

# New Product Release – Package 10

## XT[2] – XS System and Software - EditRec

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## 1. Introduction

EditRec is a new protocol that can be used on the XT[2] in order for the server to be controlled by an linear edit controller, such as a Sony BVE2000, BVE9100 or the new Sony Plug In Editor switcher interface. The protocol name has been used to differentiate it from the already existing “Sony BVW” protocol that is limited in XT to performing only player functionality. EditRec protocol implements all the required Sony BVW protocol commands required for linear editing.

This new functionality completely replaces the Edit Recorder in a linear tape suite environment. The completed Edit is seen by the XT[2] server as a Cut only playlist, allowing it to be played from a single channel of any connected XT[2] server on the XNet network.

## 2. Configuration.

The Editrec protocol must be assigned in one input channel (to be the edit recorder) and one output channel (to provide the playback when in edit mode, such as the playback just before the edit point). This pair of channels then works as a pair to emulate the Edit Recorder deck in a linear tape suite.

```

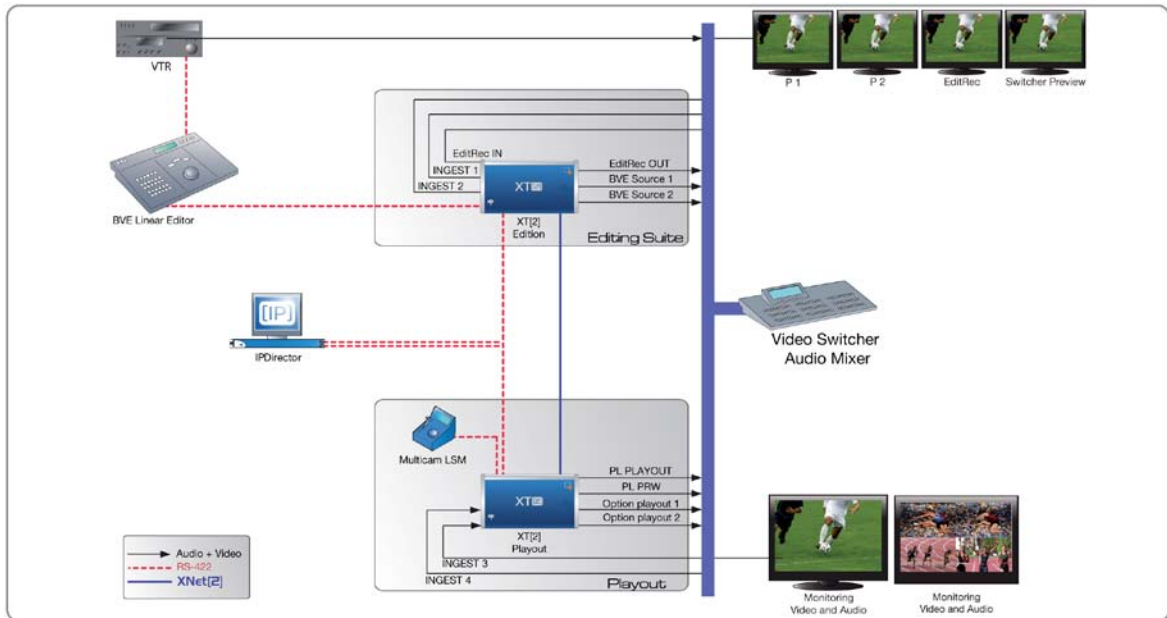
editrec Channels Config=10.01.06 Lock Video Conf:No
Base Config:XT SpotBox Sony Loop Rec:Yes Clip Capacity:Global
Video Players : 3 Video Recorders:3 LSM Rec:None
Audio Format : Embedded <E> Lipsync <ms>: 0.02 Audio Full Scale: 22 dBu
Audio Type : 3 Tracks Use audio of REC 1 for all REC: No
Ancillary Mode: 24 bits Rec Auto Start: Yes

Type      OUT1 - PGM1  OUT2 - PGM2  OUT3 - PGM3  IN1 - REC 1  IN2 - REC 2  IN3 - REC 3
Ctrl      Play       Play       Play       Record      Record      Record
Rec.      Edit Rec #1 Sony #2 Sony #3 Edit Rec #1 Sony #2 Sony #3
A1        REC.1      REC.2      REC.3      33% Loop    33% Loop    33% Loop
E-01     0 dB     E-09     0 dB     E-17     0 dB     E-01     0 dB     E-09     0 dB     E-17     0 dB
A2        E-02     0 dB     E-10     0 dB     E-18     0 dB     E-02     0 dB     E-09     0 dB     E-17     0 dB
A3        E-03     0 dB     E-11     0 dB     E-19     0 dB     E-03     0 dB     E-09     0 dB     E-17     0 dB
A4        E-04     0 dB     E-12     0 dB     E-20     0 dB     E-04     0 dB     E-09     0 dB     E-17     0 dB
A5        E-05     0 dB     E-13     0 dB     E-21     0 dB     E-05     0 dB     E-09     0 dB     E-17     0 dB
A6        E-06     0 dB     E-14     0 dB     E-22     0 dB     E-06     0 dB     E-09     0 dB     E-17     0 dB
A7        E-07     0 dB     E-15     0 dB     E-23     0 dB     E-07     0 dB     E-09     0 dB     E-17     0 dB
A8        E-08     0 dB     E-16     0 dB     E-24     0 dB     E-08     0 dB     E-09     0 dB     E-17     0 dB

A.Mon 1 E-01 Out 0 dB 2 E-02 Out 0 dB 3 E-03 Out 0 dB 4 E-04 Out 0 dB
Press [Space Bar] to select base configuration <LSM, maXS, UTR, some slave>
Alt+Q:Exit TAB:Next Parameter F3:Adv.Config F4:Save as F5:Load F6:Name Config
    
```

The diagram below shows a basic configuration, using a single XT[2] server to provide 2 live record channels, with instant replay on 2 play channels. During Edits these can be controlled by the Edit controller, but can also be controlled by either a Multicam remote panel or an IPDirector to load and make clips as necessary.





Each edit point is effectively a 'mark in' point for a clip in a playlist, with the video or audio mix done after the edit point by a Video mixer or audio mixer being recorded as part of the clip. The edit out point is a 'mark out' on the clip, which is automatically added to the playlist.

As the edit is only a clip in a playlist, the original material is always available, even if the edit was a pre-read, this means that a pre-read is not destructive with this type of editing. Using the 'eject' command on the edit recorder performs an 'undo' command. There are 9 levels of 'undo' and a facility to remove and add to an edit in a non-linear way.