

# The TSL Tally and UMD Configuring Program

# UMDs

 this section is intended to be read in conjunction with the Introduction

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# **Under Monitor Displays**

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- 3.0 Serial Parameters for the Drivers
- 4.0 Adding displays to the layout
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# 1.0 Introduction

TSL makes a range of UMDs, all of which are compatible with TallyMan.

All 17mm displays are tri-colour (green, red and amber) for both the display blocks and the tally blocks. The triple and quad displays are only available with green display blocks and twin, non separately addressable red tallies.

Each UMD will have a unique address assigned to it by the TallyMan program and this address must be manually transferred to the actual hardware by pressing the recessed buttons to gain access to the set up menu in the UMD.

Many of the menu items, such as those setting the colour, will be found in the 17mm displays via the front panel recessed buttons also in the TallyMan program.

It will be seen that the User screen may be used to build the monitor stack or wall. If the program is on-line it will be seen that the desktop view is interactive and will show the mnemonic and tally state of all the UMDs in the system.

UMDs may be associated with routers to show the desired mnemonic and sophisticated tally control may be set to the UMDs.

Mnemonics and Names may be copied and pasted into other TallyMan lists or programs such as Microsoft Excel for easy editing.

For each UMD the configuring engineer may or may not allow user access by suitably checking the **Allow user configuration box**.

• A UMD driver may address up to a maximum of 126 addresses. More addresses will require that another UMD Driver, with its own Port will be required.

#### Important

When building the monitor stack it is <u>essential</u> that the correct UMD type is entered as the build progresses. It is possible to alter UMD types later but it will be come very confusing where this is done on a large system.

For example, if a Single Display is changed to a Triple, some following Displays will be subsumed into the Triple Display.

For example, consider the following:

A monitor stack consists of the following Displays; a D8C, D16C, D8C, and D8C. If the first D8C Display is changed to a Triple Display, the following D16C and D8C (Display numbers 2 and 3) will turn into the Triple Display. The Mnemonics that were for the D16C (Display number 2) are still at Display number 2 but this is now the second 8 character display of the Triple Display.

The actual hardware of the original second Display is still a D16C. This is now at program address 002. Before the changes it was at address 001.

# If changes are done in the middle of a large number of mixed display types, extensive re-addressing of the Monitor Stack will be necessary.

# **Display Assignment Terminology**

This is a key feature of the UMD system:

- Fixed Mnemonic means Displays do not change their messages (mnemonics) when matrix (router) changes are made. The have no association with a matrix for their mnemonics.
- Follow Matrix Destination means Displays are assigned to a router destination / bus (output) and they will show the selected router <u>source</u> mnemonic.
- Follow Matrix Source means Displays are assigned to a router source (input) and they will show the router <u>destination</u> / <u>bus</u> mnemonic.
- Fixed Matrix Destination means displays are assigned to the router outputs and show the dynamic tally states but they do not change their message (mnemonics) on router changes. They will always show the router destination (output) mnemonic.
- Fixed Matrix Source means displays are assigned to the router inputs and show the dynamic tally states but they do not change their message (mnemonics) on router changes. They will always show the router source (input) mnemonic.

#### Note:

At startup, all UMD's are updated. Thereafter, a background update goes through each display address, one every 200mS, refreshing the information. A full set of 126 addresses is refreshed after around 26 seconds when there are no other changes occurring. If any system event (e.g. tally change, crosspoint change) results in a change in UMD information, the UMD gets an immediate update.

### 2.0 Entering UMDs into TallyMan

To add UMDs to the system, click on the New System Icon and then **Add New System Component**. A driver will be added to the tree. The UMD driver name shown here is TSL UMD.



Add as many drivers to the system as there are UMD <u>types</u> in the system. A driver can drive a maximum of 126 addresses.

In the **Display Interface Properties** box select the UMD Type from the drop down list.

#### Then press Apply.

If there are other drivers, such as a Zandar multiviewer, select the appropriate entry from the drop down list.

#### Note about Disable instant updates for Multiviewers

In the normal mode of operation, "Disable instant updates" should not checked, and the background refresh rate is 200mS. If any displays need updating as a result of a tally change, or a router change, a message is sent immediately to those displays, with no gaps between

the messages. If nothing is changing, a background "refresh" message is sent, to one display at a time, with the specified gap between messages (in this case, 200mS). With nothing changing, this means a complete background refresh every 7.2 Seconds for 36 displays, for example.

If "Disable Instant Updates" is checked, all messages from the system to the displays are kept (200mS) apart. So if, for example, 5 displays need to be updated after a change in status, the last display will be updated 2 seconds later than the event occurred. This is **only** used for some multiviewers that cannot show instant updates. Do NOT use for most display types.

#### 3.0 Serial Parameters for the Drivers

TSL UMD: Setup Communication		? 🛛	l l
Type: Serial RS422 💌		OK Cancel	This shows a TSL UMD protocol Driver
General Parameters	Serial Parameters-		
Port Number: 2	Baud Rate:	38400	
IP Address:	Parity:	Even 💌	
Description: TSL UMD PORT	Data Bits:	8	
	Stop Bits:	1 💌	

Edit the **Serial Parameters** for the driver in use. The common drivers will be auto-filled.

This might be used when a different driver is need for a multiviewer other than taking the data feed from one of the standard UMD ports. Normally, all TSL UMD will be driven directly or via a PSU-22 from one of the standard UMD RJ45 ports.

For Multiviewers select UDP if IP connections are available. For UDP connections the number of UMD addresses available is 126 per IP/PORT combination. So, any single IP address can have as many drivers as necessary

#### 4.0 Adding displays to the layout





When the display driver has to be changed, for example entering a multiviewer, select **Change Driver** form the list. The drivers shown will only be those that have been entered into the system.

Select a display driver	X
TSL UMD Zandar	
	Cancel
	OK

Some multiviewers use TSL UMD protocol. These are entered in the program as Multiviewer.

This shows a Zandar unit that uses its proprietary protocol – later units use TSL UMD protocol.

# It is crucial that the correct UMD is entered in the program.

Hardware Type		TallyMan
I ype		Cinalo 9
000/00	-	Single o
D16C/D16	-	Single 16
DD8C	-	Dual 8
TD8	_	Triple 8
QD8	_	Quad 8
ML1	_	ML1
S8C	-	Static 8



Build up the entire monitor stack/wall inserting the correct UMD type and driver as you go.

The box around the stack may be made by clicking and dragging from the top L.H. corner to the lower R.H. corner.

Descriptive text may be added an subsequently edited using a R.H. mouse click and selecting **Edit Stack**.

dit Stack Properties		×
Caption: Main Wall		
Delete	Set Colour	ОК
		Cancel

# 4.1 Tally Out Lamps and Tally Out Relays.

A R.H. mouse click will allow these icons to be added.



These icons provide very simple indication of tally out status and might be useful as an indication of which tallies are active at the tail-board of an outside broadcast truck, for example.

A R.H. mouse click and select the item, or a double click on the icon will allow editing and access to the assignment dialog box.



Edit Assignment will, for example, allow editing of the tallies to the Tally Out pin.

Edit Tally Out 1 of Parallel Interface			×
Allow user configuration	Name:		
Mapped Tallies In Add Tally Delete Selection Tally Parent Logic Lift Cam 1 - Red Parallel Inter	Active Tally Channel Out Program/Red Tallies Iso 1 Iso 2 Iso 3 Iso 4 Iso 5 Iso 6 Iso 7	☐ Iso 8 ☐ Iso 9 ☐ Iso 10 ☐ Iso 11 ☐ Iso 12 ☐ Iso 13 ☐ Iso 14 ☐ Iso 15	
Repeat Edit			Cancel

Use the View menu to get back to Set up to edit the UMD functions.

A click on the UMD driver will show this dialogue box.

🔲 TallyMan - offline1.tn	15						
<u>F</u> ile <u>E</u> dit <u>T</u> ools ⊻iew <u>⊂</u> om	ms <u>H</u> elp						
🖃 🕎 New System	Index	Display	Туре	Position	Address	Current Text	
ST System Tally	1	Display 1	Single 8		0	Fixed 1	
🛨 📲 Main Router	2	Display 2	Single 8		1	Fixed 2	
🛨 🔝 Lines Router	3	Display 3	Single 8		2	Fixed 3	
🕂 🛗 Grass Valley Mixer							
🖻 🚟 TSL UMD							
Display							
🛨 🚟 Zandar							
🛓 🔁 SC-11							
🗄 🗁 🔁 CTD1							
<	<						>
Ready					OFFLINE	NUM	- /

This shows that three TSL UMDs have been added to the system. The display type (Single 8), the Address and the Current Text on the UMD is shown in the list.

A double click on the Display line will show this field.

It will be seen that virtually all dialogue boxes will allow the Configurator to decide on User access by checking the box **Allow user configuration**.

Edit UMD 1 of umd			
Name: Display Text:	Brightness: Normal 💌 Allow user configuration	OK Cancel	Each Display may be given a <b>Name</b>
Fixed Fixed I Display Assignment: Fixed Mnemonic		Restore Defaults	· · · · · ·
Matinx Hecursion Deptix: Meximum (**) Justify: Centre  Matinx Assignment:		Configure Display	The Configuring engineer may
Matrix: CNo Assignment>		C Extended	Allow user configuration.
Level:			۹
Direct Tally Assignment			
Type: 🗢 <no assignment=""> 💌</no>	Left Mask:	Beneat Edit	
Parent: 🗢 <no assignment=""> 🖃</no>	Right Mask:	Auto Inc	
Tally:		T Auto Copy	

#### Note:

The Configure Display box allows the basic behaviour of the display to be set with incoming tallies.

# 5.0 Setting the Function of a UMD

Edit UMD 1 of umd			
Name: Display Text: Fixed Fixed 1	Brightness: Normal  Allow user configuration  Display Tally:	OK Cancel	
Display Assignment: Fixed Mnemonic Fixed Mnemonic Fixed Mnemonic Fixed Mnemonic Fixed Mnemonic Fixed Mnemonic Fixed Matrix Destination Fixed Matrix Destination Fixed Matrix Source Fixed Matrix Source Matrix Assignment Level Direct Tally Assignment		Restore Defaults Configure Display Tally Bits © Basic (L,R) © Extended	This dialogue box will allow the display assignment to be set and the tallies to be mapped to the display.
Type: VNo Assignment>  Parent: VNo Assignment> Tally: Exclusive	Tally Channet Left Mask:	Repeat Edit	

# 6.0 Display Text

This box determines how the UMD derives its text.

The UMD may be a:

Fixed Mnemonic display Follow Matrix Destination display Follow Matrix Source display Fixed Matrix Destination display Fixed Matrix Source display

#### 6.1 Fixed Mnemonic

The factory default is Fixed Mnemonic with text as Fixed 1. This may be freely edited in this box up to 16 characters – assuming that the UMD can display 16 characters.

#### 6.2 Matrix / Router associated displays

The **Matrix Recursion Depth** is set here for a UMD assigned to Matrix destinations assuming that several routers / matrices are cascaded.

Name:	Brightness: No	mal 💌	OK	
Display Text:	Allo Display Tally:	w user configuration 🔽	Cancel	
Display Assignment: Follow Matrix Destination			Restore Defaults	Matrix Recursion Depth is set here
Matrix Assignment:			Tally Bits	
Matrix: CNo Assignment>			C Extended	
Level				
Direct Tally Assignment Type: CNo Assignment>	Tally Channel:			
Parent:	Left Mask:	••••••	Repeat Edit	

Note

If the UMD is assigned as a Matrix destination display and there are several routers in the system there may be a requirement to map the final router's sources to earlier router's destinations. Please see the Router Section of this manual.

For example:

There could be, say three cascaded routers in a system.

If source-to-destination mapping is carried out on all three routers, the first router's source mnemonics will show on the third router's destination UMD. It might be a requirement that *this* destination display shows only the second router's source mnemonics and not those of the first. In this example, a figure of 2 would need to be set in the box. This figure counts back from the output.

# 6.3 Assigning UMDs to a Matrix / Router

Edit UMD 1 of wall			
Name: Cam 1	Brightness: Normal 💌	ОК	
Display Text: Fixed: Fixed: 1 Display Assignment: Follow Matrix Destination Matrix Recursion Depth: Maximum Justity; Left Matrix Assignment: Matrix Assignment: Matrix Assignment Level: Parent: Parent: Matrix Assignment Level: Parent: Matrix Matrix Matrix Marine Router 1st Level Matrix Assignment Level: Parent: Assignment Matrix Matrix Marine Router 1st Level Matrix Assignment Matrix Matrix Marine Router 1st Level Matrix Assignment Matrix Matrix Marine Router 1st Level Matrix Assignment Matrix Assignment Matrix Marine Router 1st Level Matrix Assignment Matrix Assignment	Allow user configuration Display Tally: Tally Channet: Left Mask:	Cancel Restore Defaults Configure Display Tally Bits © Basic (L.R) © Estended Repeat Edit Auto Inc Auto Copy	This shows the UMD has the name Cam 1 UMD and is associated with the Main Router's Destination 1. Mnemonic information will be controlled by the router.

The **Display Assignment** box allows the UMD to be associated with a matrix destination or source.

In the **Matrix Assignment** box, from the dropdown lists for **Matrix** and **Destination** or **Source** (as appropriate) select with which Matrix and Destination or Source the UMD is to be associated.

- If the UMD is assigned to a destination as a Matrix Destination Display, the selected source mnemonics and any matrix associated tally mapping will show on the UMD.
- If the UMD is assigned to a matrix source as a Matrix Source Display, the destination mnemonics and matrix associated tally will show on the UMD.

#### Note:

For UMDs assigned to matrix / router sources be sure to set the Priority for the router destinations otherwise destination mnemonics will not be shown on the UMD.

Please see the description of display terminology for operation of Fixed Matrix Source and Matrix Destination Displays.

#### 6.4 Matrix Levels

Matrices often have levels, e.g. SDI, Analogue PAL, Time Code etc. so the UMD has to be assigned to the desired video level.

Note

Very often it will be seen from the Router section that although there is one main router in the system and that it may, for example, have four levels, because of the way the router has been entered into TallyMan the UMD level should remain set to Level 1. This will allow different mnemonics to be set for the different levels.

Please see the Router section for more details.

#### 7.0 Direct Tally Assignment

Direct tallies may be assigned to the UMD instead of, or as well, as any tallies arriving via the router associations.

If the UMD is router / matrix associated and there are tallies associated with the router these Direct Tallies do not need to be set.

Edit UMD 1 of wall		
Name: Cam 1	Brightness: Normal 💌	ОК
Display Text:	Allow user configuration	Cancel
Fixed <b>Fixed</b> 1	Display Tally:	
Display Assignment: Fixed Mnemonic		Restore Defaults
Matrix Recursion Depth: Maximum @		Configure Display
Justify: Left V		
Matrix Assignment		Tally Bits
Matrix (No Assignment)		• Basic (L,R)
		<u>Extended</u>
Destination: Dst 1		
Level		
Direct Tally Assignment		
Type: 🔟 Tally In 💌	Tally Channel:	
Parent: Parallel Tallies	Left Mask:	Hepeat Edit
Tally:	Hight Mask:	Auto Inc
Exclusive Tally In 1		- Adio Coby
Tally In 2	L.	

A Direct Tally may be assigned from any of the sources (that has a valid tally set to it – see the Tally Section) shown in the drop down box.

Tallies from a parallel I/O may be mapped directly to the UMD. These tallies will be flagged as Program or Iso 1 - 15, so as long as the Display Tally Mask is set to accept that Tally Channel, the UMD's LED will light. Please see section 4.6.

If the UMD is a router-associated UMD, tallies may be derived from tallies router destinations or sources, as appropriate. If it is wished that <u>only</u> Direct Tallies act on the UMD, the **Exclusive** box must be checked.

## 8.0 Display Colour and Tally Assignments

There are two ways for controlling the tally and display colour.

Tally Bits and Configure Display menus.

The Tally Bits menu is described first as an understanding of the method of mapping tallies to the display is essential.

#### Tally Bits - Basic (L-R)

Edit UMD 1 of wall		X
Name: Cam 1	Brightness: Normal 💌	(OK)
Display Text:	Allow user configuration	n 🔽 🛛 Cancel
Fixed 1	Uisplay Fally:	
Display Assignment: Fixed Mnemonic		Restore Defaults
Matrix Recursion Depth: Maximum C		Configure Display
Justify: Left		Tally Bits
Matrix Assignment:		Basic (L,R)
Matrix: 🗢 <no assignment=""> 💌</no>		C Extended
Destination: Dst 1		
Level:		
Direct Tally Assignment		
Type: 🗽 Tally In 💌	Tally Channel:	1
Parent: Parallel Tallies	Left Mask:	Repeat Edit
Tally: Tally In 1	Hight Mask:	
		, Auto gopy

#### Tally Channel

The left Tally LED needs to be associated with the required Tally Channel. Tallies active in the Tally Channel will light the UMD LED.

Click on the Left Mask button

Edit mask for Tally Channel 1:		OI Can
ally Channel		
Program/Red Tallies	🗐 Iso 8	
🔲 Iso 1	🔲 Iso 9	
🔲 Iso 2	🔲 Iso 10	
🔲 Iso 3	🔲 Iso 11	
🔲 Iso 4	🔲 Iso 12	
🔲 Iso 5	🔲 Iso 13	
🔲 Iso 6	🔲 Iso 14	
□ Iso 7	🗖 Iso 15	

This shows that the left UMD LED will accept the following Tally Channel – Program/Red Tallies.

The Right Tally LED needs to be set.

Click on the Right Mask button.

Edit Tally Mask		
Edit mask for Tally Channel 2:		OK Cancel
Program/Red Tallies	□ Iso 8	
□ Iso 1	🗖 Iso 9	
🗐 Iso 2	🔲 Iso 10	
🔲 Iso 3	🔲 Iso 11	
🔲 Iso 4	🔲 Iso 12	
🗖 lso 5	🔲 Iso 13	
∏ Iso 6	🗔 Iso 14	
🗐 Iso 7	🔲 Iso 15	

This shows that the right LED will accept the following Tally Channel - Program/Red Tallies.

Both the left and right UMD tally LEDs will be lit.

If Iso 1 was check instead, the Direct Tally would not light the UMD LED as, in this case, the Direct Tally does not belong to the Tally Channel. However, if the UMD is, say, router associated, and there are active tallies in the system with the identifying flag as Iso 1, in this case the UMD tally LED would be lit.

#### Example 1

Name: Cam 1	Brightness: Normal 💌	<u>OK</u>
Display Text: Fixed <mark>Fixed 1</mark>	Allow user configuration 🔽 Display Tally:	Cancel
Display Assignment: Fixed Mnemonic	3	Restore Default
Matrix Recursion Depth: Maximum C	I I	Configure Displa
Matrix Assignment		Tally Bits
Matrix: Co <no assignment=""></no>		<ul> <li><u>Basic</u> (L,R)</li> <li><u>Extended</u></li> </ul>
Destination: Dst 1		
Level 💌		
Direct Tally Assignment		
Type: 🔟 Tally In 💌	Tally Channel:	
Parent: Parallel Tallies	Lett Mask:	Hepeat Edit
Tallur Cam 1 Bed	Ingit Mask.	E Auto Inc

This screen shows that a Tally In is assigned from the Parallel Interface and Tally 1 which has the name Cam1 – Red, has been assigned to the UMD.

Tally 1 (Cam1 – Red), belongs to the first of the 16 channels (default name Program, but renamed here to Program/Red Tallies) and will light both the LH and RH tally lamps on the UMD. It will be seen that the UMD's Left Tally Channel Mask is set to accept the first tally channel – Program/Red Tallies.

Edit Tally In 1	of Parallel Interface	
Name:	Cam 1 - Red	Ī
Tally Channel:	1: Program/Red Tallies	]
Repeat Edit-		Cancel
F Auto In	c opy	



The UMD Mask settings. The settings for the Right Mask are the same.

Edit Tally Mask		
Edit mask for Tally Channel 1:		OK Cancel
Program/Bed Tallies		
	F 100 0	
	T 180 3	
I Iso 2	I Iso 10	
🔲 Iso 3	🔲 Iso 11	
🔲 Iso 4	🔲 Iso 12	
🔲 Iso 5	🗖 Iso 13	
🔲 Iso 6	🔲 Iso 14	
🔲 Iso 7	🔲 Iso 15	

A double-click on the Left or Right Mask will show this box.

#### Example 2

A System Tally may consist of two input tallies, (with the Active Tally Out Channels set to, say, Iso 1 and Iso 2) from a Parallel I/O using separate Tally Channels, also flagged as Iso 1 and Iso 2. This System Tally may be assigned to the UMD and the Left and Right Masks set to accept the desired active tally channel, Iso 1 or Iso 2. This will give individual control of the left and right tally LEDs.

Edit Tally In 2 of Parallel Interface X Edit Tally In 3 of Parallel Interface Tally 2 Tally 3 Name: Name: Tally Channel: 2: Iso 1 -3: Iso 2 -Tally Channel: Repeat Edit Repeat Edit Cancel Cancel Auto Inc Auto Inc T Auto Copy T Auto Copy OK OK Edit System Tally 1 of New System System Tally 1 is made up of Name: Allow user configuration two I/P tallies, Tally 2 and Mapped Tallies In Active Tally Channel Mask Tally 3, Program/Red Tallies Add Tally Delete Selection Iso 8 assigned to 🔽 Iso 1 E Iso 9 Parent Tally Channels Tally Logic ▼ Iso 2 Iso 10 🔓 Tally 2 Parallel Inter... Iso 2 and Iso 3. 노<mark>I</mark> Tally 3 Parallel Inter... Or E Iso 3 E Iso 11 The Active Iso 12 Iso 4 Tally Channel 🔲 Iso 13 □ Iso 5 Mask is set to ∏ Iso 6 □ Iso 14 allow these ∏ Iso 7 🗐 Iso 15 tallies through ≏ 5 - Output Logic Beneat Edit Cancel Bitwise (per channel) Permanent On Auto Inc C Logical (any channel) Auto Cop OK Edit UMD 1 of wall Cam 1 Normal -OK Brightness: Name: Display Text: Allow user configuration 🔽 Cancel Display Tally Fixed: Fixed

The tally ins are set to belong to specific Tally Channels.



System Tally 1 is assigned to the UMD but the Mask has been set to accept Iso2 for the Left Tally and Iso3 for the Right Tally.
Separate left and right tallying is now possible via a System Tally.

×

# Tally Channel Masks

Edit Tally Mask			Edit Tally Mask		
Edit mask for Tally Channel 1:		OK Cancel	Edit mask for Tally Channel 2:		OK Cancel
Tally Channel			Tally Channel		
Program/Red Tallies	🗐 Iso 8		Program/Red Tallies	🔲 Iso 8	
🔽 Iso 1	🔲 Iso 9		🔲 Iso 1	🔲 Iso 9	
🔲 Iso 2	🔲 Iso 10		🔽 Iso 2	🔲 Iso 10	
🔲 Iso 3	🔲 Iso 11		🔲 Iso 3	🔲 Iso 11	
🔲 Iso 4	🔲 Iso 12		🔲 Iso 4	🔲 Iso 12	
🔲 Iso 5	🔲 Iso 13		🔲 lso 5	🔲 Iso 13	
🔲 Iso 6	🔲 Iso 14		🔲 Iso 6	🔲 Iso 14	
🗔 Iso 7	🔲 Iso 15		🔲 Iso 7	🗔 Iso 15	

As the left and right masks are set for Iso1 and Iso2, separate tallying of the LEDs is possible via a System Tally.

#### Tally Bits - Extended

Note: Multiviewers should be used with the Basic settings.

This is where the UMD tally/text colours are controlled.

It will be seen that the Left Tally LED, the Text and the Right Tally LED are treated slightly differently.

Edit UMD 1 of wall			
Name: Cam 1	Brightness: Normal 💌	ОК	
Display Text:	Allow user configuration 🔽	Cancel	The dot shows which Tally
Fixed 1	Left		Channel has
Display Assignment: Fixed Mnemonic	Red Mask:	Restore Defaults	been set to the
Matrix Recursion Depth: Maximum C	Green Mask:	Configure Display	Mask
Justify: Left	Text	Tally Bits	
Matrix Assignment:	Red Mask:	C Basic (L,R)	
Matrix: 🔁 <no assignment=""> 💌</no>	Yellow Mask:	Extended	
Destination: Dst 1	Right		
Level 🔽	Red Mask:	Green	
Direct Tally Assignment	Green Mask:	C Red	
	Auxilliary	C Yellow	
Type: SI System Tally	Tally 1 Mask:	Repeat Edit	
Parent: 🙀 New System 💌	Tallu 2 Mask:	- Auto Inc	
Tally: System Tally 1 💌		C Auto Copy	
F Exclusive			

#### Display Tally - Left

A mouse click on the Red Mask will show the following dialog box:

dit Tally Mask		2
Edit mask for Left Tally Red:		OK Cancel
Tally Channel		
Program/Red Tallies	🔲 Iso 8	
🔲 Iso 1	🔲 Iso 9	
🔲 Iso 2	🔲 Iso 10	
🔲 Iso 3	🔲 Iso 11	
🔲 Iso 4	🔲 Iso 12	
🗖 Iso 5	🗖 Iso 13	
🗖 Iso 6	🔲 Iso 14	
Iso 7	🔲 Iso 15	

Select the Tally Channel that is to light the Left UMD tally LED Red

Edit mask for Left Tally Green:		OK Cance
Tally Channel	🗖 Iso 8	
<b>▼</b> [so 1]	🖂 Iso 9	
🔲 Iso 2	🔲 Iso 10	
🔲 Iso 3	🔲 Iso 11	
🔲 Iso 4	🗖 Iso 12	
🔲 Iso 5	🗖 Iso 13	
🔲 Iso 6	🔲 Iso 14	
🔲 Iso 7	🔲 lso 15	

Select the Tally Channel that is to light the Left UMD tally LED Green, if required.

With an active Tally Channel set to both the Red and Green Masks the LED will light Amber/Yellow.

Display Tally - Right

This is set in the same manner as the Left Display Tally.

	OK Cancel
🔲 Iso 8	
🔲 Iso 9	
🔲 Iso 10	
🔲 Iso 11	
🔲 lso 12	
🔲 Iso 13	
🔲 Iso 14	
🔲 Iso 15	
	<ul> <li>□ Iso 8</li> <li>□ Iso 9</li> <li>□ Iso 10</li> <li>□ Iso 11</li> <li>□ Iso 12</li> <li>□ Iso 13</li> <li>□ Iso 14</li> <li>□ Iso 15</li> </ul>

Edit Tally Mask		X
Edit mask for Right Tally Green:		OK Cancel
Tally Channel		
Program/Red Tallies	🔲 Iso 8	
🔽 [so ]	🔲 Iso 9	
🗖 Iso 2	🔲 Iso 10	
🔲 Iso 3	🔲 Iso 11	
🔲 Iso 4	🔲 Iso 12	
🗖 Iso 5	🔲 Iso 13	
🗐 Iso 6	🔲 Iso 14	
□ Iso 7	🗔 Iso 15	

# Text - Colour

Edit UMD 1 of wall			
Name: Cam 1	Brightness: Normal 💌	ОК	
Display Text:	Allow user configuration 🔽	Cancel	
Fixed Fixed 1	Left		
Display Assignment: Fixed Mnemonic	Red Mask:	Restore Defaults	
Matrix Recursion Depth: Maximum	Green Mask:	Configure Display	Default Text
Justify: Left -	Text	- Tally Bits	selected here.
Matrix Assignment:	Red Mask:	C Basic (L,R)	
Matrix: 🗢 <no assignment=""> 💌</no>	Yellow Mask:		/ 1
Destination: Dst 1	Right		
Level:	Red Mask:	Oefault Text Colour     Green	
Direct Tally Assimute	Green Mask:	C Red 🕨	
	Auxilliary	C Yellow	
Type: SI System Tally	Tally 1 Mask:	Repeat Edit	
Parent: 🐺 New System 🗾	Tally 2 Mask:	T Auto Inc	
Tally: System Tally 1		T Auto Copy	
1 Exclusive			

A click on the Red Mask will show the following dialogue box.

Edit mask for Text Red:		OK Cancel
Tally Channel		
Program/Red Tallies	🔲 Iso 8	
🔲 Iso 1	🗐 Iso 9	
🔲 Iso 2	🔲 Iso 10	
Iso 3	🔲 Iso 11	
🔲 Iso 4	🔲 Iso 12	
🔲 Iso 5	🔲 Iso 13	
🔲 Iso 6	🔲 Iso 14	
🖂 Iso 7	🗐 Iso 15	

Checking an Active Tally Channel will allow any tally assigned or flagged as belonging to that channel, to turn the text Red.

It will be seen that once the default text colour has been set, the mask colour options will change to allow the incoming selected Tally Channel to make a change to the text colour.

Edit UMD 1 of wall			
Name: Cam 1	Brightness: Normal	ОК	
Display Text Fixed: Fixed 1 Display Assignment: Fixed Mnemonic Matrix Recursion Depth: Maximum C Justify: Left	Allow user configuration  Display Tally: Left Red Mask: Green Mask: Text	Cancel Restore Defaults Configure Display	
Matrix Assignment:	Green Mask: Yellow Mask:	© <u>B</u> asic (L,R)	Using Red as the text default, the mask
Levet View Control Con	Red Mask:	Default Text Colour     Green     Fed     C Yellow	to Green and Yellow.
Type: ST System Tally	Auxilliary Tally 1 Mask:	Repeat Edit	۰
Parent: 2012 New System  Tally: System Tally 1 Exclusive	Tally 2 Mask:	Auto Inc     Auto Copy	

Edit UMD 1 of wall		×	
Name: Cam 1	Brightness: Normal 💌	OK	
Display Text: Fixed: Fixed 1	Allow user configuration 🔽	Cancel	
Display Assignment: Fixed Mnemonic	Lett Red Mask:	Restore Defaults	
Justify: Left	Text	Configure Display	Using Yellow
Matrix Assignment: Matrix: 🗢 <no assignment=""> 💽</no>	Green Mask:	C Basie (L,R)	default, the mask options
Destination: Dst 1	Right Red Mask:	Default Text Colour	change to Red and Green.
Direct Tally Assignment	Green Mask:	C Red	
Type: ST System Tally	Auxilliary Tally 1 Mask:	Repeat Edit	
Parent: 😰 New System 💌 Tally: System Tally 1 💌	Tally 2 Mask:	C Auto Inc	
Exclusive			

Note. When a TSL UMD has been used in the Extended mode, it will need to be de-powered and re-powered to read the Basic tally mode.

#### <u>Auxiliary</u>

For future use.

#### Note for Static Displays – S8Cs.

The Extended menu will be slightly different but the principles are exactly the same as for the dynamic displays.

Edit UMD 4 of TSL UMD		
Name:	Brightness: Normal 💌	OK
Display Text:	Allow user configuration	Cancel
Fixed Static S8C	Display Fally:	
Display Assignment: Fixed Mnemonic		Restore Defaults
Matrix Recursion Depth: Maximum		
Justity: Left	Text	- Tallu Bite
Matrix Assignment:	Red Mask:	C Basic (L,R)
Matrix: 🗢 <no assignment=""></no>	Yellow Mask:	Extended
<b>_</b>		- Default Text Celaur
Level;		Green
Direct Tally Assignment		C Red
Tune:	Tally Channel:	C Yellow
	Left Mask:	Repeat Edit
Parent: VNo Assignment>	Right Mask:	T Auto Inc
Exclusive		Auto Copy

# Configure Display Menu

This menu is a somewhat simpler option of setting the behaviour of the dynamic displays than using the Tally Bits menus.

Greater control of colour is offered by using the Tally Bits menu.

Edit UMD 1 of wall		
Name: Cam 1	Brightness: Normal 💌	ок
Display Text: Fixed: Fixed 1	Allow user configuration 🔽	Cancel
Display Assignment: Fixed Mnemonic Matrix Recursion Depth: Maximum  Justify: Left	-	Restore Defaults Configure Display Tally Bits
Matrix Assignment: Matrix Control Con		© Basic (L,R) ⊂ Extended
Direct Tally Assignment	Tally Channel:	
Type: ST System Tally  Parent: Rew System Tally: System Tally	Left Mask:	Repeat Edit
onfigure UMD Colours	×	
☑ Enable Multicolour Control	<u>Einished</u>	
Colour Settings	Displau Bight Tallu	
No Tally Off	Green Off	
Tally Left Red	Off Off	
Both Red	Red Red	

Set the boxes as required.

If the Extended option is subsequently selected in the Tally Bits menu the UMD may need to be re-powered to accept the changes.

# 9.0 Editing Shortcuts

UMD Brightness and Justification may be done on a global basis by using **Edit Group**. This achieved by marking the list and using the RH mouse button.

Sequential UMD editing may also be carried out by using **Edit Selection**. This achieved by marking the list and using the RH mouse button.

<u>Note</u>

**Edit Selection** will allow a UMD by UMD edit box to be displayed to allow all parameters to be edited whilst **Edit Group** will allow only the main attributes to be edited such as justification and brightness.

🔲 TallyMan - offline1.tm	15								
<u>File E</u> dit <u>T</u> ools ⊻iew <u>⊂</u> om	ms <u>H</u> elp								
🖃 🕎 New System	Index	Display	Туре	Position	Address	Current Text			
-ST System Tally	1	CAM 1	Single 8			Fixed 1			
🕀 🔣 Main Router	2	Display 2	Single 8			Fixed 2	*****		
🕀 🔣 Lines Router	3	Display 3	Single 8		2	Fixed 3			Line Ctul ou Chift
🗄 🛗 Grass Valley Mixer									Use Ctri or Shiit
E 🚟 TSL UMD									and the Mouse
Display									as required to
E Zandar									select the
									LIMDe
									OND3.
								1	
< >									
Ready						-E OFFLINE	NUM		

# **Edit Selection**

Holding down Ctrl + a mouse click will allow a selection to be made in the normal Windows manner.

A RH mouse click will then allow Selection Editing.

🔲 TallyMan - offline1.tm	IS						
<u>File E</u> dit <u>T</u> ools <u>V</u> iew <u>C</u> om	ms <u>H</u> elp						
🖃 🕎 New System	Index	Display	Туре	Position	Address	Current Text	
	1	CAM 1	Single 8		0	Fixed 1	
🗄 🔛 Main Router	2	Display 2	Single 8		1	Fixed 2	
🛨 🔣 Lines Router	3	Display 3	Single 8		2	Fixed 3	
🕀 🛗 Grass Valley Mixer							
E TSL UMD							
Display							
🕀 🚟 Zandar							
⊕ SC-11							
⊕CID1							
< >	I						
Ready						-E OFFLINE	NUM

Name: Cam 1	Brightness: Normal 💌	ОК
Display Text: Fixed: Fixed 1	Allow user configuration 🔽	Cancel
Display Assignment: Fixed Mnemonic  Matrix Recursion Depth: Maximum  Justify: Left  Matrix Assignment:  Matrix:  Oestination:  Destination:  Destination:		Restore Defaults Configure Display Tally Bits © Basic (L.R) © Extended
irect Tally Assignment Type: ST System Tally Parent: Rew System  Tally: System Tally 1 Forducion	Tally Channet Left Mask: Right Mask:	Repeat Edit I Auto Inc I Auto ⊆opy

Editing is carried out on a UMD by UMD basis.

Editing of only the main common parameters of all the UMDs in the list is possible.

Brightness Justify Tally Bits Configure Display

## Edit Group.

Holding down Ctrl + a mouse click will allow a selection to be made in the normal Windows manner.

A RH mouse click will then allow Group Editing.

### 10.0 Copy and Pasting Names and Mnemonics into the Lists.

Names and Mnemonics may be cut and pasted between lists in TallyMan and Excel for easy updating and editing.

Use Edit > Copy Mnemonics or Edit > Copy Names and Edit > Paste Mnemonic or Edit > Paste Names as appropriate.

	allyMan - offline1.t	ms						
File	Edit Tools View Col	mms Hel						 
-	Copy Mnemonics	Index	Display	Туре	Position	Address	Current Text	
	Copy Names	- 1	CAM 1	Single 8			Fixed 1	
	Paste Mnemonics	<u> </u>	Display 2	Single 8			Fored 2	
	Paste Names	5	District a	singelo		6	Plitted 5	
	Custom Delimiter 🔸							
	L = Diploy							
<								
Place	selected mnemonics on th	he dipboar	d					- OFFLINE NUM
4	start 🔄 🛍 🕫	JMD - Micro	soft Word	📴 TallyMan - offine1.tr				<ul> <li>12:24</li> </ul>

## 10.1 Using other programs to edit / copy the UMD Names and Mnemonics lists.

If the UMD Names or Mnemonics are selected and copied (RH mouse button or via **Edit > Copy Mnemonics** or **Edit > Copy Names**) the text may be downloaded into other applications such as Microsoft Excel.

No delimiters should be checked for vertical filling in Excel. Various delimiters are available for loading into other programs.

Open Excel and mark the first box. Click on **Paste** and the Names or Mnemonics will be entered.

Lists may be created in other programs, such as Microsoft Excel and pasted into TallyMan.

Mark the list and copy to the Clipboard. Open TallyMan and paste into the Names or Mnemonics lists as required.

#### 11.0 Multiviewers

Multiviewers are treated in a very similar manner to TSL displays.

They by be driven off Control 4 on a TM1/2 as long as Basic tally mapping is used or a Multiviewer module may be entered.

Ele Edit Tools View Comms Help     New System     Display Interface Properties     Name:     Multiviewer     UMD Type:     Multiviewer (TSL protocol)     Apply        Poll Interval:     200   ms        Disable instant updates        Edit Serial Parameters        Add/Delete displays in Layout	TallyMan - Untitled		
New System     Display Interface Properties     Name:     Multiviewer     UMD Type:     Multiviewer (TSL protocol)     Apply     Poll Interval:     200   mS        Disable instant updates     Disable background poll     Edit Serial Parameters     Add/Delete displays in Layout	<u>File E</u> dit <u>T</u> ools <u>V</u> iew <u>C</u> omm	s <u>H</u> elp	
Add/Delete displays in Layout	New System	Display Interface Properties          Name:       Multiviewer         UMD Type:       Multiviewer (TSL protocol)         Poll Interval:       200         mS       Disable instant updates         Disable background poll	
		Add/Delete displays in Layout	>

For Multiviewers select UDP if IP connections are available. For UDP connections the number of UMD addresses available is 126 per IP/PORT combination. So, any single IP address can have as many drivers as necessary

Adding displays/PIPs.

																						 and the second second	
ile	Edit	Tools	⊻iew	⊆omms	Help	Pa	ge 1	Pa	ge 1														
														_									
			80 1			8					80	4 3		-	18				-		8		
-												-		-					-				-
-									-	-		-		-			2 3	1.12	-	 -			
-						10						-		-			-		-	-	-	++	-ť
+								38				-		-			-			-		++	
						1	fixed 1													-	100		
								_			20						3				100		
											83				8						8		
											44										- 22		
-							_	_			200	4 2	_	-			2	1.1	_				
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-					_	-				-	_	-		_	-	_			_	_	-		-
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-						-					5.63										0.00		-
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																	1				-		
																							-

Using a RH mouse button it will be possible to auto arrange the PIPs within the frame. Due to the program operation it is <u>not</u> possible to use Ctrl to copy the Multiviewer screens across the desktop.

Shift and LH mouse click will delete the PIP.

Using Source Manager.

Source Manager 🛛 🛛 🔀												
Matrix: Category:	Router	<ul><li>▼</li></ul>	<ul> <li></li></ul>									
Source	Index	Mnemonic	Mix 🔨									
Source 1	1	Src 1										
Source 2	2	Src 2										
Source 3	3	Src 3										
Source 4	4	Src 4	~									
<			>									

Dragging the source to the PIP will make the PIP a Fixed Router Source display.

If the PIP is assigned to a Matrix Destination it will show the source mnemonic that the actual destination selects.

However, if a Source from Source Manager is selected and Shift is held down, the actual router will be controlled instead to the PIP changing to a Fixed Router Source Display.