

# UCP LC 32/80

# **Basic Setup and Operation**



# UCP LC 32/80 - Setup and Operation Guide

- Document Number: 82102-0044
- Document Version: 1.1
- Date: September 19, 2016
- Printed in U.S.A.

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4750 Wiley Post Way, Suite 150 Salt Lake City, Utah 84116-2878 U.S.A.

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#### Immunity

- EN55024:1998
- EN61000-3-2
- EN61000-3-3

#### Safety

• IEC 60950-1:2001 /EN 60950-1:2001

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- EMC Directive 89/336/EED
- Low Voltage Electrical Directive 72/23/EEC

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This section provides important safety guidelines for the Operator and Service Personnel. Specific warnings and cautions are found throughout the guide where they apply, but may not appear here. Please read and follow the important safety information, specifically those instructions related to risk of fire, electric shock, or injury to persons.

#### Safety Symbols

Hazardous Voltage symbol





• Caution symbol. The product is marked with this symbol when it is necessary to refer to the manual to prevent damage to the product.

#### Warnings

Please observe the following important warnings:

- Any instructions in this guide that require opening the chassis, changing a power supply, or removing a board, should be performed by qualified personnel only. To reduce the risk of electric shock, do not perform any service unless you are qualified to do so.
- •Heed all warnings on the unit and in the operating instructions.
- Do not use this product in or near water. Disconnect AC power before installing any options or servicing the unit unless instructed to do so by this manual.



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- Route power cords and other cables so they won't be damaged.
- The AC receptacle (socket) should be located near the equipment and be easily accessible.
- Disconnect power before cleaning. Do not use any liquid or aerosol cleaner use only a damp cloth.



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- Have qualified personnel perform safety checks after any service.

#### Cautions

Please observe the following important cautions:



• When installing this equipment do not install power cords to building surfaces. To prevent damage when replacing fuses, locate and correct the problem that caused the fuse to blow, before reconnecting power.

•Use only specified replacement parts

# **Company Information**

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#### Section 1

#### Overview - LC 32/80 Panel Operation

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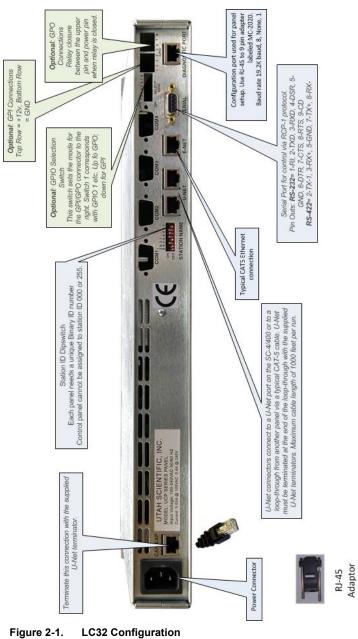
# Section 1

# **Overview - LC 32/80 Panel Operation**

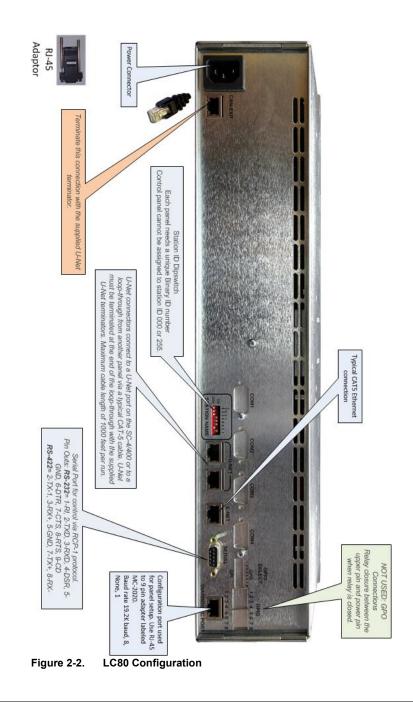
This guide describes the basic layout and operation of the LC 32/80 panel within the UCON interface.

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# **Basic Chassis Configuration**



# **Initial Layout Build**

The Panel Layout selection is made by clicking the drop down menu (illustration below) and making a selection from the list provided.

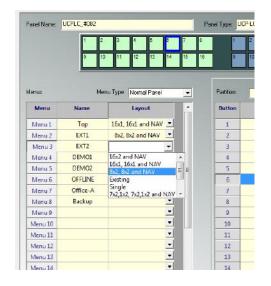


Figure 2-3. Initial Build

When a layout is selected, the 'Fixed' button (on the actual panel, upper left) will change the button color state of all Source buttons on the panel.

anel Name:	UCPLC_#082			_	Panel Type:	0019-0032									
	1 2	3 4 5	6	7	8 <mark>88</mark> 8	10 11	12	13	14	15	18	17	18	19	
	20 2	1 22 23 24	25	28	27 2	8 29 30	31	32	33	34	35	38	37	38	
erus	Me	enu Type Normal Par	nel	•	Partition	Parition	1			1		n Type: Fixed	• •	Soft	
	- 105.7							_							
Menu	Nanie	Layout		-	Buttor		Control				Entry			Optional	
Menu Menu 1	Name Top	Layout 16x1, 16x1 and NJ	AV 💌	ŕ	Buttor 1		Control				Entry			Optional	
Menu 1				*			Control				Entry			Optional	
	Тор	16x1, 16x1 and NJ		*	1		Control				Entry			Optional	
Menu 1 Menu 2 Menu 3	Top EXT1	16x1, 16x1 and N/ 8x2, 8x2 and NA	v 💌	-	1		Control				Entry			Optional	
Menu 1 Menu 2	Top EXT1 EXT2	16x1, 16x1 and N/ 8x2, 8x2 and NA	v •	н <b>Т</b>	1 2 3		Control				Entry			Optional	

#### Panel Example

#### Layout Selection - Examples

The illustration below contains a partition (1) 16x2 navigation panel. Sixteen buttons along the top by two rows.



Figure 2-4. 16x2.

In the following config there is no 'Partition 2', as partition 2 would contain the navigation buttons, which are not modifiable.

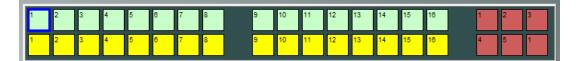


Figure 2-5. 16x1 (containing 2 partitions)

The first partition corresponds to the light green buttons, while the section partition corresponds to the yellow buttons. The navigation buttons are also included (red buttons, far right). This 8x2 layout illustrated below is defined by two partitions - 8 buttons along the top by two rows (light green and blue buttons)



Figure 2-6. 8x2

The illustration below is a 'Single Mode' panel, which contains a total of 38 buttons



Figure 2-7. Single Layout

The buttons to the far right are typically used as navigation buttons, and can include page up and page down controls.

Important note concerning the 'single mode' operation

• It is always a good idea to include a 'back' button for the purpose of returning to a previous menu layout, otherwise the user is isolated in the current button layout.

The Page Up and Page Down buttons are recommended for convenient navigation.

Drag the page up and down buttons from the location shown (lower right column) to the specified button number inside the table (middle). You simply drag this button definition to the specific button number for the specific location you'd like to assign this command.

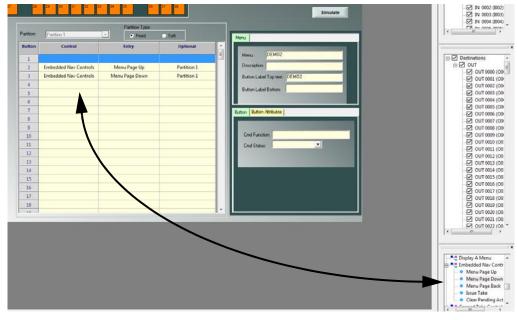


Figure 2-8. Page Navigation

Remember that page UP and page DOWN will cycle through sources and destinations. If you would like to step back to a previous layout however, use the 'Back' button, which is located in the same column as Page Up and Page Down.

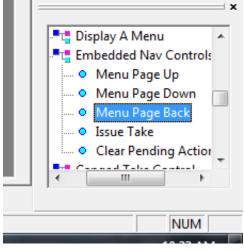


Figure 2-9. Back button

#### 7x2 and 1x2

Partition one contains Seven buttons by two rows. The yellow and orange buttons correspond to a 1x2, which can contain a page up/page down, or back button. This configuration could contain sources on one group with destinations on the other. The navigation buttons are fixed; page up and down, and home buttons.



7x2

#### 18x2

This corresponds to 18 inputs by two rows, all on the same partition. This layout allows all status visibility within the same partition.

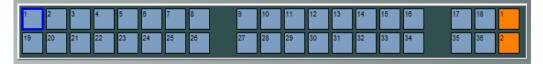


Figure 2-10. 18x2

#### Partition Display - 8x2 Configuration

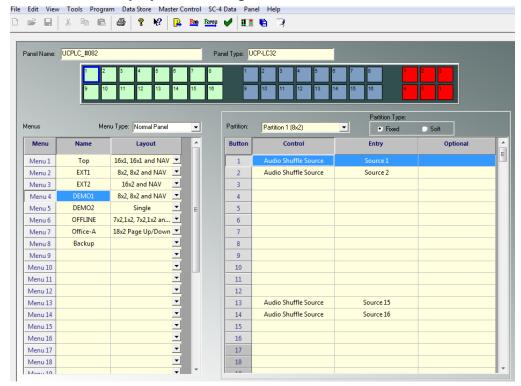


Figure 2-11. 8x2

In this configuration the Sources are displayed within the tables by clicking the light green buttons on the virtual panel.

aner Marine.	UCPLC_#082			Panel Type: 🗍	CP-LC32			
	9 1	3 4 5 8 0 11 12 13 14	7 8	9	2 3 4 5 1 10 11 12 13	8 7 8 1 14 15 10 4		
lenus	ų	7 U 17 1		Partition:		Partition Type:		
enus	M	enu Type: Normal Panel	•	Partition:	Partition 2 (8x2)	Fixed	🗢 Soft	
Menu	Name	Layout	<u>^</u>	Button	Control	Entry	Optional	
Menu 1	Тор	16x1, 16x1 and NAV		1	Fixed Router Destination	OUT 0000		
Menu 2	EXT1	8x2, 8x2 and NAV		2	Fixed Router Destination	OUT 0001		
Menu 3	EXTZ	16x2 and NAV		3	Fixed Router Destination	OUT 0002		
Menu 4	DEMO1	Bx2, 8x2 and NAV		4	Fixed Router Destination	OUT 0003		
Menu 5	DEMO2	Single 🗾	E	5	Fixed Router Destination	DUT 0004		
Menu 6	OFFLINE	7x2,1x2, 7x2,1x2 an 💌		6	Fixed Router Destination	OUT 0005		
Menu 7	Office-A	18x2 Page Up/Down 💌		7	Fixed Router Destination	OUT 0006		
Menu 8	Backup			8	Fixed Router Destination	OUT 0007		
Menu 9		•		9	Fixed Router Destination	OUT 0008		
Menu 10		•		10	Fixed Router Destination	OUT 0009		
Menu 11				11	Fixed Router Destination	OUT 0010		
Menu 12		•		12	Fixed Router Destination	OUT 0011		
Menu 13				13	Fixed Router Destination	OUT 0012		
Menu 14		•		14				
Menu 15				15				
Menu 16		<b>.</b>		16				
Menu 17		×		17				
Menu 18		•		18				

The Destinations are shown in the tables by clicking the blue buttons on the virtual panel. The 3rd partition (red navigation buttons) are not modifiable.

Figure 2-12. Destinations

The right (blue) buttons are populated with sources by making a list selection from the column shown and dragging all items to the middle table.

## **Blank Panel Setup**

During an initial blank panel setup, all menus are defined from scratch within the left-most column, labeled 'menu'.

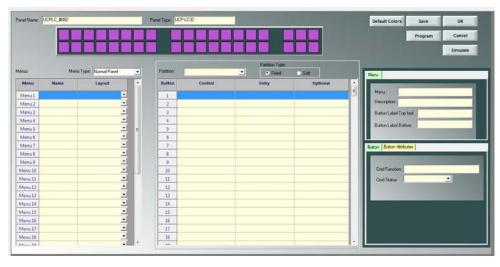


Figure 2-13. Blank panel

Menus	Menu
Menu	Name
Menu 1	
Menu 2	
Menu 3	
Menu 4	
Menu 5	
Menu 6	
Menu 7	
Menu 8	
Menu 9	

Figure 2-14. Menu column

#### Functions

The Function selection is located within the listing at the lower-right corner of the screen display. These individual functions are used to populate the actual function table (center of the screen) for each one of the panels created.

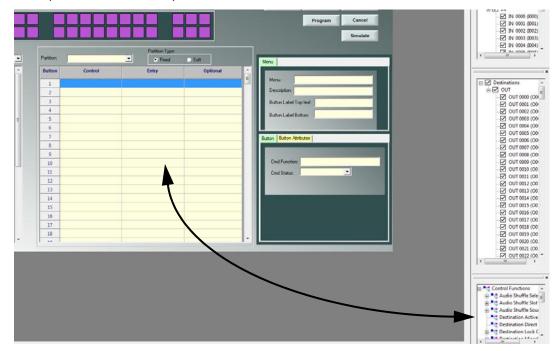


Figure 2-15. Functions selection

#### **Basic Layout and Definitions**

New menus are created inside the left-hand table, while corresponding functions are defined within the center table. The panel graphic at the top of the display is the actual 'menu view' of the panel being developed. You can click individual buttons within the graphic and watch the line items move inside the function table (below).

PanelNama: 🗍	JCPLC_#092			Panel Type: UCP-L			
den.s	Menu	Type: Normal Panel		Pattion		Partition Type:	C Soft
Menu	Name	Layout	-	Button	Control	Entry	Optional
Menu 1				1			
Menu 2	1			2			
Menu 3				3			
Menu 4				4			
Menu 5			=	5			
Menu 6				б			
Menu 7				7			
Menu 8		v v v v v v v v v		8			
Menu 9				9			
Menu 10		-		10			

Figure 2-16. Basic Layout Definitions

**Note:** The button numbers within the graphic are literal. Meaning #25 on the graphic will correspond to the actual #25 within the function table. This is most applicable to a PAGE UP and PAGE DOWN button application. In the same manner, when menu items are clicked (left-hand table), the panel graphic will change to follow the different menu sets selected within the table. Panel Name (Located in the upper-left corner) This is the actual panel name that is programmed within UCON, and is also the name you will see underneath the panel's icon within the main UCON display.



Figure 2-17. Panel Name

#### Panel Type (Top middle)

This is the actual panel type, the LC32 in our working example.



Figure 2-18. Panel Type

#### **Default Colors**

The default colors are typically assigned to the system's function buttons. This affects the items in the Function list within the lower-right display listing. The default colors are also used to define the ON and OFF button states.

				Program	Cancel
					Simulate
2 Def	Pattion Type:	- 14	-		
Row	Attribute	Color On	Color Off	ОК	
1	Button off	<default> 💌</default>	<default> 💌</default>	Cancel	
2	General Menu Controls	<default> 🗾</default>	<default> 🔳</default>		
3	Destination Ganged Control	< Default> 🗾	<default> 💌</default>	in the second second	
4	Router Source Controls	<default> 💌</default>	<default> 💌</default>	Set Global Defaults	
5	Router Destination Controls	<default> 🗾</default>	<default> 🗾</default>		
6	Router Level Select Controls	< Default> 🗾	<default> 💌</default>		
7	Router Level Active Controls	< Default> 💌	<default> 💌</default>		
8	Router Level Not Active Controls	<default> 🗾</default>	<default> 💌</default>		
9	Router Destination Lock Control	< Default> 🚬	<default> 🗾</default>		
10	Router Destination Protect Control	< Default> 💌	<default> 💌</default>		
11	Audio Shuffle Slot Select Control	<default> 💌</default>	<default> 💌</default>		
12	Audio Shuffle Source Select Control	< Default> 🚬	<default> 💌</default>		
13	Panel Background Control	< Default> 💌	<default> 💌</default>		
14	Router Destination Locked Color	<default> 💌</default>	<default> 💌</default>		
15	Router Destination Protected Color	< Default> 💌	<default> 🗾</default>		
16	Load Menu Control	<default> 💌</default>	<default> 💌</default>		
17	Router Destination Preset Control	<default> 💌</default>	<default> 💌</default>		
18	General Error Color	<default> 💌</default>	<default> 💻</default>		
19	Control Idle Color	<default></default>	<default></default>		



#### Save Button

The Save button commits all changes to the current screen in progress.



Figure 2-20. Save Button

#### Program

Panel is programmed from this location.

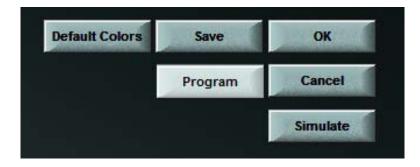


Figure 2-21. Program

#### Cancel

Ignores all changes made prior to exiting the screen.

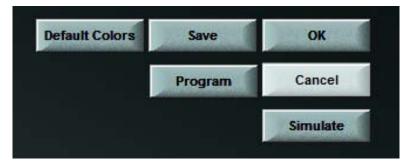


Figure 2-22. Cancel Button

#### ΟΚ

Immediately Saves all work done (without a confirmation dialog), then exits.



Figure 2-23. OK Button

#### Menu Dialog Box (Upper-right area, middle of the display)

This dialog contains menu attributes, or definitions of the buttons in the menu table (left side of the display). Text can also be modified from this location.

# **Panel Operation**

#### Setting the System up with a standard issue template

The first time a layout is defined you will be presented with an initial menu item called 'Top', which occupies the upper left-most cell.

	Panel Name:	UCPLC_:	#082
			1 2 17 18
		_	
	Menus		Men
	Menus <b>Menu</b>	Nan	
		Nan To	ne
	Menu		ne

Figure 2-24. Top (menu item)

Panel Name:	UCPLC_#082		Pan	iel Type: 🛛	ICP-LC32
Menus	Men	u Type: Normal Panel	·	Partition:	
Menu	Name	Layout		Button	Co
Menu 1	Тор	<b>_</b>		1	
Menu 2		▼		2	
Menu 3		▼		3	
Menu 4				4	
Menu 5		<u> </u>		5	

Top is hand typed in, and actually corresponds to a 'top' menu, meaning, this is the menu that is located farthest back (when Back his selected).

Figure 2-25. Top menu

The 'Layout' (one column over) is the actual panel layout that will be associated with the above menu when a drop-down selection is made. This is shown graphically at the top of the screen.

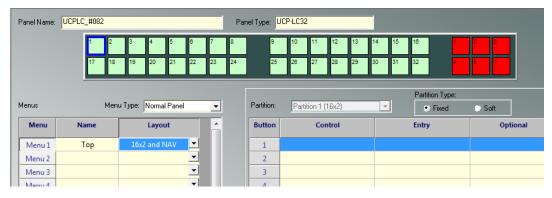
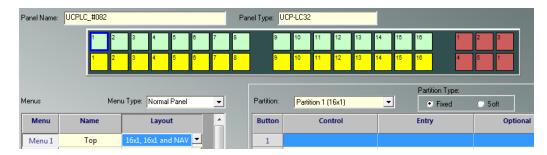


Figure 2-26. 16x2 display



The "x1" or "x2" following the layout title represents the number of partitions. For example defined as 16x1 will appear as follows:.

Figure 2-27. 16x1 example

The partition structure is represented inside the middle table, and can be displayed graphically by clicking the actual buttons (up or down) on the interface. With the row highlighted in the 'Menu' table (far left), menu items can be dragged from the lower-right listing to the Control column within the main table.

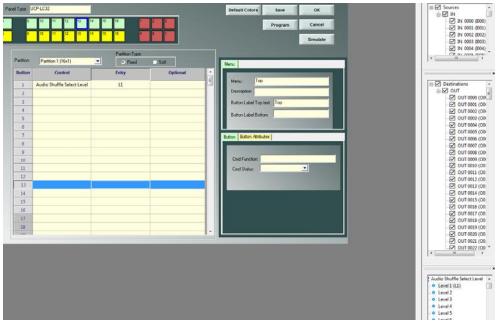


Figure 2-28. Button drag

In our example, specific menu items are selected from the corresponding 'menu' drop-down listing within the column at the lower right corner of the display interface.

Panel Name:	UCPLC_#082			Panel Type:	JCP-LC32					
	1 2 1 2	3 4 5 3 4 5	8 7 8 7	8 9 8 9	10 11 10 11		14 15 16 14 15 16	1	2 3 5 1	
Menus	Mer	nu Type: Normal Panel		Partition:	Partition 1 (1	6x1)		tition Type: • Fixed	• Soft	
Menu	Name	Layout	<b>^</b>	Button	Con	trol	Ent	гу	Optional	
Menu 1	Тор	16x1, 16x1 and NAV	-	1						
Menu 2			•	2						
Menu 3			-	3						
Menu 4			-	4						
Menu 5			<u>-</u> ⊨	5						

Note that the Partition table remains blank at this point in the setup.

Figure 2-29. Blank partition table

The only menu item that exists is 'Top' along the Control Functions column (lower right of display).

nu		
Menu :	Тор	
Descriptio	n:	
Button Lal	pel Top text: Top	
Button Lat	bel Bottom:	

Figure 2-30. Top - name and description

# **Top Menu Button Population**

The illustration below shows desired buttons for use dragged from the menu listing in the lower-right column to the 'Partition Type' table in the middle of the display.

Panel Name. UCPL	C_#002	Panel Type: U	CP-LC32			Default Colors Save OK
	1 2 2 2 4 0 0 0 7 2 2 2 4 0 0	7 0 0	10 11 12 13 14 10 11 12 13 14	15 16 1 15 16 1		Program Cancel Simulate
denus	Nenu Type: Normal Panel	Pattor:	Pattion 1 (16x1)	Patiton Type     Fixed	Scill	Menu
Menu I	Name Layout	Button	Control	Entry	Optional	
Menu 1	Top 16.0. Vird and NAV	1	Audio Shuffle Select level	ц		meru 100
Menu 2	· ·	2	Audio Shuffle Select level	[Level 2]		Description
Menu 3		3	Audio Shuffle Slot	Slot 1		Button Label Top text: Top
Menu 4	N 1	4	Audio Shuffle Slot	Slot 2		and the second
Menu S	·	5	Audio Shuffle Source	Ins to Outs		Button Label Bottom
Menu 6	<u>.</u>		Audio Shuffle Source	Source 2		
Menu 7	<u>.</u>	7				Button Button Attributes
Menu 8	-	8				
Menu 9		9				A CONTRACTOR OF A CONTRACTOR O
Menu 10	•	10				Audio Shuffle Select Level
Menu 11	•	11				Crind Status: Audio Shuffle Select L -
Menu 12	-	12				Level [Level 2]
Menu 13	-	13				

Figure 2-31. Partition List

In this scenario, pressing button #1 on the actual panel reveals all items listed in the Partition Type table.

# **Saving and Program**

Before programming a panel configuration, save your current layout by clicking the corresponding 'Save' button. (The Save action is immediate, with no feedback dialog shown.)

Once this is done click the Program button. This will send the program layout to the actual panel. Once complete the panel will reboot with a flashing light sequence on the panel itself.

#### **Setup - Review**

Menu	Name	Layout	
Menu 1	Тор	16x1, 16x1 and NAV	
Menu 2		<b>•</b>	
Menu 3		•	
Menu 4		-	
Menu 5		-	
Menu 6		-	
Menu 7			
Menu 8		- - -	
Menu 9		-	
Menu 10		-	
Menu 11		•	
Menu 12		-	
Menu 13		▼	
Menu 14		• •	
Menu 15		-	
Menu 16		•	
Menu 17		•	
Menu 18		-	

- 'Top menus' are defined in the far left column.

Figure 2-32. Top Column

enus	h	Venu Type: Normal Panel 💌
Menu	Name	Layout
Menu 1	Тор	16x1, 16x1 and NAV 💌
Menu 2		16x1, 16x1 and NAV
Menu 3		8x2, 8x2 and NAV Single
Menu 4		7x2,1x2, 7x2,1x2 and NAV
Menu 5		18x2 Page Up/Down
Menu 6		1x2, 18x2 Left
Menu 7		<b>_</b>
Menu 8		<b>_</b>
Menu 9		•
Menu 10		▼
Menu 11		▼
Menu 12		•
Menu 13		•
Menu 14		▼
Menu 15		<b>_</b>

- The panel type is designated in the drop-down to the immediate right of the top menu name.

Figure 2-33. Panel Type

Parel Typ 1 7 8 14 15 15	E UCPLCX2		Default Colors Save OK  Program Cancel Simulate
N         Part           I         I      I         I	Control     Fired Router Destination     Audio Shuffle Select Level     Audio Shuffle Select Level     L	Perior Type: Find Field State Destinat [Level 1] [Level 2]	mal
· ·			Audro 20:0016 Solettered           Image: Solettered<

- Buttons (within that particular panel) are defined by dragging items from the lower-right table to the middle (Partition Type) table. Add, or designate entries in the Partition Type table by making your selections within the table shown (below) and dragging each to the desired column location.

Figure 2-34. Partition button populate

The Attribute window contains specific button definitions. You can make font type and size modifications at this location.

	Button Color		
On:	Blue_bright	•	
Off:	<default></default>	-	
Device N	ame		
✓ 8 Char			

Figure 2-35. Button Attribute

### **Programming - Review**

To start your LC-32 panel configuration, double-click 'New Panel' icon immediately underneath 'Create New Device' along the upper-right hand column of the UCON interface.

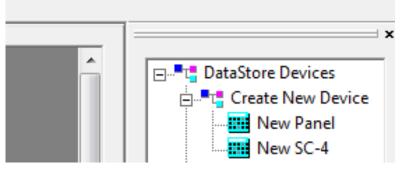
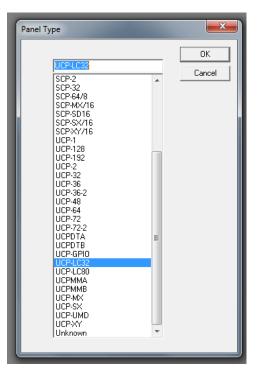


Figure 2-36. New Panel icon

A dialog will appear asking you to name the Panel.

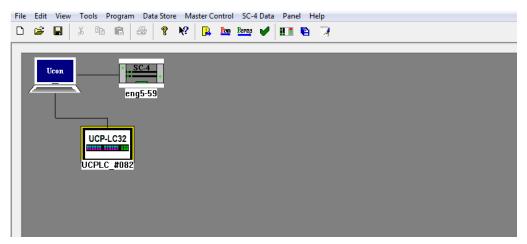
Enter name for New Panel device	OK
	Cancel

Figure 2-37. Device Name



Once the panel is named, select a panel type from the dialog that appears.

Figure 2-38. Panel Type



Next, double-click the newly created panel (icon) within the center section of the display.

Figure 2-39. New Device - System view

The new device will include an associated tab at the bottom of the display. Double-clicking the device icon will activate the panel view.

**Note:** You are supplied with panel templates, which are available when the Panel menu is accessed – UCP-LC-32 drop down menu – and from here a selection of templates appears within a drop-down menu. This will essentially provide a standardized panel template populated with defaults that the user can use to add their own Sources and Destinations.

## **Simulating Your Panel Configuration**

Click the **Simulate** button to activate a live representation of your panel layout directly within the UCON interface.



Figure 2-40. Simulate button

Your fully configured and operational panel will be presented on screen.

							υs	Utal	Scie	ntific					
ш	NO LVL	E-SRC 1 ECHNL 1	E-SRC 1 ECHNL 2	INS TO OUTS	E-SRC 2								CLEAR	PAGE UP	BA
													TAKE	PAGE	мо

Figure 2-41. Panel simulation

# Important: Use caution when performing the Take command, as the panel is now live on air.

Click the Program button (upper right within the display) when complete.

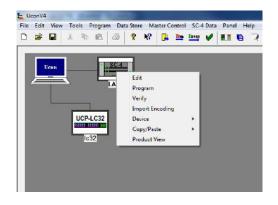
**Note:** When the Program button is clicked in U-CON, the U-CON interface will indicate the process as being 'Done', but there is a lag time of a few seconds in the actual panel.

## System Salvo Entry

A system salvo is a desired set of outputs that correspond to a set of inputs, matched to a single Take. Salvos are created when a device is edited within UCON by right-clicking the device, then selecting edit from the pop-up menu.

## Setting Up a Salvo

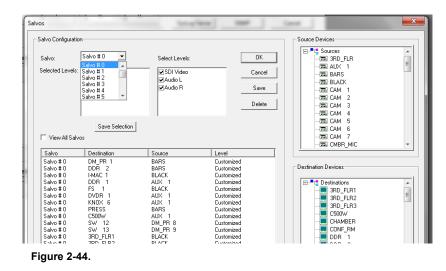
Right-click the controller icon in the UCON interface and click Edit.





The following screen will appear. Click the Salvos button to activate the Source and Destinations configuration dialog (next Figure).

Router Properties as Inputs Max Dubuts Max Ler	els Partyline Properites Max Outputs Max Pariels	Tie Lines	Salvos	ОК	- (潮) 3RD - (潮) AUX
32 32 1		Setial Ports	Hardware Profile	Save	(篇) BARS
ukers .	Data edited here will not appear in other editors until it is saved	SysLog Server	SNMP .	Cancel	—黑 CAM —黑 CAM —黑 CAM
Add	Ed.				- THE CAM
dex Router Name Router Type SDI Video Digital Video	Router Model Router Level Utah 400 0	Simulate Refresh Off On			
Audio Analog Audi		Off On			380 380 380 Coo
vels Add Delete	Ede				



#### Figure 2-43.

Select the salvo to edit by using the drop-down menu (upper-left corner), then select the desired *Level* by clicking the check boxes in the 'Selected Levels' group area. Next, add Outputs (dragged from the lower-right column) and the Sources (upper-right column) that will be associated with the Outputs.

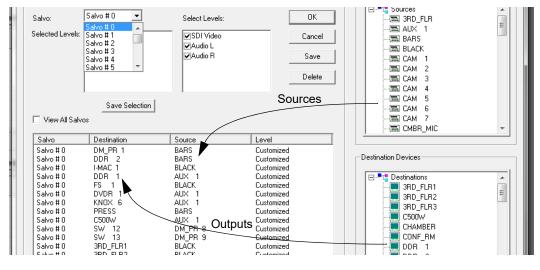


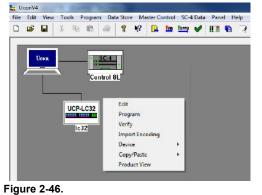
Figure 2-45.

When the salvo is defined (outputs and sources added), click the Save button.

Repeat the above process if you would like to create an additional Salvo. *For the purpose of this exercise we will set up one additional Salvo.* Click OK when you are finished defining Salvos. You are now returned to the previous dialog. Click the OK button to return to the UCON Home screen.

## Panel Template Definition for Salvo Use

Right-click your panel icon and select Edit from the pop-up menu.



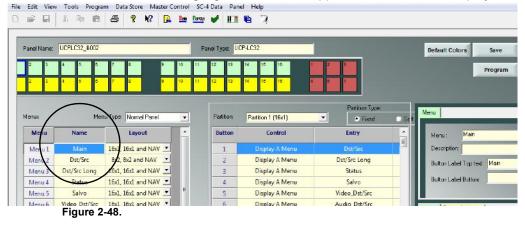
Panel Name:	UCPLC32_8002			Parel Type: 0	PICE	1		Default Colors Save OK	Sources
2 A 2 A			18 11 18 11	4 4 4	14 15 15 14 15 16			Program Cancel Simulate	
denus	Me	nu Type Nomal Panel		Pation	Patition 1 (16x1)	Parition Type:		Meru	Destinations
Menu	Name	Layout		Button	Control	Entry		Maria Mari	B 2 3RD FLR
Meric 1	Maier	26x1, 16x1 and NAV		1	Display A Menu	Dw/fer.	5	Description	- ⊡ 3RD_FLR1 - ⊡ 3RD_FLR2
Menu 2	Dat/Sec	Bu2, Bu2 and NAV		2	Display A Merus	Dit/Src Long		Button Label Top text Main	JRD_FLR3
Menu 3	Dst/Sec Long	164, 1641 and NAV -		1	Display A Menu	Status			⊜ 2 C300W
Menu 4	Status	16d, 16d and NAV 💌		4	Display A Menu	Salve		Button Label Button	= CHAMBER
Menu 5	Salve	16d, 16d and NAV 💌		5	Display A Menu	Video_Dst/Srz			CHAMEE
Menuti	Video_Dut/Src	16x1, 16x1 and NAV -		5	Display A Menu	Audio_Dat/Src		Button Button Abributes	B CONF_RM
Menu7	Audio_Dst/Sec	16s1, 16s1 and NAV -		7				and the second se	⇒ IZ DOR
Menuil		-		8				and a second	2 COR 10
Menu 9		-		9				Cred Function: Deplay A Menu	2 DOR 20
Menu 10		-		10				Cred Statue Display A Menu •	B DM.PR
Mercu 11		-		11				Mena Dat/Sec	DM PR 1
Menu 12		•		12				and the second se	* marking
Menu 13		-		10					162
Menu 14 Menu 15		* * * * *		15					
Meriu 15				15					E Centrol Function
Menu 17				10					Audio Shuffle
Menu 18		4		4			-		Audio Shuffle

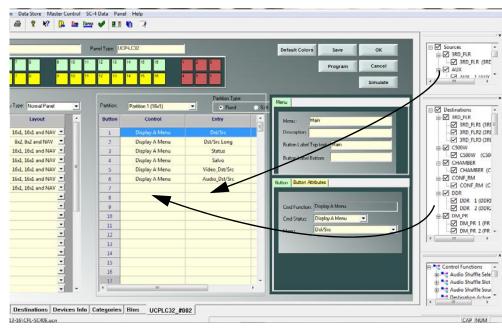
A display similar to the following will appear.

Figure 2-47.

**Note:** If you are working with a pre-existing template for salvo use, make your template selection from the Panel menu. Your display will resemble the Figure above once your template is loaded.

The Main menu is indicated with the highlighted cell at the upper-left corner of the display.





Sources and Destinations are applied to the Control and Entry columns by dragging any and all source and destination from the listings at the right side of the display.

Figure 2-49.

Once a Source or Destination is dropped into a row, the Control and Entry columns will update, displaying the specific name (Entry column) and the router's Source or Destination (Control column).

Status menus can be added to the table by dragging the corresponding menu selection from the lower-right listing to a blank row, or an already populated row if you'd like to update the contents.

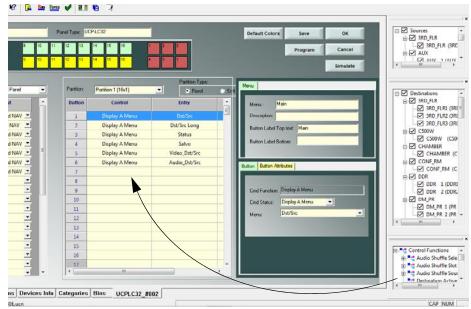


Figure 2-50.

In our example, the completed steps to this point have allowed us to define a set of buttons for the originally highlighted menu (see Figure 2-48).

## System Salvo Definition

In the Name column (left-hand table) a salvo is indicated as a *new menu* item by typing 'Salvo' in the blank, highlighted cell. This will add the salvo to the panel menu.

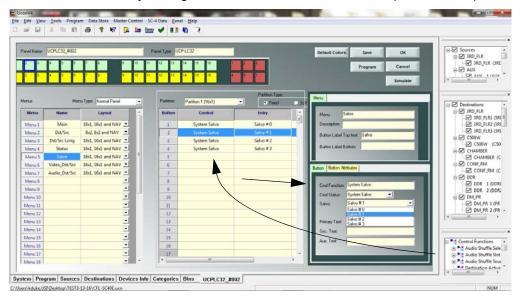
	1 % 8	a : * .						-
nel Nane:	UCPLC32_#002			Pavel Type. U	094032		Default Colors Save OK	B Sources B S 3KD_FLR
2 3	• • •		10. 11	a a	14 (D) (D)		Program Cancel	B AUX
2 9			10 11	12 II	* * *		Simulate	
erus	Her	w Type: [Nomal Panel		Pattion	Partition 1 (16x1)	Patton Type	Menu	Destinations
Menu	Name	Layout		Button	Control	Entry	Menu: Salvo	B 2 JRD_FLR
Menu 1	Main	16d, 16d and NAV		1	System Salvo	Salvo # 0	Description	2 3RD_FLR2 (3
Menu 2	Dst/Src	8x2, 8x2 and NAV		2	System Salvo	Salve #1	Button Laber Top text Salvo	BRD_FLR3 ()
Menu 3	Dst/Src Long	16x1, 16x1 and NAV		3	System Salvo	Salvo #2		8 C C00W
Menu 4	Status	16x1, 16x1 and NAV		4	System Salvo	Salvo # 3	Button Label Botton:	CHAMBLE
Menu 5	Status	16x1, 16x1 and NAV	1	3				CHAMBER
Menuti	Video_Dst/Sec	16x1, 16x1 and NAV -		6			Button Button Abributes	B CONF_RM
Menu7	Audio_Dst/Src	16x1, 16x1 and NAV 📩		7			COLOR DATA CARGE	CONF_RM
Menu 8				8			Crud Function: System Salvo	2 DDR 1 (DC
Menu 9				9				2 DDR 2 (DD
Menu 10				10			Cend Status System Salvo	B DM.PR
Aenu 11	5	-		11			Salve: Salve 0	2 DM_PR 1 0
Menu 12		-		12				4
Nenu 13		\ -		13			Plenary Test.	100 million - 100 million
Aeniu 14		1 -		14			Sec. Test	-
tenu 15		1 -		15			Aux Test	Control Functions
Nenu 16		` -		16				Audio Shuffle S
Nenu 17				17				🛞 🍓 Audio Shuffle S
Aeny 18		•		1				Audio Shuffle St     Destination Arti

Figure 2-51.

Next, select the layout type from the drop-down menu.

anet matter	UCPLC32_#002		Panel Type: UC	P4C32		Default Colors Save OK	B Sources B 38D_FLR 3RD_FLR
			11 <b>12 1</b> 9			Program Cencel Simulate	
fenus	Mer	nu Type: Nomal Parel 💽	Parition	Partition 1 (16x1)	Patton Type  Field	Set Manu	Destinations
Menu	Name	Layout	Button	Control	Entry	Meru: Salvo	⊨ 🗹 3RD_FLR
Menu 1	Main	164, 164 and NAV	1	System Salvo	Salve #0	Description	- 2 JRD_FLR
Menu 2	Dst/Src	Br2, Br2 and NAV	2	System Salvo	Salvo #1	Button Label Top test: Salvo	- 2 IRD_FLRI
Menu 3	Dst/Src Long	16x1, 16x1 and NAV	3	System Salvo	Salvo # 2	Burron Laber Top test.	B ☑ C500W
Menu 4	Status	16x1, 16x1 and NAV	4	System Salvo	Salvo # 3	Button Label Bottom	CSOW
Menu 5	Status	16x1, 16x1 and NAV	5				CHAMBE
Menu 6	Video_Dst/Src	16x1, 16x1 and NAV .	6			Button Button Attributee	B CONF,RM
Menu 7	Audio_Dst/Src	16:d, 16:d and NAV -	7				CONF_R
Menu 8	Salvo	Thid, 16d and NAV	8			Ond Function: System Salvo	P DOR 10
Menu 9		Existing	9			and the second	- DOR 20
Menu 10		Single 7x21x2 7x21x2 and NAV	10			End Status: System Salvo	8 DM.PR
Menu 11	-	18x2 Page Up/Down *	11			Salvo #0	DM_PR 1
Menu 12		•	12			A CONTRACT OF A	4 II
Menu 13	7	-	13			Penag Test State M	
Menu14	/		34			Sec. Text	
Menu 15	/	-	15			Aux Test	Control Function
Menu 16 Menu 17	/		16				🕫 🂐 Audio Shuffle
	/		17.				Audio Shuffle

Figure 2-52.



Now, define the salvo by adding the control function to the column (shown below).

Figure 2-53.

As you make highlight selections (Control/Entry columns), the 'Button' tab area changes (blue arrow above). In our example, two salvos were set up (Salvo #0 and Salvo #1). For reference, see Figure 2-45.

Cmd Function:	System Salvo
Cmd Status:	System Salvo
alvo:	Salvo # 1 🔍 💌
	Salvo # 0 Salvo # 1
Primary Text:	
Sec. Text:	
ux. Text:	

Figure 2-54.

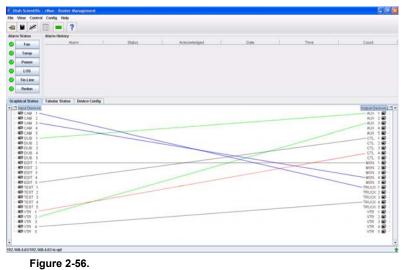
### Salvo Rename

If you would like to rename the salvo, select one of the salvos from the drop-down menu (shown above), and type a new name in the 'Primary Text' field to more appropriately depict its actual use ("control1", "mobile2", etc.).

Cmd Function:	System Salvo	
Cmd Status:	System Salvo	
Salvo:	Salvo # 0 💌	
Primary Text:		

Figure 2-55.

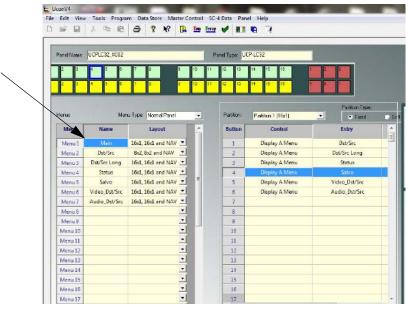
At this point, two salvos have been defined and named, and will be loaded onto actual buttons when the panel is programmed. The rMan status screen will reflect the Takes as each occurs once the salvos are defined.



## Adding Existing Salvos to New Buttons

This sequence describes the salvo setup process when the salvo itself is already defined (see See "Setting Up a Salvo" on page 28.)

First, select the menu to which is the salvo to be added.





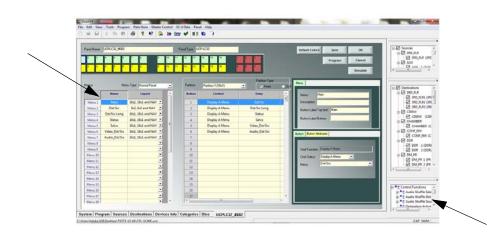
You can select any menu within the listing. (This menu item can be renamed at this column location if necessary.)

Select the needed layout from the drop-down menu.

Menu 7	Audio_Dst/Src	16x1, 16x1 and NAV 💌	
Menu 8	Salvo	16x1, 16x1 and NAV	-
Menu 9		8x2, 8x2 and NAV Existing	_
Menu 10		Single	
Menu 11		7x2,1x2, 7x2,1x2 and NAV 18x2 Page Up/Down	÷
Menu 12			
Menu 13		-	

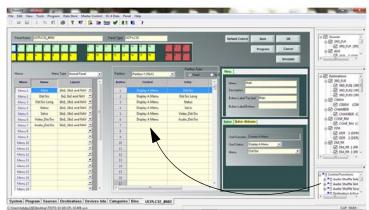
Figure 2-58.

Highlight the **Main** menu in the *Name* column, then select the 'Menus' listing in the lower-right selection dialog.



#### Figure 2-59.

The salvo just created (Figure 2-58) will appear in the lower-right listing. Drag this menu item to the Control/Entry columns (below).





Now highlight the new salvo listing in the *Name* column, then with the salvo highlighted in the Control/Entry columns, define the button attributes in the adjacent dialog window (see below).

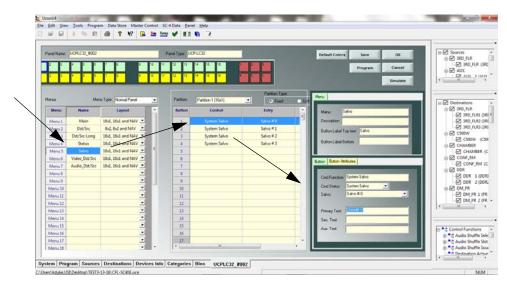


Figure 2-61.

Select one of the salvos from the drop-down menu, then rename it if desired.

	System Salvo System Salvo 💌 💌				
			Button Button Att	ributes	
	Salvo # 1 Salvo # 0	<u> </u>			
	Salvo # 1		Cmd Function:	System Salvo	
Primary Text:			Cmd Status:	System Salvo	-
Sec. Text:			Salvo:	Salvo # 0	
Aux. Text:					
			Primary Text:	CHAMB V	
			Sec. Text:		
			Aux. Text:		



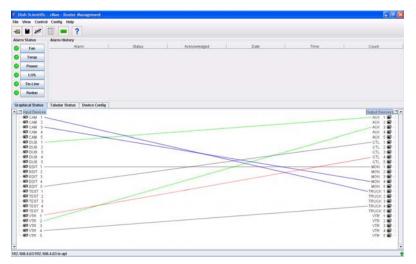
Now click the **Button Attributes** tab and change the button color if needed.

Repeat the above step to add an additional salvo to a button.

Once the salvos are in place (added to buttons), click Save, then **OK** to return to the main UCON interface, or you can click **Program** to send the new button designation directly to the panel. The fixed panel will now contain button labels that correspond to the names and functionality designated in this exercise.

## Operation

When opened, the rMan display will contain the live status of all input and output connections as each Take is made at the router.





### Numerics

16x1 1-5 16x1 example 1-18 16x2 1-5 16x2 display 1-17 18x2 1-8 7x2 1-7 8x2 1-5, 1-8

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