Evertz Multiviewers and TallyMan

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Version History

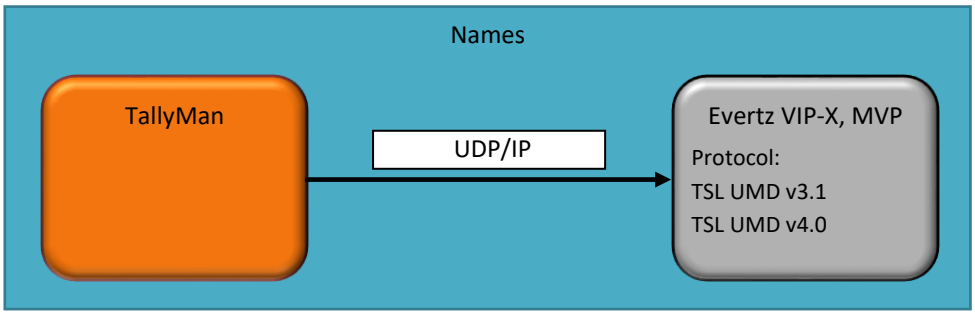
Issue	Date	Change Details

Contents

Overview

Function

- Tally and Mnemonics: From TallyMan to MVs



Tally and Mnemonics

2. Detail

Protocol

- Official protocol name: TSL UMD v4.0
- Protocol name in Device: TSL UMD v4.0
- Protocol name in TallyMan: TSL UMD v4.0

Connection

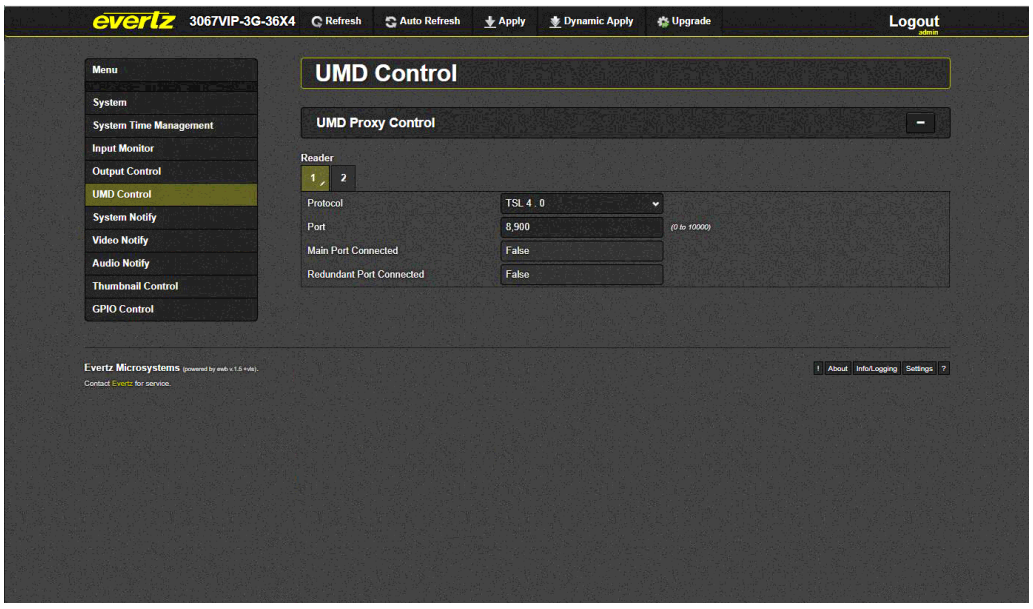
- Comms: UDP/IP
- Default Port: 8900
- Component Type in TallyMan: UMD Display Interface
- Third party interface required: TSL UMD

Instructions

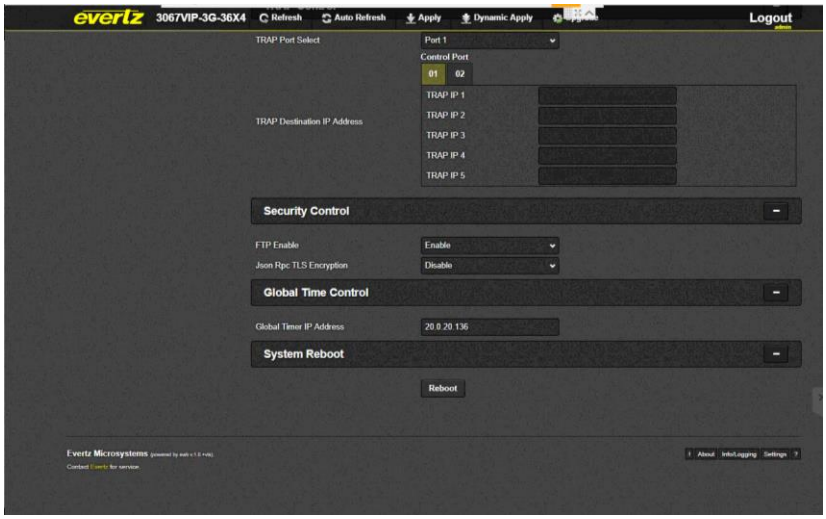
To begin connecting Tallyman to an Evertz Multiviewer, both devices must be powered on and connected to the network. TallyMan connects to the Multiviewer frame.

1. Find/change the UMD protocol and port number

TallyMan communicates to the Evertz MVs over UDP. To configure the Protocol and port number access the MV's webpage by entering the IP address of the device into your web browser. Once you're connected, access the "UMD Control" menu and select the Protocol type and port number you wish to use.

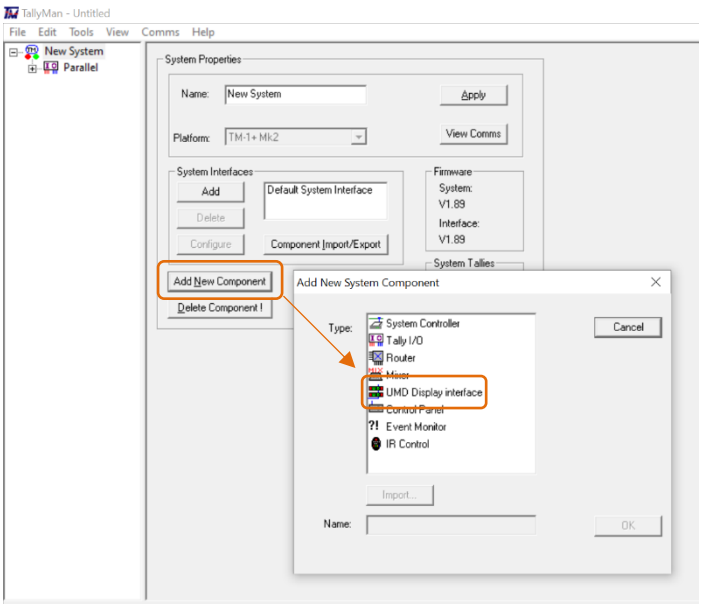


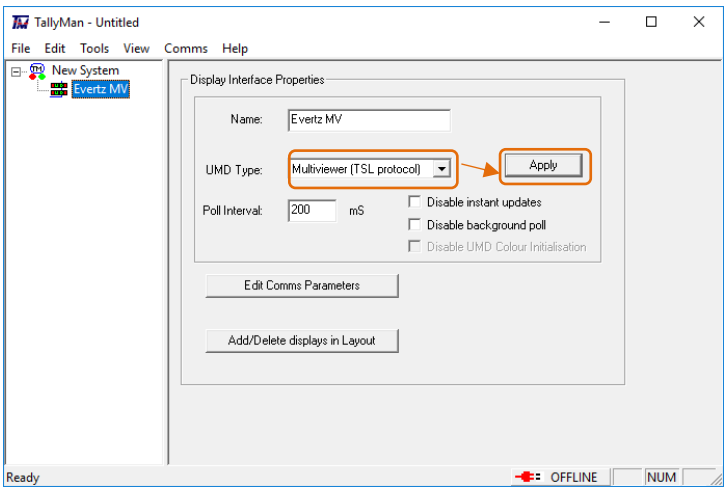
Once you've changes the Protocol and port number parameters you will need to reboot the MV to commit those changes. You can do this by accessing the "System" menu and scrolling to the bottom of the System page, there you'll find the reboot button.



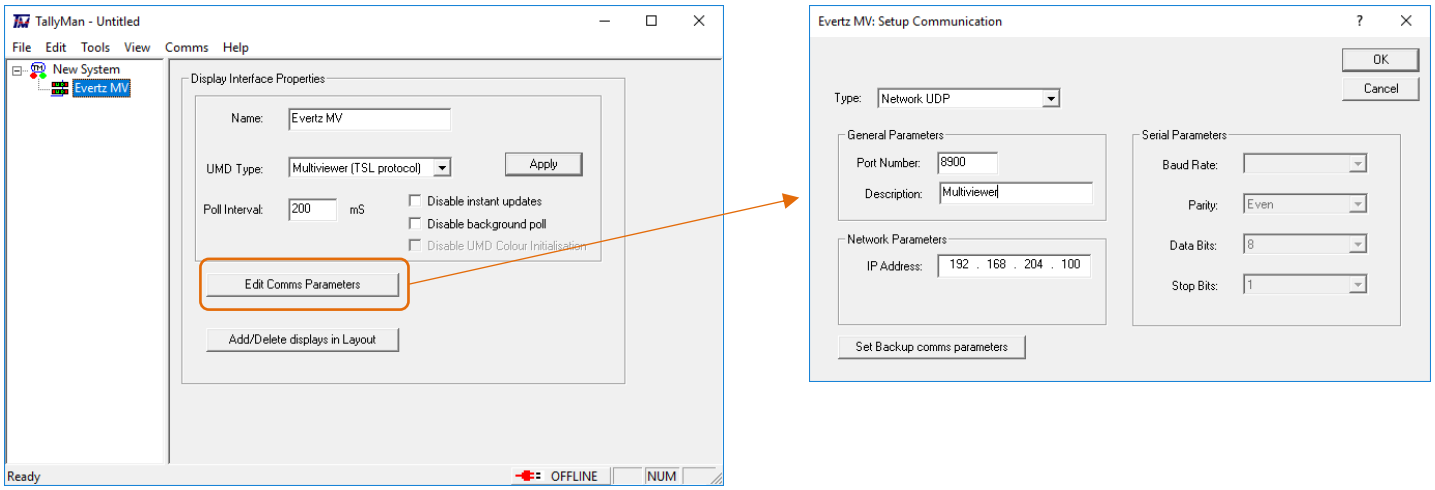
2. Configuring TallyMan to send TSL UMD to the Evertz MV

Add a new "UMD Display Interface" by selecting "Add New Component" on the system properties page. To send TSL UMD, set UMD Type to "Multiviewer (TSL Protocol)" and hit Apply.

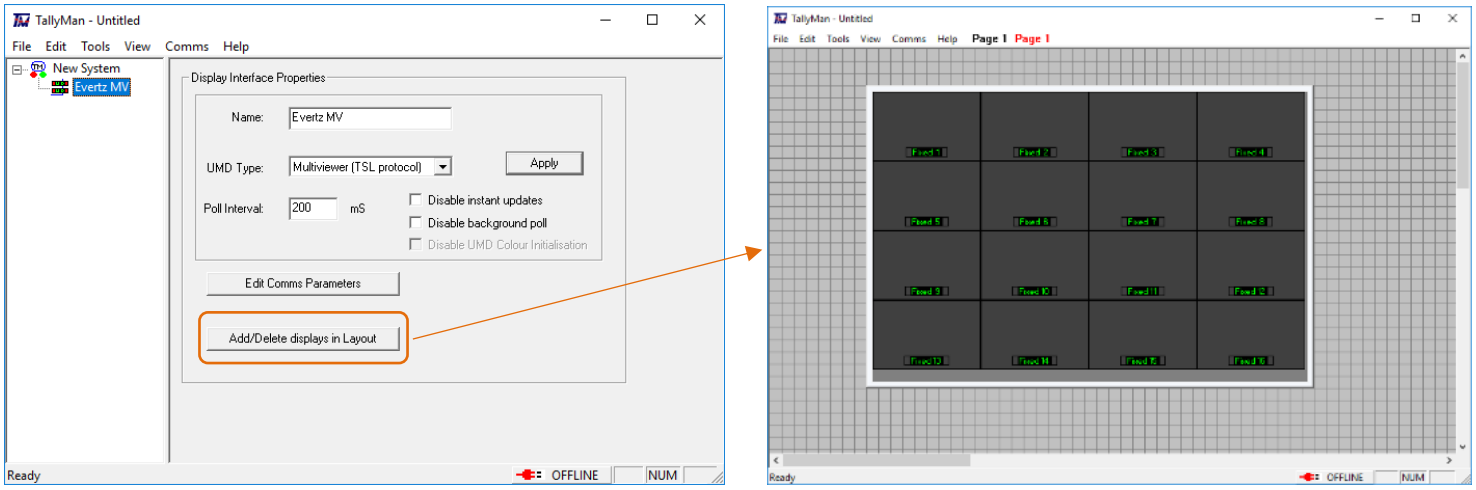




Once Multiviewer (TSL protocol) is set and has been applied, select “Edit Comms Parameters”, then set:
Type: Network UDP
Port number: The number configured in the Evertz MV in Section 1.
IP Address: The IP of the Evertz MV frame.
Description: Helpful user readable label.



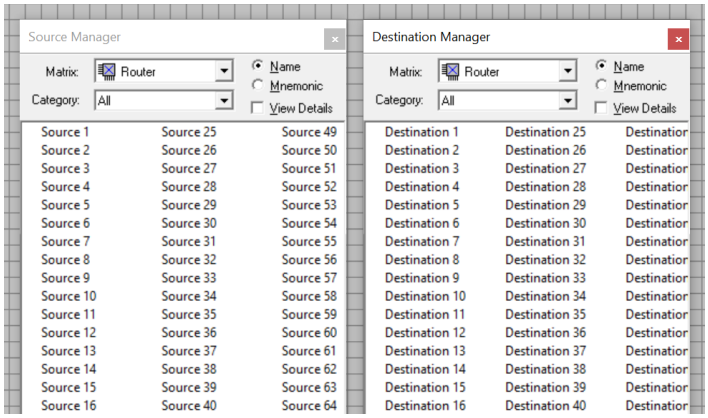
The comms are now set, to create UMDs to be sent to the Evertz MV, select “Add/Delete displays in Layout”



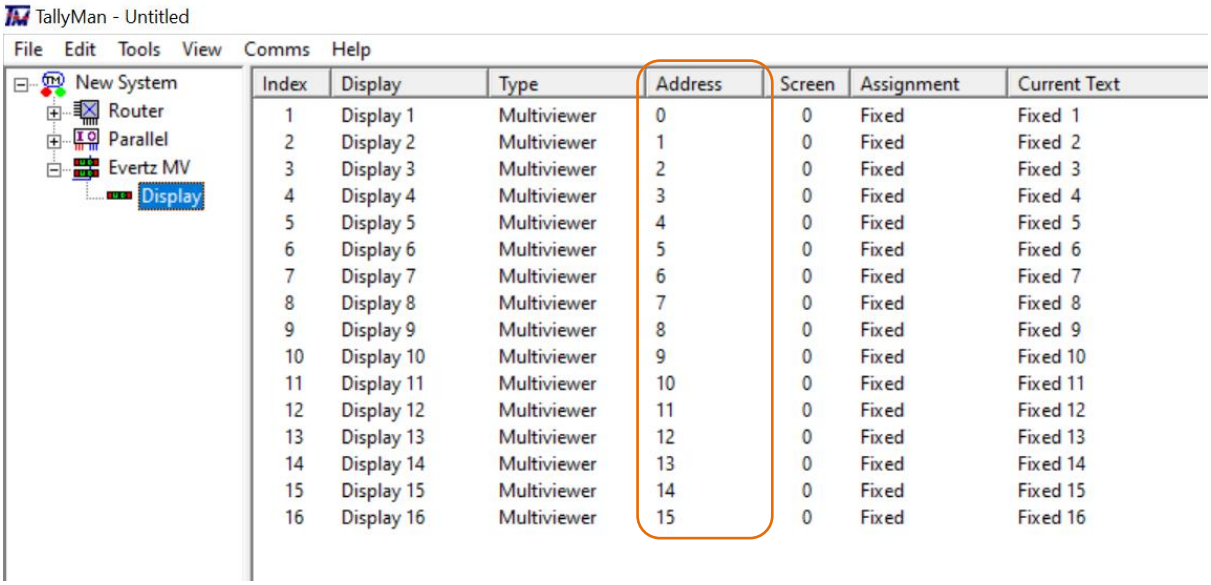
To add Multiviewers, right click on the grey background of the User Screen, Select: Insert > Display > Multiviewer.

By right clicking on the Multiviewer created Pips can be added and arranged within the Multiviewer display.

To make matrix assignments to each of the Pips in the Multiviewer display created; from the toolbar at the top of the page select: Tools > Destination/Source Manager



Drag and drop the appropriate sources and destinations into the pips.

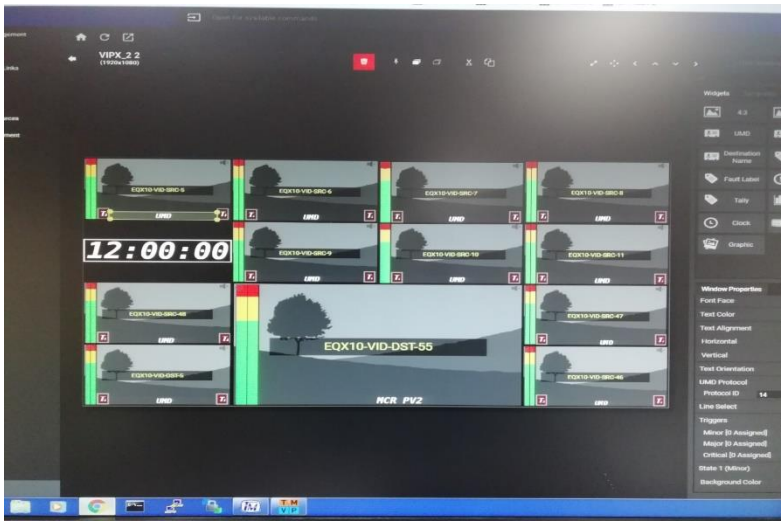


Index	Display	Type	Address	Screen	Assignment	Current Text
1	Display 1	Multiviewer	0	0	Fixed	Fixed 1
2	Display 2	Multiviewer	1	0	Fixed	Fixed 2
3	Display 3	Multiviewer	2	0	Fixed	Fixed 3
4	Display 4	Multiviewer	3	0	Fixed	Fixed 4
5	Display 5	Multiviewer	4	0	Fixed	Fixed 5
6	Display 6	Multiviewer	5	0	Fixed	Fixed 6
7	Display 7	Multiviewer	6	0	Fixed	Fixed 7
8	Display 8	Multiviewer	7	0	Fixed	Fixed 8
9	Display 9	Multiviewer	8	0	Fixed	Fixed 9
10	Display 10	Multiviewer	9	0	Fixed	Fixed 10
11	Display 11	Multiviewer	10	0	Fixed	Fixed 11
12	Display 12	Multiviewer	11	0	Fixed	Fixed 12
13	Display 13	Multiviewer	12	0	Fixed	Fixed 13
14	Display 14	Multiviewer	13	0	Fixed	Fixed 14
15	Display 15	Multiviewer	14	0	Fixed	Fixed 15
16	Display 16	Multiviewer	15	0	Fixed	Fixed 16

The Display interface created also presents the Pips in list format, the “Address” column is important as these addresses are used to map the Pips created in Tallyman to the UMD objects in the Evertz MV.

3. Mapping Pips created in TallyMan to the Evertz Pips:

Note: To Configure Multiviewer layouts in Evertz, open SDVN in an internet browser.
The Evertz MV display editor below contains a layout made up of Pips, UMD objects and Tally lights. The Pips have been assigned router destinations.



For TallyMan to provide the correct matrix and mnemonic information the UMD objects and Tally lights must receive must be assigned the right source and destination.

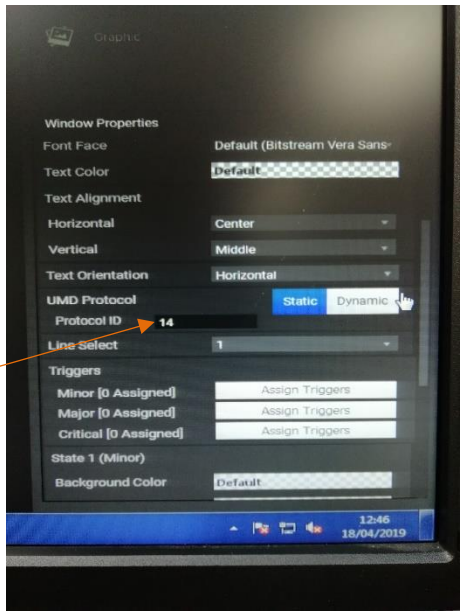
As shown in section 2, Source/Destination manager are used for matrix assignments in TallyMan, the final step mapping them to the correct Pip in the Evertz MV.

TallyMan - Untitled

File Edit Tools View Comms Help

- New System
  - Router
  - Parallel
  - Evertz MV
    - Display

Index	Display	Type	Address	Screen	Assignment	Current Text
1	Display 1	Multiviewer	0	0	Fxd Srce	Src 1
2	Display 2	Multiviewer	1	0	Fxd Srce	Src 2
3	Display 3	Multiviewer	2	0	Fxd Srce	Src 3
4	Display 4	Multiviewer	3	0	Fxd Srce	Src 4
5	Display 5	Multiviewer	4	0	Fxd Srce	Src 5
6	Display 6	Multiviewer	5	0	Fxd Srce	Src 6
7	Display 7	Multiviewer	6	0	Fxd Srce	Src 7
8	Display 8	Multiviewer	7	0	Fxd Srce	Src 8
9	Display 9	Multiviewer	8	0	Fxd Srce	Src 9
10	Display 10	Multiviewer	9	0	Fxd Srce	Src 10
11	Display 11	Multiviewer	10	0	Fxd Srce	Src 11
12	Display 12	Multiviewer	11	0	Fxd Srce	Src 12
13	Display 13	Multiviewer	12	0	Fxd Srce	Src 13
14	Display 14	Multiviewer	13	0	Fxd Srce	Src 14
15	Display 15	Multiviewer	14	0	Fxd Srce	Src 15
16	Display 16	Multiviewer	15	0	Fxd Srce	Src 16



When a UMD or Tally light is selected in the UMD editor, the properties menu will appear in the bottom right hand side of the window. Set the UMD Protocol to “Dynamic” and assign a “Protocol ID”. The “Protocol ID” is the equivalent of the UMD Address in TallyMan. The example shows that UMD object in Evertz has been given Protcol ID 14 and is therefore receiving the mnemonic and Tally information from UMD address 14 in TallyMan. The UMD will show the current text, in this case “Src 15”.