Size 40 🗘 . . . . . . . . . 100% of 4:3 outputted image area). 50 100 0 0 Ver Line Pos 50 🗘 • Vertical Line Pos controls the horizontal positioning of the line (from 0% 50 100 to 100% of 4:3 outputted image area). When set to enable, provides fixed-size safe action area 4:3 reticule NTSC Legacy Reticule Fixed Control suited for CRT-based displays. NTSC Legacy Enable Disable

ble 3-1 BBG-1070-QS Function Menu List — (	continuea
Output Format	Provides controls to set merged split output format/ conditioning and global ref lock mode. Also provides settings to force an HDMI or DVI output suitable for direct connection to monitors using a DVI input in case the connection is not detected by the monitor. Also provides color mode controls to match HDMI/DVI output to the color space of the monitor.
• Output Format Selector          Output Format       720p-50         720p-59.94       720p-60         720p-50.0       1080i-50         1080i-50       1080i-50         1080p-50       1080p-50         1080p-50       1080p-52.3.98         1080psf-23       0	Provides conversions to formats as shown. Note: Although drop-down and unit will allow output video raster/rate choices unrelated to the input rates (for example, PAL 50Hz rate for NTSC 59.94Hz input rates), cross-rate conversion choices should not be used for critical applications (frames will be dropped when performing such conversions).
• Underscan Select	Provides underscanning to reduce the merged output raster size by choices shown.
16x10 Compensation Select     16x10 Compensation     Disabled	Provides compensating rescaling to fully fit a native 16x10 aspect ratio image into the 16x9 aspect ratios used for various layouts.
• Video Lock Mode Select           Lock Mode         Reference 1 else Lock to Input           Reference 1 else Lock to Input         Reference 2 else Lock to Input           Reference 2 else Lock to Input         Lock to Input           Lock to Input A else Free Run         Free Run	<ul> <li>Selects lock to reference functions from the choices shown and described below.</li> <li>Free Run: PiP inputs and output video is locked to the unit's internal clock. Output video is not locked to external reference.</li> <li>Lock to Reference: PiP inputs and output video is locked to selected external reference (Ref 1 or Ref 2) received on the frame reference bus, else input.</li> <li>Lock to Input A: Uses Input A program video input video signal as the reference standard, else free-run.</li> <li>Note: Lock to reference provides the most stable operation, and is preferred where available. In this case, source video should also be locked to the same reference.</li> </ul>

Table 3-1	BBG-1070-QS Function Menu List — continued
	BBG-1070-QG1 unclion menu List — continued

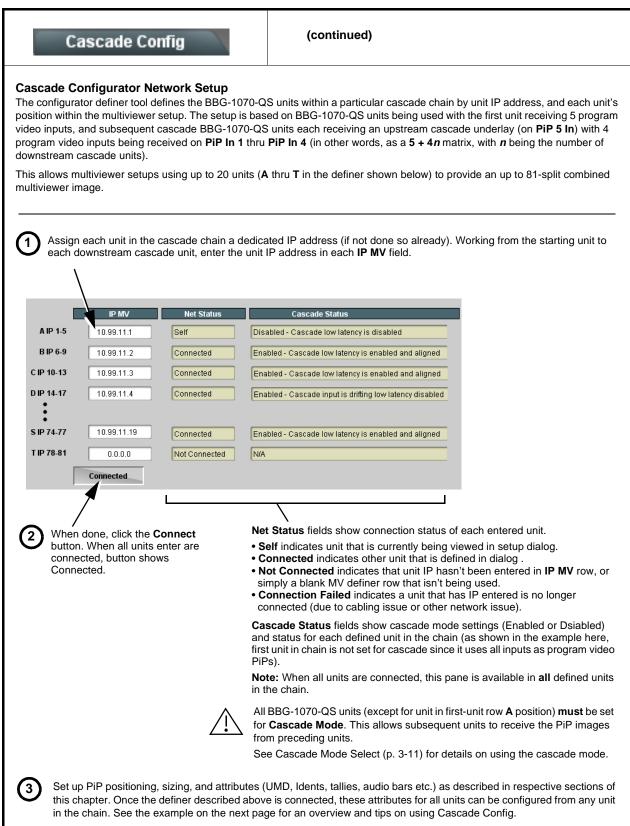
Output Format	(continued)	
Frame Delay Control      Frame Delay     0	When Framesync is enabled, specifies the smallest amount of latency delay (frames held in buffer) allowed by the frame sync. The frame sync will not output a frame unless the specified number of frames are captured in the buffer.	
HDMI Mode Control      HDMI Mode     Automatic     Automatic     Manual Control	Sets HDMI/DVI output to use the connected monitor to inform BBG-1070-QS to automatically detect the monitor format, or to use manual (forced) control. Where the monitor may not be able to provide this handshake signal, it is recommended to use <b>Manual</b> mode and force the desired mode as described below.	
• HDMI/DVI Format Manual (Forced) Mode Control HDMI Mode Manual Control HDMI Format HDMI HDMI DVI	When set to Manual Control, sets HDMI output as forced HDMI or DVI mode.	
HDMI Colorspace Control      HDMI Colorspace     YCbCr     YCbCr     RGB	When set to Manual Control, forces output colorspace as either YCbCr or RGB.	
Note: The HDMI output on this unit conforms with CEA-861D HDMI audio channel line-up specifications. As such, a swap between the C and LFE channels for the HDMI output is automatically performed.         If connecting to a device that does not meet CEA-861D HDMI, a Ch3 / Ch4 swap using the Output Audio Routing/Controls may be required to effect desired C - LFE line-up.         SDI SMPTE       BBG-1070-QS       Automatic Re-Line-up to CeA-861 Convention         L       R       R       C         L       R       LFE       LFE         L       R       LFE       C         L       R       R       LFE         L       R       R       C         L       R       R       R         R       R       R       R         R       R       R       R		



Output Audio Routing/Controls	Provides an audio crosspoint allowing the audio source selection for each embedded audio output channel. Also provides Gain, Phase Invert, and Muting controls and peak level meters for each output channel.
described here for Embedded Ch 1. The	have controls identical to the <b>Source</b> , <b>Gain</b> , <b>Mute</b> , and <b>Invert</b> controls refore, only the <b>Embedded Ch 1</b> controls are shown here. ion should be considered and appropriately set. Unused destination ection.
Embedded Audio Output Input Source Audio Output Source PIP 1 PIP: PIP: PIP: PIP: PIP: PIP: PIP: PIP:	<ul> <li>Audio Output Source selects the four-group embedded audio to be embedded in the output embedded SDI audio (and HDMI Ch1 - Ch8 embedded audio). (In this example, PIP1 input audio is selected as the output four-group audio.)</li> <li>Audio Follow Full Screen (when checked) automatically forwards audio associated with a full-screen video input whenever full screen is selected.</li> </ul>
Group Enable/Disable Controls     Group 1 Group 2 Group 3 Group 4     Enabled Enabled Enabled Enabled	<ul> <li>Allows enable/disable of embedded audio groups 1 thru 4 on program video output to accommodate some legacy downstream systems that may not support all four embedded audio groups.</li> <li>Note: Changing the setting of this control will result in a noise burst in all groups. This control should not be manipulated when carrying on-air content.</li> </ul>
• Embedded Output Channel Source Emb Out Ch 1 Emb Ch 1	<ul> <li>Using the drop-down list, selects the audio input source to be embedded in the corresponding embedded output channel from the following choices:</li> <li>Device Audio Bus (Emb) Ch 1 thru Ch 16</li> <li>Built-in Tone generators Tone 1 thru Tone 16 (all are -20 dBFS level; freq (Hz) in ascending order are 100, 200, 300, 400, 500, 600, 700, 800, 900, 1k, 2k, 4k, 6k, 8k, 12k, and 16k)</li> <li>Option Audio LTC</li> </ul>
• Channel Mute/Phase Invert/Gain Controls and Peak Level Display	<ul> <li>Provides Mute and phase Invert channel controls, as well as peak level meter for each output channel. (Meter shows level as affected by Level control.)</li> <li>Gain controls allow relative gain (in dB) control for the corresponding destination Embedded Audio Group channel.</li> <li>(-80 to +20 dB range in 1.0 dB steps; unity = 0 dB)</li> <li>Note: Although this unit can pass non-PCM data such as Dolby<sup>®</sup> E or AC-3, setting the gain control to any setting other than default 0 will corrupt Dolby data.</li> </ul>

Cas	scade Config	Cascade Config (in conjunction with multi-unit network connection) provides cascade chain network-connecte BBG-1070-QS units to communicate with each other
		and expose settings and attributes from all of the units within the chain.
		Each unit "sees" the other -QS units in the network chain connection, with access to PiP controls for all PiPs from any unit within the chain.
		The Cascade Config tab allows setting up the units in the cascade chain to communicate with each other.
	nits within a cascade chain communic bashBoard CAN bus is not used for thi	ate via Ethernet using each unit's dedicated rear panel Ethernet port is function).
cc us Di	onfiguration from a Presets files to new sed to make certain all units in the cha ifferent BBG-1070 Units (Cascade Co	etting changes are saved for all units in the chain. However, to load a saved w of different units for a Cascade Config chain, a special procedure must be ain receive the intended settings. See Loading Saved Presets to New or nfig Usage) (p. 3-56) in Presets for instructions.
se	et up as desired, and then save the pre	anner to all units in the chain, it is recommended to have all units in the chain set on the <b>last</b> unit in the chain. This helps ensure that <b>all</b> saved states in eac et encompassing <b>all</b> units in the chain.
Cascade Confi	IP MV Net Status	Cascade Config Attribute Sharing Across Network
A IP 1-5 B IP 6-9	IP MV         Net Status           10.99.11.1         Self           10.99.11.2         Connected	Cascade Config Attribute Sharing Across Network
A IP 1-5	IP MV Net Status 10.99.11.1 Self	Sharing Across Network DashBoard Remote
A IP 1-5 B IP 6-9 C IP 10-13 D IP 14-17 E IP 18-21 BBG-1070-QS uni port rear modules) allows the units to	IP MV       Net Status         10.99.11.1       Self         10.99.11.2       Connected         10.99.11.3       Connected         10.99.11.4       Connected         0.0.0       Not Connected         its within the chain (equipped with Ethernet- ) are connected to a shared network. This "see" each other, with each unit exposing	DashBoard Remote Control
A IP 1-5 B IP 6-9 C IP 10-13 D IP 14-17 E IP 18-21 BBG-1070-QS uni port rear modules)	IP MV       Net Status         10.99.11.1       Self         10.99.11.2       Connected         10.99.11.3       Connected         10.99.11.4       Connected         0.0.0       Not Connected         its within the chain (equipped with Ethernet- ) are connected to a shared network. This "see" each other, with each unit exposing	DashBoard Remote Control







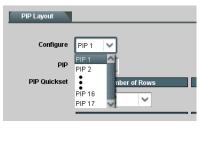
# Cascade Config

(continued)

#### **Cascade Configurator Example and Setup Tips**

The following shows an example where a 17:1 multiviewer is furnished using Cascade Config with four BBG-1070-QS units forming a 4-unit chain (5+4+4+4 PiP inputs which provides a 17-PiP multiviewer).

A very important and clarifying aspect of using Cascade Config is when the units are cascade network defined (as described on the previous page) **the DashBoard UI simply combines all the discrete units as a single device**. A primary function of Cascade Config is to provide a global, centralized setup point for all units in the chain, thereby creating (from the UI perspective) a virtual single-device multiviewer.



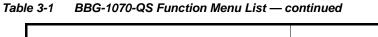
As shown to the left, all DashBoard layout and attribute controls appear and function just like using the single-unit BBG-1070-QS. The only difference is now **all the PiPs can be accessed from a single point** (rather than going from unit-to-unit). In our example, the **PIP Layout** drop-down now has **Configure** definers for PiPs 1 thru 17 instead of just PiPs 1 thru 5 for a single, non-networked unit.

With Cascade Config, the only setup aspects that remain local to each unit in the chain are:

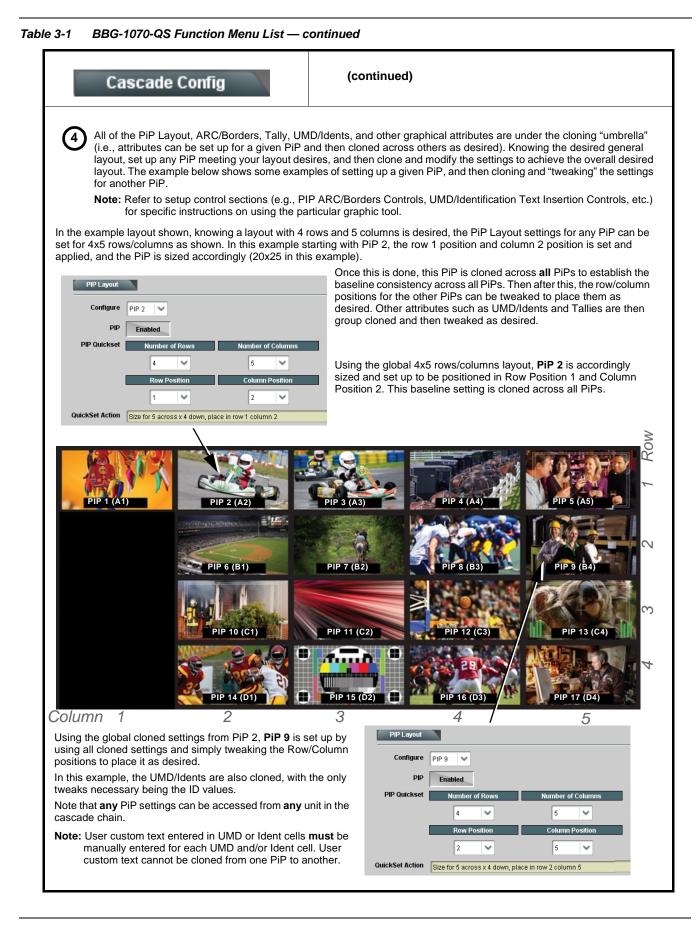
- Input Routing (each unit still needs its per-unit input sources defined)
  Output Audio (each unit needs to know whether to pass audio from an upstream unit, or use audio sourced from a local PiP input
- **Output Format** (Output format will likely be set consistent across all units in the chain. If a format change is needed for the final output, this is best accomplished by doing this on the last unit in the chain.)

Shown below is the example multiviewer setup described in this example. For this example, Idents are set as **PIP1** thru **PIP 17** for the 17 PiPs in the merged MV output. Also for example purposes, the parenthetical designations correlate to the unit **A** thru **D** per-unit PiP inputs that provide the 5+4+4+4 that result in the 17-PiP aggregate.

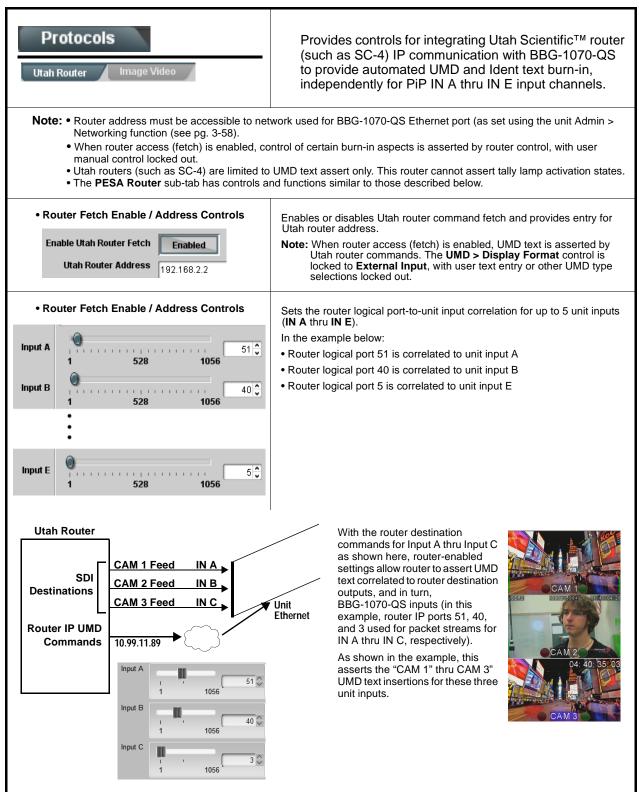




Cascade Config	(continued)		
Cascade Configurator Example and Setup T	ips (cont.)		
First, all BBG-1070-QS units in the cascade chain need to be assigned dedicated IP addresses to be used in conjunction with the per-unit dedicated Ethernet RJ-45 port.			
In the example here, four units (A thru D in the cascade chain) are using dedicated IP addresses 10.99.11.1 thru 10.99.11.4, respectively. This provides for a 17-PiP multiviewer setup			
Unit A (10.99.11.1) PiP 1 thru 5         Static IP Address         10.99.11.1           Unit B (10.99.11.2) PiP 6 thru 9         Static Subnet Mask         255.255.05           Unit C (10.99.11.3) PiP 11 thru 13         Static Default Gateway         10.99.11.99           Unit D (10.99.11.4) PiP 14 thru 17         Static Default Gateway         10.99.11.99			
Total: PiPs 1 thru 17 on combined MV output	Static DNS 10.99.11.9		
With the four units (A thru D comprising the chain) assigned dedicated IP addresses, the IP addresses of the four units are entered in the A thru D definer slots in Cascade Config page. When all unit IP's are entered, click Connect. The units are now connected in the Cascade mode.          Cascade Config         IP MV       Net Status         A IP 1-5       10.99.11.1         Set f         ID IP 14-17       10.99.11.4         Connected			
Input Routing Slot 6: 9970-QS Cascade Underlay			
PIP 1 Input Source In A Input Input Input Source In A Input	Multi-Viewer Video Out		
PIP 4 Input Source			
Cascade Mode Disabled Cascade Low Latency Mode Disabled	PiP 14-17 PiP 10-13 PiP 6-9 PiP 1-5 Video In Video In Video In Video In (In A - InD (In A - InD (In A - InD (In A - In E) + Cascade E) + Cascade E) + Cascade E)		
PIP 14 Input Source In A Inc. Inc. Inc. Inc.	On a per-unit basis, the physical routing of PiP sources to each unit's Source-to-PiP routing needs to be set up.		
PIP 15 Input Source	Shown here is the routing setup that applies the 17 PiP inputs to the respective inputs in the four-unit Cascade chain.		
PIP 16 Input Source Internet I	<ul> <li>The first unit in the chain (Slot 6 Unit A in the example) is set as a regular quint-split, with five discrete program inputs and Cascade Mode disabled (since this unit is not receiving a cascade underlay).</li> </ul>		
Cascade Mode Enabled Cascade Low Latency Mode Enabled - Automatic alignment	<ul> <li>Subsequent downstream units in the chain (Unit B thru Unit D in the example) are set as cascade, with four discrete program inputs per unit and Cascade Mode enabled (since these units receive a cascade underlay).</li> </ul>		
— Example continued on next page —			







Protocols	Provides controls for integrating Image Video <sup>™</sup> router IP communication with BBG-1070-QS to provide automated UMD and Tally burn-ins, independently for PiP 1 thru PiP 5.
Router Enable Controls      Connection Status     PIP 1      Update From Display	<ul> <li>Enables or disables Image Video router updates for each of the five PiPs.</li> <li>Update from Display asserts PiP tally lamp activation.</li> <li>Update from Line asserts UMD text.</li> <li>Note:  <ul> <li>The Image Video integration works on a PiP-by-PiP basic (rather than commands being tied to input channels).</li> </ul> </li> </ul>
Update From Line 1 Enable Updates Enabled PIP 2 Update From Display 1 Update From Line 1 Update From Line 1	<ul> <li>Image Video router/server holds BBG-1070-QS IP address to establish connection. Therefore, the Image Video address is not required here.</li> </ul>
Enable Updates Enabled	
Protocols age Video TSL Protocol	Provides controls for integrating TSL <sup>™</sup> router IP communication with BBG-1070-QS to provide automated UMD and Tally burn-ins, independently for PiP 1 thru PiP 5.
Router Enable/Correlate to PiP Controls     Enable TSL Protocol Enabled     TSL Port Number 5005	<ul> <li>TSL router messages typically provide automated UMD text correlating to names used on the TSL control surface (for example, "CAM 1" for PiP1).</li> <li>Enable TSL Protocol enables and sets device to look for TSL messages.</li> </ul>
PIP 1 Update From Display 0 🗸	<ul> <li>TSL Port Number is the logical port assigned for the TSL router.</li> <li>PIP <i>n</i> Update From Display correlates the TSL display number to the BBG-1070-QS PiP channel.</li> </ul>
PIP 3 Update From Display       2 🖕         PIP 4 Update From Display       3 🖕         PIP 5 Update From Display       4 🖕         Tally 1 Color       Green	<ul> <li>Tally 1 Color / Tally 2 Color selects the "illumination" colors to be used when either Tally Lamp 1 or Tally Lamp 2 is activated.</li> <li>Note: The TSL integration works on a PiP-by-PiP basic (rather than commands being tied to device input channels).</li> <li>TSL router/server holds BBG-1070-QS IP address to establish</li> </ul>
Tally 2 Color Red 💙	connection. Therefore, the Image Video address is not required here.

GPI Setup	Provides controls for setting up to 16 "virtual GPIs" using the up to five discrete GPI inputs. The virtual GPIs can in turn be used for attribute control such as tally lamp activation, borders, and ident text (in conjunction with the <b>Event Action</b> tab controls).
<ul> <li>(virtual GPIs) can be received via certain automation.</li> <li>In examples here, GPI Condition 2 goes active whe GPI 1 and GPI 2 2 conditions shown).</li> <li>In the GPI Condition 15 example shown here, the G GPI Condition 15 becomes active.</li> <li>GPI Condition 1 thru GPI Condition 16 defined here other attributes control based off of GPI inputs receive up action triggering controls.)</li> </ul>	d as direct or logic statement control inputs. Additionally, up to 256 VGPIs a system via the network connection. In triggers defined as other than Don't Care become true (in this case, the IPI inputs are not used (set to Don't Care), while when <b>VGPI# 15</b> goes true, e are in turn used with the <b>Event Actions</b> page to provide tally, border, and red. (See Event Actions Setup Controls (p. 3-49) for instructions on setting
GPI Status GPI1 Closed GPI2 Open GPI3 Closed GPI4 Closed GPI5 Open GPI5 Open GPI1 GPI2	GPI 5 VGPI # VGPI State Status
GPI Condition 1 Open Closed Closed GPI Condition 2 Open->Closed Closed->Open Closed Closed->Open	Don't Care     0     Don't Care     Inactive       Don't Care     0     Don't Care     Active
• GPI Condition 16 Don't Care  Don't Care	Don't Care 15 1 Active
GPI 1 thru GPI 4 definers have drop-down which all associated with the input: Open = pullup HI Closed = pulldown LO Open->Closed = falling-edge trigger Closed->Open = rising-edge trigger	Iow setting the logic          V-GPI 1       Open         Don't Care       Open         Closed       Open->Closed         Closed->Open       Closed->Open
Unused GPI inputs should be set to "Don't Care"	with GPI Inputs in Technical Specifications, Chapter 1. Introduction.

	ent A	ction	s		tally vide eve	lamp ac	ctivation t, or ot rs prov	on, bord ther acti vide attr	ers, and on trigg ibute co	ttribute co d ident tex jers. Interr ontrol bas	kt using nal intell
other visual c	rrelator to 32 dis be define y combi	Rows screte ed and	der, or othe butes contro <b>Event</b> Sets C • Engag useful • GPI Cc setup). • Data a • Video • Video	r graphics of using int Trigger S conditions of testing how ondition # allo llows camera i Format allows Condition allo	screte events in response t ernally asses Select or inputs that ov settings to be e the Action appear ws virtual GPI cont metadata to be use creceived video for ws triggering on tru trigger that invoke	o GPI, data sed conditi control attr ngaged upon d s, or for manua rol to be used i d to trigger an mat of the sele se video format	a, or vic ons or v ibutes a efined rule Illy setting to trigger a Action. cted PiP to conditions	deo status via integra actions: es being true, an attribute w in Action (see b be used to t s, or triggering	condition ation with or by forcing ithout extern GPI Setup ( rigger an Act g on false (im	ns. This provest external IP the event. Force al triggers. Controls (p. 3-48) tion.	vides easil assets. e Event settin ) for info on GI
		PIP #	Engage	Mode	GPI Condition	¥ Data	_	Video Fo	rmat	Video Conditio	n
	Event 1	PIP 1		t Rules 🗸	GPI Condition 4	RED Reci	ord 🗸	Don't Care		nable if True	~
	Event 2	PIP 1	Use Even	t Rules 🗸	Don't Care 🗸	RED Stop	~	Don't Care	e Er	nable if True	~
		:									•
Đ	ivent 32	PIP 4	Use Even	t Rules 🗸 🗸	Don't Care 🗸	Don't Car	e 🗸	1080i 59.9	94 E	nable if False	~
Event A Sets the			ace when a	a correspo	nding triaaer i	s received					
Sets the • Tally Sele • Tally Colo • Border Ad • Ident Sele • Ident FG I trigger is t • Ident Text	e action ect allows for assigns action allow lect selects (foregrour true.	to take pl selecting tally a color to be rs border col fromUMD, l nd) Color an	y lamp 1 and/or applied to the s or to be change dent1, Ident2, T d <b>BG (backgro</b>	2 attribute act selected lamp d when a trigg imecode, or N und) Color all	o Action to be invo low text and/or bac d when a trigger is	vhen a trigger i ue. ked when a trig kground color o	s true. Iger is true changes to		and/or Ideni Ident BG		
Sets the • Tally Sele • Tally Colo • Border Ar • Ident Sele • Ident FG trigger is t • Ident Tex	e action f ect allows s or assigns action allow lect selects (foregrour true. at allows alt	to take pl selecting tally a color to be rs border col fromUMD, I nd) Color an remative Iden	y lamp 1 and/or applied to the or to be change dent1, Ident2, T d BG (backgro ht text to be opt	2 attribute act selected lamp d when a trigg imecode, or N und) Color all onally asserte	ions to be applied to when a trigger is tr er is true. o Action to be invo low text and/or bac d when a trigger is	vhen a trigger i ue. ked when a trig kground color o true.	s true. Iger is true changes to	either Ident1			
Sets the - Tally Sele - Tally Colo - Border Ar - Ident Sele - Ident FG - Ident Tex	e action : ect allows s or assigns action allow ect selects (foregrour true. tt allows alt	to take pl selecting tally a color to be vs border col fromUMD, I d) Color an ernative Iden	y lamp 1 and/or applied to the or to be change dent1, Ident2, T d <b>BG (backgro</b> nt text to be opt v v Color en	2 attribute act selected lamp d when a trigg imecode, or N und) Color all onally asserte Border Ac	ions to be applied to when a trigger is tr er is true. o Action to be invo low text and/or bac d when a trigger is	vhen a trigger i ue. ked when a trig kground color of true. lent Select nt 1	s true. Iger is true changes to	FG Color	Ident BG	Color Ident 1	Fext: State
Sets the • Tally Sele • Tally Colo • Border Av • Ident Sele • Ident FG trigger is t • Ident Tex	e action : ect allows s or assigns action allow ect selects (foregroun true. tt allows alt hy Select ly Lamp 1	to take pl selecting tally a color to be vs border col fromUMD, I d) Color an ernative Iden	y lamp 1 and/or applied to the or to be change dent1, Ident2, T d <b>BG (backgro</b> nt text to be opt v v Color en	2 attribute act selected lamp d when a trigg imecode, or N und) Color all onally asserte Border Ac Green	ions to be applied to when a trigger is tr er is true. o Action to be invo low text and/or bac d when a trigger is ction to Ide	vhen a trigger i ue. ked when a trig kground color of true. lent Select nt 1	s true. Iger is true changes to Ident Green	FG Color	Ident BG	Color Ident 1	Text: Statu

Ever	nt Actio	ns		(conti	nued)			
vent Action	Example	es						
		PIP #	Engage Mode	GPI Condition	# Data	Video Format	Video Condition	
	Event 1	PIP 1 🗸 🗸	Use Event Rules	GPI Condition	1 Don't Care 🗸 🗸	Don't Care	Enable if True	••
	Event 2	PIP 1 🗸 🗸	Use Event Rules	s 🔽 GPI Condition	2 Don't Care 🗸 🗸	Don't Care	Enable if True	•••
	_				_			
	••• =	ly Select	Green	Border Action		Ident FG Color	Ident BG Color Iden	nt Text:
			Green	NO ACION	NO ACIION	NO ACION	No Action	
	•••• , GPI Condi	ly Lamp 2 🗸	d GPI Condit	tion 2 are used t			No Action	ally lan
- When GPI Co	••• , GPI Condi ondition 1 is	ly Lamp 2 V ition 1 an	d <b>GPI Condit</b> a trigger (Ev		o control the co t action sets the	lor and activat a tally lamp 1 to	ion of the PiP 1 ta	ally lam
- When GPI Co	••• , GPI Condi ondition 1 is	Iv Lamp 2 v ition 1 an active as active (E	d <b>GPI Condit</b> a trigger (Ev vent 2), the e	tion 2 are used t ent 1) , the even vent action sets	o control the co t action sets the the tally lamp 1	olor and activat e tally lamp 1 to to <b>red</b> .	ion of the PiP 1 ta o <b>green</b> .	ally lan
- When GPI Co	••• , GPI Condi ondition 1 is	ition 1 an active as active (E	d <b>GPI Condit</b> a trigger (Ev	tion 2 are used t ent 1) , the even vent action sets GPI Condition	o control the co t action sets the the tally lamp 1	olor and activat e tally lamp 1 to to <b>red</b> . <u>Video Format</u>	ion of the PiP 1 ta	ally lan
- When GPI Co	•••• a, GPI Condi pondition 1 is pondition 2 is	Iy Lamp 2 ition 1 an active as active (E PIP # PIP 5	d <b>GPI Condit</b> a trigger (Evo vent 2), the e	tion 2 are used t ent 1) , the even vent action sets GPI Condition	o control the co t action sets the the tally lamp 1 # Data Don't Care	olor and activat e tally lamp 1 to to <b>red</b> . <u>Video Format</u> 10801 59.94	ion of the PiP 1 ta o <b>green</b> . <u>Video Condition</u> Enable if True	ally lan
- When GPI Co	e, GPI Condition 1 is condition 2 is	Iy Lamp 2 ition 1 an active as active (E PIP # PIP 5	d <b>GPI Condit</b> a trigger (Evivent 2), the e <u>Engage Mode</u> Use Event Rule	tion 2 are used t ent 1) , the even vent action sets GPI Condition	o control the co t action sets the the tally lamp 1 # Data Don't Care	olor and activat e tally lamp 1 to to <b>red</b> . <u>Video Format</u> 1080i 59.94	ion of the PiP 1 ta o green. Video Condition Enable if True Enable if False	•••
- When GPI Co	e, GPI Condition 1 is ondition 2 is	Iy Lamp 2 ition 1 an active as active (E PIP # PIP 5 PIP 5	d <b>GPI Condit</b> a trigger (Evi vent 2), the e <u>Engage Mode</u> Use Event Rule	tion 2 are used t ent 1) , the even vent action sets GPI Condition s Cont Care b Don't Care Border Action	o control the co t action sets the the tally lamp 1 # Data Don't Care Don't Care	olor and activat e tally lamp 1 to to <b>red</b> . <u>Video Format</u> 1080i 59.94	ion of the PiP 1 ta o green. Video Condition Enable if True Enable if False	× ••

- If a format other than 1080i 5994 is received (comprising a false condition as set in Event 2), the previous action is overwritten with a new action to turn the border to **red**.

### Table 3-1 BBG-1070-QS Function Menu List — continued

Output Preview	Output Preview displays regularly-sampled screen captures in the device DashBoard page. The transfer of screen image frame captures (via the device through the DashBoard network connection) allows over-the-network confidence assessment of input video program content and presence over DashBoard remote control without physical collocation with BBG-1070-QS or its input or output steams.
Screen Capture Mode Controls      Screen Capture Mode     Capture on Trigger     Capture on Trigger     Capture Automatically      Screen Capture     Capture	<ul> <li>Screen Capture Mode sets the capture/display action as follows:</li> <li>Capture on Trigger allows manually initiated screen captures which are executed only when the Screen Capture button is pressed.</li> <li>Capture Automatically provides periodic samplings consisting of a new capture about every 5 seconds.</li> <li>It is recommended to set the Screen Capture Mode control to Capture On Trigger (or entirely disable Output Preview) when the preview function is no longer needed. DashBoard control motion may lack smoothness or act "jerky" if Capture Automatically is left enabled.</li> </ul>
UMD1 USER2 10801 59.94 (************************************	<ul> <li>When BBG-1070-QS is acquiring frame captures (either 5-second periodic-updated continuous images or single frame when Capture on Trigger &gt; Capture is invoked), the area on the bottom of the DashBoard page displays the multiviewer image of the input video PiPs.</li> <li>The preview frame(s) will remain displayed in DashBoard.</li> <li>To exit from the capture display, click on any other DashBoard tab. DashBoard will then resume with the normal DashBoard control surface display.</li> </ul>



User Graphic	Provides for insertion of loaded user graphic file which can be used as a branding "bug" or a personalized background "skin".
pre-loaded into device memory. • For a background skin, the file must have	Product Support, wherein when you receive the device(s), the file will be layer settings that allow transparency or PiP "windows" such that the graphic Product Support with any questions, or for questions regarding file formats
User Graphic Overlay Insert/Size Controls     Overlay Enable     Overlay Status     User graphic loaded     Horizontal Position     User graphic loaded     Overlay Status     O.0     Vertical Position     O.0     O	Provides basic controls for enabling insertion and positioning the insertion within the overall merged PiP output video raster.
In the example here, the user graphic is inserted over the lower right PiP image area. Note that the graphic insertion layer is behind burn-ins (such as UMD) but on top of the PiP video image. Sizing and transparency must be considered depending on the purpose of the graphic.	USER1 7200 59 94:022 11 18 UMD1 UMD1 USER2 1080 59.94 1 4 4 4 4 4 4 4 USER5 720 59.94 UMD4 UMD4 UMD3

Table 3-1	BBG-1070-QS Function Menu List — continued
	BBG-1070-QG1 unclion menu Eist — continued

Clock			Provides controls for setting and inserting wall-clock time into merged output or as a per-PiP insertion selection.	
Clock Mode / Set Controls			Allows clock time and display mode to be set as follows:	
	0240-04 DM		• Clock Mode selects between 24-hour ("military") time, or time using AM	
Card Time	02:18:04 PM		<ul> <li>and PM designations.</li> <li>Clock Source selects user-entered arbitrary time or NTP-synced time.</li> </ul>	
Clock Mode	12 Hour (AM/PM)	~	Local Timezone provides timezone offsets for localization when using NTP time.	
Clash Causes			Card Time display shows the currently configured running wall-clock	
Clock Source	Sync with NTP	~	time (whether set as user-entered arbitrary time or NTP-synced time). Note: NTP syncing is only done at various intervals. To invoke resyncing,	
Local Timezone (NTP Only)	US Central	$\sim$	power-cycle to device to immediately sync with NTP.	
User Set Mode Cor	ntrols		When Clock Source is set to User Set Time, allows entry of user time,	
Clock Source			and also allows entry of user text identifying the time zone or other text (this time zone text is displayed when entered for either user time or NTP	
	User Set Time	~	time) Click <b>Set Time</b> to invoke user set time.	
Local Timezone (NTP Only)	US Central			
Time Zone Text				
User Set Time				
• Clock Overlay Sele		v does n	ot have to be set to Enabled.	
	NTP V Disabled ITP TC		<ul> <li>Clock Overlay allows wall-clock time to be burned into the overall merged video output. Also allows selecting source as NTP/User or external LTC.</li> </ul>	
	RS232 RS232 RS422	~	<ul> <li>Global LTC Source selects from RS232 or RS422 external timecode source when LTC is selected above.</li> </ul>	
	HH:MM:SS HH HH:MM HH:MM:SS HH:MM:SS:Frame	~	Display Format (when LTC is selected above) selects the format of timecode string burn-in overlay insertion from choices shown.	
	H:MM:SS:Frame:Field		Clock Overlay set to Enabled inserts a clock burn-in into the merged video output and not directly bound to any PiP area	

Clock	(continued)
Clock Character Size and Custom Position Controls	Horizontal and Vertical Position controls set the origin point for the clock overlay.
Character Size	Origin (0,0)
Horizontal Position	▼
Vertical Position 0.0	y= 100% ✓ ႃ
Clock Text Character/Background Attributes Controls	Provides independent controls for setting the color and opacity of the clock text and its background.
Character Color White Vellow • • Black	<ul> <li>Color drop-downs set text or background color from multiple choices.</li> <li>Opacity controls set text or background opacity from 0% (least opacity) to 100% (full opacity).</li> </ul>
Character Opacity	
Background Color Black	
Background Opacity	
Presets	Allows user control settings to be saved in a one-button Preset and then loaded (recalled) as desired, and provides a one-button restore of factory default settings.
Preset Layer Select     Allows selecting a functional layer (or "area of concer     concern allows for highly specific presets, and masks	n") that the preset is concerned with. Limiting presets to a layer or area of s changing settings in areas outside of the layer or area of concern.
All Framesync Out Audio Routing	Char Burn Output Video GPI Setup LogFirmware "look" at all device
	settings, and save and invoke all settings when
All Framesync Out Audio Routing	Char Burn         Output Video         GPI Setup         Log/Firmware         the preset is invoked (loaded).           Selecting a layer (in this
Routing") will set the preset to <b>only</b> "look at" and "touc When the preset is invoked (loaded), <b>only</b> the output	example, "Out Audio ch" output audio routing settings and save these settings under the preset.
<b>Example:</b> Since audio routing can be considered indeparticular PiP setting in effect, and at a later time audio here limits preset-invoked changes to <b>only</b> the audio	ependent of PiP layout settings, if normal audio routing was set up with a o routing is desired to be saved as a preset, selecting <b>Out Audio Routing</b> routing layer, "telling" the preset save/load to not concern itself with other he preset is invoked any PiP settings in effect will remain untouched, with

Table 3-1
 BBG-1070-QS Function Menu List — continued



Presets	(continued)	
Preset Enter/Save/Delete      Presets Controls     Save/Delete     Protected      Protected      Protected state –     changes locked out     Ready (open) state –     changes can be applied		
Preset Save/Load Controls  Load/Delete Existing Preset Select Preset: IRD Rcv122 IRD Rcv122 Local Area 23 Local Area 24 Loc	<ul> <li>Select Preset: drop-down allows a preset saved above to be selected to be loaded or deleted (in this example, custom preset "IRD Rcv122").</li> <li>Load Selected Preset button allows loading (recalling) the selected preset. When this button is pressed, the changes called out in the preset are immediately applied.</li> <li>Update Selected Preset button allows saving any settings changes to the selected preset. When this button is pressed, the changes in effect are rolled into the selected preset.</li> <li>Delete Selected Preset button deletes the currently selected preset.</li> <li>Load Factory Defaults button allows loading (recalling) the factory default preset. When this button is pressed, the changes called out in the preset are immediately applied.</li> <li>Note: Load Factory Defaults functions with no masking. The Preset Layer Select controls have no effect on this control and will reset all layers to factory default.</li> <li>Download Presets saving the preset files to a folder on the connected computer.</li> </ul>	
Note: If using Cascade Config mode where a global preset is to apply in some manner to all units in the chain, it is recommended to have all units in the chain set up as desired, and then save the preset on the last unit in the chain. This helps ensure that all saved states in each unit will be saved in an "umbrella" preset encompassing all units in the chain.		

- (continued) Presets Upload (open) presets from a network Download (save) presets to a network computer by clicking Download Presets – Save at the computer by clicking Upload at the bottom of bottom of the Presets page. DashBoard. Refresh Upload Download Presets StoredPresets.bin Browse to the location where the file was saved Browse to a desired on the computer or save location (in drive (in this this example, My example, My 🗸 🝺 🚍 🔚 👪 Save In: 📁 My Documents Documents\Cobalt Look in: 📁 Cobalt Presets V 🐌 🌦 🗩 🏣 😫 Documents Cobalt Presets). Presets). 📕 RCVR 21 Presets.bin 📁 Cobalt Presets The file can then be renamed if desired (RCVR21 Presets File Name: RCVR21 Presets.bin File Name: RCVR 21 Presets.bir Select the desired in this example) Files of Type: BIN Files (\*.bin) file and click **Open** Files of Type: BIN Files (\*.bin) before committing to load the file to the Save Cancel Open Cancel the save. unit. Note: • Preset transfer between unit download and file upload is on a **group** basis (i.e., individual presets cannot be downloaded or uploaded separately). After uploading a presets file, engagement of a desired preset is only assured by selecting and loading a desired preset as described on the previous page. Uploading Saved Presets to New or Different BBG-1070 Units (Cascade Config Usage) When uploading presets .bin files to BBG-1070-QS units in a Cascade Config chain, the steps below must be used to make certain each unit receives cascade setup info which is stored individually on each unit. 1. Upload the desired presets .bin file to all units in the chain. 2. On the Cascade Config tab in any unit in the chain, re-link the IP settings for the units within the cascade chain. 3. Select one of the presets you want to configure; all the connected units will then have the matching preset automatically selected. On Presets page of any unit in the chain, click Load Selected Preset. All units will now be loaded with that preset. 4. On Preset page of any unit in the chain, now click Upload Selected Preset. This step now re-saves the cascade IP settings to each unit's memory. 5. Repeat steps 3 and 4 for **each** preset in the **Select Preset** drop-down list. (Note that even presets that may not apply to other units in the chain need to updated as described here. For subsequent presets, remove all IPs from the Cascade Config tab and click **Disconnect**. Then load the presets and then update the preset.) **Contact Support for assistance if necessary.**
- Table 3-1 BBG-1070-QS Function Menu List continued

### Table 3-1 BBG-1070-QS Function Menu List — continued

Admin	Provides a global operating status and allows a log download for factory engineering support. Also provides controls for selecting and loading firmware upgrade files.	
• Firmware Upgrade Controls	Firmware upgrade controls allow a selected firmware version (where multiple versions can be uploaded to the unit's internal memory) to invoke an upgrade to a selected version either instantly, or set to install on the next unit reboot (thereby allowing unit upgrade downtime to be controlled at a scheduled point in time).	
site can always be directly uploaded to the	le firmware versions saved on the unit. New upgrade firmware from our web unit without using this page. Instructions for firmware downloading to your found at the <b>Support&gt;Firmware Downloads</b> link at www.cobaltdigital.com.	
<ol> <li>Access a firmware upgrade file from a network con bottom of DashBoard.</li> </ol>	nputer by clicking <b>Upload</b> at the Refresh Upload Reboot	
<ol> <li>Browse to the location of the firmware upgrade file <i>Documents\v1.0.0019.bin</i>).</li> <li>Select the desired file and click <b>Open</b> to upload the</li> </ol>	Look jr. 🕜 My Documents 💌 📀 🎲 🗁	
<ul> <li>Immediate firmware upload. The default setting of After Upgrade checked allow a selected firmware v uploaded as follows:</li> <li>1. Click Firmware To Load and select the desired up this example, "v1.0.0019").</li> <li>2. Click Load Selected Firmware. The now reboots a is loaded.</li> </ul>	Automatically Reboot After Upgrade V0.9.0019 V0.9.0019 V0.9.0010 V0.9.0000 V0.9.00000 V0.9.0000 V0.9.00000 V0.9.0000 V0.9.00000 V0.9.0000 V0.9.0000 V0.9.0000000000	
<ul> <li>Deferred firmware upload. With Automatically Reunchecked, firmware upgrade loading is held off unt rebooted. This allows scheduling a firmware upgrad when it is convenient to experience to downtime (up 60 seconds).</li> <li>1. Click Firmware To Load and select the desired up this example, "v1.0.0019"). Note now how the displayer Reboot".</li> </ul>	til the unit is manually le downtime event until loads typically take about grade file to be loaded (in	
unit is manually rebooted (by pressing the Reboot		
<ol> <li>To cancel a deferred upload press Cancel Pendin</li> </ol>	<b>Ingrade</b> The unit reverts to the default settings that allow an immediate	

3. To cancel a deferred upload, press Cancel Pending Upgrade. The unit reverts to the default settings that allow an immediate upload/upgrade.

Ad	min	(continued)
Log Status and Download Controls		Log Status indicates overall internal operating status.
	Card OK	<ul> <li>Download Log File allows a operational log file to be saved to a host computer. This log file can be useful in case of a error or in the case of an operational error or condition. The file can be submitted to Cobalt engineering for further analysis.</li> </ul>
Thermal Shutdown Ena		• <b>Thermal Shutdown</b> enable/disable allows the built-in thermal failover to be defeated. (Thermal shutdown is enabled by default).
		CAUTION
		The BBG-1070-QS FPGA is designed for a normal-range operating temperature around 85° C core temperature. Operation in severe conditions exceeding this limit for non-sustained usage are within device operating safe parameters, and can be allowed by setting this control to Disable. However, the disable (override) setting should be avoided under normal conditions to ensure maximum protection.
Card Network Se	tup Controls	Note: The IP address setting here is independent of a frame IP typically used for DashBoard or other frame/device remote control.
Networking		<ul> <li>Addressing Mode allows setting address to static (user) address or via DHCP (where a DHCP server is available for the connection).</li> </ul>
Card Active IP	192.168.1.101	Static IP Address, Static Subnet Mask, and Static Default
Network Interface	Frame	Gateway fields allow setting IP parameters when Static mode is selected.
	Rear I/O	<ul> <li>Card Active IP shows the currently configured IP address (whether static or DHCP).</li> </ul>
Addressing Mode	DHCP V DHCP Static	
Static IP Address	10.99.16.100	
Static Subnet Mask	255.255.255.0	
Static Default Gateway	0.0.0.0	
Static DNS	0.0.0.0	
Download SNMP MIB Files	MIB-FILES.tar.gz Save	
Card Check and	Restore Utilities	Memory Test allows all cells of the device FPGA memory to be tested.
Memory Tes FPGA Memory Tes		This control should <b>only</b> be activated under direction of product support. Exercising the memory test is <b>not</b> part of normal device maintenance.
	1031	
Memory Test Status Running Mem Memory Test Status Memory test co	ory Test: 8.99%	<b>Restore from SD Card</b> allows device rendered inoperable to be restored using an SD memory card fitted to the device internal SD slot.
Restore From SD C	ard Confirm Please contact support	Product support must be contacted prior to performing this operation. Use of any SD card not supplied by support can corrupt the device.

3

### (continued) Admin Allows device NTP clock IP source and localization. This is the clock/time NTP Clock Setup device will use for logs and other recorded actions. Clock Setup • NTP IP sets the IP address where NTP is to be obtained. NTP IP (use 0.0.0.0 for pool NTP) • Local Timezone sets the recorded time to the localized time. 0.0.0.0 • NTP Status shows if time is synced with NTP or if an error exists. Local Timezone (NTP Only) US-Central $\sim$ NTP Status Synchronized with NTP Automatically maintains a log of user actions and input User Log lock status. User Log shows input lock and other user conditions (with most Time Туре Ev recent event at top of list). 22:40:36 12/02/15 Info SDI Input sdi\_in\_c Locked to 720p 59.94 22:40:34 12/02/15 Info SDI Input sdi\_in\_d Locked to 1080i 59.94 21:17:36 12/02/15 Info SDI Input sdi\_in\_b Locked to 1080i 59.94 Info 21:17:18 12/02/15 Log file cleared Clear User Log clears all entries. Download Log File opens a browser allowing the log file to be Clear User Log Confirm saved on the host machine. oad Log File 9922-FS.tar.gz Save

### Table 3-1 BBG-1070-QS Function Menu List — continued

# **Uploading Firmware Using Web Interface and GUI**

Firmware (such as upgrades, option keys, and presets .bin files) can be uploaded to BBG-1002-UDX directly via the web html5 interface without going through DashBoard (see Figure 3-7). In addition to allowing uploads without needing a DashBoard connection, this method transfers files typically much faster than using DashBoard.

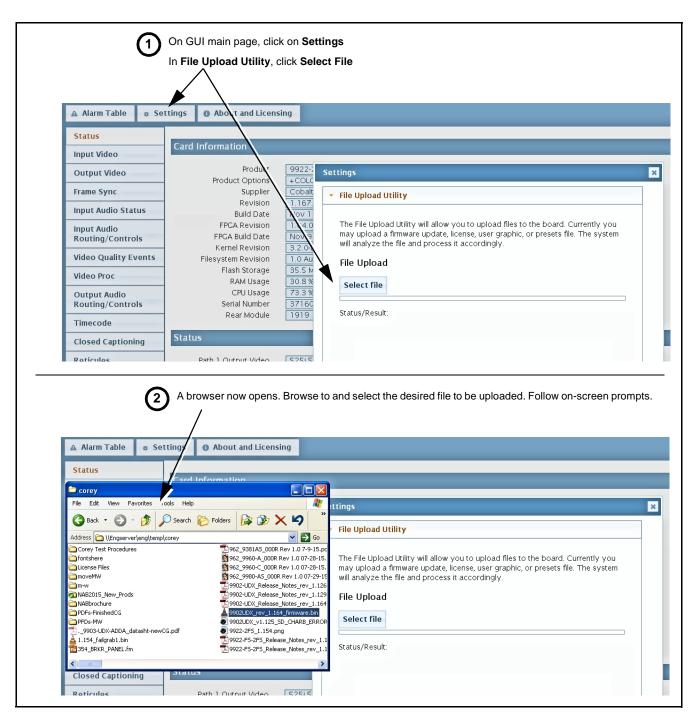


Figure 3-7 Uploads Using Web Interface/GUI

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## **Front Panel User Menus**

Some of the mode and parametric controls available using the web UI (as described in Front Panel User Menus) are available using the front panel display and arrow navigating buttons.

The front panel menus offers a true standalone means to configure the BBG-1070-QS with no connection to a network required, and is useful where changes need to be done immediately (or in emergency situations) without the benefit of network access. However, the web GUI provides greatly simplified user interfaces as compared to using this menu and the arrow controls. For this reason, it is **strongly recommended** that the web GUI or DashBoard remote control be used for all applications other than the most basic cases.

# Troubleshooting

This section provides general troubleshooting information and specific symptom/corrective action for the BBG-1070-QS and its remote control interface. The BBG-1070-QS requires no periodic maintenance in its normal operation; if any error indication (as described in this section) occurs, use this section to correct the condition.

### **Error and Failure Indicator Overview**

The BBG-1070-QS itself and its remote control provide error and failure indications. Depending on how the BBG-1070-QS is being used (i.e, standalone or network controlled), check all available indications in the event of an error or failure condition.

The various BBG-1070-QS device and remote control error and failure indicators are individually described below.

- **Note:** The descriptions below provide general information for the various status and error indicators. For specific failures, also use the appropriate subsection listed below.
  - Basic Troubleshooting Checks (p. 3-63)
  - BBG-1070-QS Processing Error Troubleshooting (p. 3-63)

# BBG-1070-QS Front Panel Status/Error Indicators and Display

Figure 3-8 shows and describes the BBG-1070-QS front panel indicators and display. These indicators and the display show status and error conditions relating to the device itself and remote (network) communications (where applicable). Because these indicators are part of the device itself and require no external interface, the indicators are particularly useful in the event of communications problems with external devices such as network remote control devices.

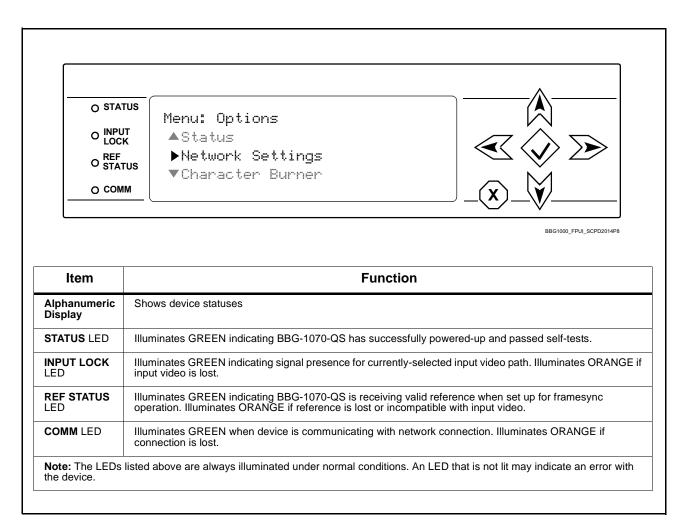


Figure 3-8 BBG-1070-QS Device Edge Status Indicators and Display

### **Basic Troubleshooting Checks**

Failures of a general nature (affecting many devices and/or functions simultaneously), or gross inoperability errors are best addressed first by performing basic checks before proceeding further. Table 3-2 provides basic system checks that typically locate the source of most general problems. If required and applicable, perform further troubleshooting in accordance with the other troubleshooting tables in this section.

Item	Checks
Verify power presence and characteristics	• On the BBG-1070-QS, in all cases when power is being properly supplied all indicators should be illuminated. Any device showing no illuminated indicators should be cause for concern.
	<ul> <li>Check the Power Consumed indication for the BBG-1070-QS. This can be observed using the Status front-panel or web UI pane.</li> </ul>
	<ul> <li>If display shows <b>no</b> power being consumed, either the frame power supply, connections, or the BBG-1070-QS itself is defective.</li> </ul>
	<ul> <li>If display shows excessive power being consumed (see Technical Specifications (p. 1-11) in Chapter 1, "Introduction"), the BBG-1070-QS may be defective.</li> </ul>
Check Cable connection secureness and connecting points	Make certain all cable connections are fully secure (including coaxial cable attachment to cable ferrules on BNC connectors). Also, make certain all connecting points are as intended. Make certain the selected connecting points correlate to the intended device inputs and/or outputs. Cabling mistakes are especially easy to make when working with large I/O modules.
Check status indicators and displays	On BBG-1070-QS front panel and web interface indicators, red indications signify an error condition. If a status indicator signifies an error, proceed to the following tables in this section for further action.
Troubleshoot by substitution	All devices can be hot-swapped, replacing a suspect device with a known-good item.

Table 3-2 Basic Troubleshooting Checks

### **BBG-1070-QS Processing Error Troubleshooting**

Table 3-3 provides BBG-1070-QS processing troubleshooting information. If the BBG-1070-QS exhibits any of the symptoms listed in Table 3-3, follow the troubleshooting instructions provided. In the majority of cases, most errors are caused by simple errors where the BBG-1070-QS is not appropriately set for the type of signal being received by the device.

**Note:** Where errors are displayed on both the BBG-1070-QS and network remote controls, the respective indicators and displays are individually described in this section.

	•	
1	5	

 Table 3-3
 Troubleshooting Processing Errors by Symptom

Symptom	Error/Condition	Corrective Action
BBG-1070 shows <b>Unlocked</b> message in BBG-1070-QS Info pane.	No video input present	Make certain intended video source is connected to appropriate BBG-1070-QS video input. Make certain BNC cable connections are OK.
Cannot see one of five PiPs on output	PiP obscured by another PiP	When custom layouts are being used, it is easy for a PiP to "hide" underneath another PiP. When using this mode, size all PiPs small enough such that a PiP cannot be obscured. See Input Routing (p. 3-10) for more information.
Cascade mode upstream image not as expected	<ul> <li>-QS devices in cascade chain not set for same grid layout</li> </ul>	<ul> <li>All BBG-1070-QS devices used in a cascading chain must be set for the same number of columns and rows. See Cascade Mode Using PiP Layout QuickSet Template Presets (p. 3-16) for more information.</li> </ul>
	Downstream -QS device importing a cascade input not set for cascading mode	<ul> <li>Downstream QS devices which are receiving a cascade output from an upstream QS device must use the PiP 5 input and be set with Cascade Mode &gt; Enabled. This ensures the imported upstream image is inserted as full-screen and with no burn-ins caused by the receiving -QS device. See Input Routing (p. 3-10) controls for more information.</li> </ul>
Cannot set UMD text Display Format to choice other than External Input	Protocols tab inadvertently set to use router for UMD assert/ burn-in	If the <b>Protocols</b> tab > <b>Enable Utah Router</b> <b>Fetch</b> control is set to Enabled, UMD text is asserted by Utah router commands. The UMD > Display Format control is locked to External Input, with user text entry or other UMD type selections locked out.
Cascade grid layout has been inadvertently lost	Non-cascade mode using the Layout Presets (Quint, Quad, Three Bottom, etc.) was possibly applied	The non-cascade Layout Presets will clear or change row/column settings previously set for a custom cascading grid that was set up using the cascading QuickSet setup controls. The basic non-cascade Layout Presets should not be re-applied once a cascade layout is set up.
Cannot set UMD text Display Format to choice other than External Input	External Inputs tab inadvertently set to use router for UMD assert/burn-in	If the External Inputs tab > Enable Utah Router Fetch control is set to Enabled, UMD text is asserted by Utah router commands. The UMD > Display Format control is locked to External Input, with user text entry or other UMD type selections locked out.
Audio not processed or passed through device	Enable control not turned on	On <b>Output Audio Routing/Controls</b> tab, <b>Audio</b> <b>Group Enable</b> control for group 1 thru 4 must be turned on for sources to be embedded into respective embedded channel groups.

Symptom	Error/Condition	Corrective Action
DashBoard slider controls lack fluidity, have "jerky" motion.	DashBoard experiencing high traffic volume due to <b>Output</b> <b>Preview</b> mode set to Capture Automatically	Automatically updated captures are useful for assessing incoming content on a dynamic basis. However, due to the traffic demands imposed by this mode, it is recommended to set the <b>Screen</b> <b>Capture Mode</b> control to Capture On Trigger (or entirely disable Output Preview) when the preview function is no longer needed.
		When the mode is set to capture on trigger or this function is disabled, normal fluid control motion will be restored. See Output Preview (p. 3-51) for more information.
(Cascade Config mode) User text (UMD, Idents) does not appear in cloned PiPs	Manually entered user text cannot be cloned	Only pre-defined DashBoard selections (from drop-downs or other selections) can be cloned from one PiP to another. User custom text cannot be cloned and <b>must</b> be entered manually for each PiP UMD and/or Ident field.
(Cascade Config mode) Presets cannot be uploaded from computer to units	Special upload steps required	Saved preset .bin files from a computer to target units must be uploaded as described in Loading Saved Presets to New or Different BBG-1070 Units (Cascade Config Usage) (p. 3-56).
Selected upgrade firmware will not upload	Automatic reboot after upgrade turned off	Device <b>Presets</b> > <b>Automatically Reboot After</b> <b>Upgrade</b> box unchecked. Either reboot the device manually, or leave this box checked to allow automatic reboot to engage an upgrade upon selecting the upgrade.

Table 3-3	Troubleshooting	Processing Errors	s by Symptom -	- continued
Table 3-3	noubleshooling	FIDLESSING LITUR	5 ωχ Ογπρισπ –	- continueu

### In Case of Problems

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

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

- 1. (See Figure 3-9.) Make certain the card has the proper SD card installed in the under-card slot. If SD card is **not** installed, contact Product Support to obtain an SD card.
- **Note:** If unit is a BBG-1000 Series device, remove the top cover before proceeding.

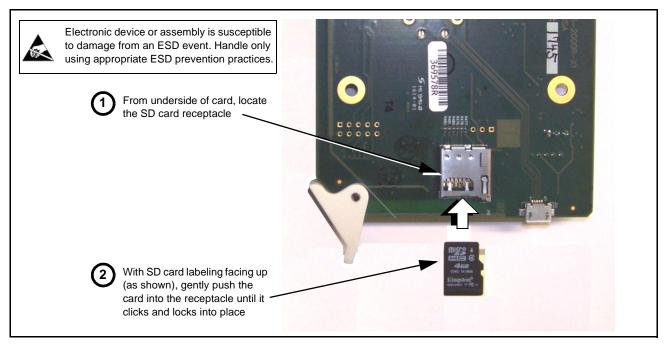
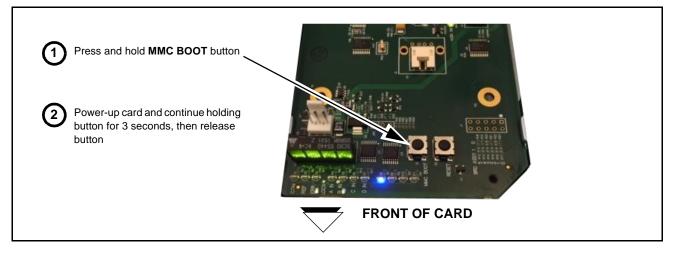


Figure 3-9 SD Card Installation

2. (See Figure 3-10.) With card powered-down, locate the **MMC BOOT** button on the card. Proceed as shown in picture.



### Figure 3-10 MMC Boot Button

- 3. With button now released, the card will begin reprogramming:
  - COM LED illuminates and remains illuminated.
  - When reprogram is complete, **COM** LED turns off, on, and then off again (entire process takes about 1-1/2 minute).
- 4. Remove power from the card (remove card from slot or power-down BBG-1000 Series unit).

- **5.** Re-apply power to the card. The card/device will display as *"UNLICENSED"* in DashBoard/remote control.
- 6. In Dashboard or web remote control, go to **Admin** tab and click **Restore from SD Card**. After about 1/2-minute, the card license(s) will be restored and card will be using its most recently installed firmware.
- **7.** Card/device can now be used as normal. On BBG-1000 Series unit, re-install top cover.

### **Contact and Return Authorization**

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

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

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

See Contact Cobalt Digital Inc. (p. 1-14) in Chapter 1, "Introduction" for contact information.

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# Cobalt Digital Inc.



2506 Galen Drive Champaign, IL 61821 Voice 217.344.1243 • Fax 217.344.1245 www.cobaltdigital.com