

Control panel operation.

Button Operation by Button type

"OUT": (AKA: DESTINATION): Only applies to "XY" panels. (Note: The software can view a non-XY single output panel as an XY panel where the output is selected via a DIP-switch). For any unlocked output bus, pressing the button corresponding to that output will cause the previously selected OUT to clear and the new OUT button to be selected. Selected means the lamp in that OUT switch turns on and the corresponding IN button(s) light to indicate the current router status for the selected output. If the selected output is locked, the previously selected output is remembered. The locked output button flashes at a rate of 1/2 second on-1/2 second off to indicate that that output is locked.

"Video Only": Only applies to panels that share the same IN buttons for Video and Audio sources. Panels that have a Video Only button also have an Audio Only button. The Video Only button only operates while it is held down. The lamp in the Video Only button lights while the switch is held down and goes out when the switch is released. To make a Video Only selection, the operator holds down the Video Only button while at the same time pressing an IN button. The corresponding Video input will switch. See operation of the IN select switches below for the scheme for breakaway lamp tally.

"Audio Only": Only applies to panels that share the same IN buttons for Video and Audio sources. The Audio Only button only operates while it is held down. The lamp in the Audio Only button lights while the switch is held down and goes out when the switch is released. To make an Audio Only selection, the operator holds down the Audio Only button while at the same time pressing an IN button. The corresponding Audio input will switch. See operation of the IN select switches below for the scheme for breakaway lamp tally. Pressing BOTH the Video Only and Audio Only buttons at the same time is the same as pressing neither button. While this is a redundant operation the Video Only and Audio Only buttons being next to each could result in an operator accidentally pressing both. To indicate to the operator that he may not be choosing the mode he wants, while both switches are held down, neither switch will light.

When neither the Video Only or Audio Only buttons are pressed, BOTH video and audio switch if an IN button is pressed. If BOTH Video Only AND Audio Only buttons are held down at the same time and an IN button is pressed, then no switch occurs. (Video Only really means exclude audio and Audio Only really means exclude video).

"IN": (AKA: SOURCE) Much of the operation of the IN buttons can be inferred from the description of the previous button types described above. On panels with separate buttons for Video and Audio, each row operates independently when AFV is OFF. Pressing a new selection cause the previous selection to de-select and the newly selected IN button to light. When AFV is ON the pressing of an Audio IN switch is the same affect as when the AFV switch is OFF. When AFV is ON pressing a Video IN button also selects the same Audio IN button. On panels with one set of IN buttons that are shared for Video and Audio, the Video IN button tally is continuous lamp on. The Audio IN tally (which only applies when the input tally is different for Video and Audio) is indicated by a flashing lamp at a rate of 1/2 second on-1/2 second off.

"LOCK": Only single bus control panels can have a LOCK switch. When a panel with a LOCK switch is powered up the LOCK switch is OFF. If the frame CPU is reset, any LOCK switches that are ON, turn OFF. This button operates as an alternate action latch. If the button is lit - indicating LOCK is on, pressing the button again will turn it (and LOCK) off. LOCK operates globally. If two single bus panels are set to the same OUTPUT, their LOCK switches operate in unison.