BBG-1003-UDX-ADDA

3G/HD/SD-SDI Standalone Universal Format Converter/Frame Sync with CVBS/YPbPr Video I/O, UDX Conversion, AES, and Analog Audio Embedding / De-Embedding

Product Manual

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BBG1003UDXADDA-OM (V1.3)

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Congratulations on choosing the Cobalt® 3G/HD/SD-SDI Standalone Universal Format Converter/Frame Sync with CVBS/YPbPr Video I/O, UDX Conversion, AES, and Analog Audio Embedding / De-Embedding. The BBG-1003-UDX-ADDA is part of a full line of modular processing and conversion gear for broadcast TV environments. The Cobalt Digital Inc. line includes video decoders and encoders, audio embedders and de-embedders, distribution amplifiers, format converters, remote control systems and much more. Should you have questions pertaining to the installation or operation of your BBG-1003-UDX-ADDA, please contact us at the contact information on the front cover.

Manual No.:	BBG1003UDXADDA-OM
Document Version:	V1.3
Release Date:	October 9, 2018
Applicable for Firmware Version (or greater):	v2.070 or greater
Description of product/manual changes:	- Update manual for latest card functionality, including new standard feature and available options. (This firmware version has significant user interface changes versus prior firmware versions and the use of this new Product Manual is **strongly** recommended.) - Manual errata corrections (references to inputs and/or functions this card does not provide).

Table of Contents

Chapter 1

Introduction

Overview

This manual provides installation and operating instructions for the BBG-1003-UDX-ADDA 3G/HD/SD-SDI Standalone Universal Format Converter/Frame Sync with CVBS/YPbPr Video I/O, UDX Conversion, AES, and Analog Audio Embedding / De-Embedding unit (also referred to herein as the BBG-1003-UDX-ADDA).

Note: The BBG-1003-UDX-ADDA is offered in several model variants in which the only differences are rear panel connector assortment variances. This manual is applicable for all BBG-1003-UDX-ADDA models. Differences between the various models are noted where applicable. In all other aspects, all versions function identically as described in this manual.

This manual consists of the following chapters:

- **Chapter 1, "Introduction"** – Provides information about this manual and what is covered. Also provides general information regarding the BBG-1003-UDX-ADDA.
- **Chapter 2, "Installation"** – Provides instructions for installing the BBG-1003-UDX-ADDA and setting up its network access.
- **Chapter 3, "Setup/Operating Instructions"** – Provides overviews of operating controls and instructions for using the BBG-1003-UDX-ADDA.

This chapter contains the following information:

Cobalt Reference Guides

From the Cobalt® web home page, go to **Support>Reference Documents** for easy to use guides covering network remote control, device firmware updates, example processing UI setups and other topics.

Manual Conventions

In this manual, display messages and connectors are shown using the exact name shown on the BBG-1003-UDX-ADDA itself. Examples are provided below.

- Device display messages are shown like this:

  BBG-1003

- Connector names are shown like this: **SDI IN A**

In this manual, the terms below are applicable as follows:

- **BBG-1003-UDX-ADDA** refers to the BBG-1003-UDX-ADDA 3G/HD/SD-SDI Standalone Universal Format Converter/Frame Sync with CVBS/YPbPr Video I/O, UDX Conversion, AES, and Analog Audio Embedding / De-Embedding unit.
- **Frame** refers to the HPF-9000, OG3-FR, 8321, or similar 20-slot frame that houses Cobalt® or other cards.
- **Device** and/or **Card** refers to a Cobalt® or other card/devices.
- **System** and/or **Video System** refers to the mix of interconnected production and terminal equipment in which the BBG-1003-UDX-ADDA and other devices operate.
- Functions and/or features that are available only as an option are denoted in this manual like this:

  Most options are covered in this manual. However, if your device has DashBoard tabs that are not described in this manual it indicates that the optional function/feature is covered in a separate Manual Supplement.

  If your have not received a Manual Supplement for options on your device, you can download a pdf for the option by going to the device web page and clicking on **Product Downloads**, where you can select from any available option Manual Supplements.

Warnings, Cautions, and Notes

Certain items in this manual are highlighted by special messages. The definitions are provided below.

Warnings

Warning messages indicate a possible hazard which, if not avoided, could result in personal injury or death.

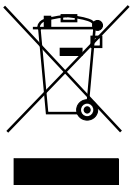
Cautions

Caution messages indicate a problem or incorrect practice which, if not avoided, could result in improper operation or damage to the product.

Notes

Notes provide supplemental information to the accompanying text. Notes typically precede the text to which they apply.

Labeling Symbol Definitions

	Important note regarding product usage. Failure to observe may result in unexpected or incorrect operation.
	Electronic device or assembly is susceptible to damage from an ESD event. Handle only using appropriate ESD prevention practices. If ESD wrist strap is not available, handle only by edges and avoid contact with any connectors or components.
	Symbol (WEEE 2002/96/EC) For product disposal, ensure the following: • Do not dispose of this product as unsorted municipal waste. • Collect this product separately. • Use collection and return systems available to you.

Safety and Regulatory Summary

Warnings

! WARNING ! **To reduce risk of electric shock do not remove line voltage service barrier cover on frame equipment containing an AC power supply. NO USER SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.**

Cautions

CAUTION **This device is intended for environmentally controlled use only in appropriate video terminal equipment operating environments.**

CAUTION **This device contains no user-serviceable components. Refer servicing to authorized personnel.**

CAUTION **This device is intended for use ONLY with specified power supplies. Power connection to unauthorized sources may cause product damage, unreliable operation, and invalidate warranty.**

CAUTION **The BBG-1003-UDX-ADDA FPGA is designed for a normal-range operating temperature around 85° C core temperature. Operation in severe conditions exceeding this limit for non-sustained usage are within device operating safe parameters, and can be allowed by setting this control to Disable. However, the disable (override) setting should be avoided under normal conditions to ensure maximum device protection.**

EMC Compliance Per Market

Market	Regulatory Standard or Code
United States of America	FCC "Code of Federal Regulations" Title 47 Part15, Subpart B, Class A
Canada	ICES-003
International	CISPR 24:2010 IEC 61000-4-2:2008 IEC 61000-4-3:2006 with A1:2007 and A2:2010 IEC 61000-4-4:2004 IEC 61000-4-6:2008 IEC 61000-6-3:2006 with A1:2010 CISPR 22:2008

BBG-1003-UDX-ADDA Functional Description

Figure 1-1 shows a functional block diagram of the BBG-1003-UDX-ADDA. The BBG-1003-UDX-ADDA also includes AES/analog audio support and CVBS/component video I/O. A basic signal presence input failover function allows routing from an alternate SDI source when an input LOS is detected.

The BBG-1003-UDX-ADDA also provides ARC processing and timecode/closed-captioning conversion from packet-based timecode formats and CEA608/708 HD formats to HD ATC, SD_ATC, and SD VITC-based (waveform) timecode. Closed captioning from CEA708 to HD formats and line 21 SD closed captioning are available on the processed HD-SD-SDI outputs.

BBG-1003-UDX-ADDA Input/Output Formats

The BBG-1003-UDX-ADDA provides the following inputs and outputs:

- **Inputs:**
  - **3G/HD/SD SDI IN A** and **SDI IN B** – two 3G/HD/SD-SDI inputs. **SDI IN A** or **SDI IN B** can be set to failover to **A** or **B** in absence of opposite channel of this pair.
  - **CVBS/YPbPr IN –** CVBS and component coaxial analog video input which can receive SD/HD analog video for processing and up-conversion.
  - **AES IN –** BNC (AES-3id, 75Ω) ports as AES input (number of ports dependent on model).
  - **AN-AUD IN –** Two balanced analog audio embed inputs.
- **Outputs:**
  - **3G/HD/SD-SDI OUT (1-4)** – four 3G/HD/SD-SDI program video outputs.
  - **CVBS/YPbPr OUT –** CVBS and component coaxial analog video outputs.
  - **AES OUT –** BNC (AES-3id, 75Ω) ports as AES outputs (number of ports dependent on rear I/O module used).
  - **AN-AUD OUT –** Two balanced analog audio de-embed outputs.

Note: Presence and number of ports dependent on model. See Technical Specifications (p. 1-13) for details.

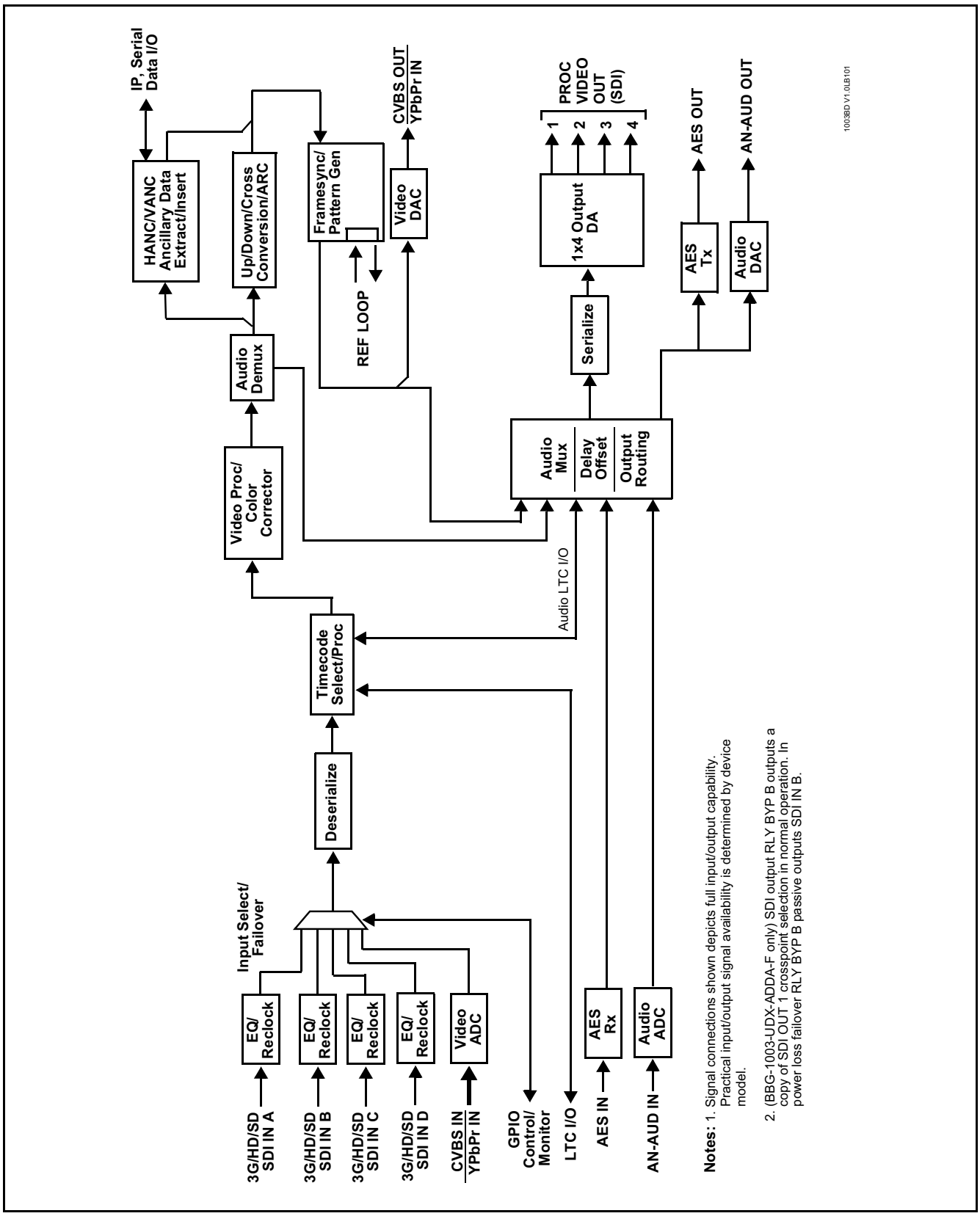


Figure 1-1 BBG-1003-UDX-ADDA Functional Block Diagram

Video Processor Description

The BBG-1003-UDX-ADDA features a up/down/cross-convert scaler, frame sync, and user-adjustable aspect ratio control and zoom control. The BBG-1003-UDX-ADDA video subsystem also provides the functions described below.

Input Video Select

A GUI-based control allows the device to select from up to four 3G/HD/SD-SDI inputs, and a SD CVBS or HD/SD YPbPr component analog video input. For analog inputs, waveform-based ancillary data is preserved for extraction and usage later in the processing chain. Analog video processing uses 10-bit processing with 5-line adaptive comb filtered SD Y/C separation. A raster size/rate user input select filter tool can set the device to accept only specified raster size/rates, while rejecting other inputs that do not conform.

The input can be selected using user manual control, set to failover to an alternate input upon loss of the target input, and can be externally selected via a GPIO interface. An input **Allowed Rasters** and **Allowed Frame Rates** filter allows inputs to be filtered (screened) for only user-allowed raster sizes and frame rates, with unallowed raster/rates being rejected as an input (input unlock).

Timecode Processor

(See Figure 1-2.) This function provides for extraction of timecode data from input video source, and in turn allow individual timecode strings to be embedded in the output video. The function can monitor any of the video inputs for supported timecode formats such as ATC_LTC or ATC_VITC for down-conversions to HD, and ATC_VITC or VITC waveform (with selectable odd/even field line number control) for SD SDI or CVBS inputs. Waveform VITC timecode can also be extracted from a reference input and used as the output timecode value. If the preferred format is detected, the preferred format is used; if the preferred format is not detected, other formats (where available) can be used as desired. An internally-generated free-run timecode can be also be embedded on output video if desired.

The function also provides conversion between various timecode formats and provides independent insertion and line number controls for each SDI timecode output format.

Option When licensed with option **+LTC**, this function also can receive, send and translate between audio/RS-485 LTC timecode formats and the VBI formats described above.

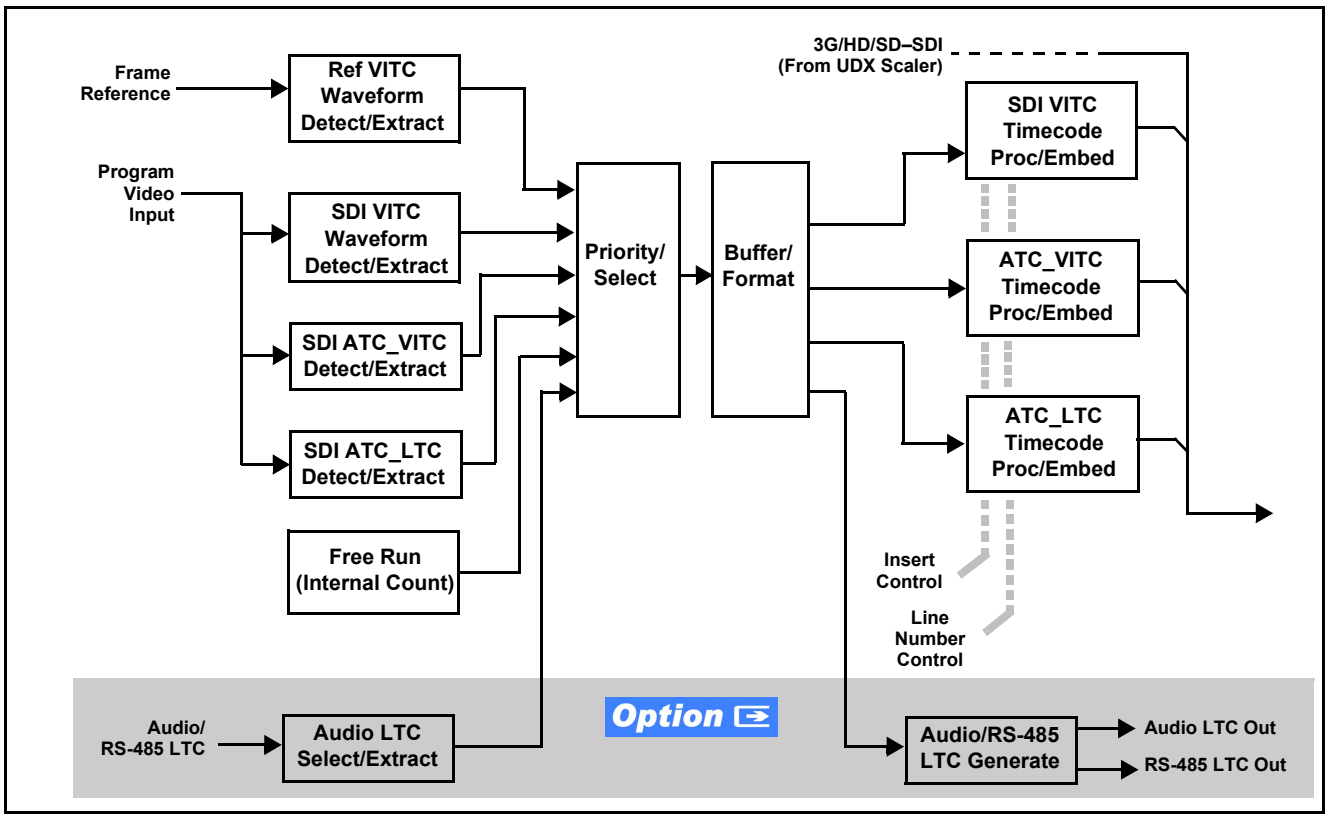


Figure 1-2 Timecode Processor

Frame Sync Function

This function provides for frame sync control using a looping external reference signal, or the input video as a frame sync reference.

This function also allows horizontal and/or vertical offset to be added between the output video and the frame sync reference.

In the event of input video loss of signal, the output can be set to disable video, go to black, go to an internal test signal generator pattern, or freeze to the last intact frame (last frame having valid SAV and EAV codes).

An internal test signal generator provides a selection of various standard patterns such as color bars, sweep patterns, and other technical patterns. The test patterns can be applied to the output video upon loss of input or manually inserted at any time.

Scaler Function

The scaler function provides up/down/cross-conversion to 3G/HD/SD from multiple SD and 3G/HD video formats and multiple frame rates, and cross-conversion between interlaced and progressive formats, with auto-format detect/down-conversion of SMPTE 424M/292M/259M formats.

The scaler function also provides aspect ratio conversion that provides a choice from several standard aspect ratios. Additionally, user defined and "Follow AFD Settings" conversion can be applied. User defined settings allow custom user-defined H and V aspect ratio control. "Follow AFD Settings" sets the output aspect ratio to track with AFD (Active Format Description) settings embedded in the received video signal. Reticule insertion provides safe action area marking as well as other reticule functions and patterns.

Closed Captioning Processor

This function provides support for closed captioning setup. The function allows the selection of the ancillary data line number where the ancillary closed caption data is outputted when the output is HD. When receiving HD-SDI, both CEA 608 and CEA 708 are supported, with CEA 608 and CEA 708 (containing CEA 608 packets) converted to line 21 closed captioning on outputs down-converted to SD.

Color Corrector Option

Option **+COLOR** converts the YCbCr SDI input video to the 4:4:4 RGB color space (where the color correction is applied), and then back to YCbCr SDI on the output. Controls are available to adjust each RGB level independently for both white levels (gain) and black levels (offset). Gamma can also be independently adjusted for each RGB channels. Various controls can be ganged to provide adjustment for all three color channels simultaneously.

Ancillary Data Processor Option

This function provides full VANC/HANC ancillary data de-embedding and embedding for 3G/HD/SD-SDI streams. Direct access to DID and SDID locations allows extraction or insertion of user data such as camera PTZ, SCTE 104, closed-captioning read/insert, GPI/GPO via ANC, or other specialized user payloads. Data can be extracted and inserted within the device, bypassing the scaler (Bridge mode), or inserted and/or extracted to and from the device via serial or IP interfaces connecting to external devices/ systems.

Audio Processor Description

The audio processor operates as an internal audio router. This function chooses from the following inputs:

- 16 channels of embedded audio from the SDI video input (default 1-to-1 routing to SDI output)
- Up to 16 channels (8 pairs) of discrete AES input[1]
- Up to 4 channels of balanced analog audio input

(See Figure 1-3.) The audio processing subsection is built around an internal 16-channel audio bus. This 16-channel bus receives inputs from an input routing crosspoint that routes de-embedded, and discrete AES and analog audio inputs, over the 16-channel device bus. Correspondingly, at the output end of the 16-channel bus is an output routing crosspoint that in turn distributes the 16-channel bus signals to embedded, and discrete AES and analog audio outputs.

An Input Audio Status display shows the presence and peak level of each input audio channel received. In addition to SDI embedded audio channel sources, analog and coaxial AES inputs are available as input audio choices. For AES audio inputs, payload is identified (PCM or data such as Dolby® Digital or E). Each AES input pair has independent sample rate converters to align each input pair with video timing to accommodate cases where AES audio is not synchronous with input video (SRC automatically bypassed for non-PCM payloads). As such, the audio subsection provides a full crosspoint between all supported audio inputs and output types.

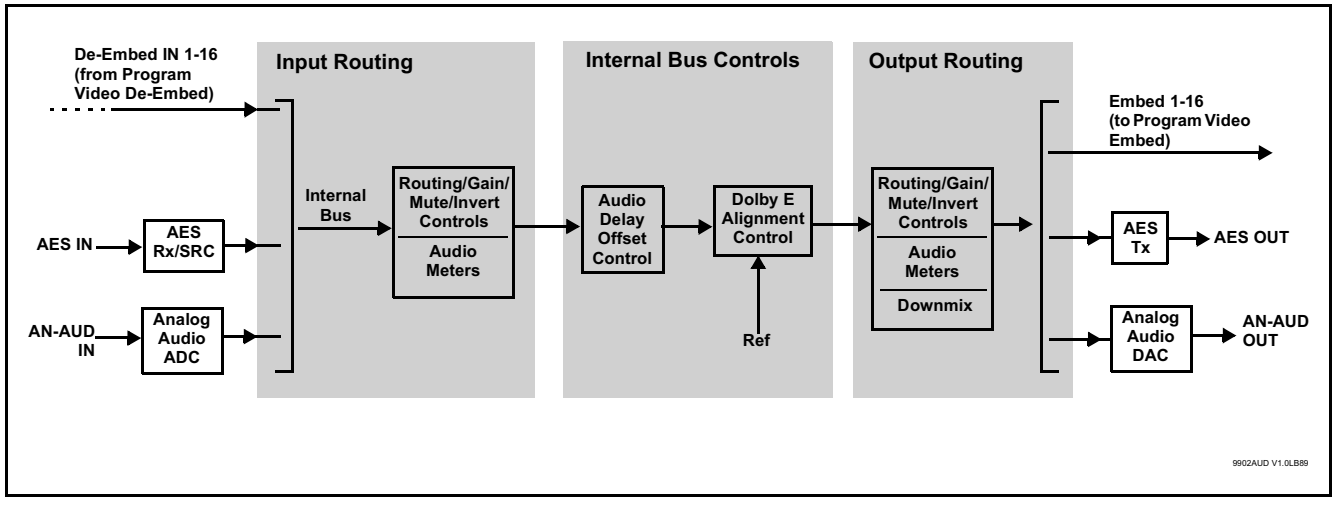


Figure 1-3 Basic Audio Processing Block Diagram

1. Discrete audio I/O channel count is dependent on model.

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Audio Down Mix Function

(See Figure 1-4.) The Audio Down Mixer function provides for the selection of any five embedded channels serving as Left (**L**), Right (**R**), Center (**C**), Left Surround (**Ls**), and Right Surround (**Rs**) individual signals to be multiplexed into stereo pair Down Mix Left (**DM-L**) and Down Mix Right (**DM-R**). The resulting stereo pair **DM-L** and **DM-R** can in turn be routed to any embedded audio pair as desired (or de-embedded to an AES or analog audio output).

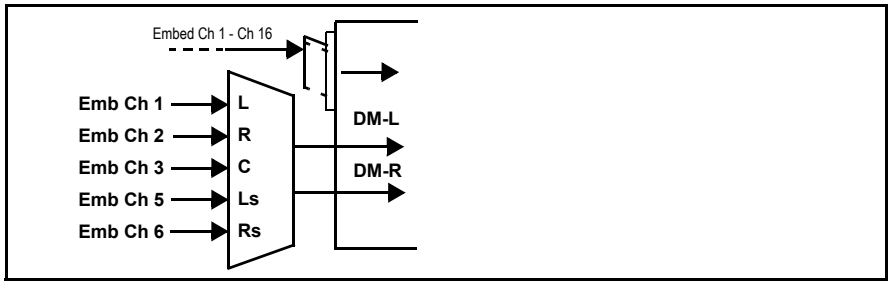

Figure 1-4 Audio Down Mix Functional Block Diagram with Example Sources

Flex Buses

For both input and output nodes before and after the device internal buses, flex buses provide flexible-structure mixer in which any of 16 summing nodes (**Flex Mix Bus A** thru **Flex Mix Bus P**) can receive any audio input, thereby allowing several customizable mixing schemes. Similarly, any of the 16 internal bus signals can be applied to an output flex bus mixer.

Control and Data Input/Output Interfaces

GPI Interface

Two independent ground-closure sensing GPI inputs (**GPI 1** and **GPI 2**; each sharing common ground connection as chassis potential) are available. Associated with each GPI user control is a selection of one of 32 user-defined device presets in which GPI activation invokes a device control preset. Because the GPI closure invokes a user-defined preset, the resulting setup is highly flexible and totally user-defined. Invoking a user preset to effect a change involves device setup communication limited **only** to the items being changed; the device remains on-line during the setup, and the called preset is rapidly applied.

GPI triggering can be user selected to consider the activity on discrete GPI ports, or combinations of logic states considering both GPI inputs, as well as be set for level or edge triggering. This flexibility allows multistage, progressive actions to be invoked if desired. Indication is provided showing whenever a GPI input has been invoked.

GPO Interface

Two independent phototransistor non-referenced (floating) contact pairs (**GPO 1/1** and **GPO 2/2**) are available. A GPO can be invoked by setting a GPO to be enabled when a device preset is in turn applied (i.e., when a preset is invoked (either manually or via event-based loading), the GPO is correspondingly also activated.

Serial (COMM) Ports

The BBG-1003-UDX-ADDA is equipped with two, 3-wire serial ports (**COM 1 - Serial Port 1**, **COM 2 - Serial Port 2**). The ports provide for SMPTE 2020 de-embedding to an output port, and provide RS-485 LTC I/O (when licensed with option **+LTC**), and can be used with the Ancillary Data Processor option for data insertion or extraction. Either port can be configured as RS-232 Tx/Rx or RS-4585 non-duplexed Tx or Rx.

+SCTE104 Insertion Option

Option +SCTE104 provides generation and insertion of SCTE 104 messages into baseband SDI. Message send can be triggered from automation GPI or other event action modes. The option can also execute actions based on SCTE 104 messages received by the device, as well as send triggered SCTE 104 packets to other downstream systems.

The user interface is based on common SCTE 104 operations: Splice Start Normal, Splice Start Intermediate, Splice End Normal, Splice End Intermediate, and Splice Cancel (splice_request_data variants), offering full control of splice start, end, and cancel as well as pre-roll and break duration offsets. (A Manual Supplement is planned for this option. Please check product web page.)

Alarm Function

The card can be set to monitor input video/audio for input errors such as input LOS, frozen or black frame, loss of reference, closed captioning ancillary data loss, and/or per-channel audio absences. These alarms can be propagated as a card general error or warning message, and can be downloaded as basic .txt logs or via a Syslog function.

User setup tables configure the alarm severity escalation as well as trigger holdoff/release and other thresholds as applicable.

User Control Interface

BBG-1003-UDX-ADDA uses an HTML5 internal web server for control/monitoring communication, which allows control via a web interface with no special or unique application on the client device. Connection to the device to the network media connection is via a standard 10/100/1000 RJ-45 Ethernet connection. The device can also be controlled using DashBoard™ remote control, where it appears as a frame connection.

Technical Specifications

Table 1-1 lists the technical specifications for the BBG-1003-UDX-ADDA 3G/HD/SD-SDI Standalone Universal Format Converter/Frame Sync with CVBS/YPbPr Video I/O, UDX Conversion, AES, and Analog Audio Embedding / De-Embedding unit.

Note: I/O listed are maximum device capacities. I/O depends on BBG-1003 model. See Part number, nomenclature below for details.

Table 1-1 Technical Specifications

Item	Characteristic
Part number, nomenclature	• BBG-1003-UDX-ADDA 3G/HD/SD-SDI Standalone Universal Format Converter/Frame Sync with CVBS/YPbPr Video I/O, UDX Conversion, AES, and Analog Audio Embedding / De-Embedding, available in the following rear-panel I/O configurations: - **BBG-1003-UDX-ADDA-B** (1) 3G/HD/SD-SDI Input BNC, (1) CVBS Input BNCs, (2) Balanced Analog Audio Inputs, (1) 3G/HD/SD-SDI Output BNCs, Component/CVBS Video Out BNC, (2) Balanced Analog Audio Outputs - **BBG-1003-UDX-ADDA-D-DIN** (2) 3G/HD/SD-SDI Inputs, (1) CVBS Input, (8) AES Inputs, (2) Balanced Analog Audio Inputs, (2) 3G/HD/SD-SDI Outputs, (1) CVBS Processed Output, (8) AES Outputs, (2) Balanced Analog Audio Outputs (All coaxial connectors DIN1.0/2.3.) - **BBG-1003-UDX-ADDA-D-HDBNC** (2) 3G/HD/SD-SDI Inputs, (1) CVBS Input, (8) AES Inputs, (2) Balanced Analog Audio Inputs, (2) 3G/HD/SD-SDI Outputs, (1) CVBS Processed Output, (8) AES Outputs, (2) Balanced Analog Audio Outputs (All coaxial connectors HD-BNC.) - **BBG-1003-UDX-ADDA-E** (1) 3G/HD/SD-SDI Input BNCs, Component/CVBS Video In BNCs, (1) AES In BNC, (2) Balanced Analog Audio Inputs, (2) 3G/HD/SD-SDI Output BNCs, (1) GPIO/COMM RJ-45 connector - **BBG-1003-UDX-ADDA-F** (2) 3G/HD/SD-SDI Input BNCs, Component/CVBS Video Out BNCs, (1) AES Out BNC, (2) Balanced Analog Audio Outputs, (1) 3G/HD/SD-SDI Output BNC, (1) GPIO/COMM RJ-45 connector
Power consumption	< 13 Watts. Power provided by included AC adapter; 100-240 VAC, 50/60 Hz. Second DC power connection allows power redundancy using second (optional) AC adapter.

Table 1-1 Technical Specifications — continued

Item	Characteristic
Environmental: Operating temperature: Relative humidity (operating or storage): Dimensions (WxHxD): Weight:	 32° – 104° F (0° – 40° C) < 95%, non-condensing 5.7 x 1.4 x 14.7 in (14.5 x 3.5 x 37.3 cm) Dimensions include connector projections. 6 lb (2.8 kg)
Ethernet communication	10/100/1000 Mbps Ethernet with Auto-MDIX via HTML5 web interface
Front-Panel Controls and Indicators	Backlit LCD display and menu navigation keys. Display and controls provide unit status display and full control as an alternate to web GUI control.
Serial Digital Video Input	Up to (4) 75Ω BNC, with manual select or failover to alternate input. SDI Formats Supported: SMPTE 259M, SMPTE 292M, SMPTE 424M
Serial Digital Video Input (cont.)	SDI Receive Cable Length: 3G/HD/SD: 120/180/320 m (Belden 1694A) SDI Return Loss: >15 dB up to 1.485 GHz; >10 dB up to 2.970 GHz SDI Alignment Jitter: 3G/HD/SD: < 0.3/0.2/0.2 UI Timing Jitter: 3G/HD/SD: < 2.0/1.0/0.2 UI
Analog Video Input	Number of Inputs: One SD analog CVBS; 3-connector YPbPr component. CVBS can be upscaled to any supported SDI format. Impedance: 75 Ω ADC resolution: 10-bit Sampling frequency: 54 MHz (4x over-sampling SD) SD Y/C separation: 5 line Adaptive Comb Filter SD Freq. Response: ± 0.25 dB to 5.5 MHz SD SNR: > 55 dB to 5.5 MHz (unweighted) Differential Phase: < 1 degree Differential Gain: < 1% Nonlinearity < 1% HD Freq. Response: Y 30 MHz., PbPr 15 MHz HD SNR: > 55 dB to 30 MHz (unweighted)

Table 1-1 Technical Specifications — continued

Item	Characteristic
AES Audio Inputs	Standard: SMPTE 276M Number of Inputs: Up to 16 unbalanced; AES-3id Impedance: 75 Ω
Analog Audio Inputs	Number of Inputs: Two balanced using 3-wire removable Phoenix connectors; 0 dBFS => +24 dBu Input Impedance: >10 kΩ Reference Level: -20 dBFS Nominal Level: +4 dBu Input Clip Level: +24 dBu (0 dBFS) Freq. Response: ±0.2 dB (20 Hz to 20 kHz) SNR: 115 dB (A weighted) THD+N: -96 dB (20 Hz to 10 kHz) Crosstalk: -106 dB (20 Hz to 20 kHz)
Post-Processor Serial Digital Video Outputs	Number of Outputs: Four 3G/HD/SD-SDI BNC Impedance: 75 Ω Return Loss: > 15 dB at 5 MHz – 270 MHz Signal Level: 800 mV ± 10% DC Offset: 0 V ± 50 mV Jitter (3G/HD/SD): < 0.3/0.2/0.2 UI
Analog Video Output	Number of Outputs: One SD analog CVBS; 3-connector YPbPr component. Impedance: 75 Ω
AES Audio Outputs	Standard: SMPTE 276M Number of Outputs: Up to 16 unbalanced; AES-3id Impedance: 75 Ω

Table 1-1 Technical Specifications — continued

Item	Characteristic
Analog Audio Outputs	Number of Outputs: Two balanced using 3-wire removable Phoenix connectors; 0 dBFS => +24 dBu
Frame Reference Input	Looping 2-BNC connection. SMPTE 170M/318M “Black Burst”, SMPTE 274M/296M “Tri-Level” Return Loss: >35 dB up to 5.75 MHz
GPIO	(2) GPI; (2) GPO; opto-isolated GPO Specifications: Max I: 120 mA Max V: 30 V Max P: 120 mW GPI Specifications: GPI LO @ Vin < 1.5 V GPI HI @ Vin > 2.3 V Max Vin: 9 V
Redundant (or spare) AC power supply	BBG-1000-PS

Warranty and Service Information

Cobalt Digital Inc. Limited Warranty

This product is warranted to be free from defects in material and workmanship for a period of five (5) years from the date of shipment to the original purchaser, except that 4000, 5000, 6000, 8000 series power supplies, and Dolby® modules (where applicable) are warranted to be free from defects in material and workmanship for a period of one (1) year.

Cobalt Digital Inc.'s ("Cobalt") sole obligation under this warranty shall be limited to, at its option, (i) the repair or (ii) replacement of the product, and the determination of whether a defect is covered under this limited warranty shall be made at the sole discretion of Cobalt.

This limited warranty applies only to the original end-purchaser of the product, and is not assignable or transferrable therefrom. This warranty is limited to defects in material and workmanship, and shall not apply to acts of God, accidents, or negligence on behalf of the purchaser, and shall be voided upon the misuse, abuse, alteration, or modification of the product. Only Cobalt authorized factory representatives are authorized to make repairs to the product, and any unauthorized attempt to repair this product shall immediately void the warranty. Please contact Cobalt Technical Support for more information.

To facilitate the resolution of warranty related issues, Cobalt recommends registering the product by completing and returning a product registration form. In the event of a warrantable defect, the purchaser shall notify Cobalt with a description of the problem, and Cobalt shall provide the purchaser with a Return Material Authorization ("RMA"). For return, defective products should be double boxed, and sufficiently protected, in the original packaging, or equivalent, and shipped to the Cobalt Factory Service Center, postage prepaid and insured for the purchase price. The purchaser should include the RMA number, description of the problem encountered, date purchased, name of dealer purchased from, and serial number with the shipment.

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Chapter 2

Installation

Overview

This chapter contains the following information:

Installing the BBG-1003-UDX-ADDA

Note:
- Where BBG-1003-UDX-ADDA is to be installed on a mounting plate (or regular table or desk surface) **without** optional frame Mounting Tray BBG-1000-TRAY, affix four adhesive-backed rubber feet (supplied) to the bottom of BBG-1003-UDX-ADDA in locations marked with stamped “x”. If feet are not affixed, chassis bottom cooling vents will be obscured.
- Where BBG-1003-UDX-ADDA is to be installed **with** optional frame Mounting Tray BBG-1000-TRAY, **do not** affix adhesive-backed feet.

Installing Using BBG-1000-TRAY Optional Mounting Tray

BBG-1000-TRAY allows up to three BBG-1003-UDX-ADDA to be mounted and securely attached to a 1 RU tray that fits into a standard EIA 19” rack mounting location. Install BBG-1003-UDX-ADDA unit into tray as described and shown here.

1. If installing BBG-1003-UDX-ADDA using optional frame Mounting Tray BBG-1000-TRAY, install BBG-1003-UDX-ADDA in tray as shown in Figure 2-1.

2. Connect the input and output cables as shown in Figure 2-3.

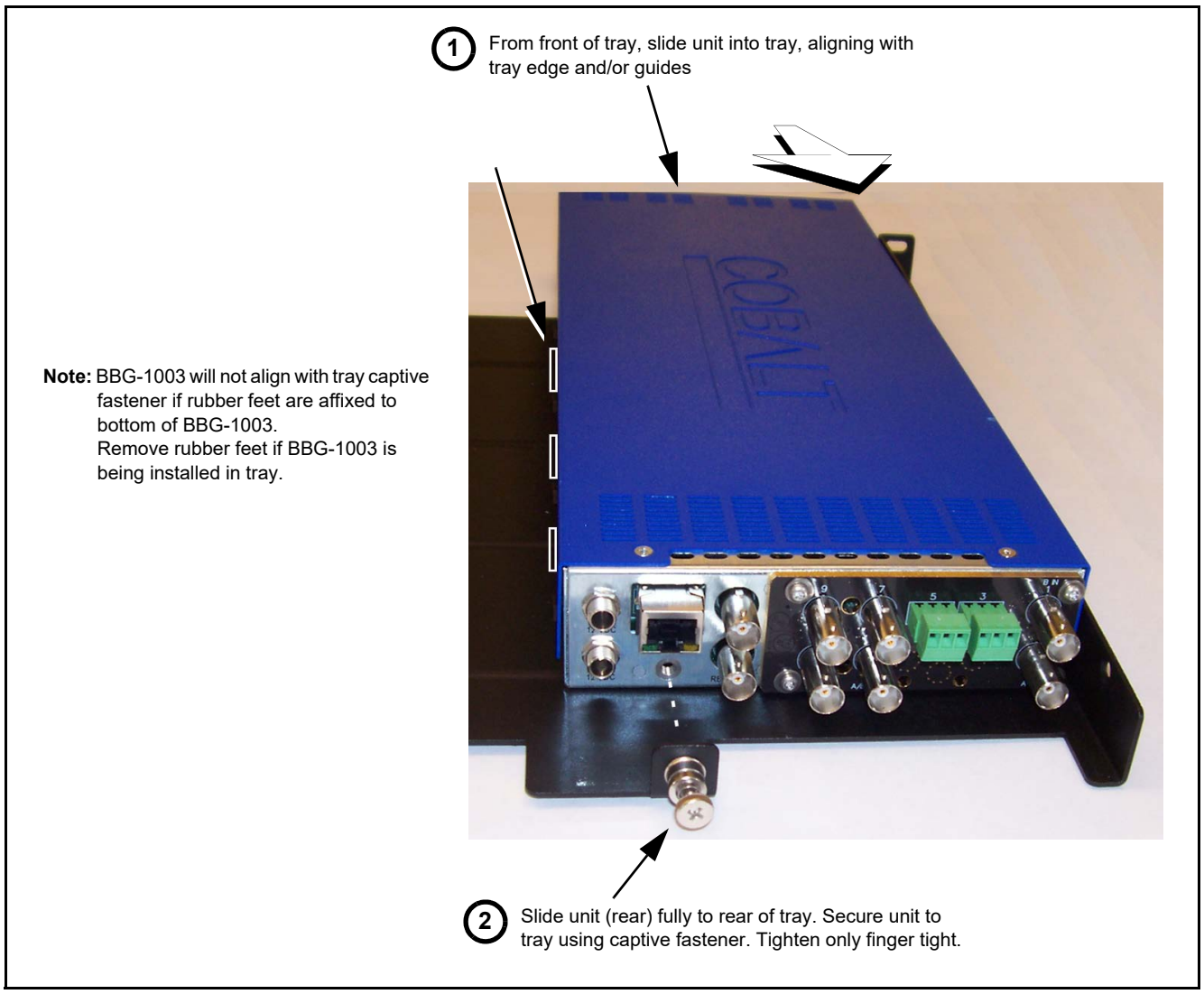


Figure 2-1 Mounting BBG-1003-UDX-ADDA Using Frame Mounting Tray

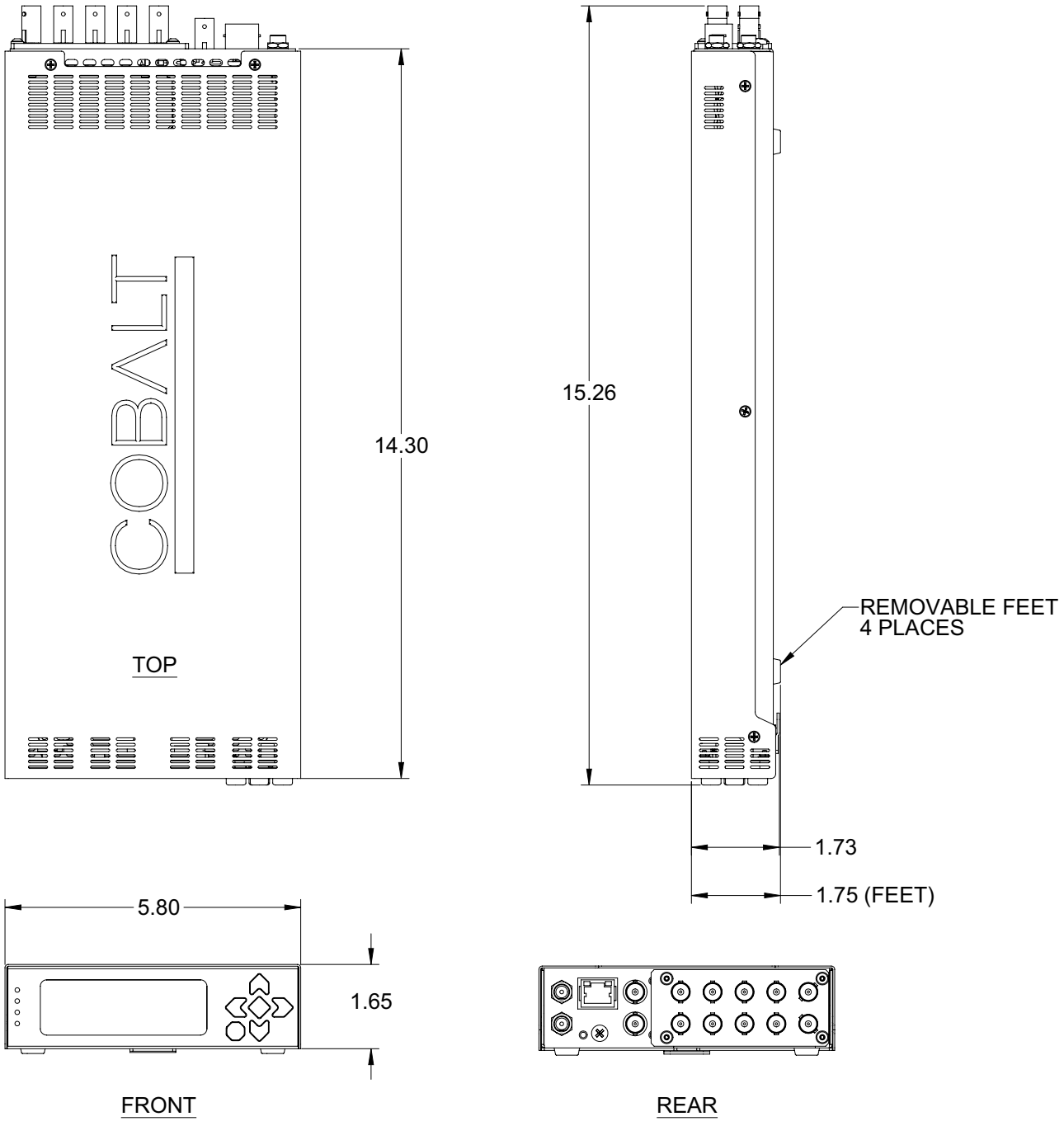
BBG-1003-UDX-ADDA Unit Dimensions

Figure 2-2 shows the BBG-1003-UDX-ADDA physical dimensions and mounting details for cases where BBG-1003-UDX-ADDA will be installed in a location not using the optional **BBG-1000-TRAY** mounting tray.

Rear Panel Connections

Perform rear panel cable connections as shown in Figure 2-3.

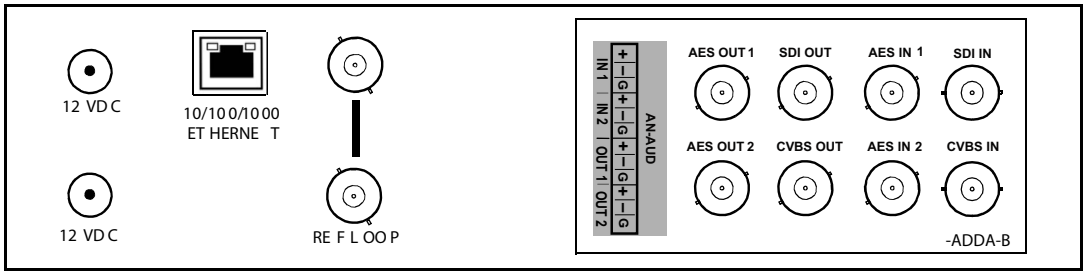
Note:
- The BBG-1003-UDX-ADDA BNC inputs are internally 75-ohm terminated. It is not necessary to terminate unused BNC video inputs or outputs.
- External frame sync reference signal (if used) must be terminated if a looping (daisy-chain) connection is not used. Unterminated reference connection may result in unstable reference operation.



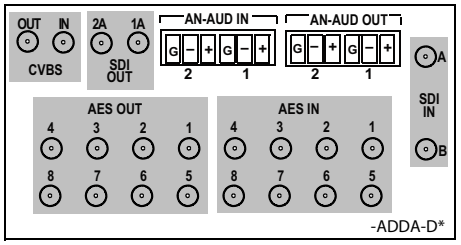
Notes: 1. All dimensions in inches.
2. If BBG-1003-UDX-ADDA is mounted on flat surface, either rubber feet must be installed, or mounting surface must be open to mate with cooling vents on bottom of BBG-1003-UDX-ADDA chassis.

Figure 2-2 BBG-1003-UDX-ADDA Dimensional Details

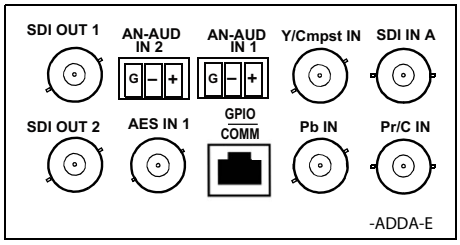
BBG-1003-UDX-ADDA Rear Panel Layouts

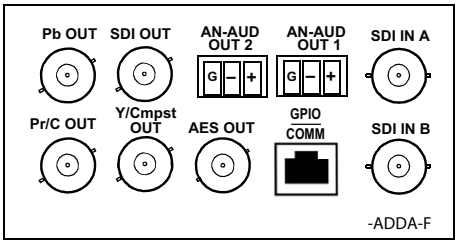


* -D model available as -DIN (DIN 1.0/2.3 connectors) or -HDBNC (HD-BNC connectore)



-E model is analog video IN, AN-AUD IN, AES IN model.
-F model is analog video OUT, AN-AUD OUT, AES OUT model.
See Ordering Info,





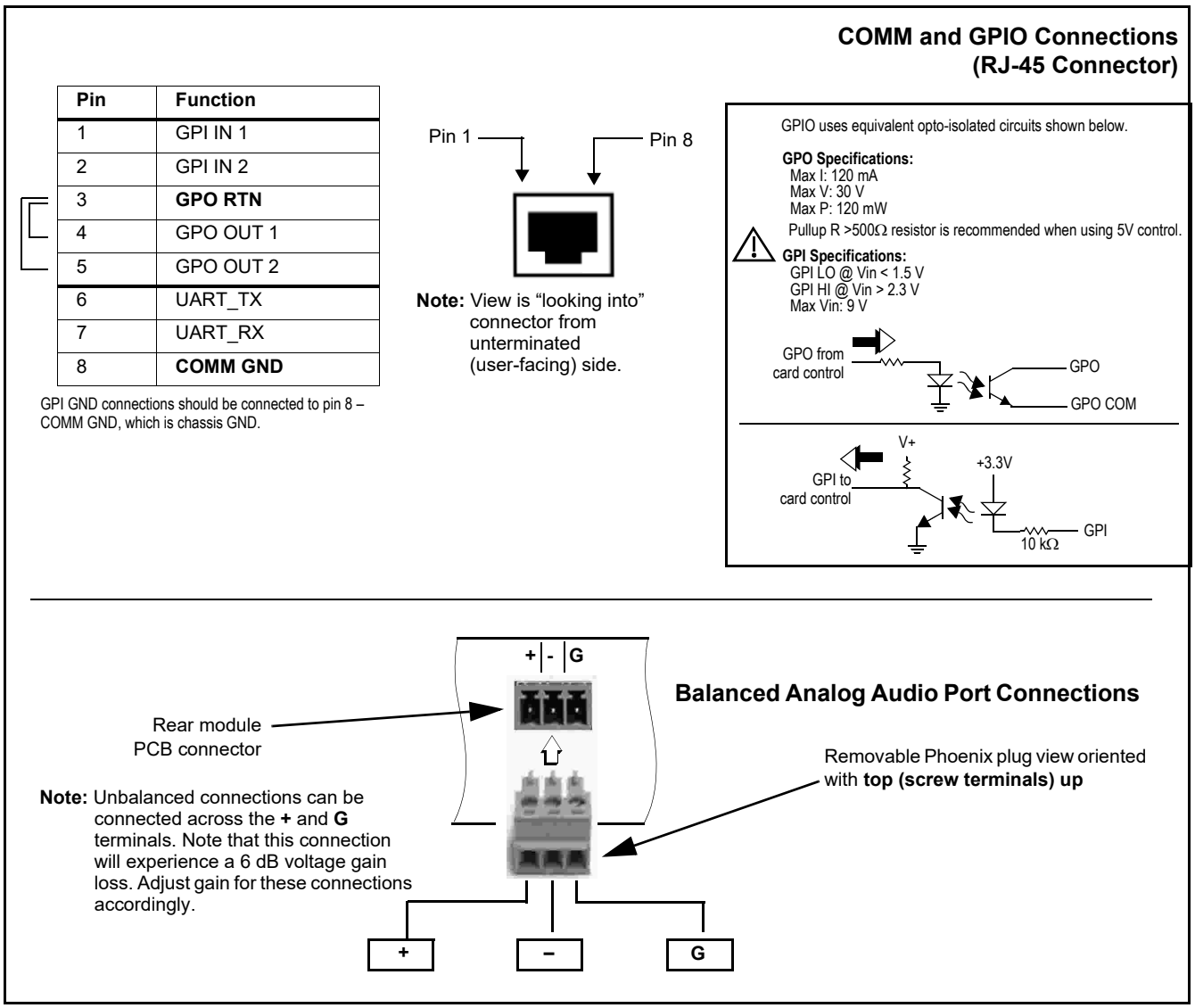
Connector	Function
12 VDC −⊖+	Dual DC power IN connectors (diode-isolated). Single AC adapter (supplied) can be connected to either connector. Dual adapters can be connected to provide power redundancy.
10/100/1000 ETHERNET	Gigabit Ethernet control/monitoring connection. Communication activity status is shown by integral status LEDs.
REF LOOP	Looping 75Ω reference connection for connection to house black burst or tri-level reference connections
Signal Connectors (see diagrams for connector assortments per model)	
SDI IN	3G/HD/SD-SDI video input BNCs
SDI OUT	3G/HD/SD-SDI video output BNCs
CVBS/Component Video IN	CVBS analog video input BNC; Three CVBS/component analog video inputs (Y/Cmpst IN, Pr/C IN, Pb IN)
AN-AUD IN	Analog balanced audio inputs
AES IN	AES input BNCs
CVBS/Component Video OUT	CVBS analog video output BNC; Three CVBS/component analog video outputs (Y/Cmpst OUT, Pr/C OUT, Pb OUT)
AN-AUD OUT	Analog balanced audio inputs (see diagrams)
AES OUT	AES output BNCs
COMM/GPIO	RJ-45 connector that provides the following: - Multi-format serial interface - Two opto-isolated GPI inputs - Two phototransistor GPO outputs Note: See Figure 2-4 for connector pinouts.

Figure 2-3 BBG-1003-UDX-ADDA Rear Panel Connectors

GPIO, Serial (COMM), and Analog Audio Connections

Figure 2-4 shows connections to the card multi-pin terminal block connectors. These connectors are used for card serial comm, GPIO, and balanced analog audio connections.

Note: It is preferable to wire connections to plugs oriented as shown in Figure 2-4 rather than assessing orientation on rear module connectors. Note that the orientation of rear module 3-wire audio connectors is not necessarily consistent within a rear module, or between different rear modules. If wiring is first connected to plug oriented as shown here, the electrical orientation will be correct regardless of rear module connector orientation.



Pin	Function
1	GPI IN 1
2	GPI IN 2
3	**GPO RTN**
4	GPO OUT 1
5	GPO OUT 2
6	UART_TX
7	UART_RX
8	**COMM GND**

Figure 2-4 COMM, GPIO, and Analog Audio Connector Pinouts

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Chapter 3

Setup/Operating Instructions

Overview

This chapter contains the following information:

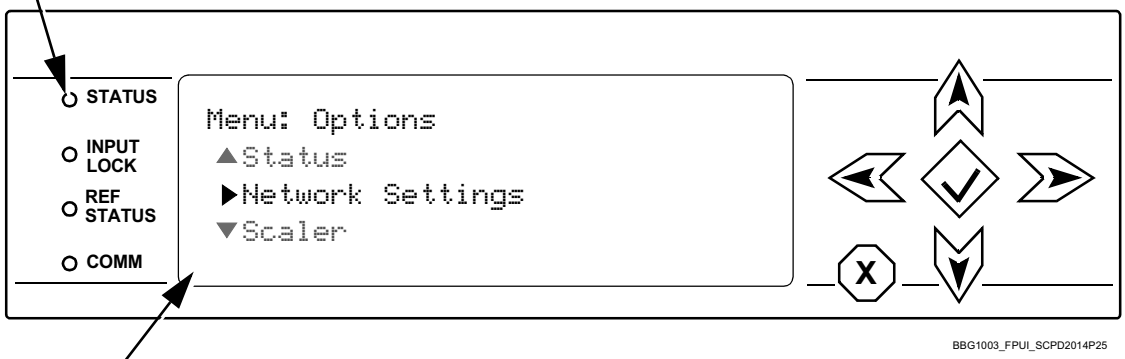
Perform the setup procedures here in the sequence specified. All procedures equally apply to all models unless otherwise noted.

Note: All instructions here assume BBG-1003 is physically connected to the control physical network as described in Chapter 2. Installation.

BBG-1003 Front Panel Display and Menu-Accessed Control

Figure 3-1 shows and describes the BBG-1003 front panel displays and menu-accessed user interface controls. Initial network setup is performed using these controls.

- **STATUS** LED illuminated green shows unit power is OK and unit is functional.
- **INPUT LOCK** LED illuminated green shows at least one video input is locked to video.
- **REF STATUS** LED illuminated green shows valid reference is being received.
- **COMM** LED illuminated green shows Ethernet connection is OK.



Alphanumeric display shows configuration items, and shows and allows changes of settings when a menu item is accessed.

▲ and ▼ arrows denote scroll up or down to access the menu item.

▶ arrows denotes a menu item is accessed to be selected (in the example above, **Network Settings**).

Press the ✓ button to now access and enter the menu item. When this button is pressed, the selected menu item is displayed, along with its sub-menus.

In this example showing the Network Settings menu, Menu: Network Settings as menu item is displayed (indicating this is the actively selected menu item) and its sub-menus are now displayed:

```
Menu: Network Settings
▶IP: 10.99.11.162
▼Netmask: 255.255.255.0
▼Gateway: 10.99.11.1
```

In this example, with ▶ pre-selecting the IP: sub-menu, pressing the ✓ button again opens the IP: sub-menu.

```
IP
010.099.011.162   ▲
                  ▼
```

The carets above and below a character indicate this character is ready for editing. Use the ▼ and ▲ buttons to decrement or increment the value.

Use the ≪ and ≫ buttons to navigate to other characters.

To exit a sub-menu or a menu, press the X button. This locks in any changes and proceeds to the last-selected sub-menu or menu item. Repeatedly press the button to step up through sub-menus and then to other menus. Access other menu items using the ▼ and ▲ buttons.

The display backlight automatically brightens with any navigation arrow activity, and then goes dim after a few moments.

Figure 3-1 BBG-1003 Front Panel Display and Menu Controls

Connecting BBG-1003 To Your Network

BBG-1003 ships with network protocol set to DHCP and populates its address with an addressed allocated by your DHCP server. If your network does not have a DHCP server, the BBG-1003 address field will be blank, and a static address must then be assigned. All initial network settings are performed using the Front Panel Display menu-accessed control (as described on the previous page). Refer to this page for instructions of using the front-panel menu navigation.

Access the Network Settings menu and configure network settings as follows:

Connecting BBG-1003 To Network

1. Power-up BBG-1003 and connect Ethernet cable connection to media. Wait for BBG-1003 to complete booting. When `Product: BBG-1003` ... is displayed, device is ready for configuration.

2. Press ✓ and access the `Network Settings` menu. Current network settings are displayed (as configured by host DHCP server).
Note: It is recommended to now change the settings to use a static IP address of your choice. The following steps describe using a static IP address.

3. In `Network Settings > Mode`, change setting to `Mode: Static`.

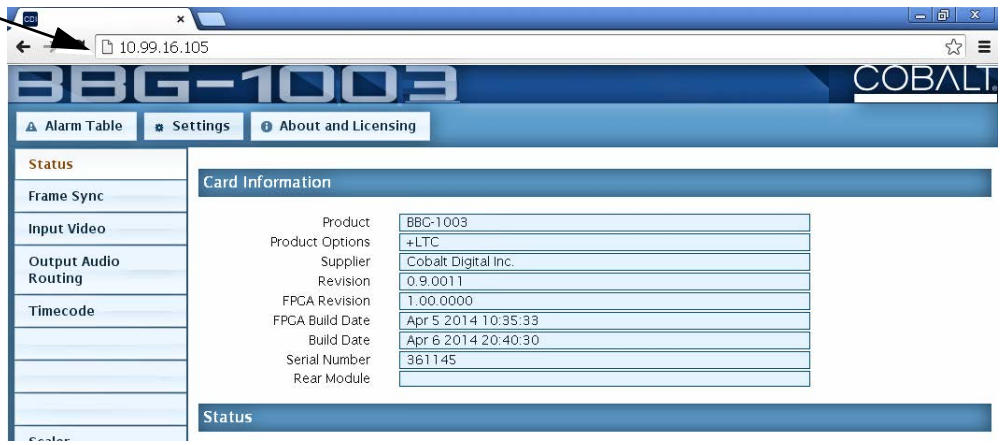
4. Configure the following fields as desired and appropriate for your network connection (examples shown below).

Menu: Network Settings
IP: 10.99.16.105
Netmask: 255.255.255.0
Gateway: 10.99.16.1
Mode: Static

5. Press X to commit changes and exit the setup menu.
Note: Current IP address of BBG-1003 can now be checked from the front panel by accessing this at any point.

6. At this point, BBG-1003 can now be accessed with a web browser pointing to the configured address. Browse to the configured address and check connectivity.

Web browser pointing to configured address displays BBG-1003



Finding a BBG-1003 Device in DashBoard

(See Figure 3-2) If BBG-1003 is configured with an address within a network also available via DashBoard, a BBG-1003 device appears as a frame entity in the DashBoard Basic Tree View.

Note: BBG-1003 DashBoard remote control is also available by opening the device in DashBoard similar to opening an openGear® card.

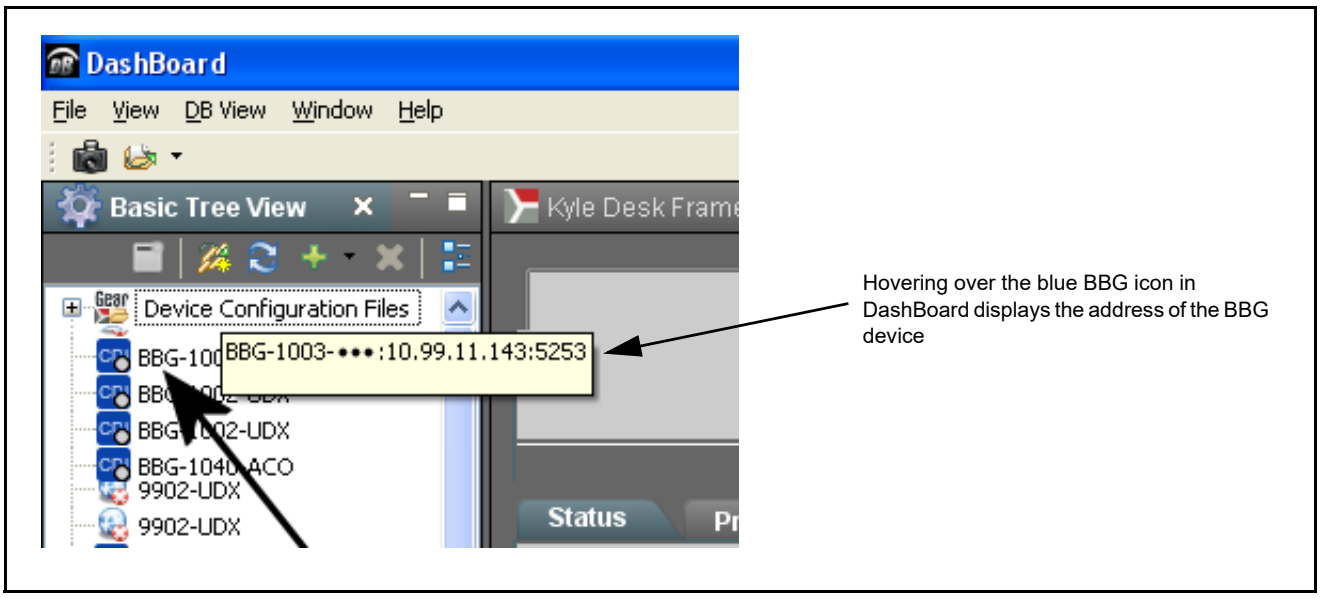


Figure 3-2 Finding BBG-1003 Using DashBoard

Control and Display Descriptions

This section describes the web user interface controls for using the BBG-1003-UDX-ADDA.

The format in which the BBG-1003-UDX-ADDA functional controls appear follows a general arrangement of Function Submenus under which related controls can be accessed (as described in Function Submenu/Parameter Submenu Overview below).

Function Submenu/Parameter Submenu Overview

The functions and related parameters available on the BBG-1003-UDX-ADDA device are organized into function **menus**, which consist of parameter groups as shown below.

Figure 3-3 shows how the BBG-1003-UDX-ADDA device and its menus are organized, and also provides an overview of how navigation is performed between devices, function menus, and parameters.

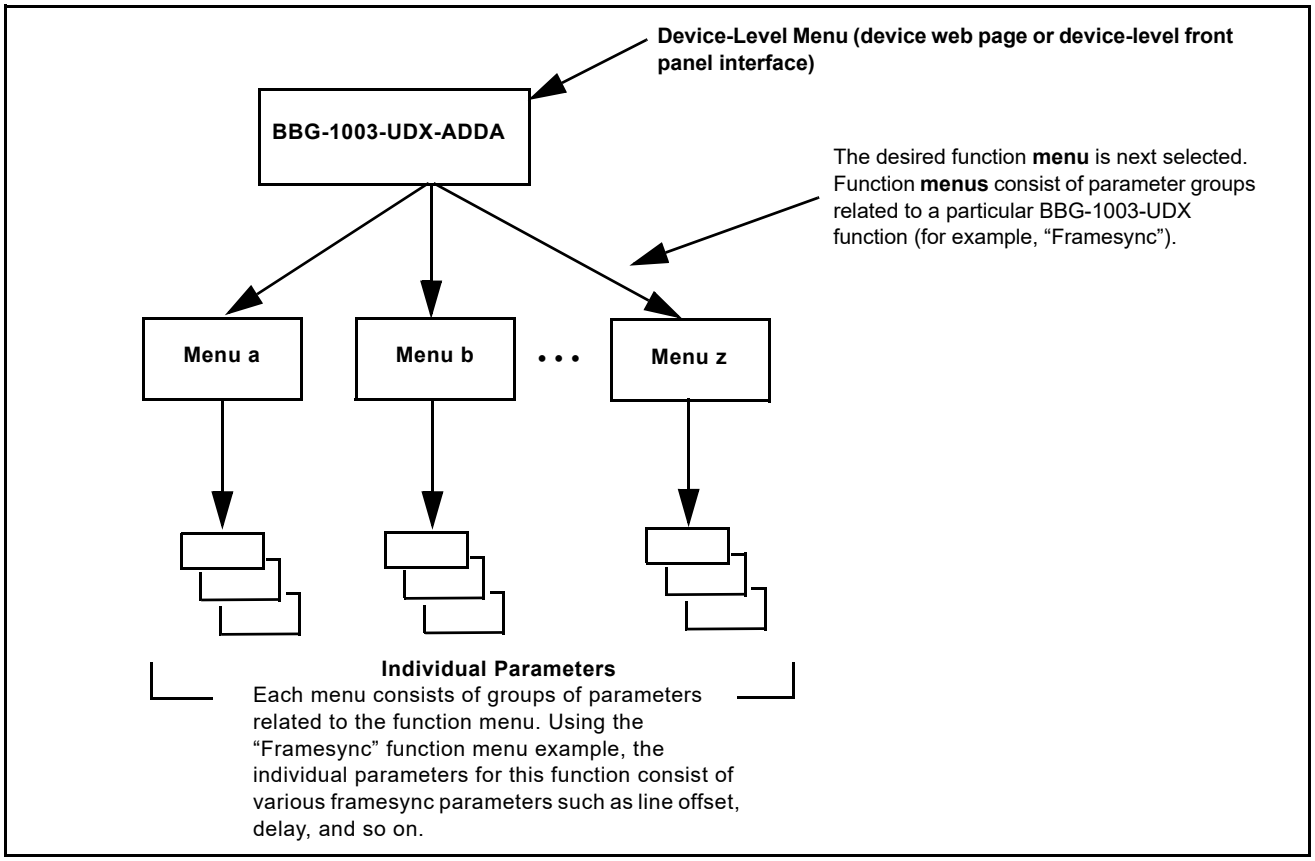
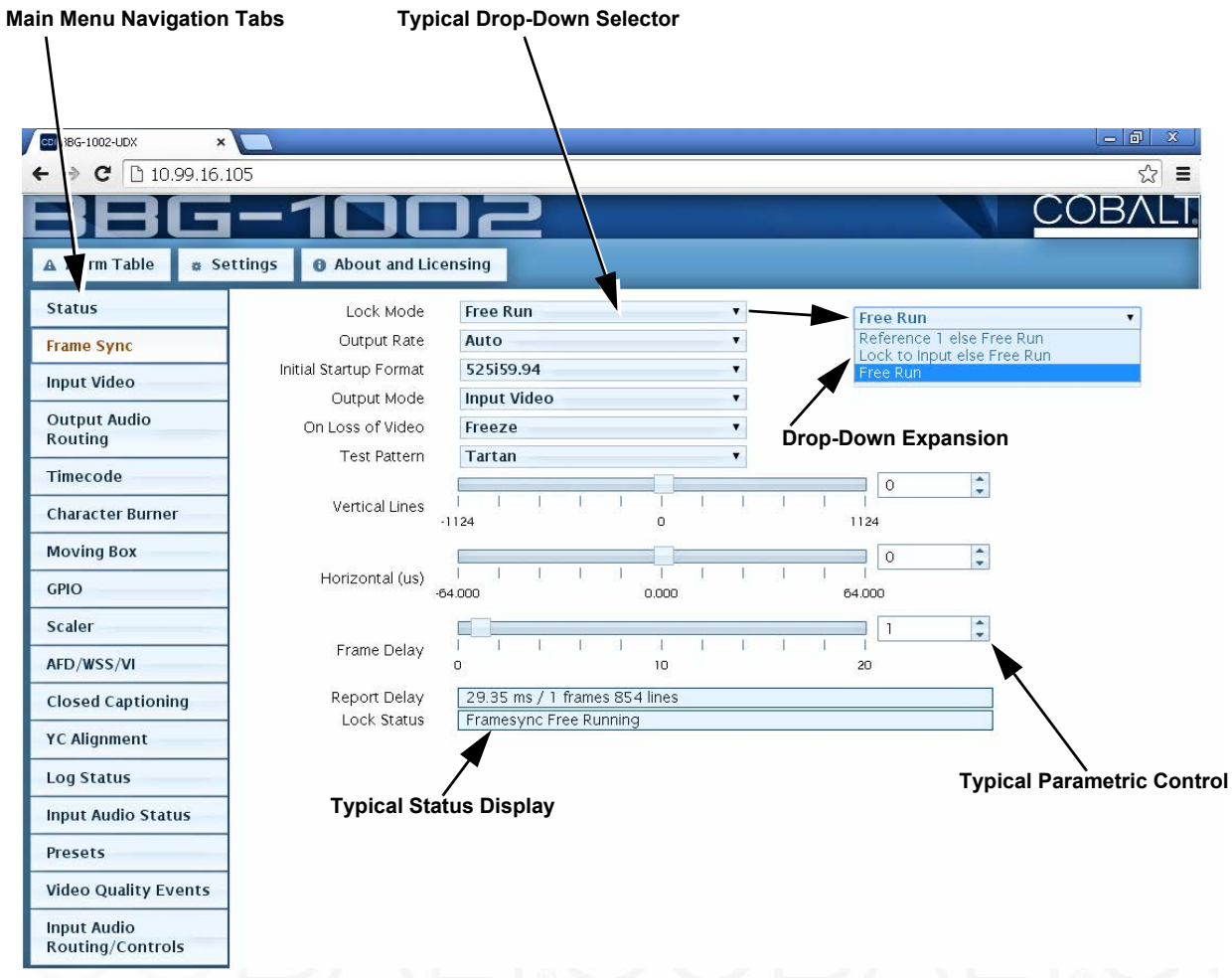


Figure 3-3 Function Submenu/Parameter Submenu Overview

Web User Interface

(See Figure 3-4.) The device function menu is organized using main menu navigation tabs which appear on the left side of any pane regardless of the currently displayed pane. When a menu tab is selected, each parametric control or selection list item associated with the function is displayed. Scalar (numeric) parametric values can then be adjusted as desired using the GUI slider controls. Items in a list can then be selected using GUI drop-down lists.



In this example, the **Frame Sync** main menu tab is selected, with the overall pane now showing all sub-menu items related to the framesync function.

Clicking another main menu tab immediately displays the pane related to the selected main menu tab.

Figure 3-4 Typical Web UI Display and Controls

Display Theme

(See Figure 3-5.) The BBG-1003 user interface theme selection offers light and dark themes suited for various users and environments.

Light – this is the theme shown in this manual and is useful for normal ambient light environments such as offices.

Dark – the dark theme is suited for low-light environments.

Figure 3-5 Web UI Display Themes

Checking BBG-1003-UDX-ADDA Device Information

The operating status and software version the BBG-1003-UDX-ADDA device can be checked by clicking the **Status** main menu tab. Figure 3-6 shows and describes the BBG-1003-UDX-ADDA device information status display.

Note: Proper operating status is denoted by green icons for the status indicators shown in Figure 3-6. Yellow or red icons respectively indicate an alert or failure condition. Refer to Troubleshooting (p. 3-60) for corrective action.

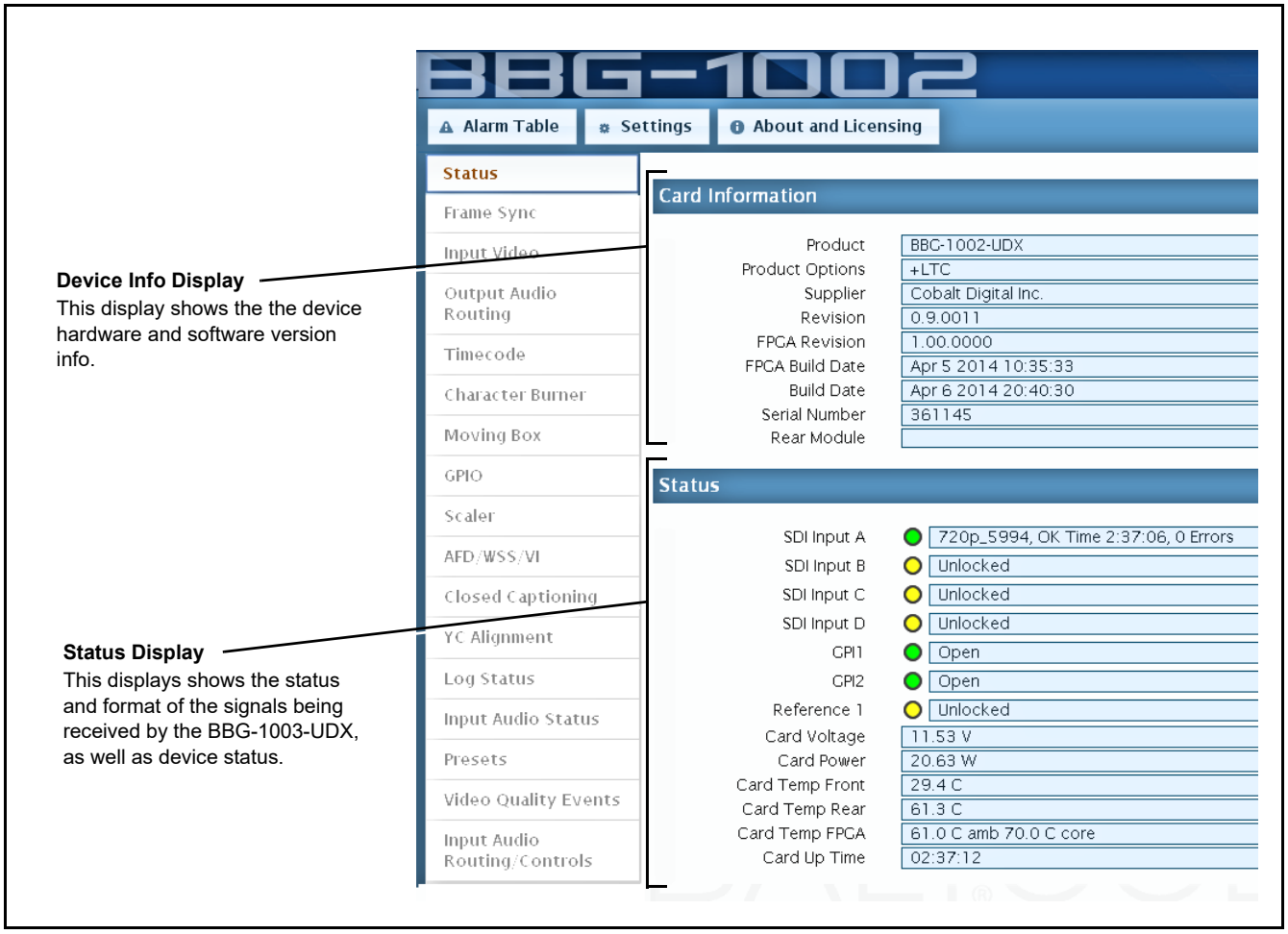


Figure 3-6 Typical Device Info/Status Utility

Ancillary Data Line Number Locations and Ranges

Table 3-1 lists typical default output video VANC line number locations for various ancillary data items that may be passed or handled by the device.

Table 3-1 Typical Ancillary Data Line Number Locations/Ranges

Item	Default Line No. / Range	
	SD	HD
AFD	12 (Note 2)	9 (Note 2)
ATC_VITC	13 (Note 2)	9/8 (Note 2)
ATC_LTC	—	10 (Note 2)
Dolby® Metadata	13 (Note 2)	13 (Note 2)
SDI VITC Waveform	14/16 (Note 2)	—
Closed Captioning	21 (locked)	10 (Note 2)

Notes:

1. The device does not check for conflicts on a given line number. Make certain the selected line is available and carrying no other data.
2. While range indicated by drop-down list on GUI may allow a particular range of choices, the actual range is automatically clamped (limited) to certain ranges to prevent inadvertent conflict with active picture area depending on video format. Limiting ranges for various output formats are as follows:

Format	Line No. Limiting	Format	Line No. Limiting	Format	Line No. Limiting
525i	12-19	720p	9-25	1080p	9-41
625i	9-22	1080i	9-20		

Because line number allocation is not standardized for all ancillary items, consideration should be given to all items when performing set-ups. Figure 3-7 shows an example of improper and corrected VANC allocation within an HD-SDI stream.

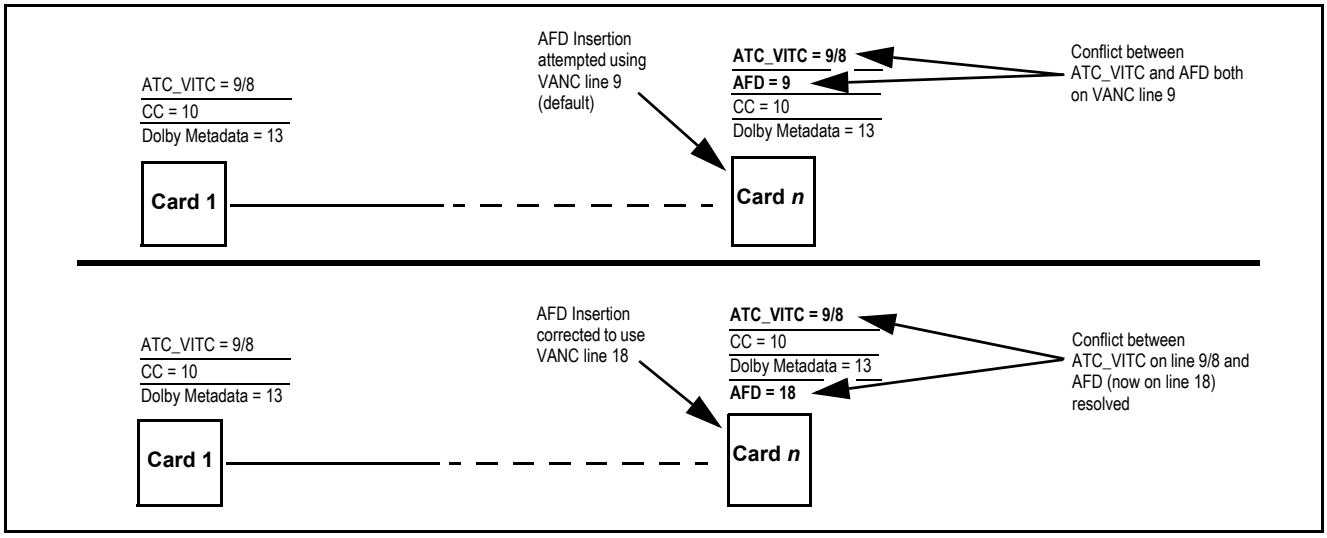


Figure 3-7 Example VANC Line Number Allocation Example

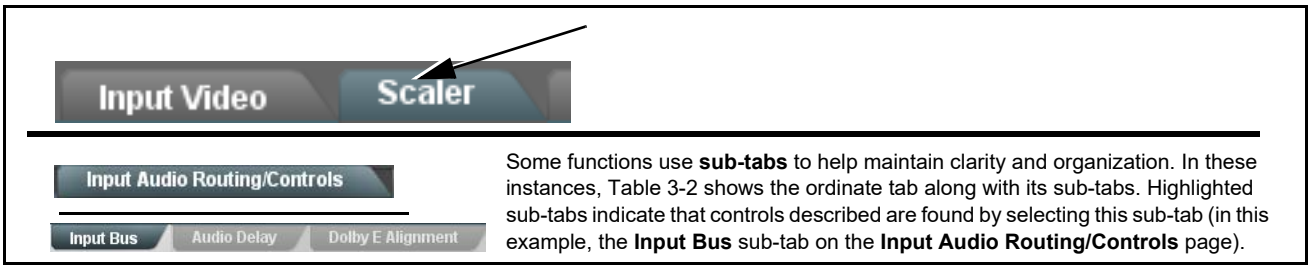
BBG-1003-UDX-ADDA Function Menu List and Descriptions

Table 3-2 individually lists and describes each BBG-1003-UDX-ADDA function menu item and its related list selections, controls, and parameters. Where helpful, examples showing usage of a function are also provided.

Note: • **Option** For any DashBoard tabs on device not appearing in this manual, this indicates the function is an option and covered in a separate Manual Supplement. Please refer to device web page Product Downloads for pdf Manual Supplements covering these options.

• User interface depictions here may show DashBoard UI. Web UI is similar.

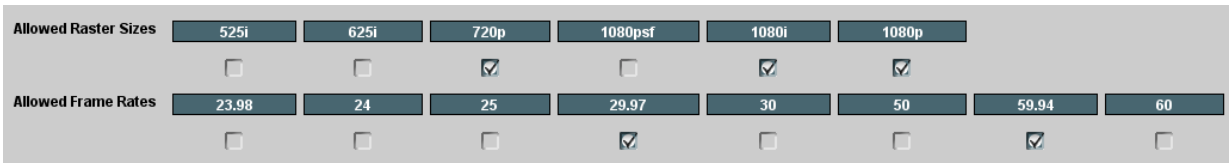
On the web GUI itself and in Table 3-2, the function menu items are organized using main menu tabs as shown below.



Some functions use **sub-tabs** to help maintain clarity and organization. In these instances, Table 3-2 shows the ordinate tab along with its sub-tabs. Highlighted sub-tabs indicate that controls described are found by selecting this sub-tab (in this example, the **Input Bus** sub-tab on the **Input Audio Routing/Controls** page).

The table below provides a quick-reference to the page numbers where each function menu item can be found.

Table 3-2 BBG-1003-UDX-ADDA Function Menu List

<table>
<tr><td> 
</td><td>Allows manual or failover selection of SDI and analog program video inputs and displays status and raster format of received video.</td></tr>
<tr><td>• Allowed Raster Size/Rate Filters</td><td>Sets the device SDI input to filter for and accept only user-specified raster sizes and rates (inputs not meeting raster size/rate settings are rejected and show as Unlocked).</td></tr>
<tr><td colspan="2"> 

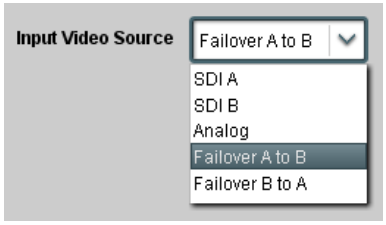
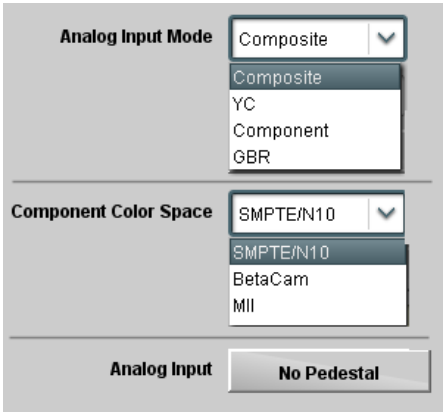
Checkboxes set the input video filter to only accept selected raster sizes and frame rates (in this example, the user settings acccept only standard HD raster sizes/types of 720p, 1080i, and 1080p with NTSC frame rates of 29.97 and 59.94).
Note: Factory default has all checkboxes check, thereby performing no filtering.</td></tr>
<tr><td>• Input Video Source
 
</td><td>Selects the input video source to be applied to the card's program video input.
• SDI A and SDI B choices allow forced manual selection of correspondingly SDI IN A or SDI IN B.
• Failover A to B sets main path preference of SDI IN A.
- If SDI IN A goes invalid, then SDI IN B is selected.
- If SDI IN A goes valid again, failover automatically reverts to SDI IN A.
• Failover B to A sets main path preference of SDI IN B.
- If SDI IN B goes invalid, then SDI IN A is selected.
- If SDI IN B goes valid again, failover automatically reverts to SDI IN B.
• Analog – select CVBS or component input as the program video input.</td></tr>
<tr><td>• Analog Video Input Type Control
 
</td><td>When receiving analog video input, sets BBG-1003 to accept received input signal from choices shown.
Analog Input button sets the device input to match analog source containing or not containing 7.5 IRE pedestal.
Note: Input type must be appropriately set for the device to correctly process the received input.</td></tr>
</table>

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

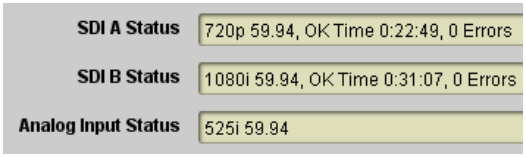
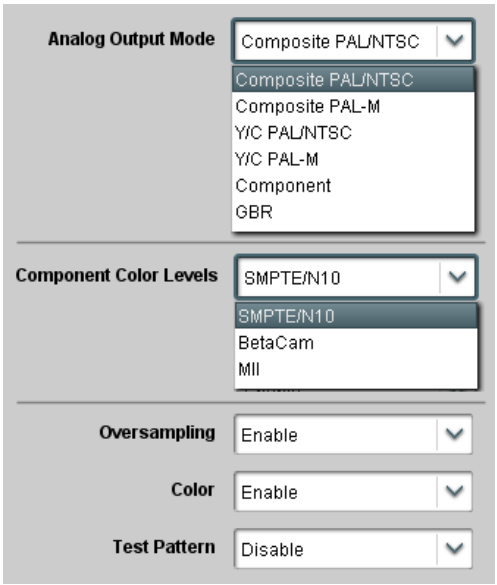
Input Video	**(continued)**
• **Input Video Status**	Displays input status of each video input, along with elapsed time of signal acquire.
	**SDI A** and **SDI B** and **Analog** show raster/format for all card inputs. If signal is not present or is invalid, **Unlocked** is displayed. (These status indications are also propagated to the Card Info pane.) **Note:** Status display shows maximum card input complement. Input complement is determined by rear I/O module used.
Output Video Output Routing | Analog Video	Provides analog video output parameter controls and test pattern output controls for CVBS and component output.
Note: **Output Routing** sub-tab is currently reserved and locked to Program Video for all SDI outputs and therefore is not shown here.	
• **Analog Video Output Type Control**	**Analog Output Mode** sets the analog video output from choices shown.
	**Note:** PAL-M choices provide a PAL-M analog output derived from NTSC analog or North American SDI video inputs (i.e., 59.94 rate). PAL-M is basically an NTSC signal which uses a PAL color sub-carrier scheme. PAL-M output can only be derived from a 5994 (or related) signal. PAL SDI or analog inputs cannot be “cross-converted” to PAL-M. **Component Color Levels** sets the component analog video output from choices shown. **Oversampling** enables or disables video DAC oversampling. Oversampling can improve rendering of motion for down-conversions to the CVBS SD analog output. **Color** enables or disables chroma content in the CVBS output. **Test Pattern** enables manual insertion (replacement) of CVBS output video to instead output 75% color bars.

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

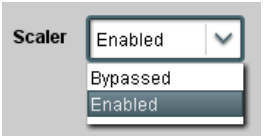
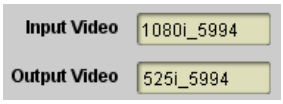
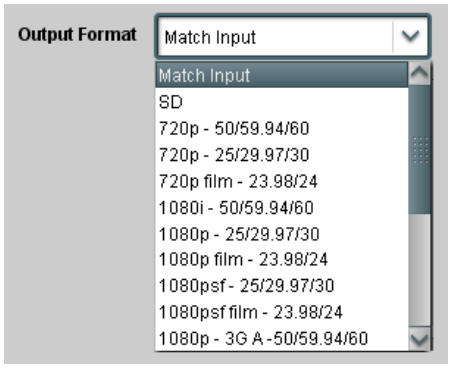
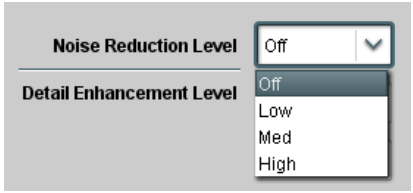
Scaler	Provides up/down/cross-converter, aspect ratio controls, and user H/V controls.
• **Scaler Enable Control** 	Enables or disables Scaler function. **Note:** When scaler is disabled, all ancillary data is passed from input to output intact. If the scaler is enabled, ancillary data such as timecode and closed captioning must be set for re-insertion as desired. See Timecode (p. 3-39) and Closed Captioning (p. 3-44) for more information about insertion into scaled output video.
• **Input/Output Video Status** 	Displays signal format/status sent to scaler and output format/status. If invalid or no signal is present, **none** is displayed.
• **Output Format Selector** 	Provides conversions to formats as shown.
• **Scaler Follow AFD Enable/Disable** 	Sets scaler to automatically follow incoming AFD ARC control. **Note:** • The **Scaler follow AFD** control also appears on the **AFD/WSS/VI** tab and is mutually ganged with the selection performed on either tab. Refer to AFD/WSS/VI Code Insertion Controls (p. 3-33) for more information.
• **Noise Reduction/Detail Enhancement Controls** 	Provides individual Noise Reduction and Detail Enhancement controls for optimizing scaled output where source is not optimum for scaled format. Optimum setting results in overall perception of increased sharpness, while avoiding pattern noise artefacts.

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

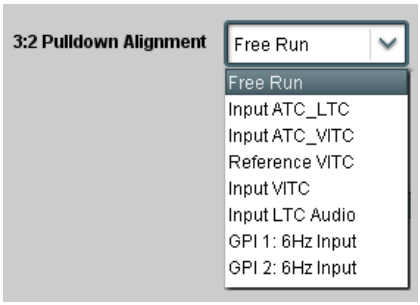
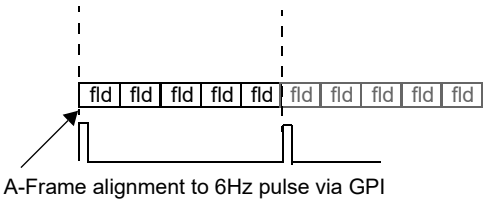
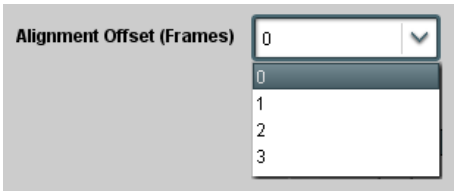
Scaler	(continued)
• **3:2 Alignment Optimization Selector** 	Provides selection to optimize 3:2 pulldown conversion where timecode or other selections shown are to be relied upon to indicate frame transitions. In the example below, A-frame is aligned using 6Hz pulse imported via GPI.  A-Frame alignment to 6Hz pulse via GPI **Note:** If input video timecode or other marker cannot be relied upon for accurate and precise frame marking, leave control set to Free Run.
• **Alignment Offset Selector** 	Based on alignment selection selected above, offsets A-frame by amount selected.
• **Low-Latency PSF to Interlaced Control** 	Allows PsF to Interlaced conversions bypassing Scaler **ARC** and **Pan** controls to enhance processing latency performance over that available in normal mode. • **Disabled:** This is device “normal” setting that locks out the low-latency processing function. Normal scaler processing latency (along with full ARC and pan control) is available with this setting. • **Enabled (Use Both Fields):** This setting provides a highest-quality low-latency setting, and can be expected to provide an approximate latency of 12 msec for North American frame rates. • **Enabled (Use Top Field):** This setting provides the lowest available latency with a slight reduction of motion smoothness due to alignment not waiting for both fields. This setting can be expected to provide an approximate latency of 6 msec for North American frame rates. **Note:** When either low latency mode is enabled, image ARC scaling and/or panning is locked out.

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

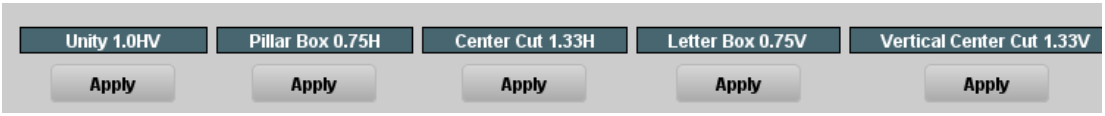
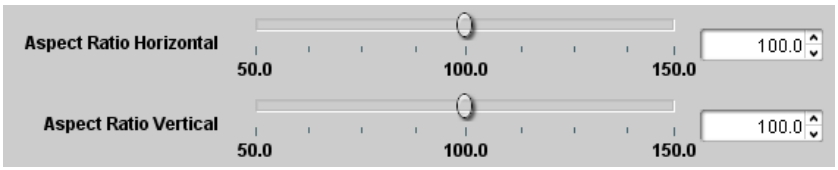
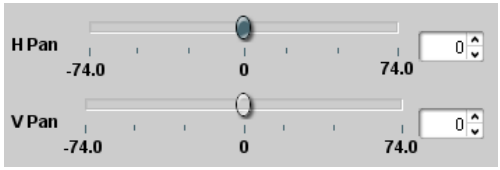
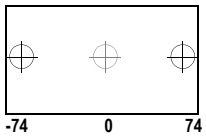
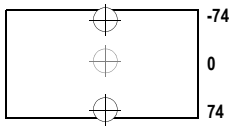
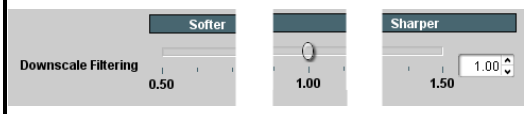
Scaler	(continued)
• Standard Quick Set Aspect Ratio Conversion Selectors	Selects between the standard preset Aspect Ratio Conversions (ARC) shown below. **Note:** This function is intended for aspect ratio adjustment of a particular signal without AFD considerations. - If ARC is being used on a case-by-case basis for a particular signal, it is easier to use the Scaler ARC tools described here. - If AFD is to be used to set and apply a standard AFD code label for ARC, use **Follow AFD Settings**. Do not perform ARC here; instead, perform ARC as described in the **AFD** function description per AFD/WSS/VI Code Insertion Controls (p. 3-33).
	
• User-defined Aspect Ratio Controls	**Aspect Ratio Horizontal** and **Aspect Ratio Vertical** controls adjust horizontal and vertical zoom percentage. Settings less than (<) 100% provide zoom-out; settings greater than (>) 100% provide zoom-in. (50% to 150% range in 0.1% steps; null = 100.0)
	Buttons allow standard ARC presets to be applied to output video. For any setting, using the **Horizontal** or **Vertical** controls allow user custom settings. Pressing any of the preset buttons restores the ARC to the selected setting and overrides any previous custom settings.
• H Pan and V Pan Controls	**H Pan** control shifts horizontal center of image left (negative settings) or right (positive settings) (-74% to 74% range in 0.1% steps; null = 0.0)
	 **V Pan** control shifts vertical center of image down (negative settings) or up (positive settings) (-74% to 74% range in 0.1% steps; null = 0.0) 
• Downscale Filtering Control	Adjusts the aggressiveness of sharpening or filtering applied to output video. Optimum setting results in overall perception of increased sharpness, while avoiding pattern noise artefacts. (Range is 0.50 thru 1.50 in 0.01 steps; null = 1.00)
	

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

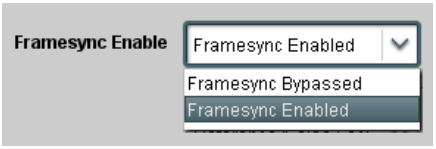
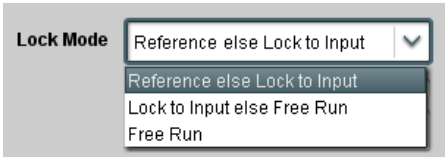
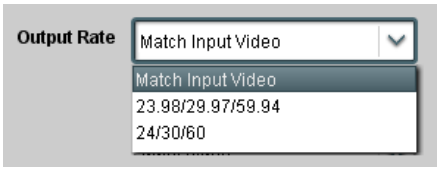
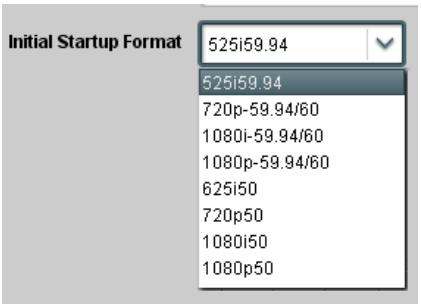
Framesync	Provides video frame sync/delay offset control and output control/loss of program video failover selection controls.
• **Framesync Enable/Disable Control** 	Provides master enable/disable of all framesync functions/controls.
• **Lock Mode Select** 	Selects Frame Sync functions from the choices shown to the left and described below. • **Lock to Reference:** Output video is locked to external reference. **Note:** If valid reference is not received, the Card state: Reference Invalid indication appears, indicating invalid frame sync reference error. • **Lock to Input:** Uses the program video input video signal as the reference standard. **Note:** If **Lock to Input** is used for framesync, any timing instability on the input video will result in corresponding instability on the output video. • **Free Run:** Output video is locked to the device's internal clock. Output video is **not** locked to external reference.
• **Output Rate Select** 	Allows frame rate to be outputted same as input video, or converted to from the choices shown to the left and described below. • **Auto** – output video frame rate tracks with input video. • **23.98/29.97/59.94** – forces standard North American frame rates. Can be used to convert 24/30/60 Hz camera frame rates to corresponding 23.98/29.97/59.94 standard North American frame rates. • **24/30/60** – forces 24/30/60 frame rates. Can be used to convert 23.98/29.97/59.94 Hz frame rates to corresponding 24/30/60 Hz frame rates.
• **Initial Startup Format Select** 	Selects a frame sync format/rate to be invoked (from the choices shown to the left) in the time preceding stable lock to external reference. Set this control to that of the intended external reference to help ensure smoothest frame sync locking. This control also sets the device test pattern format where the device's initial output at power-up is the internal pattern instead of program video.

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

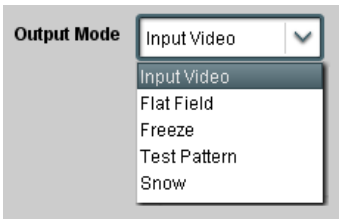
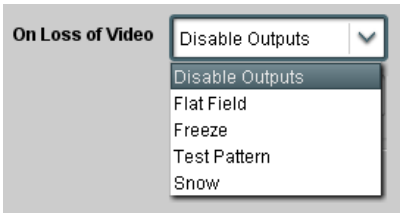
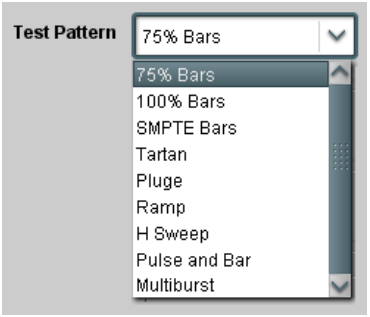
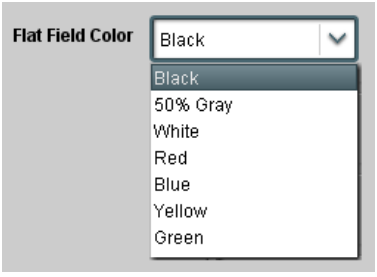
Framesync	**(continued)**
• **Program Video Output Mode Select** 	Provides a convenient location to select between program video output and other technical outputs from the choices shown to the left and described below. • **Input Video** – device outputs input program video (or loss of signal choices described below). • **Flat Field** – device outputs flat field. • **Freeze** – device outputs last frame having valid SAV and EAV codes. • **Test Pattern** – device outputs standard technical test pattern (pattern is selected using the Pattern drop-down described below). • **Snow** – device outputs snow multi-color pattern.
• **Loss of Input Signal Selection** 	In the event of program input video Loss of Signal (LOS), determines action to be taken as follows: • **Disable Outputs:** Disable program video SDI outputs. • **Flat Field** – go to flat field on program video output. • **Freeze** – go to last frame having valid SAV and EAV codes on program video output. • **Test Pattern** – go to standard technical test pattern on program video output (pattern is selected using the Pattern drop-down described below). • **Snow** – output snow multi-color pattern.
• **Test Pattern Select** 	Provides a choice of standard technical patterns when **Test Pattern** is invoked (either by LOS failover or directly by selecting Test Pattern on the Program Video Output Mode Select control).
• **Flat Field Color Select** 	Provides a choice of flat field colors when **Flat Field** is invoked (either by LOS failover or directly by selecting Flat Field on the Program Video Output Mode Select control).

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

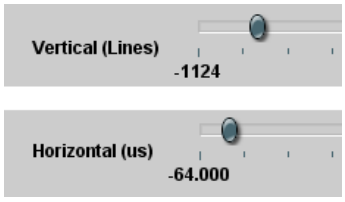
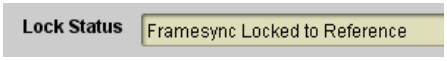
Framesync	**(continued)**
• **Output Video Reference Offset Controls** 	With framesync enabled, provides the following controls for offsetting the output video from the reference: • **Vertical (Lines)** – sets vertical delay (in number of lines of **output video**) between the output video and the frame sync reference. (Positive values provide delay; negative values provide advance) (Range is -1124 thru 1124 lines; null = 0 lines.) • **Horizontal (μs)** – sets horizontal delay (in μs of **output video**) between the output video and the frame sync reference. (Positive values provide delay; negative values provide advance) (Range is -64 thru 64 μsec; null = 0.000 μsec.) **Note:** Offset **advance** is accomplished by hold-off of the reference-directed release of the frame, thereby effectively advancing the program video relative to the reference.
• **Frame Delay Control** 	When Framesync is enabled, specifies the smallest amount of latency delay (frames held in buffer) allowed by the frame sync. The frame sync will not output a frame unless the specified number of frames are captured in the buffer. **The operational latency of the frame sync is always between the specified minimum latency and minimum latency plus one frame (not one field).** **Note:** Due to device memory limits, the maximum available Minimum Latency Frames is related to the output video format selected. When using this control, be sure to check the **Report Delay** display to make certain desired amount of frames are delayed.
• **Video Delay Display** 	Displays the current input-to-output video delay (in msec units) as well as in terms of Frames/fractional frame (in number of lines). Status display shows total input-to-output video delay, along with itemized framesync and scaler delays.
• **Framesync Lock Status Display** 	Displays the current framesync status and reference source.
Note: Audio timing offset from video is performed using the delay controls on the Input Audio Routing/Controls tab. Refer to Input Audio Routing/Controls (p. 3-20) for these controls.	

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

Input Audio Status	Displays signal status and payload for embedded and discrete audio received.

Individual signal status and peak level displays for embedded audio input pairs, and AES/analog input pairs as described below.

- **Absent:** Indicates embedded channel or AES pair does not contain recognized audio PCM data.
- **Present - PCM:** Indicates AES pair or embedded channel contains recognized audio PCM data.
- **Dolby E:** Indicates embedded channel or AES pair contains Dolby® E encoded data.
- **Dolby Digital:** Indicates embedded channel or AES pair contains Dolby® Digital encoded data.

Note: • Dolby status displays occur only for valid Dolby® signals meeting SMPTE 337M standard.

• AES Dolby-encoded inputs that are routed directly to device are directed via a special path that automatically by-passes SRC. However, AES inputs to other destinations (e.g., AES embedding) are first applied through SRC. These paths disable SRC if Dolby-encoded data is detected. To avoid a possible “Dolby noise burst” if an input on these paths changes from PCM to Dolby, it is recommended to set the AES **SRC** control for the pair to **SCR Off** for an AES input that is expected to carry a Dolby signal.

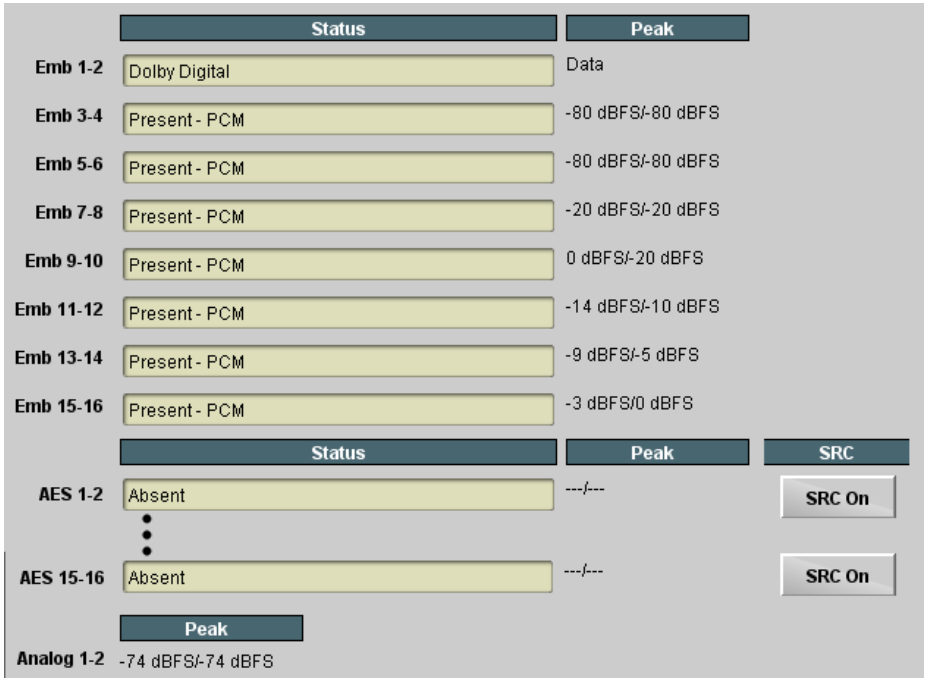
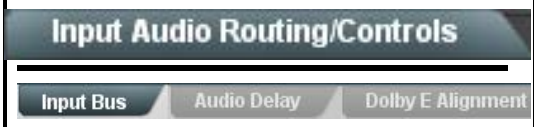
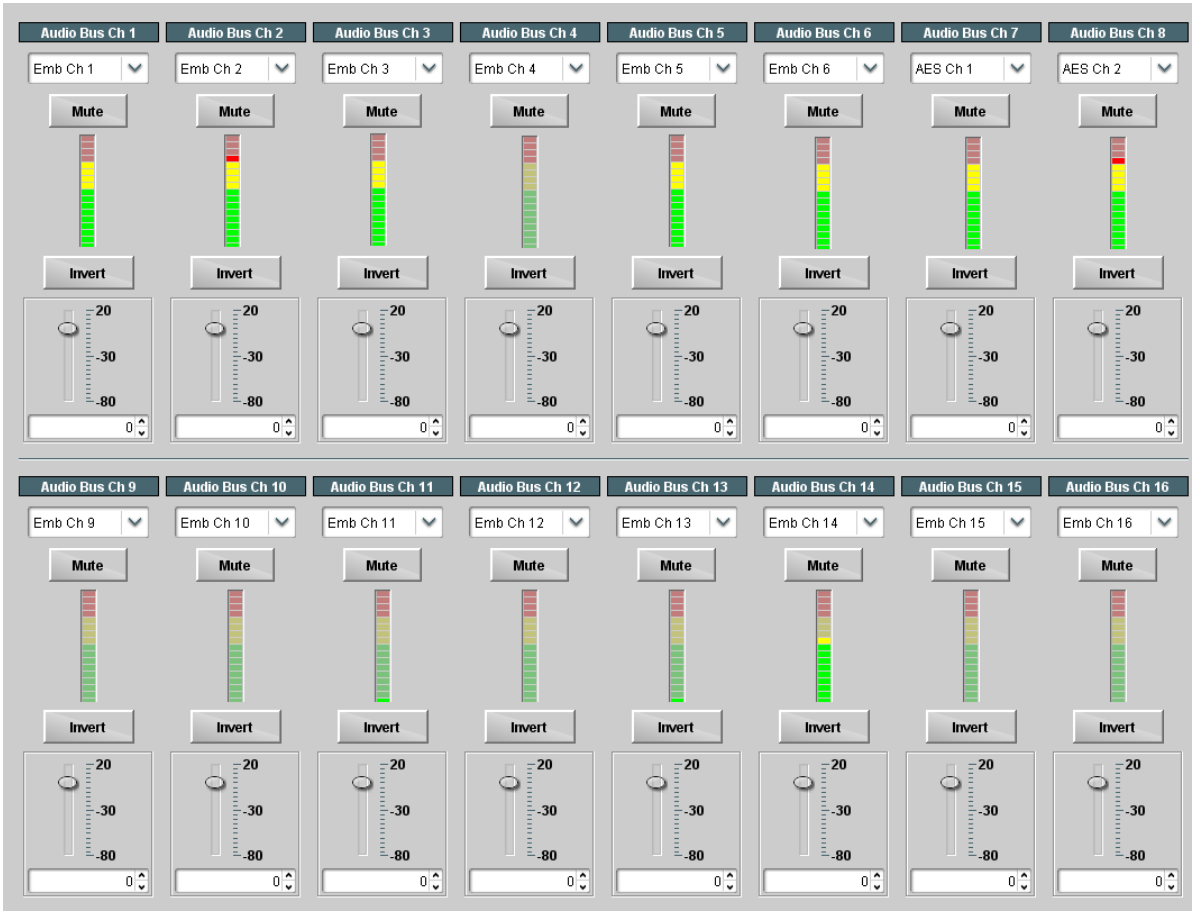
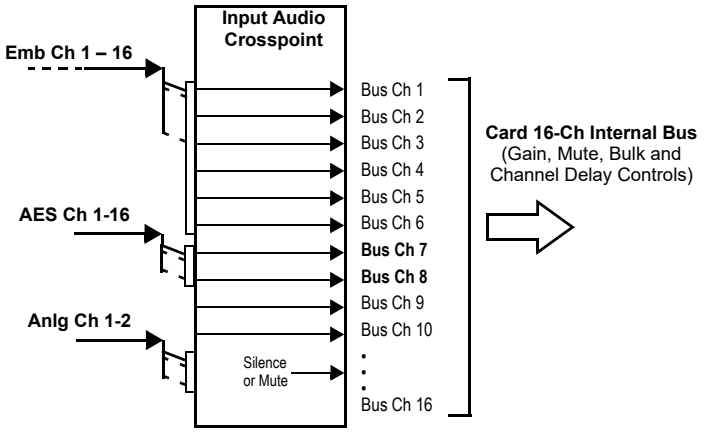


Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued



Provides audio routing, gain, per-channel/bulk audio delay controls, and audio meters. These controls route selected audio sources onto the device 16-channel internal bus (which is used for all audio processing).





All audio inputs are transferred through the device via the 16-channel Internal Bus (**Bus Ch 1** thru **Bus Ch 16**).

The example above shows various Source selections that direct Emb Ch 1 thru Ch 6 and AES Ch 1 and Ch 2 onto the device internal bus (unused bus channels can be set to Silence or Mute).

Each bus channel provides Gain, Mute, and Invert controls.

The source-to-destination correlation shown here is only an example; **any** of the sources described on the following pages can route to **any** of the internal bus channels.

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

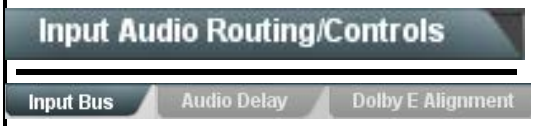
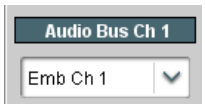
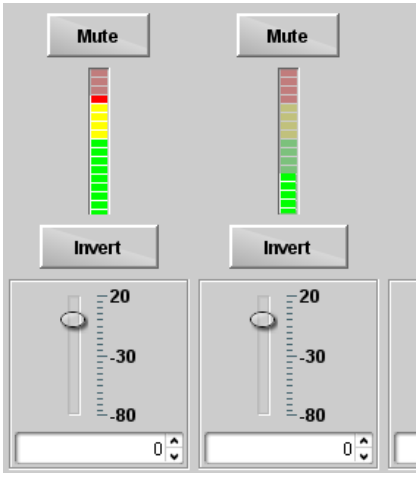
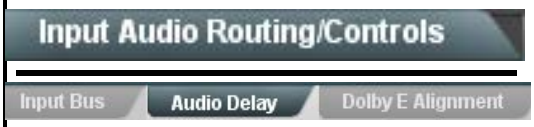
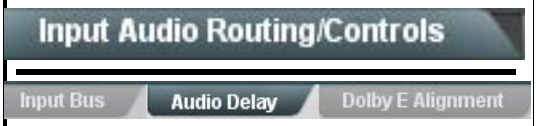
	**(continued)**
Note: • Default factory preset routing routes embedded Ch 1 thru Ch 16 to bus channels Audio Bus Ch 1 thru Ch 16. • **Bus Ch 2** thru **Bus Ch 16** have controls identical to the controls described here for **Bus Ch 1**. Therefore, only the **Bus Ch 1** controls are shown here.	
• **Bus Channel Source** 	Using the **Source** drop-down list, selects the audio input source to be routed to the bus channel from the following choices: • Embedded input channel 1 thru 16 (**Emb Ch 1** thru **Emb Ch 16**) • AES input channel 1 thru 16 (**AES Ch 1** thru **AES Ch 16)** • Analog input channel 1 thru 16 (**Analog Ch 1** thru **Analog Ch 4**) • Input flex mix summed mix output nodes **Flex Bus A** thru **P** **Note:** AES pair and analog channel count are dependent on model.
• **Channel Mute/Phase Invert/Gain Controls and Peak Level Display** 	Provides **Mute** and phase **Invert** channel controls, as well as peak level meter for each output channel. (Meter shows level as affected by Level control.) **Gain** controls allow relative gain (in dB) control for the corresponding destination Embedded Audio Group channel. (-80 to +20 dB range in 1.0 dB steps; unity = 0 dB) **Note:** Although the device can pass non-PCM data such as Dolby® E or AC-3, setting the gain control to any setting other than default 0 will corrupt Dolby data.
	**Audio Delay** – Provides bulk (all four groups/master) and individual audio bus channel delay offset controls and delay parametric displays.
• **Bulk (Master) Audio/Video Delay Control** 	**Bulk Delay** control adds bulk (all four groups) audio delay from any video delay (net audio delay offset setting adds delay in addition to any delay included by other actions). This control is useful for correcting lip sync problems when video and audio paths in the chain experience differing overall delays. (-33 to +3000 msec range in 0.01-msec steps; null = 0 msec). ⚠ Large rapid changes in bulk delay (> 500 msec) can result in momentary full-scale noise burst on output processed audio. This burst can damage monitors or other equipment if not considered. Gain on output should be reduced if performing large adjustments to delay.

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued



(continued)

• Per-Channel Audio/Video Delay Offset Controls

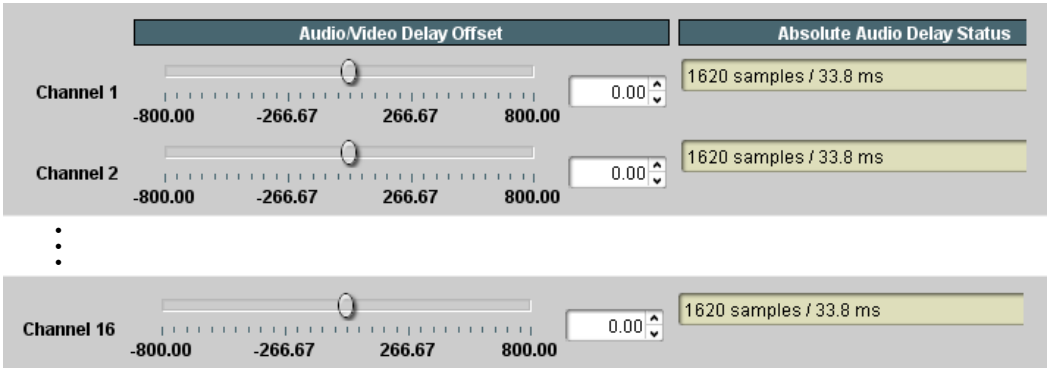
Offset control adds or reduces (offsets) channel audio delay from the matching video delay (audio delay offset setting adds or removes delay in addition to any delay included by other actions). This control is useful for correcting lip sync problems when video and audio paths in the chain experience differing overall delays.

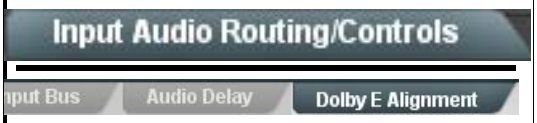
(-800.0 to +800.0 msec range in 0.02 msec steps; null = 0.0 msec)

Delay Status shows current delay from video for the corresponding audio channel.

Note: • Maximum advance/delay offset is dependent on video format.

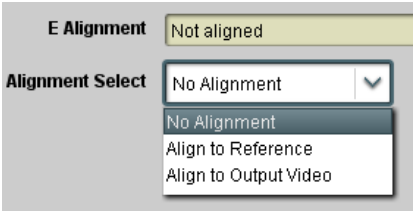
• Where a Dolby pair is present, adjustment of either channel control results in a matching delay setting for the other channel in the pair.





Dolby E Alignment – Provides selectable Dolby E alignment for embedded Dolby E to position the bitstream utilizing the Dolby E "guard band". This helps prevent frame errors that may occur in a bitstream upon switching or editing.

• Dolby E Embedding Alignment Control

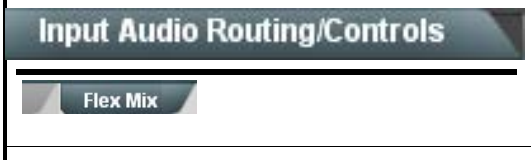


For incoming Dolby E data routed to the audio bus (either over embedded channels or via AES embedding to the bus), aligns the embedded Dolby data corresponding to selection. Alignment line as a result of selection is shown in **E Alignment** Status display.

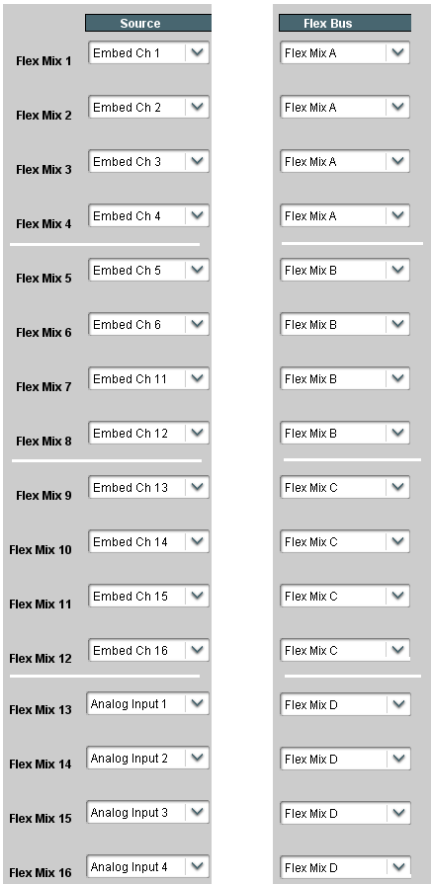
Note: Where a frame reference is available, it is recommended to use the **Align to Reference** selection. This helps ensure that the correct alignment is achieved even if the video is user delayed or output format (scaling) is changed.

Refer to "Preferred Alignment for Dolby E in HD Systems" (http://www.dolby.com/about/news-events/newsletters-dtvaudio-dolby-e-alignment.html) for more information regarding Dolby E alignment.

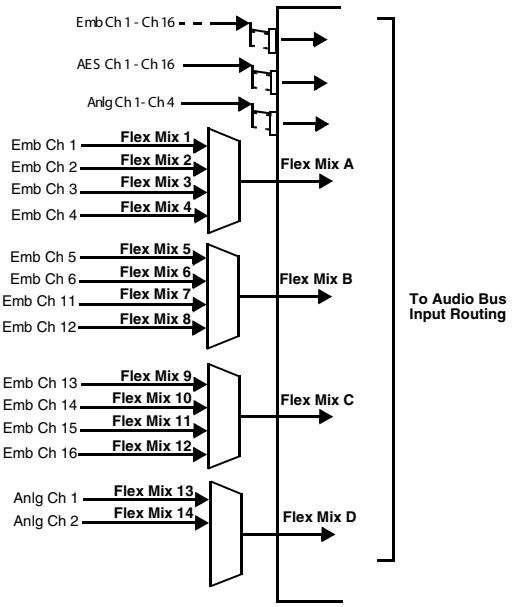
Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

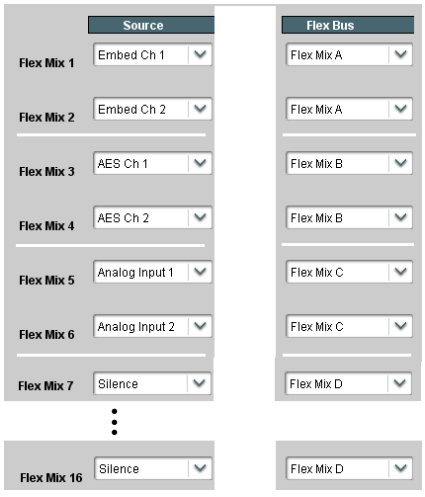


Input Flex Mix – Provides a 16-channel mixer in which each of the inputs can be mixed onto up to 16 independent output summing nodes. Each input channel has independent gain and mute controls.



In this example four, 4-input mono mixers are provided by selecting **Flex Mixer Bus A** for the Flex Mix 1 thru Flex Mix 4 inputs, and **Flex Mixer Bus B** for the next four inputs, and so on as shown.





In this example three, 2-input mono mixers are provided by selecting **Flex Mixer Bus A** for the Flex Mix 1 and Flex Mix 2 inputs, and **Flex Mixer Bus B** for the next two inputs, and so on as shown.

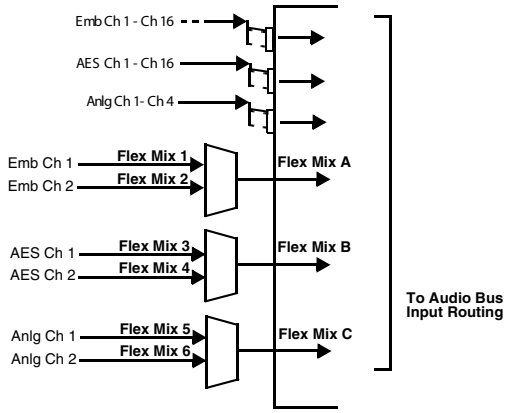


Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

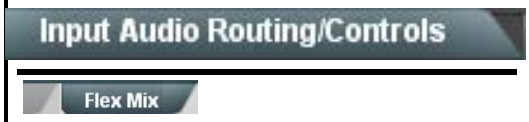
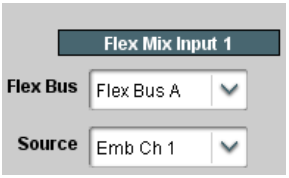
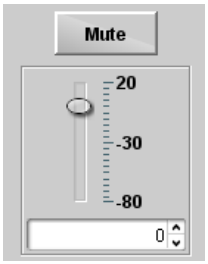
	**(continued)**
Note: For each Flex Mix input channel, its source should be considered and appropriately set. Unused input channels should be set to the **Silence** selection.	
• **Flex Mix Input Channel Source/Bus Assignment** 	Using the **Source** drop-down list, selects the audio input source to be directed to the corresponding bus channel from the choices listed below. • **Silence** • **Embed Ch 1** thru **Embed Ch 16** • **AES Ch 1** thru **AES Ch 16** • **Analog Ch 1** thru **Analog Ch 2** The **Flex Bus** drop-down selects the bus (A thru P) to which the input is assigned to. **Note:** See the examples on the previous page showing various types of mixers using multiple flex buses.
• **Gain / Mute Control** 	Provides relative gain (in dB) control and a channel **Mute** checkbox. (-80 to +20 dB range in 0.1 dB steps; unity = 0.0 dB)

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

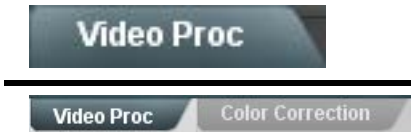
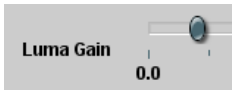
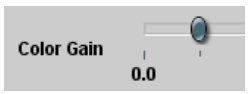
	Provides the following Video Proc and Color Correction parametric controls.
• **Video Proc** 	**Video Proc (Enable/Disable)** provides master on/off control of all Video Proc functions. • When set to **Disable**, Video Proc is bypassed. • When set to **Enable**, currently displayed parameter settings take effect.
• **Reset to Unity** 	**Reset to Unity** provides unity reset control of all Video Proc functions. When Confirm is clicked, a **Confirm?** pop-up appears, requesting confirmation. • Click **Yes** to proceed with the unity reset. • Click **No** to reject unity reset.
• **Luma Gain** 	Adjusts gain percentage applied to Luma (Y channel). (0% to 200% range in 0.1% steps; unity = 100%)
• **Luma Lift** 	Adjusts lift applied to Luma (Y-channel). (-100% to 100% range in 0.1% steps; null = 0.0%)
• **Color Gain** 	Adjusts gain percentage (saturation) applied to Chroma (C-channel). (0% to 200% range in 0.1% steps; unity = 100%)
• **Color Phase** 	Adjusts phase angle applied to Chroma. (-360° to 360° range in 0.1° steps; null = 0°)
• **Gang Luma/Color Gain** 	When set to **On**, changing either the **Luma Gain** or **Color Gain** controls increases or decreases both the Luma and Color gain levels by equal amounts.

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

Option

Provides color corrector functions for the individual RGB channels for the program video path (option **+COLOR**).

- **Color Corrector**

Color Corrector (On/Off) provides master on/off control of all Color Corrector functions.

- When set to **Off**, all processing is bypassed.
- When set to **On**, currently displayed parameters settings take effect.

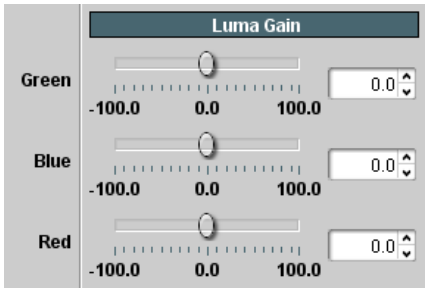
- **Reset to Unity**

Reset to Unity provides unity reset control of all Color Corrector functions.

When Confirm is clicked, a **Confirm?** pop-up appears, requesting confirmation.

- Click **Yes** to proceed with the unity reset.
- Click **No** to reject unity reset.

- **Luma Gain R-G-B controls**



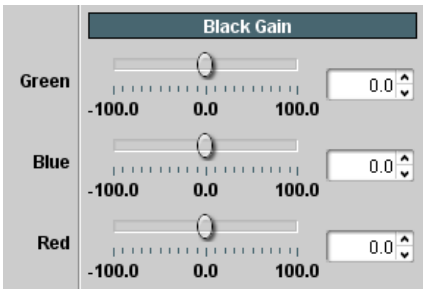
Separate red, green, and blue channels controls for Luma Gain, Black Gain, and Gamma curve adjustment.

Gain controls provide gain adjustment from 0.0 to 200.0% range in 0.1% steps (unity = 100.0)

Gamma controls apply gamma curve adjustment in 0.125 to 8.000 range in thousandths steps (unity = 1.000)

Each of the three control groups (Luma, Black, and Gamma have a **Gang Column** button which allows settings to be proportionally changed across a control group by changing any of the group's controls.

- **Black Gain R-G-B controls**



- **Gamma Factor R-G-B controls**

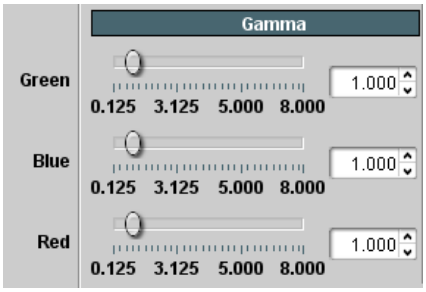


Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

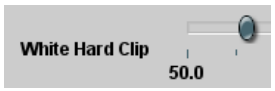
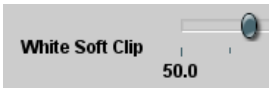
	**(continued)**
• **Black Hard Clip** 	Applies black hard clip (limiting) at specified percentage. (-6.8% to 50.0%; null = -6.8%)
• **White Hard Clip** 	Applies white hard clip (limiting) at specified percentage. (50.0% to 109.1%; null = 109.1%)
• **White Soft Clip** 	Applies white soft clip (limiting) at specified percentage. (50.0% to 109.1%; null = 109.1%)
• **Chroma Saturation Clip** 	Applies chroma saturation clip (limiting) chroma saturation at specified percentage. (50.0% to 160.0%; null = 160.0%)

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

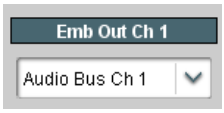
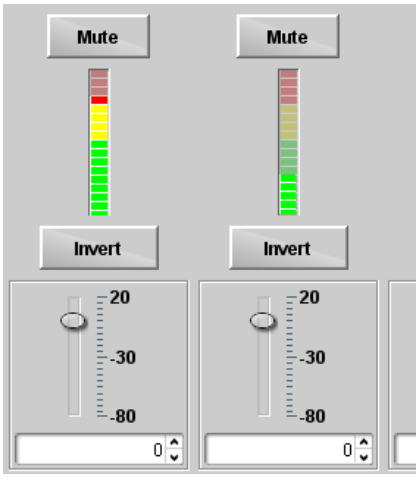
	Provides an audio crosspoint allowing the audio source selection for each embedded audio output channel. Also provides Gain, Phase Invert, and Muting controls and peak level meters for each output channel.
Note: • **Embedded Ch 2** thru **Embedded Ch 16** have controls identical to the **Source**, **Gain**, **Mute**, and **Invert** controls described here for **Embedded Ch 1**. Therefore, only the **Embedded Ch 1** controls are shown here. • For each channel, its source and destination should be considered and appropriately set. Unused destination channels should be set to the **Silence** selection.	
• **Group Enable/Disable Controls** 	Allows enable/disable of embedded audio groups 1 thru 4 on program video output to accommodate some legacy downstream systems that may not support all four embedded audio groups. **Note:** Changing the setting of this control will result in a noise burst in all groups. This control should not be manipulated when carrying on-air content.
• **Embedded Output Channel Source** 	Using the drop-down list, selects the audio input source to be embedded in the corresponding embedded output channel from the following choices: • **Audio Bus Ch 1** thru **Ch 16** • Built-in Tone generators **Tone *n*** (-20 dBFS level tone generators with *n* being frequencies of 100, 200, 300, 400, 500, 600, 700, 800, 900, 1k, 2k, 4k, 6k, 8k, 12k, and 16k) • ***Option*** Audio **LTC** • **Downmixer L** • **Downmixer R** • Output Flex Bus summing nodes A thru P (see Input Flex Mix (p. 3-23) • ***Option*** **Embedded Data L** and **R** (SMPTE 337 non-PCM data embedding with option **+ANC**) • **Silence**
• **Channel Mute/Phase Invert/Gain Controls and Peak Level Display** 	Provides **Mute** and phase **Invert** channel controls, as well as peak level meter for each output channel. (Meter shows level as affected by Level control.) **Gain** controls allow relative gain (in dB) control for the corresponding destination Embedded Audio Group channel. (-80 to +20 dB range in 1.0 dB steps; unity = 0 dB)

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

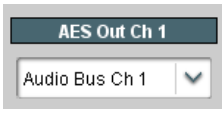
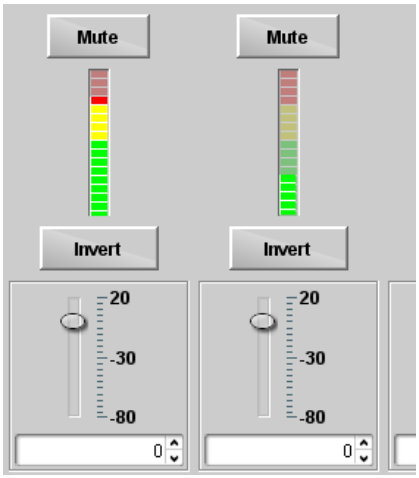
	Provides an audio crosspoint allowing the audio source selection for each AES audio output channel. Also provides Gain, Phase Invert, and Muting controls and peak level meters for each output channel.
Note: • **AES Out Ch 2** has controls identical to the **Source**, **Gain**, **Mute**, and **Invert** controls described here for **AES Out Ch 1**. Therefore, only the **AES Out Ch 1** controls are shown here. • For each channel, its source and destination should be considered and appropriately set. Unused destination channels should be set to the **Silence** selection.	
• **AES Output Channel Source** 	Using the **Source** drop-down list, selects the audio input source to be routed to the corresponding AES output channel from the following choices: • **Audio Bus Ch 1** thru **Ch 16** • Built-in Tone generators **Tone *n*** (-20 dBFS level tone generators with *n* being frequencies of 100, 200, 300, 400, 500, 600, 700, 800, 900, 1k, 2k, 4k, 6k, 8k, 12k, and 16k) • ***Option*** Audio **LTC** • **Downmixer L** • **Downmixer R** • ***Option*** **Embedded Data L** and **R** (SMPTE 337 non-PCM data embedding with option **+ANC**) • **Silence**
• **Channel Mute/Phase Invert/Gain Controls and Peak Level Display** 	Provides **Mute** and phase **Invert** channel controls, as well as peak level meter for each output channel. (Meter shows level as affected by Level control.) **Gain** controls allow relative gain (in dB) control for the corresponding destination AES output channel. (-80 to +20 dB range in 1.0 dB steps; unity = 0 dB)

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

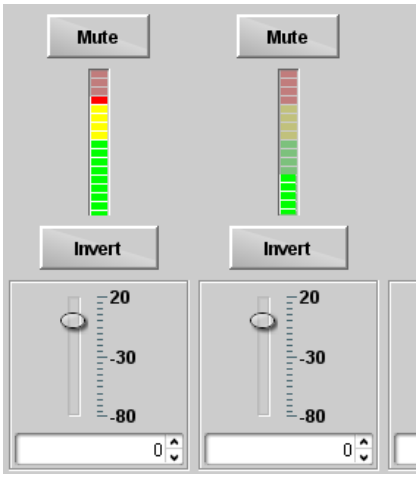
	Provides an audio crosspoint allowing the audio source selection for each analog audio output channel. Also provides Gain, Phase Invert, and Muting controls and peak level meters for each output channel.
• **Analog Output Channel Source** 	Using the **Source** drop-down list, selects the audio input source to be routed to the corresponding analog audio output channel from the following choices: • **Audio Bus Ch 1** thru **Ch 16** • Built-in Tone generators **Tone *n*** (-20 dBFS level tone generators with *n* being frequencies of 100, 200, 300, 400, 500, 600, 700, 800, 900, 1k, 2k, 4k, 6k, 8k, 12k, and 16k) • ***Option*** Audio **LTC** • **Downmixer L** • **Downmixer R** • **Silence**
• **Channel Mute/Phase Invert/Gain Controls and Peak Level Display** 	Provides **Mute** and phase **Invert** channel controls, as well as peak level meter for each output channel. (Meter shows level as affected by Level control.) **Gain** controls allow relative gain (in dB) control for each corresponding destination analog audio out channel. (-80 to +20 dB range in 1.0 dB steps; unity = 0 dB)

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

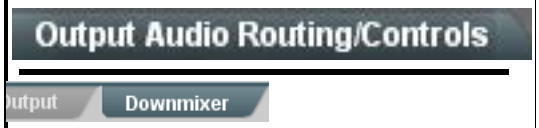
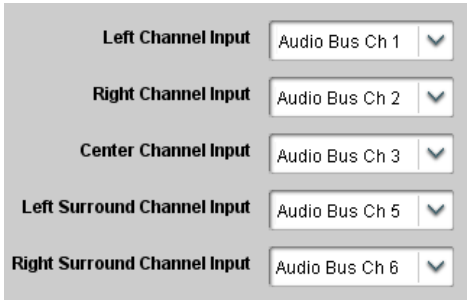
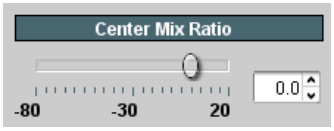
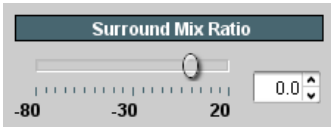
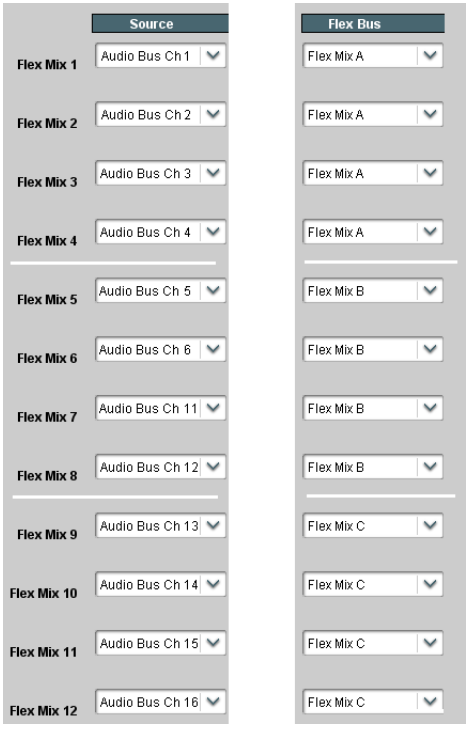
	Provides audio down-mix audio routing selections that multiplexes any five audio channel sources into a stereo pair.
• **Downmixer Source Controls** 	**Left Channel Input** thru **Right Surround Channel Input** select the five audio bus source channels to be used for the downmix. Downmix channels **Downmixer L** and **Downmixer R** are available as sources for embedded, AES, or analog audio outputs using the Channel Source controls described above.
• **Center Mix Ratio Control** 	Adjusts the attenuation ratio of center-channel content from 5-channel source that is re-applied as Lt and Rt content to the DM-L and DM-R stereo mix. • 0 dB setting applies no ratiometric reduction. Center channel content is restored as in-phase center-channel content with no attenuation, making center-channel content more predominate in the overall mix. • Maximum attenuation setting (-80 dB) applies a -80 dB ratiometric reduction of center-channel content. Center-channel content is restored as in-phase center-channel content at a -80 dB ratio relative to overall level, making center-channel content less predominate in the overall mix. (20 dB to -80 dB range in 0 dB steps; default = 0 dB) **Note:** Default setting is recommended to maintain center-channel predominance in downmix representative to that of the original source 5-channel mix.
• **Surround Mix Ratio Control** 	Adjusts the attenuation ratio of surround-channel content from 5-channel source that is re-applied as Lo and Ro content to the DM-L and DM-R stereo mix. • 0 dB setting applies no ratiometric reduction. Surround-channel content is restored with no attenuation, making Lo and Ro content more predominate in the overall mix. • Maximum attenuation setting (-80 dB) applies a -80 dB ratiometric reduction of surround-channel content. Surround-channel content is restored at a -80 dB ratio relative to overall level, making surround-channel content less predominate in the overall mix. (20 dB to -80 dB range in 0 dB steps; default = 0 dB) **Note:** Default setting is recommended to maintain surround-channel predominance in downmix representative to that of the original source 5-channel mix.

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

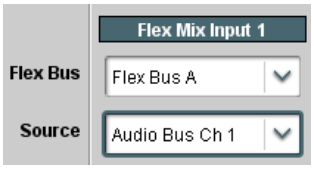
Output Flex Mix – Provides a 16-channel mixer in which each of the inputs can be mixed onto up to 16 independent output summing nodes. Each input channel has independent gain and mute controls.



In this example three of the 16 flex bus summing nodes are used to sum groups 1 thru 3 into three outputs (**Flex Mix A** thru **Flex Mix C**). These summed outputs can then be outputted on any of the device's audio outputs.

Note: For each Flex Mix input channel, its source should be considered and appropriately set. Unused input channels should be set to the **Silence** selection.

- **Flex Mix Input Channel Source/Bus Assignment**

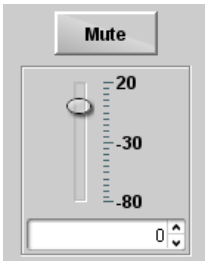


Using the **Source** drop-down list, selects the audio input source to be directed to the corresponding bus channel from the choices listed below.

- **Silence**
- **Audio Bus Ch 1** thru **Ch 16**
- **Tones 1** thru **16**
- **Downmix L** or **Downmix R**

The **Flex Bus** drop-down selects the bus (A thru P) to which the input is assigned to.

- **Gain / Mute Control**



Provides relative gain (in dB) control and a channel **Mute** checkbox.

(-80 to +20 dB range in 0.1 dB steps; unity = 0.0 dB)

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

Allows assignment of AFD, WSS and/or VI codes to the SDI output video, and allows custom ARC settings to be applied for each code. Also allows translations between WSS, VI, and AFD active ARC formats.

Provides active ARC re-aspecting, resulting in a properly scaled and cropped image area.

Without AFD

NTSC-Coded (4:3) up-converted 1080i Video Signal → **Re-Aspect to 16:9** → **1080i Video Signal with 16:9 uncorrected ARC**

NTSC-Coded image on 16:9 display shows letterbox cropping

Uncompensated up-conversion results in “postage stamp” effect with both letterbox and sidebars visible on 16:9 display

With AFD

NTSC-Coded (4:3) 1080i Video Signal with 1010 AFD Code → **1010 AFD Code Received and Applied to Scaler** → **Re-Aspect to 16:9** → **1080i Video Signal with 16:9 corrected ARC**

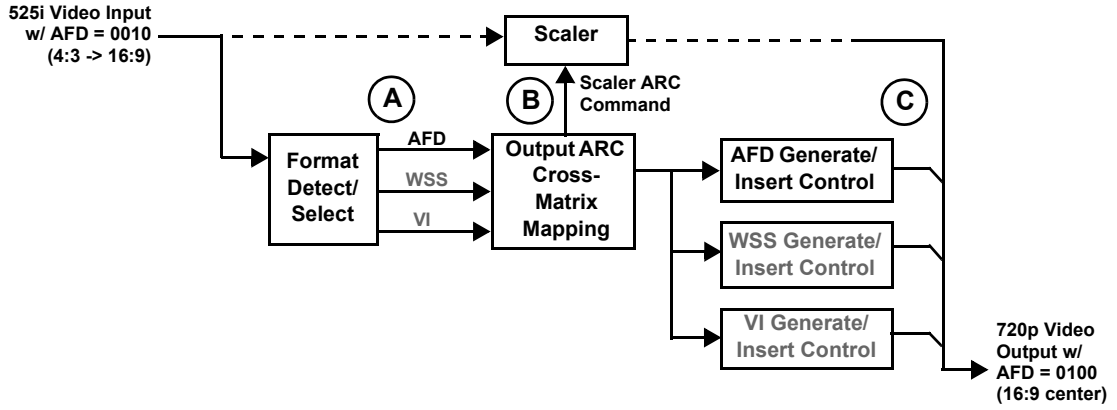
NTSC-Coded image on 16:9 display shows letterbox cropping

AFD Corrected up-conversion/ re-aspect results in intended image area properly visible on 16:9 display

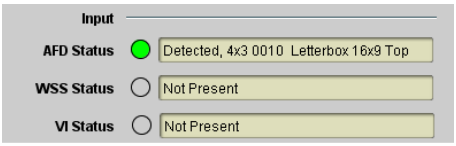
Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

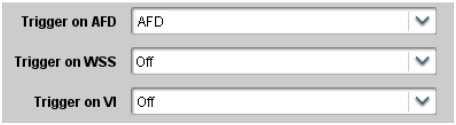
AFD/WSS/VI AFD/WSS/VI AFD Map	(continued)

Shown below is an example in which received 525i5994 SDI video is being up-converted to 720p5994. The settings shown in the example below provide for directing the scaler to re-aspect the 4:3 input video to full, centered 16:9 re-aspecting, and mark the output video with the AFD code representing the new re-aspected H/V format.



A Noting that the incoming video contains AFD coding, **Trigger on AFD** is set to **AFD**, with other choices set to **Off**. The settings here allow ARC to trigger only on an AFD-coded input.





B In this example, it is desired to use the H/V re-aspecting inherent in the received video ARC, perform the re-aspecting with no modification, and output an AFD code representing the re-aspecting performed.

As such, **Force Input Mapping** is set to **Follow Trigger**, thereby bypassing the Output ARC Cross-Matrix Map table and directly perform the re-aspecting defined by the received code (in this example, Letterbox 16x9). Also in this example, the scaler is directed to apply the output AFD re-aspecting by setting **Scaler Follow AFD** to **Enabled**.

C In this example, since only AFD is to be outputted, **AFD Output** is set to **Enabled**, with WSS and VI choices set to **Disabled**.

AFD Status shows AFD code now being outputted.

The insertion line number (using its default value here), can be set using the **AFD Output Line** controls (for the progressive format in this example, the Field 1 control serves as the line number control).

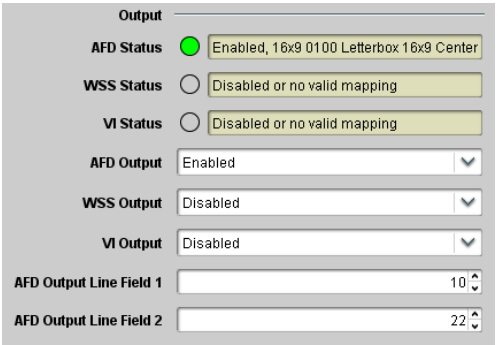


Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

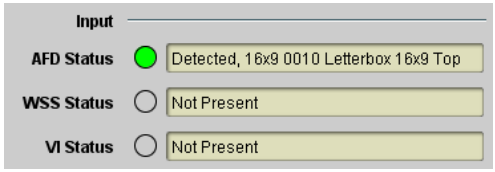
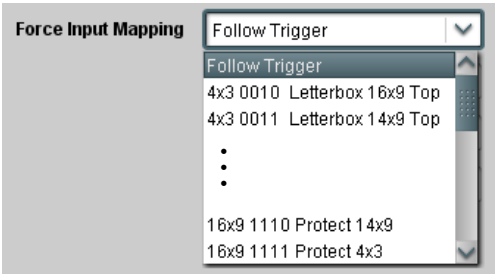
<table>
<tr><td> 
</td><td>AFD/WSS/VI sub-tab provides prioritized and gated input monitoring for AFD, WSS and/or VI formats. Also provides translation between input and output AFD, WSS, and VI ARC formats.</td></tr>
<tr><td colspan="2">Note: • Line number control available only for AFD format. WSS and VI use fixed line numbers per applicable standards.
• Some AFD codes are not supported in WSS and VI formats. Refer to AFD/WSS/VI Translation Matrix on page 3-37 for more information.</td></tr>
<tr><td>• Input Format Status Displays
 
</td><td>Displays the current status and contents of the three supported ARC formats shown to the left.
• If a format is received, the current formatting code and description is displayed (as shown in the example).
• If a format is not receiving data, Not Present is displayed.</td></tr>
<tr><td>• Scaler AFD Enable
 
</td><td>Enables scaler to apply ARC settings provided by ARC controls in this function.
• Enabled sets the output aspect ratio to track with AFD settings performed in this tab, overriding any other scaler manual ARC control settings.
• Disabled allows ARC coding processing performed in this tab, but does not apply ARC settings in scaler.
Note: • This control also appears on the Scaler tab and is mutually ganged with the selection performed on either tab.
• Scaler follows AFD functions only when a valid AFD output format is being generated and enabled. The scaler only observes AFD code commands, with the controls on this tab set to generate an AFD-coded output. WSS and/or VI formats must be translated to a supported AFD cross-translation for scaler active ARC to function when using WSS or VI input formats.</td></tr>
<tr><td>• Input Mapping
 
</td><td>When received ARC code is received, applies H/V coding as follows:
• Follow Trigger – Uses the ARC coding inherent in the received triggering ARC.
• 4x3 ARC Codes – For received triggering formats coded as 4x3, applies the H/V coding selected in this drop-down.
• 16x9 ARC Codes – For received triggering formats coded as 16x9, applies the H/V coding selected in this drop-down.
Note: Settings performed here can be applied directly to the output video, or the settings applied here can be custom modified if desired for any of the 11 4x3 codes and any of the 11 16x9 codes available here using the AFD Map sub-tab. Refer to AFD/WSS/VI Translation Matrix on page 3-37 for more information and coding descriptions.</td></tr>
</table>

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

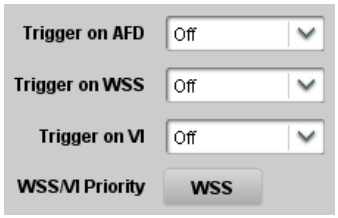
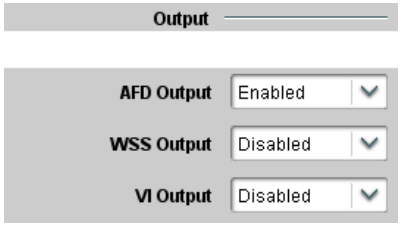
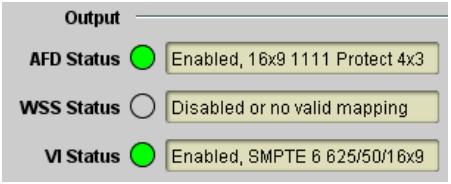
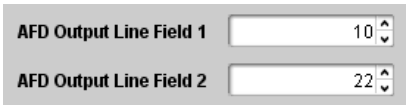
	**(continued)**
• Input Triggering Controls 	Individual ARC format input controls allow accepting or rejecting received ARC formats as follows: • **Trigger on AFD:** • **Off** rejects AFD-coded triggering. • **On** allows trigger on AFD. • **Trigger on WSS:** • **Off** rejects WSS-coded triggering. • **AFD** allows triggering on AFD-coded WSS. • **ETSI** allows triggering on ETSI-coded WSS. • **Trigger on VI:** • **Off** rejects VI-coded triggering. • **AFD** allows triggering on AFD-coded WSS. • **SMPTE** allows triggering on SMPTE-coded WSS. **Note:** If multiple formats are present on the input video, AFD preempts other formats, followed by WSS or VI (as set by the **WSS/VI Priority** control).
• Output Enable Controls 	Individual ARC format input controls allow accepting or rejecting received ARC formats as follows: • **AFD Output:** • **Disable** turns off AFD format on output. • **Enable** inserts AFD packet on output, and allows changing line number. • **Follow Input Line** inserts AFD packet on same line as received AFD line number (where applicable). • **WSS Output:** • **Disable** turns off WSS format on output. • **AFD Enabled** inserts AFD-coded WSS on output. • **ETSI Enabled** inserts ETSI-coded WSS on output. • **VI Output:** • **Disable** turns off WSS format on output. • **AFD Enabled** inserts AFD-coded VI on output. • **SMPTE Enabled** inserts SMPTE-coded VI on output.
• Output Status Displays 	Displays the current output status, coding, and H/V ratio for AFD, WSS, and VI formats. • If a format is active and enabled (as set with the Output Enable controls), the code and H/V description is displayed. • If a format is not outputting data, Disabled is displayed. **Note:** • The code displayed shows the outputted code. If the code is modified by user settings performed in the **AFD Map** sub-tab, these changes are shown here. Refer to **AFD Map** sub-tab for more information. • As shown in the example, settings that result in invalid mapping across format translations will display Disabled. In these cases, no output is inserted for the format.
• AFD Output Line Control 	Allows selecting the line location of the AFD data within the video signal Ancillary Data space. **Note:** • The device does not check for conflicts on a given line number. Make certain the selected line is available and carrying no other data. • For progressive formats, the Field 1 control serves as the line number control.

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

(continued)

AFD/WSS/VI Translation Matrix

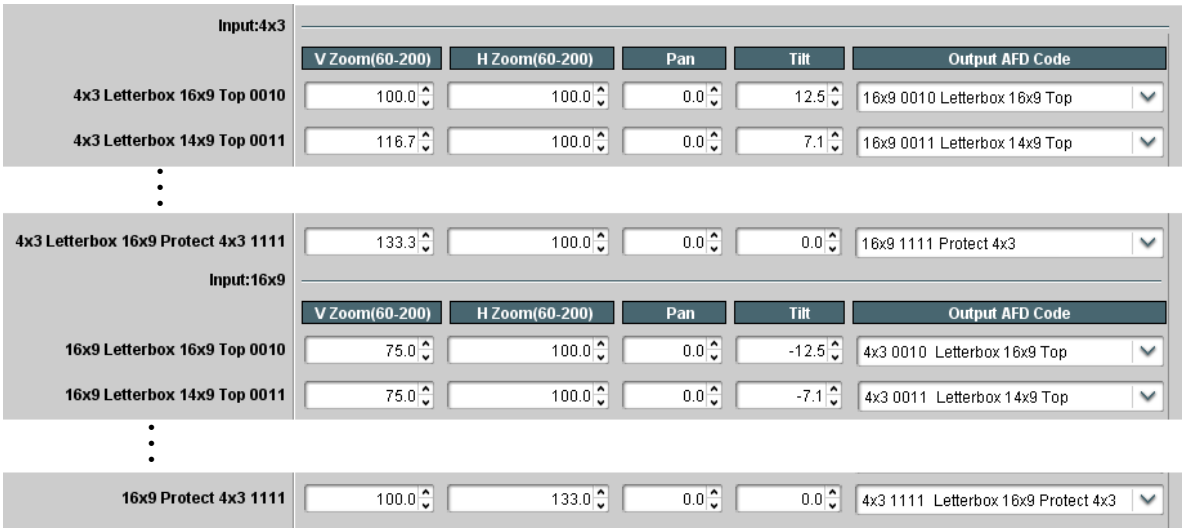
The table below lists valid translations between WSS, VI, and SMPTE 2016 AFD codes for both 4x3 and 16x9-coded frames.

	Input					Output				
	AFD	**WSS ETSI 625**	**WSS ETSI 525**	**VI**	**Description**	**AFD**	**WSS ETSI 625**	**WSS ETSI 525**	**VI**	**Description**
4:3 Coded	0010	4			4x3 Letterbox 16x9 Top	0010	4	0	1 (NTSC) 2 (PAL)	4x3 Letterbox 16x9 Top
	0011	2			4x3 Letterbox 14x9 Top	0011	2	0	1 (NTSC) 2 (PAL)	4x3 Letterbox 14x9 Top
	0100	5	2		4x3 Letterbox 16x9 Center	0100	5	2	1 (NTSC) 2 (PAL)	4x3 Letterbox 16x9 Center
	0101, 0110, 0111				Undefined					
	1000	0	0	0 1 (NTSC) 2 (PAL)	4x3 Coded Frame	1000	0	0	1 (NTSC) 2 (PAL)	4x3 Coded Frame
	1001				4x3 Center	1001	0	0	1 (NTSC) 2 (PAL)	4x3 Center
	1010	3			4x3 16x9 Center	1010	3	2	1 (NTSC) 2 (PAL)	4x3 16x9 Center
	1011	1			4x3 14x9 Center	1011	1	0	1 (NTSC) 2 (PAL)	4x3 14x9 Center
	1100			3, 4, 7	Reserved	1100		0	1 (NTSC) 2 (PAL)	Reserved
	1101	6			4x3 Protect 14x9	1101	6	0	1 (NTSC) 2 (PAL)	4x3 Protect 14x9
	1110				4x3 Letterbox 16x9; Protect 14x9 Center	1110		2	1 (NTSC) 2 (PAL)	4x3 Letterbox 16x9; Protect 14x9 Center
	1111				4x3 Letterbox 16x9; Protect 4x3 Center	1111		2	1 (NTSC) 2 (PAL)	4x3 Letterbox 16x9; Protect 4x3 Center
16:9 Coded	0010				16x9 Letterbox 16x9 Top	0010		1	5 (NTSC) 6 (PAL)	16x9 Letterbox 16x9 Top
	0011				16x9 Letterbox 14x9 Top	0011		1	5 (NTSC) 6 (PAL)	16x9 Letterbox 14x9 Top
	0100				16x9 Letterbox 16x9 Center	0100		1	5 (NTSC) 6 (PAL)	16x9 Letterbox 16x9 Center
	0101, 0110, 0111				Undefined					
	1000	7	1	0 5 (NTSC) 6 (PAL)	16x9 Coded Frame	1000	7	11	5 (NTSC) 6 (PAL)	16x9 Coded Frame
	1001				16x9 4x3 Center	1001		1	5 (NTSC) 6 (PAL)	16x9 4x3 Center
	1010				16x9 Center Protect 16x9	1010	7	1	5 (NTSC) 6 (PAL)	16x9 Center Protect 16x9
	1100				Reserved	1100		1	5 (NTSC) 6 (PAL)	Reserved
	1101				16x9 4x3 Protect 14x9	1101		1	5 (NTSC) 6 (PAL)	16x9 4x3 Protect 14x9
	1110				16x9 Protect 14x9	1110		1	5 (NTSC) 6 (PAL)	16x9 Protect 14x9
	1111				16x9 Protect 4x3	1111		1	5 (NTSC) 6 (PAL)	16x9 Protect 4x3

Note: Shaded cells indicate invalid translation which cannot be used.

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

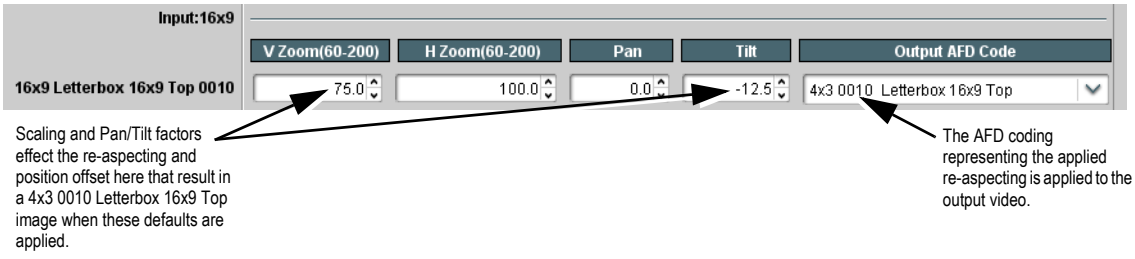
AFD Map sub-tab allows bidirectionally re-aspecting from 4x3 frames to companion 16x9 frames, and allows customizing aspect ratio settings for the AFD codes (and the corresponding WSS and VI translation equivalents) supported by the device.



Separate control groups for 4x3 and 16x9 coded input frames allow custom ARC (as well as pan/tilt) for various coded frames.

- By default, each row is set for its companion re-aspected output, along with output AFD code for the companion output (i.e., 4x3 frames get re-aspected to a companion 16x9 re-aspecting and AFD code, and similarly 16x9 frames get re-aspected to a companion 4x3 re-aspecting and AFD code).

In this example, default settings provide the scaling and tilt factors to convert a 16x9-coded 0010 frame to its companion 4x3 0010 Letterbox 16x9 Top frame.



- When the scaler is set to **Scaler follow AFD** any V, H, pan, or tilt custom changes made here are directly applied to the output video.
- To simply output an AFD code (without any re-aspecting to be done by the card) set the **No Input** row to the desired code to be outputted (in this example, “16x9 Letterbox 16x9 Center; 0100”).

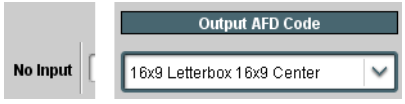
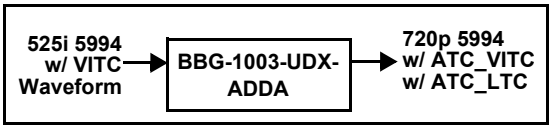
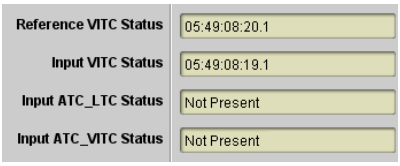


Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

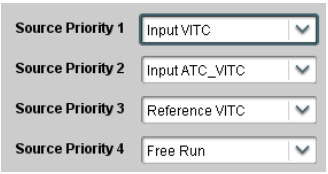
Timecode	Provides timecode data extraction from various sources, and provides formatting and re-insertion controls for inserting the timecode into the output video.

Shown below is an example in which received 525i 5994 SDI video is being up-converted to 720p 5994. To re-format and insert the timecode data, the following can be performed using the Timecode function. Each Timecode control is fully described on the pages that follow.



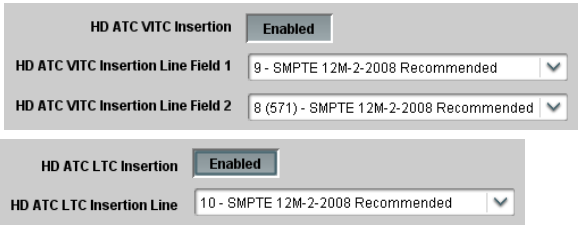


A Noting that the incoming video contains VITC waveform timecode data (as shown in the status display), set the Source Priority drop-down lists to include VITC Waveform timecode data (**Input VITC**) as a choice. This extracts VITC Waveform timecode data from the incoming video.



B In this example, it is desired to provide both SDI ATC_VITC and ATC_LTC timecode data in the converted HD output video. As such, set both **HD ATC VITC Insertion** and **HD ATC LTC Insertion** to **Enabled**.

In the example here, the line numbers are set to the default SMPTE 12M-2-2008 recommended values.



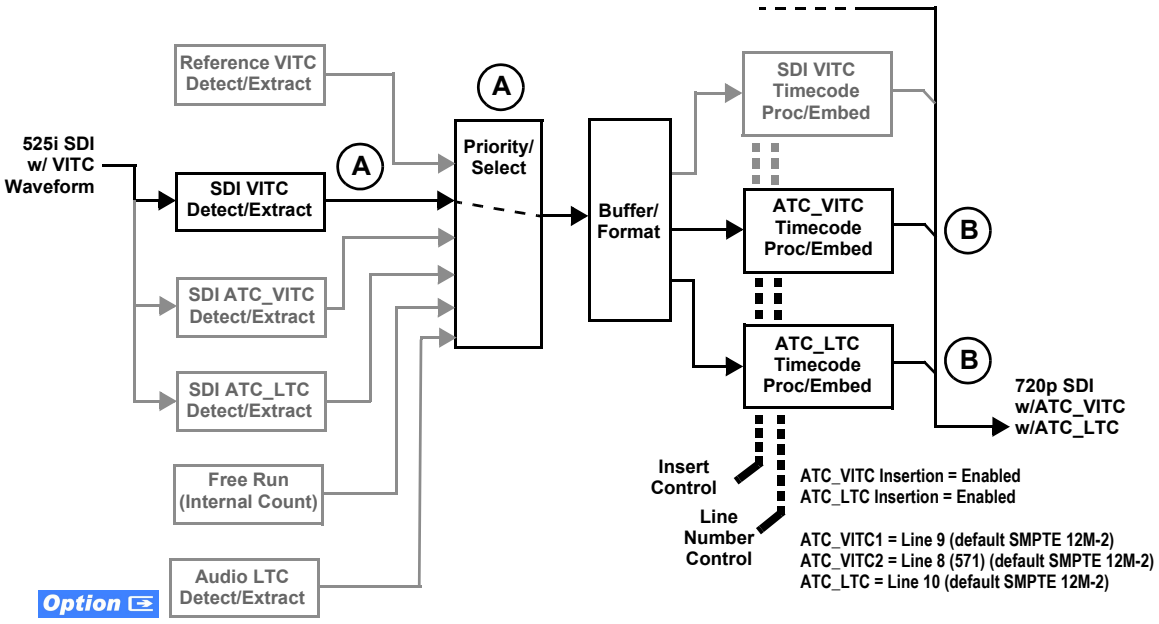


Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

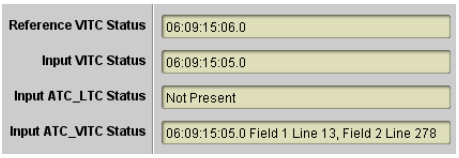
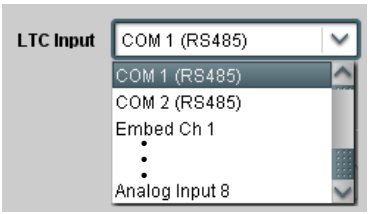
Timecode	**(continued)**
Option **Audio LTC** controls described below only appear on devices with **+LTC** licensed optional feature. This feature allows audio LTC from an audio channel to be used as a timecode source, with conversion to a selected SMPTE 12M format on the output video.	
• **Timecode Source Status Displays** 	Displays the current status and contents of the four supported external timecode formats shown to the left. • If a format is receiving timecode data, the current content (timecode running count and line number) is displayed. • If a format is not receiving timecode data, Not Present is displayed.
• **LTC Input Control** 	Selects source to be used by device to **receive** LTC as listed below. • RS-485 over COM1 or COM 2 • Audio LTC over Emb Ch 1 thru Ch 16 • Audio LTC over AES Ch 1 thru Ch 16 • Audio LTC over Analog audio Ch 1 thru Ch 8 **Note:** • **Audio LTC Source** must be appropriately set for device to receive and process received LTC. • If COM 1 or COM 2 is used for LTC receive, the port function must be set for LTC. See COMM Ports Setup Controls (p. 3-49) for more information. • Audio inputs will not center inputs with DC offset. If input has DC offset, the source may need to be capacitively coupled to remove the offset.
• **Mute LTC Control** 	Allows LTC audio or RS-485 output to mute upon loss of selected timecode inputs. • When set to **Enabled** and input timecode is lost: • RS-485 LTC output goes to frozen state. • Audio LTC output mutes. • When set to **Disabled** and input timecode is lost: • RS-485 LTC output keeps counting, with count value being free-run count. • Audio LTC output is not muted, with count value being free-run count. **Note:** If muting upon loss of a particular input format is desired, set all **Source Priority 1** thru **4** to that particular input format. If this is not done, the failover timecode selection may substitute another format choice for the format not being received.
• **Incoming ATC Packet Removal Control** 	Enables or disables removal of existing input video ATC timecode packets from the output. This allows removal of undesired existing timecodes from the output, resulting in a “clean slate” where only desired timecodes are then re-inserted into the output. (For example, if both SDI ATC_VITC and ATC_LTC are present on the input video, and only ATC_LTC is desired, using the Removal control will remove both timecodes from the output. The ATC_LTC timecode by itself can then be re-inserted on the output using the other controls discussed here.) **Note:** • When the Scaler is enabled, ATC packets are automatically removed. The Timecode function must be used to re-insert the timecode data into the output video. • Set this control to **Enabled** if Free-Run timecode is to be used. If incoming packets are not removed, output embedded SMPTE timecode may alternate between free-run and embedded SMPTE timecode values.

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

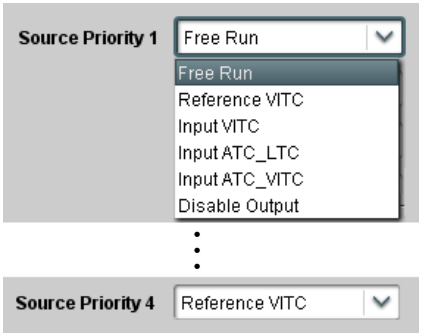
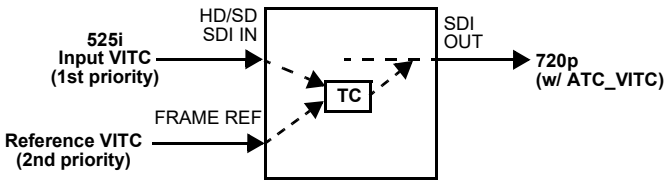
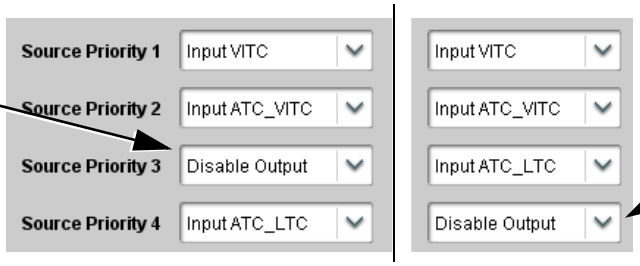
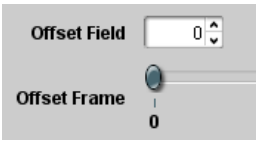
Timecode	**(continued)**
• **Source Priority** 	Selects the priority assigned to each of the four supported external formats, and internal Free Run in the event the preferred source is unavailable. **Source Priority 1** thru **Source Priority 4** select the preferred format to be used in descending order (i.e., Source Priority 2 selects the second-most preferred format, and so on. See example below.)  In this example, **Input VITC** 1st priority selection selects SDI VITC (received on SDI input) over reference VITC (received on frame reference) regardless of video input material source to be processed by the device. The selected timecode source is embedded on the SDI video output (in this example, 720p) using the selected line number. In this example, if the SDI VITC on the SDI input becomes unavailable, the device then uses the reference VITC data received on the frame reference. **Note:** Set Incoming ATC Packet Removal Control to **Enabled** if Free-Run timecode is to be used. If incoming packets are not removed, output embedded SMPTE timecode may alternate between free-run and embedded SMPTE timecode values.
⚠ Disable Output setting should be used with care. If Disable Output is selected with alternate intended format(s) set as a lower priority, the device will indeed disable **all** timecode output should the ordinate preferred format(s) become unavailable. Typically, choices other than Disable should be used if a timecode output is always desired, with Disable only being used to remove all timecode data.	
In this example, even though and ATC_LTC could be available to substitute for ATC_VITC not being present, the device will revert to no timecode output since the choice of Disable Output "out-prioritizes" ATC_LTC with these settings.  The choices shown here will allow ATC_LTC to "out-prioritize" Disable Output if ATC_VITC is not available.	
• **Offset Controls**  	Allows the current timecode count to be advanced or delayed on the output video. • **Offset Advance** or **Delay** selects offset advance or delay. • **Offset Field** delays or advances or delays timecode by one field. • **Offset Frame** delays or advances or delays timecode by up to 5 frames. **Note:** Default settings are null, with both controls set at zero as shown.

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

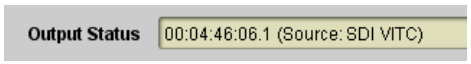
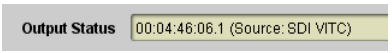
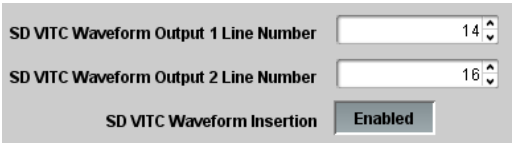
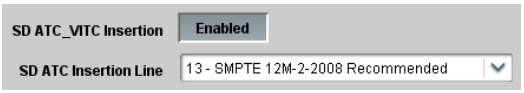
Timecode	**(continued)**
• **Output Status Display** 	Displays the current content and source being used for the timecode data as follows:  • Output status OK (in this example, SDI VITC timecode received and outputted).  • **Timecode Insertion** button set to **Disabled**; output insertion disabled. **Note:** • If timecode is not available from Source Priority selections performed, timecode on output reverts to Free Run (internal count) mode. • Because the 1's digit of the display Frames counter goes from 0 to 29, the fractional digit (along with the 1's digit) indicates frame count as follows: 0.0 Frame 0 0.1 Frame 1 1.0 Frame 2 1.1 Frame 3 • • • 29.1 Frame 59
• **Audio LTC Output** Option	Audio LTC output is routed to desired embedded, AES, or analog audio outputs using the Output Audio Routing/Controls (p. 3-28). Whatever timecode is displayed on the Output Status is converted to audio LTC and available as an LTC audio output.
Note: • Although the output line drop-down on the controls described below will allow a particular range of choices, the actual range is automatically clamped (limited) to certain ranges to prevent inadvertent conflict with active picture area depending on video format. See Ancillary Data Line Number Locations and Ranges (p. 3-9) for more information. • The device does not check for conflicts on a given line number. Make certain the selected line is available and carrying no other data.	
• **SD VITC Waveform Insertion Controls** 	For SD output, enables or disables SD VITC waveform timecode insertion into the output video, and selects the VITC1 and VITC2 line numbers (6 thru 22) where the VITC waveform is inserted. **Note:** • If only one output line is to be used, set both controls for the same line number. • **SD VITC Waveform Insertion** control only affects VITC waveforms inserted (or copied to a new line number) by this function. An existing VITC waveform on an unscaled SD SDI stream is not affected by this control and is passed on an SDI output.
• **SD ATC Insertion Control** 	For SD output, enables or disables SD ATC_VITC timecode insertion into the output video, and selects the line number for ATC_VITC.

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

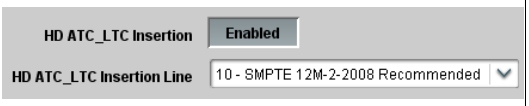
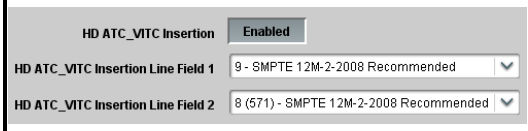
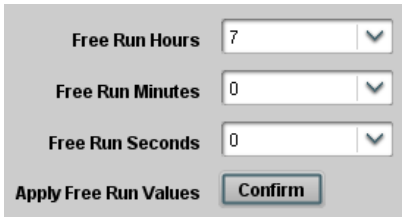
Timecode	(continued)
• **HD ATC_LTC Insertion Control** 	For HD output, enables or disables ATC_LTC timecode insertion into the output video, and selects the line number for ATC_LTC timecode data.
• **HD ATC_VITC Insertion Control** 	For HD output, enables or disables ATC_VITC timecode insertion into the output video, and selects the line number for ATC_VITC1 and ATC_VITC2.
• **ATC_VITC Legacy Support Control** 	When enabled, accommodates equipment requiring ATC_VITC packet in both fields as a “field 1” packet (non-toggling). **Note:** Non-toggling VITC1 and VITC2 packets do not conform to SMPTE 12M-2-2008 preferences. As such, ATC_VITC Legacy Support should be enabled only if required by downstream equipment.
• **Free Run Timecode Controls** 	Allows an initial (starting) count to be applied to output video timecode when Free Run insertion is enabled. **Note:** • Initialization can only be applied when device is outputting Free Run timecode (as shown by Output Status displaying “Free Run”). • If failover to Free Run occurs due to loss of external timecode(s), the Free Run count assumes its initial count from the last valid externally supplied count.

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

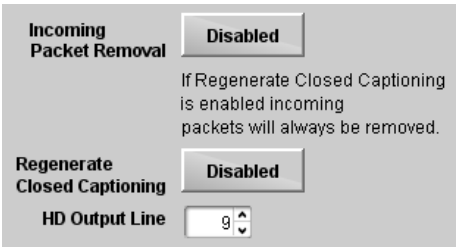
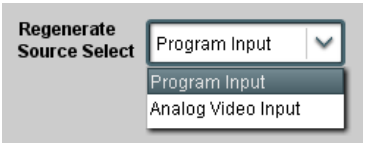
<table>
<tr><td>Closed Captioning</td><td>Provides support for closed captioning setup.Also provides controls for setting closed captioning absence and presence detection thresholds.</td></tr>
<tr><td colspan="2">Note: When receiving HD-SDI, both CEA 608 and CEA 708 are supported, with CEA 608 and CEA 708 (containing CEA 608 packets) converted to line 21 closed captioning on outputs down-converted to SD.</td></tr>
<tr><td>• Closed Captioning Input Status
  </td><td>Displays incoming Closed Captioning status as follows:
• If closed captioning is present, a message similar to the example shown left is displayed. Also displayed is the VANC line number of the incoming closed captioning packet (or SD waveform-based VANC line number).
• If no closed captioning is present in the video signal, Not Present or Disabled is displayed.
Note: • Packet closed captioning status Captioning Rejected Due To message can appear due to the items described below. The closed captioning function assesses cdp_identifier, cdp_frame_rate, ccdata_present, and caption_service_active items contained in the packet header to make the determinations listed below. Refer to CEA-708-B for more information.
<table><tr><th>Message</th><th>Description</th></tr><tr><td>Unsupported Frame Rate</td><td>Film rate closed-captioning (either as pass-through or up/down conversion) is not supported by the card.</td></tr><tr><td>Data Not Present</td><td>Packet is marked from closed captioning source external to the card that no data is present.</td></tr><tr><td>No Data ID</td><td>Packet from closed captioning source external to the card is not properly identified with 0x9669 as the first word of the header (unidentified packet).</td></tr></table>• caption service is marked as inactive display indicates bit in packet from upstream source may inadvertently be set as inactive. In this case, closed captioning data (if present) is still processed and passed by the device as normal.
• The closed captioning function does not support PAL closed captioning standards.</td></tr>
<tr><td>• Closed Captioning Remove/Regenerate and HD Insertion Line Controls
  </td><td>Allows removal of closed captioning packets and regeneration of packets. This is useful where closed captioning must be moved to a different line than that received on.
Note: • If Scaler is enabled, incoming closed captioning packets are always removed.
• Although the output line drop-down will allow any choice within the 9 thru 41 range, the actual range is automatically clamped (limited to) certain ranges to prevent inadvertent conflict with active picture area depending on video format. See Ancillary Data Line Number Locations and Ranges (p. 3-9) for more information.
• The device does not check for conflicts on a given line number. Make certain selected line is available and carrying no other data.</td></tr>
<tr><td>• Closed Captioning Regen Source Select
  </td><td>Where regenerated closed captioning is used, allows closed captioning to be sourced from input video (line 21 or packetized as applicable), or from separate line 21 analog video.</td></tr>
</table>

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

(Option **+ANC**) Provides controls for VANC/HANC ancillary data de-embedding and embedding to and from program video stream. Data can be extracted and inserted within the device, bypassing the scaler (Bridge mode), or inserted and/or extracted to and from external interfaces via serial or IP interfaces.

Eight individual Ancillary Data Processors (ADPs) provide for insertion, extraction, or bridging ancillary data to and from the card program video SDI stream.

Mode controls select the type of ANC processing:

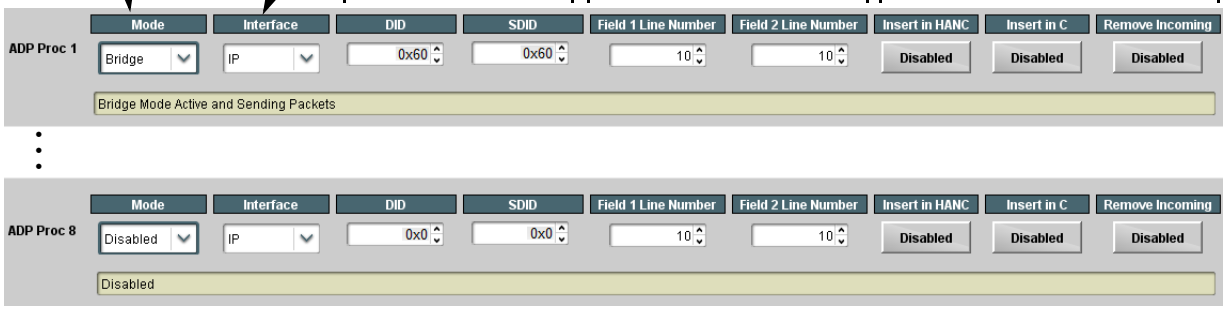
- **Bridge** extracts ANC from the deserialized input video and re-inserts in the output video, thereby allowing specialized ANC packets to be retained after the scaler and passed on the card processed output (for example, preserving special payloads such as STCE 104 for a format-converted output)
- **Insert** and **Extract** modes respectively allow insertion to the output stream or extraction from the input stream between external interfaces

Interface controls select either card IP or serial data (COM 1) interface where Mode is set to insertion or extraction
Note: COM1 is available for ADP Proc 1 only; all other ADPs use IP only for external import/export insertion/extraction.

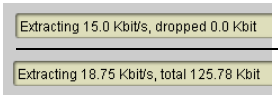
DID and **SDID** controls select the desired packet to be handled by the corresponding ANC Data Processor

Line Number controls select the VANC location of packet insertion/extraction

Insertion controls allow special insertions in HANC or the C-channel, as well as removal of incoming packets



In the example above, **ADP Proc 1** is set to extract ATC timecode at DID60_h / SDID 60_h. Depending on the interface used to carry the extraction (COM or IP), status is displayed as shown below.



When set to extract to **COM** interface, displays rate and dropped data (if any)

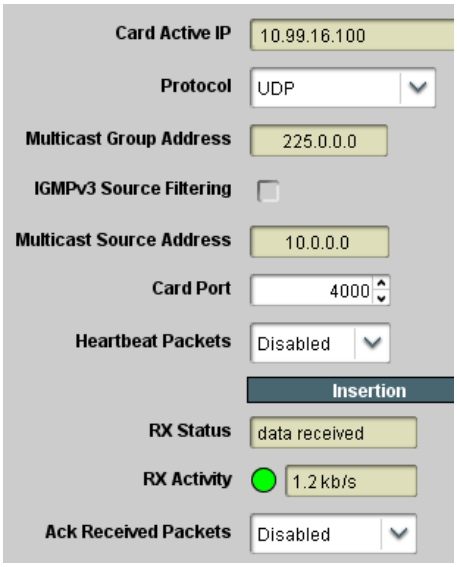
When set to extract to **IP** interface, displays rate and total amount transferred

Note: DashBoard versions 4.1 and earlier display DID and SDID numbers in decimal; newer DashBoard versions display DID and SDID numbers in hexadecimal. Hexadecimal notation is denoted by the "0x" preceding the value.

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

IP Port Setup sub-tab provides IP setup for device UDP IP communications.

- **Card IP Receive/Insertion Setup/Status**

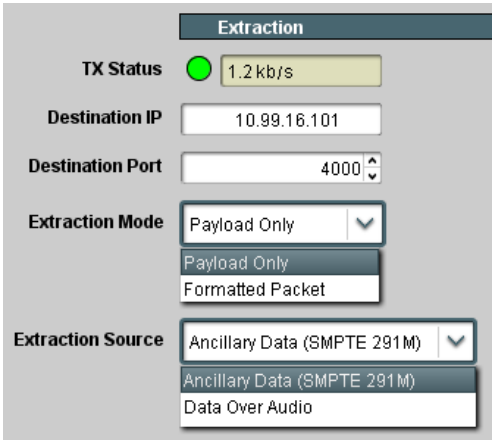


Shows device receiving IP address/status and sets port as follows:

- **Card Active IP:** Shows the device IP address. (IP address is set using **Admin** tab Networking settings; see Admin on page 3-56).
- **Protocol:** Sets device for type of IP interface being received (TCP, UDP, or Multicast). For Multicast, other parameter fields are present.
- **Card Port:** Sets device IP receive port.
- **Heartbeat Packets:** Sets device to send heartbeat packets on insertion and/or extraction links, or disable all heartbeat packet send.

- **Insertion / Rx Status:** Shows device IP receive/Rx insertion status.
  - Stopped (with yellow indicator) means no data is being received.
  - Green indicator means data is being received and inserted. Data rate is also shown.

- **Card IP Transmit/Extraction Setup/Status**



Provides setup for destination IP address and shows device transmit status as follows:

- **Extraction / Tx Status:** Shows device extraction from stream to Tx status.
  - Stopped (with yellow indicator) means no data is being sent.
  - Green indicator means data is being extracted and sent. Data rate is also shown.
- **Destination IP/Port:** Allows setting destination IP address and port.
- **Extraction Mode:** Sets the IP data sent to consist of only payload, or send as formatted packets.
- **Extraction Source:** Sets the IP data sent to extract from SMPTE 291M ancillary data or user Data Over Audio.

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

(continued)

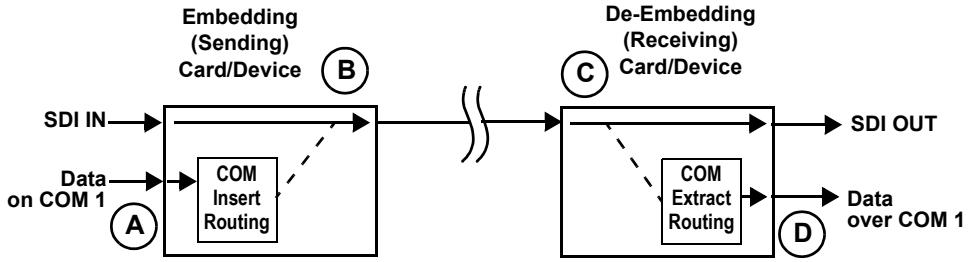
Notes:
- Packets received must be sized to fit in a native ancillary data packet (i.e., payloads that span multiple ancillary packets need to be broken down by the sending controller before they are sent to the device).
- Device can be configured to send back ACK packets each time data is inserted. The ACK packet is sent immediately after the data is actually inserted. Packets need to be broken down by the sending controller before they are sent to the device. Device can also be configured to send out "heartbeat" packets every two seconds as an additional safeguard.
- Packet formatting for insertion/extraction, ACK, and heartbeat is as follows:

Packet formatting used for insertion/extraction:		ACK Packet Format		Heartbeat Packets	
Bytes	**Field**	**Bytes**	**Field**	**Bytes**	**Field**
3:0	Packet Type (0xF5AB02ED)	3:0	Packet Type (0xAC73B938)	3:0	Packet Type (0x20120831)
5:4	Packet size	5:4	Received packet size	31:4	Reserved
6	DID	6	Received DID		
7	SDID	7	Received SDID		
9:8	Line number for Insertion. If set to 0, use the line number set by software.	9:8	Line number on which the received packet was inserted		
11:10	Payload size	11:10	Received payload size		
15:12	User packet ID	15:12	Received user packet ID		
N:16	Payload	31:16	Reserved		

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

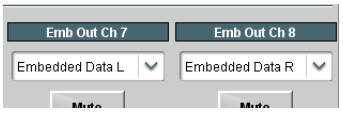
Data-Over-Audio sub-tab provides controls that allow SMPTE 337/338/339 non-PCM data to be embedded and de-embedded on embedded audio pairs, offering a very convenient self-contained transport within the program stream physical media.

Shown below is an example setup where serial data is embedded as SMPTE 337 non-PCM data on a sending embedded pair, and then extracted on a receiving pair and converted back to serial data using two cards/devices with the **+ANC** option.

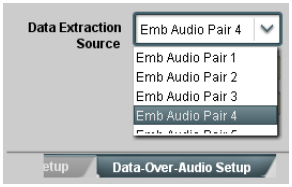


A The **COM Routing** tab and appropriate sub-tab is set to receive serial data, noting bit rate and parity settings to conform to the received serial data.
The **Data Insertion Source** drop-down on this sub-tab is set for COM 1.

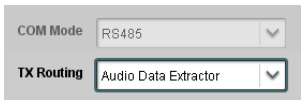
B The received serial data is then directed to an embedded audio output channel pair by setting a pair to Embedded Data using the **Output Audio Routing/Controls** tab (in this example, Emb pair 7/8).



C The embedded data pair on the receiving end is then selected using the De-Embed Source select drop-down on the **Data-Over-Audio Setup** sub-tab (in this example, Emb Pair 4 (channels 7/8) as correspondingly set on the sending card).



D On the **COM Routing** tab, select Audio Data Extractor to extract and route the received SMPTE 337 data to the desired COM port, noting bit rate, protocol, and parity settings.



When data is successfully being de-embedded, the status display shows green and indicates the bit rate (bit rate is bit rate configured on sending end; typically SMPTE 337 data transfer is much faster than serial)

Notes: • Embedded channel pair selected must be a standard boundary pair (e.g., 1/2, 3/4 and so on).
• SMPTE 337/338/339 embedded pair carrying non-PCM data here is marked as “Non-PCM Data Unknown”. Any intermediate devices between the Cobalt sending card/device and the Cobalt receiving card/device will transfer this data intact, as long as these devices can transfer in a bit-accurate manner. Most devices capable of carrying Dolby® streams are capable of this. However, any intermediate devices must have functions such as PCM level controls and SRC disabled.

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

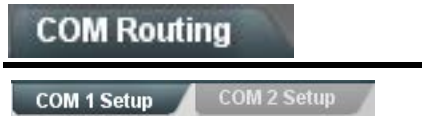
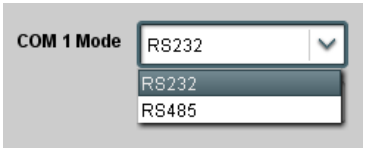
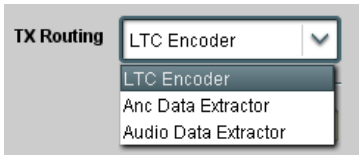
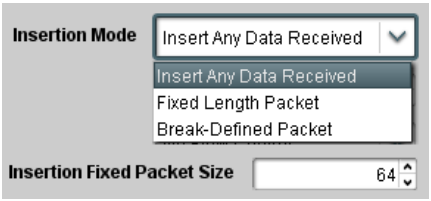
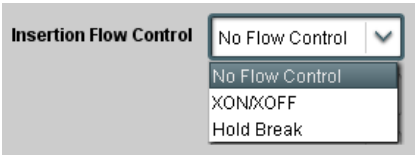
	Provides controls for setting up the two COMM (serial) ports for LTC or ANC functions, and setting comm protocol for each port.
Note: • **COM 1** and **COM 2** sub-tabs provide independent controls for COM1 and COM2. Therefore, only the **COM 1** controls are described here. • Controls provided here allow highly detailed setup of serial communications. Control settings must be carefully considered and set appropriately to correspond to both sending and receiving systems. Incorrectly set controls may result in loss of ANC serial comm.	
• **COM Mode (Protocol)** 	Selects serial comm protocol for the respective port as RS-232 or RS-485. **Note:** Protocol choices should consider the payload to be carried. Typically, LTC is sent or received using only RS-485 serial protocol.
• **COM Port Tx Routing Function** 	Selects port function for the respective port as LTC Encoder input or output, or ANC Data Extractor / Audio (SMPTE 337) non-PCM input or output.
• **Rx/Tx Status Display** 	Shows either no data received/sent, or where transfer is present shows data rate (in kbit/sec).
• **Insertion Mode Control** 	Where data is being inserted (received), sets the insertion as follows: • **Insert Any Data Received:** Insert all received data with no regard for packet size. • **Fixed Length Packet:** Sets receive to wait and accumulate *n*-number of packet bytes (as set using **Insertion Fixed Packet Size** control) before inserting data. • **Break-Defined Packet:** Device receiver looks for character-defined break from source being received to define breaks.
• **Insertion Flow Control** 	Allows communication between device receive and sending source to regulate data receive as follows: • **No Flow Control:** Data is received without buffering or checking to see if data is being received faster than it can be inserted. • **XON / XOFF:** The device UART Tx will tell the sending source whether it can or cannot accept data at current bit rate. • **Hold Break:** Device, if close to not being able to accept new data, tells the sending source to hold, and releases this hold when the device is again able to accept new data.

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

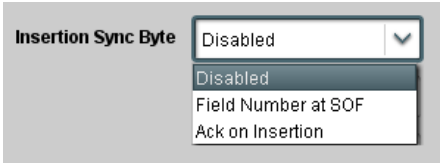
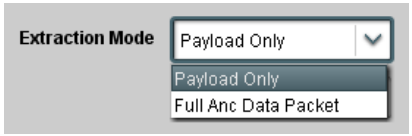
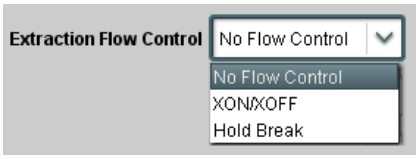
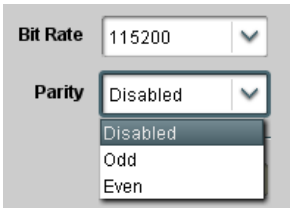
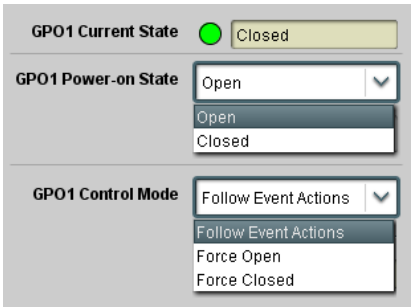
	**(continued)**
• **Insertion Sync Byte Control** 	Allows use of a sync byte from device receiver back to sending source to synchronize communication between device receive and sending source as follows: • **Disabled:** No special synchronization. • **Field Number at SOF:** The device sends a single byte telling sending source when start of field 1 or field 2 is occurring. • **Ack on Insertion:** Device sends a single byte back to sending source when data has been inserted.
• **Extraction Mode Control** 	Where data is being extracted from input video, sets the data to be sent as follows: • **Payload Only:** Sends payload only (for example, for closed captioning this would be only the ASCII character string representing the CC content). • **Full Anc Data Packet:** Sends the entire packet, including payload, DID, SDID, and any handling or marking characters.
• **Extraction Flow Control** 	Allows communication between device transmit and receiving destinations to regulate data receive as follows: • **No Flow Control:** Data is transmitted without buffering or checking to see if data is being transmitted faster than it can be received. • **XON / XOFF:** The device UART Rx will acknowledge from the receiving system whether it can or cannot accept data at current bit rate. • **Hold Break:** Device, if receiving notification from the receiving system that it is close to not being able to accept new data, tells the device to hold. Device releases this hold when the receiving system removes the break command, indicating destination is now ready again to accept new data.
• **Bit Rate/ Parity Gen Control** 	For both Rx and Tx, sets UART for bit rate and parity as follows: • **Bit Rate:** Sets Tx/Rx bit rate from 1 of 5 speeds ranging from 9600 to 230400 Baud. • **Parity:** Sets device Rx to expect odd or even parity from incoming data, and sets device Tx to generate a parity bit to satisfy selected parity. Where parity is set, incoming data not conforming to parity selection is rejected.
	Provides controls for setting up the two GPO's power-up states as well as forced manual or event action triggered.
Note: This tab has identical independent controls for **GPO 1** and **2**. Therefore, only the **GPO 1** controls are described here.	
	• **Current State** indicates GPO status regardless of any pre-setup. • **Power-on State** allows the power-up GPO state to be set (initialized) upon power-up • **Control Mode** allows GPO manual asserted open or closed states, or hands over control to Event Action triggering.

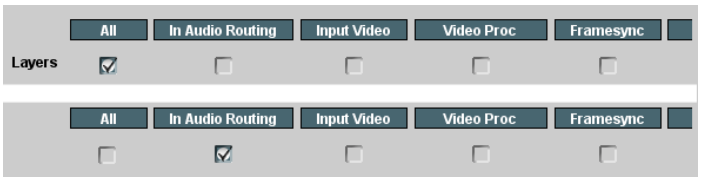
Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

Presets

Allows user control settings to be saved in a Preset and then loaded (recalled) as desired, and provides a one-button restore of factory default settings.

• Preset Layer Select

Allows selecting a functional layer (or "area of concern") that the preset is concerned with. Limiting presets to a layer or area of concern allows for highly specific presets, and masks changing settings in areas outside of the layer or area of concern.

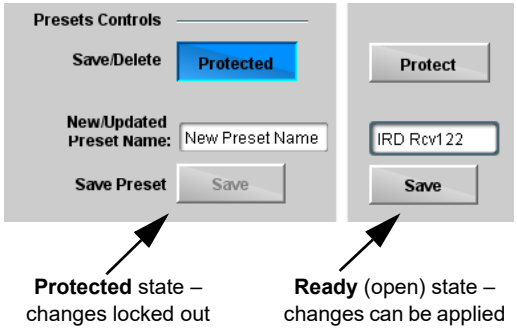


Default **All** setting will "look" at all device settings, and save and invoke **all** settings when the preset is invoked (loaded).

Selecting a layer (in this example, "In Audio Routing") will set the preset to **only** "look at" and "touch" input audio routing settings and save these settings under the preset. When the preset is invoked (loaded), **only** the input audio routing layer is "touched".

Example: Since EAS audio routing can be considered independent of scaler settings, if normal audio routing was set up with a particular scaler setting in effect, and at a later time EAS audio routing is desired to be saved as a preset, selecting **In Audio Routing** here limits preset-invoked changes to **only** the audio routing layer, "telling" the preset save/load to not concern itself with scaler settings. In this manner, when the EAS audio routing preset is invoked any scaler settings in effect will remain untouched, with only the input audio routing changes invoked.

• Preset Enter/Save/Delete



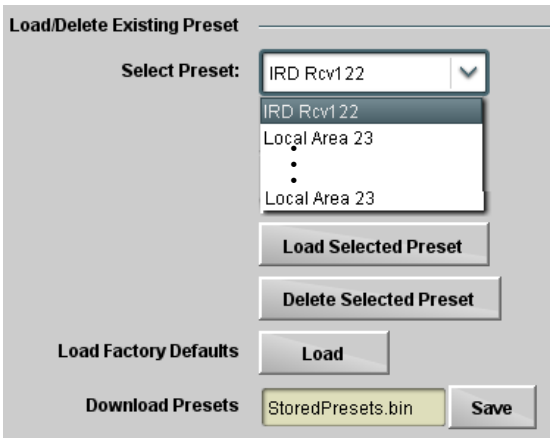
Protected state – changes locked out

Ready (open) state – changes can be applied

Locks and unlocks editing of presets to prevent accidental overwrite as follows:

- **Protect (ready):** This state awaits Protected and allows preset Save/Delete button to save or delete current settings to the selected preset. **Use this setting when writing or editing a preset.**
- **Protected:** Toggle to this setting to lock down all presets from being inadvertently re-saved or deleted. **Use this setting when all presets are as intended.**
- **Create New Preset:** Field for entering user-defined name for the preset being saved (in this example, "IRD Rcv122").
- **Save:** Saves the current settings under the preset name defined above.

• Preset Save/Load Controls



- **Select Preset:** drop-down allows a preset saved above to be selected to be loaded or deleted (in this example, custom preset "IRD Rcv122").
- **Load Selected Preset** button allows loading (recalling) the selected preset. When this button is pressed, the changes called out in the preset are immediately applied.
- **Delete Selected Preset** button deletes the currently selected preset.
- **Load Factory Defaults** button allows loading (recalling) the factory default preset. When this button is pressed, the changes called out in the preset are immediately applied.

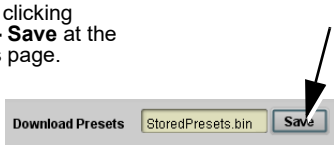
Note: Load Factory Defaults functions with no masking. The Preset Layer Select controls have no effect on this control and will reset **all** layers to factory default.

- **Download Presets** saving the preset files to a folder on the connected computer.

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

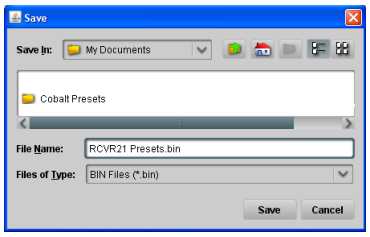
Presets	(continued)

Download (save) presets to a network computer by clicking **Download Presets – Save** at the bottom of the Presets page.



Browse to a desired save location (in this example, *My Documents\Cobalt Presets*).

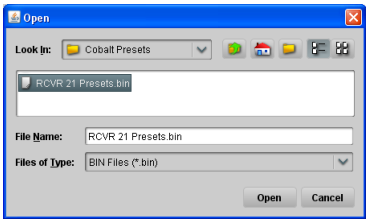
The file can then be renamed if desired (*RCVR21 Presets* in this example) before committing the save.



Upload (open) presets from a network computer by clicking **Upload** at the bottom of DashBoard.

Browse to the location where the file was saved on the computer or drive (in this example, *My Documents\Cobalt Presets*).

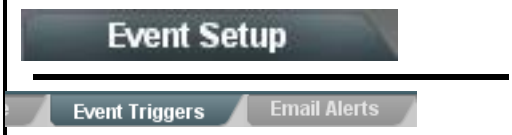
Select the desired file and click **Open** to load the file to the device.



Note: • Preset transfer between device download and file upload is on a **group** basis (i.e., individual presets cannot be downloaded or uploaded separately).

• After uploading a presets file, engagement of a desired preset is only assured by selecting and loading a desired preset as described on the previous page.

Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued



Provides event-based loading allowing a defined preset to be automatically engaged upon various received signal status or other conditions/actions. Actions can be “canned” control commands or user-defined by going to a user preset.

Event-based loading is particularly useful for automated setup when transitioning from normal processing to processing supporting an alternate format. Up to 32 separate event can be set up.

- Event based preset loading is not passive and can result in very significant and unexpected control and signal processing changes if not properly used. If event based presets are not to be used, make certain the **Event Based Loading** button is set to **Disabled**.
- Because event based preset loading applies control changes by invoking presets, loading conditions cannot be nested within a called preset (event-based loading settings performed here cannot be saved to presets).

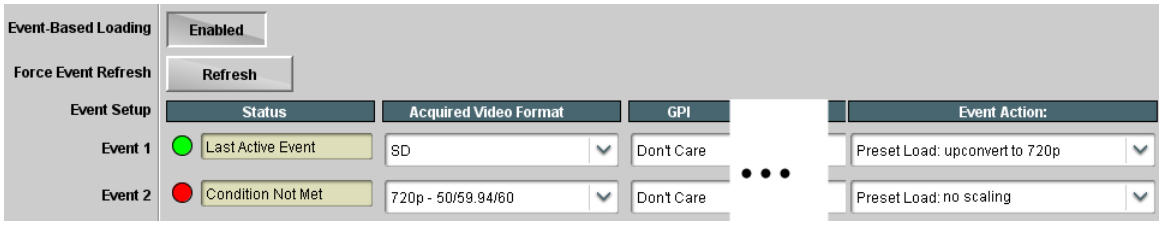
Event triggers allow a variety of event screening criteria, and in turn provide an Event Action “go to” in response to the detected event(s). For each screened criteria, categories can be set as “don’t care” or set to specific criteria to broaden or concentrate on various areas of concern.

The **Event based loading** button serves as a master enable/disable for the function.

Go-to Event Actions can be user-defined presets, “canned” (hard-coded) selections (such as GPO triggers or routing changes), or automated E-mail alert to a respondent (see Email Alerts (p. 3-55) for setting up e-mail alerts).

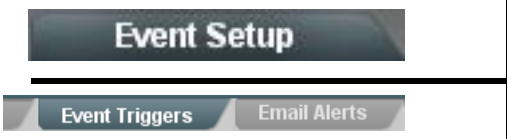
In the example here for Event 1, Acquired Video Format is used to screen for an SD input (rather than the normal 720p5994 format). When detected, this status can be used here to invoke a user preset (among numerous other actions). In this example, the detected SD input condition invokes user preset “**upconvert to 720p**”, which would be a scaler up-convert setting.

Conversely, to go back to the original processing (no scaling), an event could be set up here looking for normal 720p input status, and in turn invoke an event action returning normal no-scaling operation (in this example, user preset “**no scaling**”).



Note:
- Screened conditions are triggered upon start of event. Any event-based setup must be done in advance of the triggering event in order for event to be detected.
- Loss of true conditions does not disengage an event-based triggering. A new set of true conditions must be defined and then occur to transition from one event-based trigger to another.
- Time required to engage an event-based trigger depends upon complexity of the called preset. (For example, a preset that invokes a scaler format change will take longer to engage than a preset involving only an audio routing change.)
- Make certain all definable event conditions that the device might be expected to “see” are defined in any of the Event 1 thru Event 32 rows. This makes certain that the device will always have a defined “go-to” action if a particular event occurs. For example, if the device is expected to “see” a 720p5994 stream or as an alternate, a 525i5994 stream, make certain both of these conditions are defined (with your desired go-to presets) in any two of the Event 1 thru Event 32 condition definition rows.

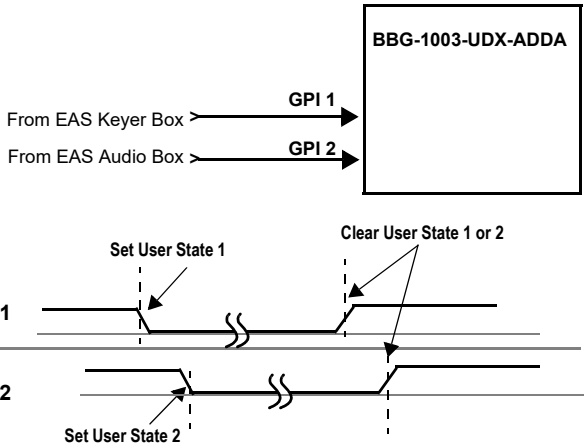
Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

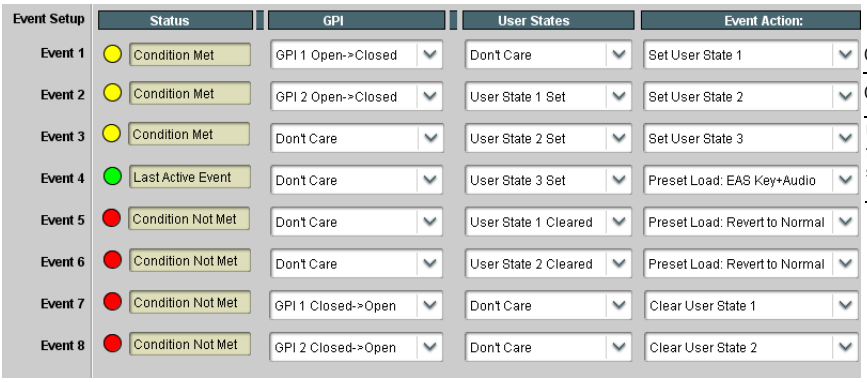


(continued)

User States is a special column which allows a logic state to be set (similar to a register or latch) whenever a defined condition is first triggered. A user state (which is latched until cleared by some other definable action) can be sucessively used with other user states, thereby allowing a final action to be invoked only when subordinate user states have been sequentially satisfied as true.

In the example here, two independent units are used for an EAS alert input (one box supplies alert key video, and the other supplies automated alert audio). Both communicate their ready signal each using edge-trigger GPO's which are fed to the respective GPI 1 and GPI 2 on the device. Because these two boxes are independent and cannot be relied upon to provide coinciding triggers, a chain of user state definers are used here to engage a preset routing key video and EAS audio routing when both states from both boxes are true in the order of GPI 1 first and then GPI 2 second for this example.





Event Setup	Status	GPI	User States	Event Action:
Event 1	Condition Met	GPI 1 Open->Closed	Don't Care	Set User State 1
Event 2	Condition Met	GPI 2 Open->Closed	User State 1 Set	Set User State 2
Event 3	Condition Met	Don't Care	User State 2 Set	Set User State 3
Event 4	Last Active Event	Don't Care	User State 3 Set	Preset Load: EAS Key+Audio
Event 5	Condition Not Met	Don't Care	User State 1 Cleared	Preset Load: Revert to Normal
Event 6	Condition Not Met	Don't Care	User State 2 Cleared	Preset Load: Revert to Normal
Event 7	Condition Not Met	GPI 1 Closed->Open	Don't Care	Clear User State 1
Event 8	Condition Not Met	GPI 2 Closed->Open	Don't Care	Clear User State 2

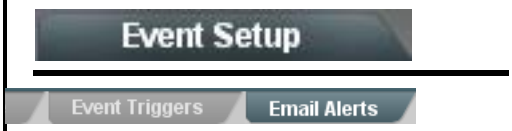
GPI 1 (key) cue falling-edge sets user state 1

GPI 2 (audio) cue falling-edge sets user state 2

User state 2 (which requires user state 1 being true first) sets state 3, which then invokes a preset to load settings to route EAS key and audio

When either GPI 1 or GPI 2 has a rising-edge trigger (cease EAS), user states 1 or 2 are cleared, thereby clearing user state 3. Either state change calls a preset to revert to normal operation.

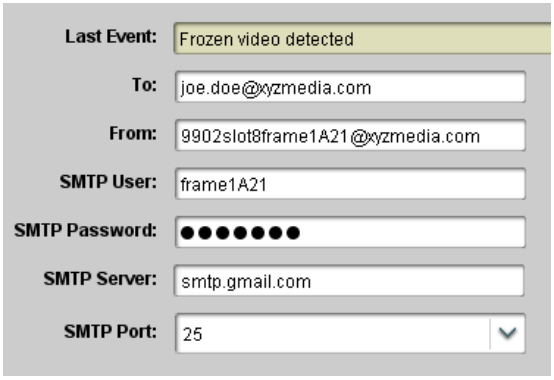
Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued



Provides setup for automated Email alerts when an event has occurred.

As an Event Action choice on the Events Triggers sub-tab, an Email alert can be sent as a response. Set up email fields as shown in the example below.

Note: IP hosting the device must be accessible to email recipient's network. It is recommended to set up and generate a test event to test the email send.



When fields are filled-in to specify recipient and sender, and email alert is selected for Event Action on Event Triggers sub-tab page, recipeient receives an email alert upon event, with the triggering event shown (in this example, "frozen video detected").

Automatically maintains a log of user actions and input lock status.

User Log shows input lock and other user conditions (with most recent event at top of list).

Clear User Log clears all entries.

Download Log File opens a browser allowing the log file to be saved on the host machine.

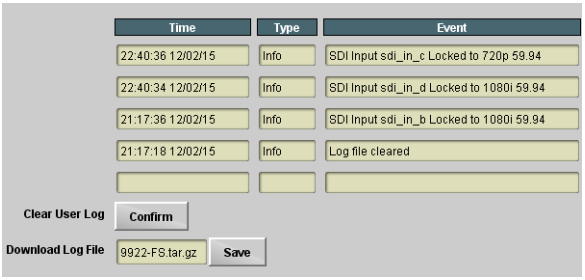


Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

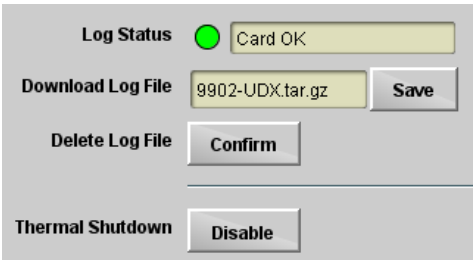
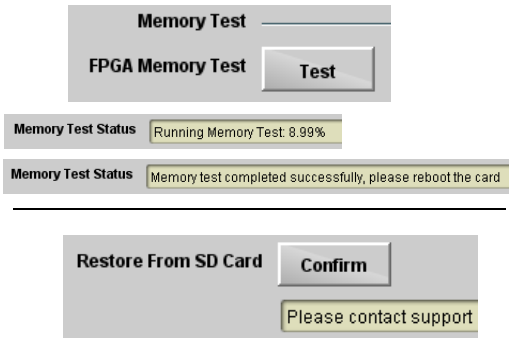
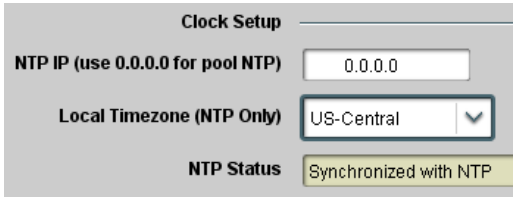
<table>
<tr>
<td>Admin</td>
<td>Provides a global operating status and allows a log download for factory engineering support.
Also provides controls for selecting and loading firmware upgrade files, and for setting the comm IP address.</td>
</tr>
<tr>
<td>• Log Status and Download Controls
 
</td>
<td>• Log Status indicates overall internal operating status.
• Download Log File allows a operational log file to be saved to a host computer. This log file can be useful in case of a error or in the case of an operational error or condition. The file can be submitted to Cobalt engineering for further analysis.
• Delete Log File deletes the currently displayed log file. A second confirmation dialog is displayed to back out of the delete if desired.
• Thermal Shutdown enable/disable allows the built-in thermal failover to be defeated. (Thermal shutdown is enabled by default).
CAUTION
The BBG-1003-UDX-ADDA FPGA is designed for a normal-range operating temperature around 85° C core temperature. Operation in severe conditions exceeding this limit for non-sustained usage are within device operating safe parameters, and can be allowed by setting this control to Disable. However, the disable (override) setting should be avoided under normal conditions to ensure maximum protection.</td>
</tr>
<tr>
<td>• Card Check and Restore Utilities
 
</td>
<td>Memory Test allows all cells of the device FPGA memory to be tested.
This control should only be activated under direction of product support. Exercising the memory test is not part of normal device maintenance.
Restore from SD Card allows device rendered inoperable to be restored using an SD memory card fitted to the device internal SD slot.
Product support must be contacted prior to performing this operation. Use of any SD card not supplied by support can corrupt the device.</td>
</tr>
<tr>
<td>• NTP Clock Setup
 
</td>
<td>Allows device NTP clock IP source and localization. This is the clock/time device will use for logs and other recorded actions.
• NTP IP sets the IP address where NTP is to be obtained.
• Local Timezone sets the recorded time to the localized time.
• NTP Status shows if time is synced with NTP or if an error exists.</td>
</tr>
</table>

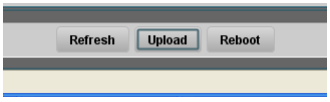
Table 3-2 BBG-1003-UDX-ADDA Function Menu List — continued

Admin	(continued)
• **Firmware Upgrade Controls**	Firmware upgrade controls allow a selected firmware version (where multiple versions can be uploaded to the device's internal memory) to invoke an upgrade to a selected version either instantly, or set to install on the next device reboot (thereby allowing device upgrade downtime to be controlled at a scheduled point in time).

Note: • The web interface allows for much faster file uploads than using the DashBoard interface described below. See Uploading Firmware Using Web Interface and GUI (p. 3-58) for details and instructions.

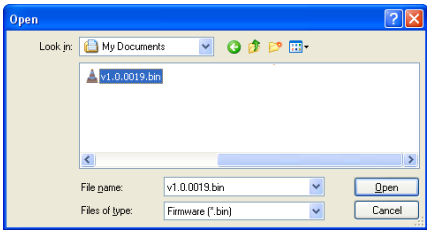
• The page/tab here allows managing multiple firmware versions saved on the device. New upgrade firmware from our web site can always be directly uploaded to the device without using this page. Instructions for firmware downloading to your computer and uploading to the device can be found at the **Support>Firmware Downloads** link at www.cobaltdigital.com.

1. Access a firmware upgrade file from a network computer by clicking **Upload** at the bottom of DashBoard.



2. Browse to the location of the firmware upgrade file (in this example, *My Documents\v1.0.0019.bin*).

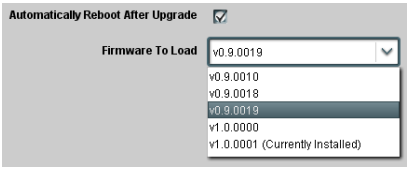
3. Select the desired file and click **Open** to upload the file to the device.



• **Immediate firmware upload.** The device default setting of **Automatically Reboot After Upgrade** checked allow a selected firmware version to be immediately uploaded as follows:

1. Click **Firmware To Load** and select the desired upgrade file to be loaded (in this example, "v1.0.0019").

2. Click **Load Selected Firmware**. The device now reboots and the selected firmware is loaded.

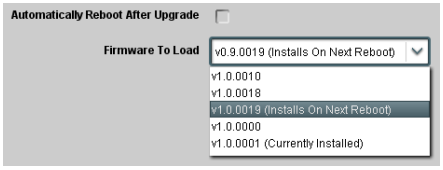


• **Deferred firmware upload.** With **Automatically Reboot After Upgrade** unchecked, firmware upgrade loading is held off until the device is manually rebooted. This allows scheduling a firmware upgrade downtime event until when it is convenient to experience to downtime.

1. Click **Firmware To Load** and select the desired upgrade file to be loaded (in this example, "v1.0.0019"). Note now how the display shows "Installs on Next Reboot".

2. Click **Load Selected Firmware**. The device holds directions to proceed with the upload, and performs the upload only when the device is manually rebooted (by pressing the **Reboot** button).

3. To cancel a deferred upload, press **Cancel Pending Upgrade**. The device reverts to the default settings that allow an immediate upload/upgrade.



Uploading Firmware Using Web Interface and GUI

Firmware (such as upgrades, option keys, and presets .bin files) can be uploaded to BBG-1003-UDX directly via the web html5 interface without going through DashBoard (see Figure 3-8). In addition to allowing uploads without needing a DashBoard connection, this method transfers files typically much faster than using DashBoard.

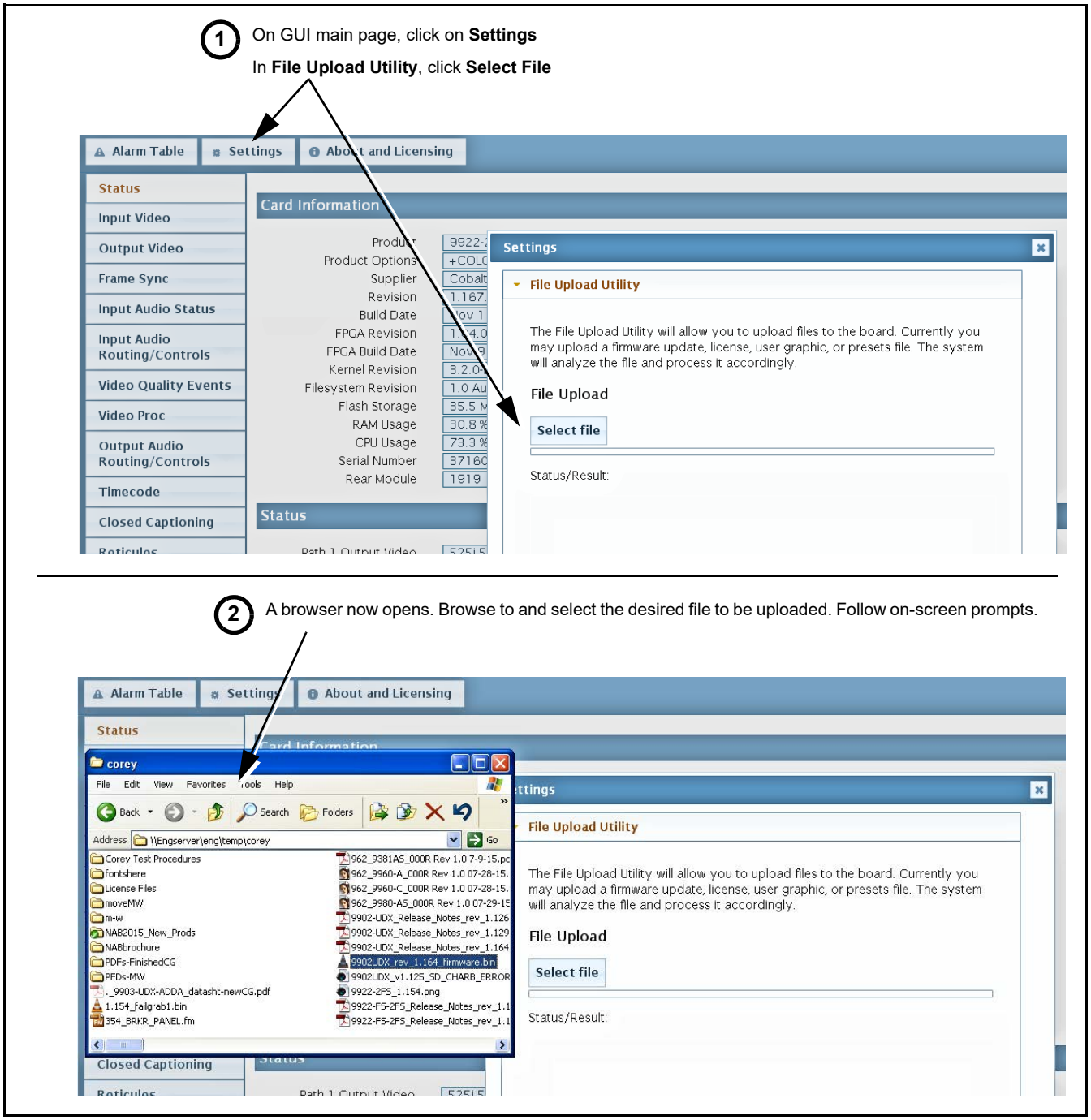


Figure 3-8 Uploads Using Web Interface/GUI

Front Panel User Menus

All of the mode and parametric controls available using the web UI (as described in BBG-1003-UDX-ADDA Function Menu List and Descriptions) are available using the front panel display and arrow navigating buttons.

The front panel menus offers a true standalone means to configure the BBG-1003 with no connection to a network required, and is useful where changes need to be done immediately (or in emergency situations) without the benefit of network access. However, the web GUI provides greatly simplified user interfaces as compared to using this menu and the arrow controls. For this reason, it is **strongly recommended** that DashBoard or the web GUI remote control be used for all applications other than the most basic cases.

Note:
- When a setting is changed using either the menu described here or the web GUI remote control, settings displayed are the settings as effected by the device itself and reported back to the remote control; the value displayed at any time is the actual value as set on the device.
- Items other than status displays have an additional submenu where a selection for the item can be made. Some submenu items have additional nested submenus (denoted by *). These multiple-level submenus are not listed here; refer to the referenced page number for more information.

Troubleshooting

This section provides general troubleshooting information and specific symptom/corrective action for the BBG-1003-UDX-ADDA and its remote control interface. The BBG-1003-UDX-ADDA requires no periodic maintenance in its normal operation; if any error indication (as described in this section) occurs, use this section to correct the condition.

Error and Failure Indicator Overview

The BBG-1003-UDX-ADDA itself and its remote control provide error and failure indications. Depending on how the BBG-1003-UDX-ADDA is being used (i.e, standalone or network controlled through DashBoard™ or a Remote Control Panel), check all available indications in the event of an error or failure condition.

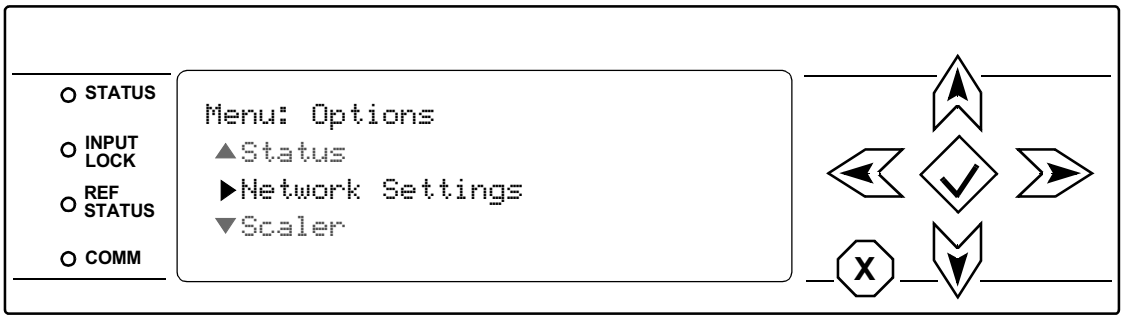
The various BBG-1003-UDX-ADDA device and remote control error and failure indicators are individually described below.

Note: The descriptions below provide general information for the various status and error indicators. For specific failures, also use the appropriate subsection listed below.

- Basic Troubleshooting Checks (p. 3-62)
- BBG-1003-UDX-ADDA Processing Error Troubleshooting (p. 3-63)

BBG-1003-UDX-ADDA Front Panel Status/Error Indicators and Display

Figure 3-9 shows and describes the BBG-1003-UDX-ADDA front panel indicators and display. These indicators and the display show status and error conditions relating to the device itself and remote (network) communications (where applicable). Because these indicators are part of the device itself and require no external interface, the indicators are particularly useful in the event of communications problems with external devices such as network remote control devices.



Item	Function
Alphanumeric Display	Shows device statuses
STATUS LED	Illuminates GREEN indicating BBG-1003-UDX has successfully powered-up and passed self-tests.
INPUT LOCK LED	Illuminates GREEN indicating signal presence for currently-selected input video path. Illuminates ORANGE if input video is lost.
REF STATUS LED	Illuminates GREEN indicating BBG-1003-UDX is receiving valid reference when set up for framesync operation. Illuminates ORANGE if reference is lost or incompatible with input video.
COMM LED	Illuminates GREEN when device is communicating with network connection. Illuminates ORANGE if connection is lost.
Note: The LEDs listed above are always illuminated under normal conditions. An LED that is not lit indicates an error with the device.	

Figure 3-9 BBG-1003-UDX-ADDA Device Edge Status Indicators and Display

Basic Troubleshooting Checks

Failures of a general nature (affecting many devices and/or functions simultaneously), or gross inoperability errors are best addressed first by performing basic checks before proceeding further. Table 3-3 provides basic system checks that typically locate the source of most general problems. If required and applicable, perform further troubleshooting in accordance with the other troubleshooting tables in this section.

Table 3-3 Basic Troubleshooting Checks

Item	Checks

Verify power presence and characteristics	• On the BBG-1003-UDX-ADDA, in all cases when power is being properly supplied all indicators should be illuminated. Any device showing no illuminated indicators should be cause for concern.
	• Check the Power Consumed indication for the BBG-1003-UDX-ADDA. This can be observed using the Status front-panel or web UI pane.
	  • If display shows **no** power being consumed, either the frame power supply, connections, or the BBG-1003-UDX-ADDA itself is defective.
	  • If display shows **excessive** power being consumed (see Technical Specifications (p. 1-13) in Chapter 1, “Introduction”), the BBG-1003-UDX-ADDA may be defective.

Check Cable connection secureness and connecting points	Make certain all cable connections are fully secure (including coaxial cable attachment to cable ferrules on BNC connectors). Also, make certain all connecting points are as intended. Make certain the selected connecting points correlate to the intended device inputs and/or outputs. Cabling mistakes are especially easy to make when working with large I/O modules.
Check status indicators and displays	On BBG-1003-UDX-ADDA front panel and web interface indicators, red indications signify an error condition. If a status indicator signifies an error, proceed to the following tables in this section for further action.
Troubleshoot by substitution	All devices can be hot-swapped, replacing a suspect device with a known-good item.

BBG-1003-UDX-ADDA Processing Error Troubleshooting

Table 3-4 provides BBG-1003-UDX-ADDA processing troubleshooting information. If the BBG-1003-UDX-ADDA exhibits any of the symptoms listed in Table 3-4, follow the troubleshooting instructions provided.

In the majority of cases, most errors are caused by simple errors where the BBG-1003-UDX-ADDA is not appropriately set for the type of signal being received by the device.

Note: Where errors are displayed on both the BBG-1003-UDX-ADDA and network remote controls, the respective indicators and displays are individually described in this section.

Table 3-4 Troubleshooting Processing Errors by Symptom

Symptom	Error/Condition	Corrective Action
BBG-1003 shows **Unlocked** message in BBG-1003-UDX-ADDA Info pane.	No video input present	Make certain intended video source is connected to appropriate BBG-1003-UDX-ADDA video input. Make certain BNC cable connections are OK.
Ancillary data (closed captioning, timecode) not transferred through BBG-1003-UDX-ADDA	• Control(s) not enabled	• Make certain respective control is set to **On** or **Enabled** (as appropriate).
	• VANC line number conflict between two or more ancillary data items	• Make certain each ancillary data item to be passed is assigned a unique line number (see Ancillary Data Line Number Locations and Ranges on page 3-9).
Audio not processed or passed through device	Enable control not turned on	On **Output Audio Routing/Controls** tab, **Audio Group Enable** control for group 1 thru 4 must be turned on for sources to be embedded into respective embedded channel groups.
Selected upgrade firmware will not upload	Automatic reboot after upgrade turned off	Device **Presets** > **Automatically Reboot After Upgrade** box unchecked. Either reboot the device manually, or leave this box checked to allow automatic reboot to engage an upgrade upon selecting the upgrade.
Device does not pass video or audio as expected. Control settings spontaneously changed from expected settings.	Event-based preset inadvertently invoked	Event-based preset loading (**Event Triggers** tab) should be set to **Disabled** if this function is not to be used. Read and understand this control description before using these controls to make sure engagement for all expected conditions is considered. See Event Setup (p. 3-53) for more information.
Device will not retain user settings, or setting changes or presets spontaneously invoke.	**Event Based Loading** sub-tab inadvertently set to trigger on event	If event based loading is not to be used, make certain **Event Based Presets** is disabled (either using master **Enable/Disable** control or through events settings. See Event Setup (p. 3-53) for more information.

In Case of Problems

Recovering Card From SD Memory Card

New production cards come equipped with an SD card installed in a slot receptacle on the underside of the card. The data on this SD card can be used to restore a card should the card become unresponsive (can't communicate with DashBoard or other remote control). Recovering a card using the procedure here will restore the card to any installed option licenses and the most recent firmware installed.

1. (See Figure 3-10.) Make certain the card has the proper SD card installed in the under-card slot. If SD card is **not** installed, contact Product Support to obtain an SD card.

Note: If unit is a BBG-1000 Series device, remove the top cover before proceeding.

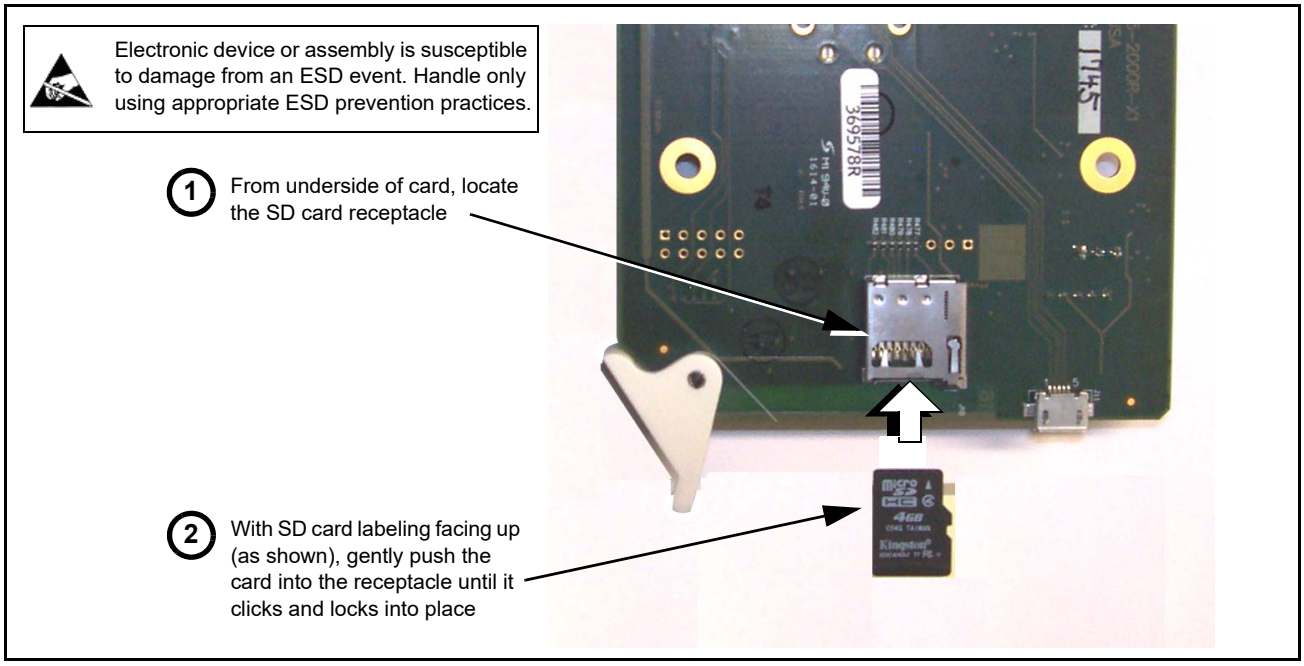


Figure 3-10 SD Card Installation

2. (See Figure 3-11.) With card powered-down, locate the **MMC BOOT** button on the card. Proceed as shown in picture.

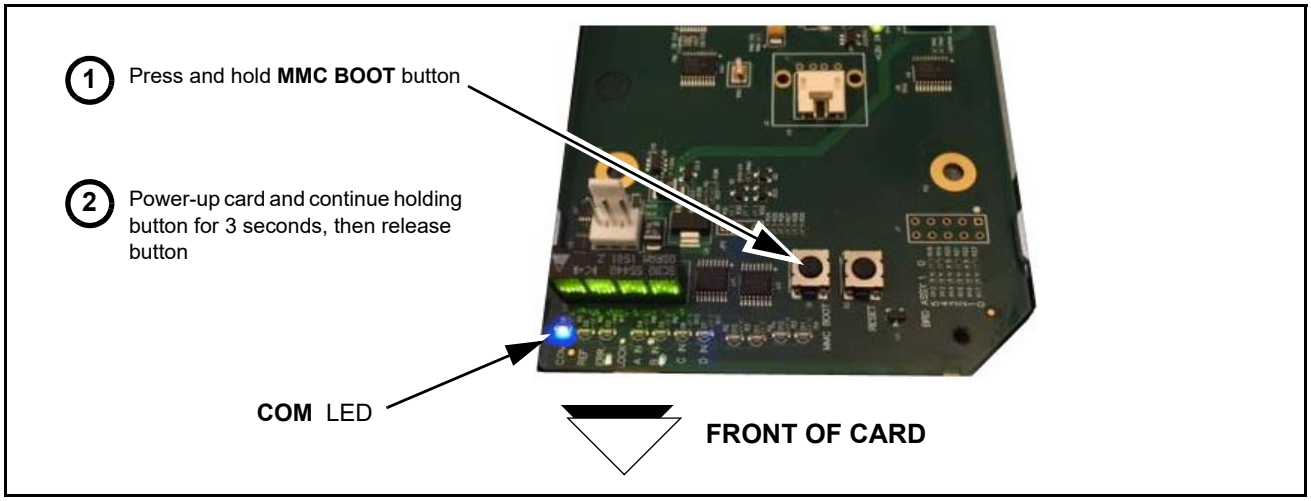


Figure 3-11 MMC Boot Button

3. With button now released, the card will begin reprogramming:
   - **COM** LED illuminates and remains illuminated.
   - When reprogram is complete, **COM** LED turns off, on, and then off again (entire process takes about 1-1/2 minute).
4. Remove power from the card (remove card from slot or power-down BBG-1000 Series unit).
5. Re-apply power to the card. The card/device will display as "***UNLICENSED***" in DashBoard/remote control.
6. In Dashboard or web remote control, go to **Admin** tab and click **Restore from SD Card**. After about 1/2-minute, the card license(s) will be restored and card will be using its most recently installed firmware.
7. Card/device can now be used as normal. On BBG-1000 Series unit, re-install top cover.

Contact and Return Authorization

Should any problem arise with this product that was not solved by the information in this section, please contact the Cobalt Digital Inc. Technical Support Department.

If required, a Return Material Authorization number (RMA) will be issued to you, as well as specific shipping instructions. If required, a temporary replacement item will be made available at a nominal charge. Any shipping costs incurred are the customer's responsibility. All products shipped to you from Cobalt Digital Inc. will be shipped collect.

The Cobalt Digital Inc. Technical Support Department will continue to provide advice on any product manufactured by Cobalt Digital Inc., beyond the warranty period without charge, for the life of the product.

See Contact Cobalt Digital Inc. (p. 1-18) in Chapter 1, "Introduction" for contact information.

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