

MCS-ClipShot

Tactile Graphic Control Surface



Users Manual



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*MCS-ClipShot User's Manual, Preliminary Edition (February 17, 2004)
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Table of Contents

| | |
|--|----|
| Introduction | 4 |
| Unpacking | 5 |
| Setup | 5 |
| Installation and Use | 6 |
| <i>Connecting the MCS-ClipShot</i> | 6 |
| Using as a Doremi Controller | 7 |
| <i>Initialization</i> | 7 |
| Technical Reference | 14 |
| <i>Electrical Connections</i> | 14 |
| <i>Troubleshooting</i> | 15 |
| <i>Care and Service</i> | 15 |
| JLCooper Electronics Limited Factory Warranty | 16 |

Introduction

Thank you for purchasing the MCS-ClipShot. The MCS-ClipShot allows you to control video, audio and show control applications in an intuitive manner. No longer do you have to use a mouse and keyboard to cue clips, you can now use a tactile interface with graphic buttons.

The MCS-ClipShot has numerous interface options. It has two slots to accommodate the MCS-Interface Cards. These are available in:

- RS-232
- RS-422
- Quad RS-422
- USB
- Ethernet
- GPI (8 in / 8 out)

Additionally, the MCS-ClipShot has an expansion port, which allows it to be connected to an MCS-3000 series controller as a peripheral or to connect to other MCS-3000 series peripherals.

Unpacking

When you receive your MCS-ClipShot, you should receive the following items:

- MCS-ClipShot
- This Users Manual
- Universal Power Supply
- Power cord appropriate for you location

If you have also purchased any optional MCS-Interface cards with the MCS-ClipShot, the card or cards may be preinstalled in the correct slot.

Please take a moment to register your product at:

<http://www.jlcooper.com>

This will allow us to notify you of important updates and changes to software or features.

Setup

If the MCS-ClipShot will be used as a “stand alone” controller, that is without an MCS-3800, an MCS-Interface card must be installed. The interface card, which communicates with the host or a controlled device (VTR, switcher, etc), must be installed into Slot 1. An optional second MCS-Interface card can be installed in Slot 2.

Installation and Use

Connecting the MCS-ClipShot

Connecting the MCS-ClipShot is straightforward. If you are using RS-422 to connect to your decks or video servers, install the RS-422 interface into Slot 1. Make sure that the jumpers on the RS-422 interface are set to machine. Optionally, you

Using as a Doremi Controller

This section covers operation of the MCS-ClipShot operated with Doremi digital video recorders. The MCS-ClipShot must have v1.13 or newer firmware. An RS-422 interface card must be plugged into Slot #1, nearest to the 1/4" jack. The jumpers on the RS-422 card must be set for "Hook up to Machine".

Initialization

Since the MCS-ClipShot is capable of being used in several modes, it is possible that it has been initiated in a mode other than Doremi. Upon power up, the LCD display should display:

```
(c) 2003 JLCoofer Electronics
MCS-ClipShot v1.xx
```

and then, for one second:

```
(c) 2003 JLCoofer Electronics
Doremi Mode
```

If it does not, press and hold the SHIFT button, then press the F8 button. The display will show:

```
Host Doremi Odetics
Select desired operations Protocol
```

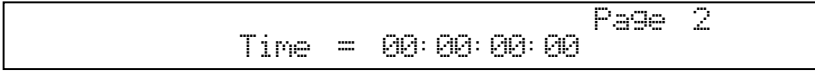
Pressing the button above Doremi will place the unit into the Doremi mode of operation. Since the contents of memory are uncertain at this point, it is necessary to initialize the memory for this mode of operation:

1. Turn off the power switch on the rear.
2. Hold down F5, F6, and F7.
3. Turn power back on. Continue holding F5, F6 & F7 for a couple of seconds.

This will initialize the functions of the bottom row LCD switches, and place default names "Clip 1" thru "Clip 300" into the name memory locations.

Operation

After the power-on messages have finished, the display will show:



This will be the display of the Time response of the attached machine. Notice the Page 2 label, pressing the button above this label will place the unit into a setup and options page. The page displayed by the LCD buttons on power-up is the "Clips" page.

Clips Page

Clip Buttons

This page allows rapid access to up to 300 clips, along with basic transport control and clip management. The top three rows of LCD buttons are the Clip buttons. When initialized, they say "Clip #1" thru "Clip #30". Pressing one of the Bank buttons allow access to $30 \times 10 = 300$ clips.

When a clip button is pushed, that clip number is either immediately sent to the Doremi unit, or cued up to be played upon press of the Play button, depending on the mode chosen (See Clip Mode under Page 2 Options below.) The button's color will change from orange to green for the duration of the clip's playback.

Multiple buttons may be pressed one at a time, and the MCS-ClipShot will cue up those clips for seamless playback. "Pending" clip buttons will blink green, go steady green while playing, and return to orange upon finish. A loop of clips may also be played (see Loop Mode under Page 2 Options below.)

Relabeling Clip buttons

Each of the 300 clip buttons may have its label changed by the user. Up to 3 lines of 6 characters may be placed on a button.

1. Press the F1 (LABEL) button. The display will show:

```
Select Bank, then press  
Button to be labeled
```

2. If not already on desired Bank, select a new one, then press the LCD button to be relabeled. Lets assume that Bank #2, Button #12 is selected.

3. The display will change to:

```
Button      Clip      #42      Bank  
#12         Line1    Line2    Line3    #02
```

This will show that line 1 of the button currently has the letters "Clip" on it, that line 2 has "#42" on it, and line 3 is blank. The letter "C" has a blinking cursor to indicate current editing position.

4. A QWERTY keyboard has appeared on the LCD buttons. The F4 (SHIFT) button will allow a change to upper case, and the F2 (SYMBOLS) allows access to special characters such as “?” or “%”. The F2 and F4 buttons may be pressed at any time during the editing process.

As the QWERTY buttons are pressed, their letter, number or symbol will be placed at the current editing position on the display. The left and right arrows under the display allow moving the cursor around, and the CLEAR key will clear the whole display.

5. When you are satisfied with the new text, press the ENTER key. This will store the new label in memory.

- The unit will return to step 1, ready for a new button to be selected. When you are finished with the relabeling process, press F1 to return to normal operation.

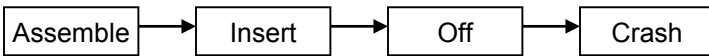
Page 2

Pressing the button over the words "Page 2" will bring up the Setup and misc. controls page. To return to the Clip Page, push the button over the word "Clips".

As of this writing, the various options are:

Record Mode

Pressing this button will change the Record Mode from in the following manner:



Track Buttons

As the button is pushed, the buttons 2 thru 8 will change colors to reflect the new mode. For instance, in Crash Mode, all will be red to indicate that Video and all Audio tracks will be affected by entry into Record. In Insert Mode, the individual Video and Audio buttons may be pressed to allow just the desired track to be recorded to.

Record Message length

This selects the length of the Edit Preset message between one and two bytes. Notice that selecting the "Short" length turns off the lighting for DA1 thru DA4, indicating that they may not be defined with the short message.

Preroll n Sec**Postroll n Sec**

Pressing these buttons repeatedly will increment the amount of Preroll or Postroll time from 0 to 9 seconds.

These two buttons only send the appropriate commands to the Doremi, and don't affect the clip playout operation of the MCS-ClipShot.

Full EE

This turns the Full EE off or on.

Select EE

This turns the Select EE off or on.

Chase Mode

This turns the Chase off or on.

Preview

This will send a Preview Edit command to the controlled machine.

Review

This will send a Review Edit command to the controlled machine.

Auto Edit

This will send an Auto Edit command to the controlled machine.

Auto Mode

This sends an Auto Mode off or on. Auto Mode must be on for the Preview/Review/Auto Edit commands to be recognized

Eject

This will send an Eject command for tape based machines. This command is ignored by hard disk based machines such as the Doremi Video Server.

Clip Mode

This will toggle the unit between "At Once" and "On Play" modes. In the "At Once" mode, pressing a Clip button will immediately

send the Recall Clip command to the Doremi. If a sequence of Clip buttons are pushed, they will cue up in order, but the first one pushed will immediately start to play.

In the "On Play" mode, all Clip button pushes will cue up, and the first one will start to play upon the press of the Play button.

Loop Mode

This will toggle the unit between Loop Mode Off and On. When On, the unit will continuously loop one or a series of clips until the Stop button is pushed. In the Off mode, the clip or series of clips will play only once.

Go To

Pushing this button puts the unit into Go To operation. All of the LCD buttons will blank except for a keypad area. As number buttons are pushed, the display will show the desired "Go To" (or Cue with Data) time. The CLR button escapes this operation, and the ENT button sends the GoTo time to the Doremi. No error checking for correct range of times is made.

Transport and Clip Management Buttons

These buttons appear in both the Clips and Page 2 pages.

In Point

This will send a "In Data Preset" command to the Doremi. This may be pressed while in the Stop or Play operation, and will signify the start point of a clip.

Out Point

This will send a "Out Data Preset" command to the Doremi. This may also be pressed while in Stop or Play operation, and will signify the stop point of a clip.

Save Clip

Pressing this will turn it red, and cause display to show:

```
Press MCS-ClipShot number to be saved to  
Press "Save Clip" to cancel
```

At this time, select a Bank, then press a button. The unit will send a Save Segment command to the Doremi, which will cause it to save the In/Out points to the selected clip (segment) number. After a clip number has been selected, the button will change from red to green.

If the user wishes to not save a clip, pressing the "Save Clip" button again will cancel the operation.

Step ◀

Pressing this button will send a Step Reverse command to the Doremi, which will step the current time back one frame.

Step ▶

Pressing this button will send a Step Forward command to the Doremi, which will step the current time up one frame. These two buttons allow for rapid fine control of position prior to pressing an In Point or Out Point button.

Holding down a Step ◀ or Step ▶ button will cause a stream of commands to be issued at approximately half of play speed.

Transport

These are the standard Rewind, Fast Forward, Stop, Play and Record buttons. They will change from orange to green (or red in the case of the Record button) when the Tally from the Doremi is received.

Technical Reference

Electrical Connections

Footswitch

The MCS-ClipShot has a GPI jack at the rear panel of the unit. Any normally open switch contact with a ¼-inch mono plug will work.

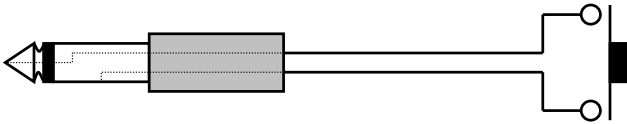


Figure 1: GPI Connection

Power

The MIDI version of the MCS-ClipShot requires a 12 volt DC supply capable of delivering at least TBD amps. The unit comes with a power supply appropriate for the country in which the unit was sold. If you need a power supply specific to your location, please contact your local distributor or JLC Cooper Electronics.

| Location | JLCooper Part Number |
|---------------|----------------------|
| North America | TBD |
| Europe | TBD |

Table 2: JLCooper approved Power Supplies

Warning: Using a power supply other than the units specified in the above table can result in damage to the MCS-ClipShot and/or other equipment which is not covered by the JLCooper Factory Warranty.

Troubleshooting

If for some reason the MCS-ClipShot does not give you the expected results, take a moment to do some investigating. The most important concept is that you have your MCS-ClipShot connected properly as outlined in *Installation and Use*. Take a moment to double check your setup.

A common problem is forgetting to turn the power switch on or turning the unit on after the software application has launched.

In addition, the JLCooper website (www.jlcooper.com) will contain up to date information on drivers, applications and troubleshooting.

If all else fails, you can contact the JLCooper Service Department at: service@jlcooper.com.

Care and Service

If properly cared for, your MCS-ClipShot should provide years of troublefree performance. While the MCS-ClipShot is built in a rugged metal enclosure, please avoid dropping the MCS-ClipShot.

Clean with a soft, damp cloth. Do not allow liquids, dust or other foreign matter to get inside the unit.

There are no user-serviceable parts in the MCS-ClipShot. Please refer to the JLCooper Electronics Limited Factory Warranty on the following page for detailed warranty and service information.

JLCooper Electronics Limited Factory Warranty

JLCooper Electronics ("JLCooper") warrants this product to be free of defects in materials or workmanship for a period of 12 months from the date of purchase. This warranty is non-transferable and the benefits apply only to the original owner. Proof of purchase in the form of an itemized sales receipt is required for warranty coverage. To receive service under this warranty, customers in the United States should contact the JLCooper factory at (310) 322-9990 and talk to a service technician. If necessary, a Return Authorization number may be issued. For our customers outside the United States, it is recommended that you first contact your Dealer or Distributor, since they may offer their own service or support policy. If local support is not obtainable, please send a FAX to JLCooper's Service Department at +1 310 335 0110 with a detailed description of the service required. Upon issuance of return authorization, the product should be packed in the original shipping materials and shipped prepaid and insured to: Service Department, JLCooper Electronics, 142 Arena Street, El Segundo, CA 90245. Please include the following: copy of the sales receipt, your name and address (no P.O. Boxes, please), a brief description of the problem, and any other related items discussed with the service department and considered necessary to evaluate the product or effect a repair. The return authorization number must be clearly written on the outside of the package. JLCooper will at its option, without charge for parts or labor, either repair or replace the defective part(s) or unit. Shipping costs are not covered by this warranty. JLCooper's normal repair turn around time at the factory is approximately 15 business days from receipt of product to shipping. Your actual turn around time will include return shipping. Actual turn around time will vary depending upon many factors including the repeatability of the customer's reported complaint, the availability of parts required for repair, the availability of related products needed to evaluate the product if necessary. Priority services are available at additional cost. These should be discussed with the service technician at the time the return authorization is issued. This warranty provides only the benefits specified and does not cover defects or repairs needed as result of acts beyond the control of JLCooper including but not limited to: abuse, damage by accident/negligence, damage from using incorrect power supply, modification, alteration, improper use, unauthorized servicing, tampering, or failure to operate in accordance with the procedures outlined in the owner's manual; nor for natural or man-made events such as, but not limited to flooding, lightning, tornadoes, earthquakes, fire, civil unrest, war, terrorism, etc.

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