

# JVC



MultiMediaNavigator

For Windows®

ENGLISH

## JLIP VIDEO PRODUCER



## INSTRUCTIONS

### For Customer Use:

Enter below the Model No. and Serial No. Retain this information for future reference.

Model No. \_\_\_\_\_

Serial No. \_\_\_\_\_

LYT0509-002A

EN

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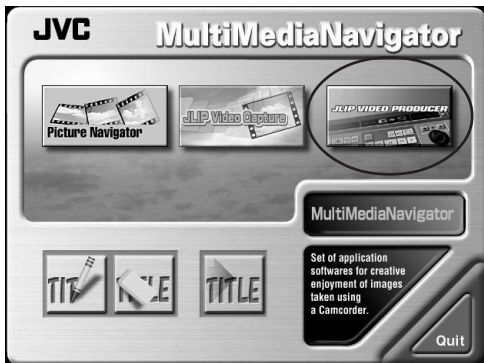
# JLIP VIDEO PRODUCER SOFTWARE SECTION

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You can find the latest information (in English)  
on the provided software program at our World  
Wide Web Server.

<http://www.jvc-victor.co.jp/english/index-e.html>

## Starting JLIP Video Producer



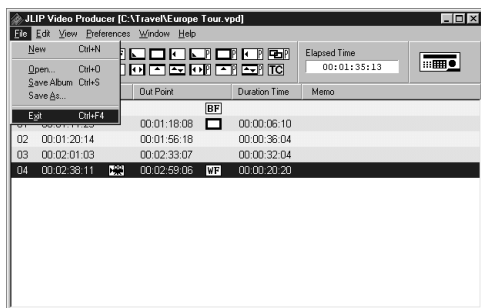
- 1** Connect the video source unit to the PC using the JLIP connection cable, then turn the video source unit on.
- 2** Turn on your PC and start up **MultiMediaNavigator**.
- 3** Move the mouse pointer over **JLIP VIDEO PRODUCER** and click to start the program.
  - JLIP Video Producer starts up.

## NOTES:

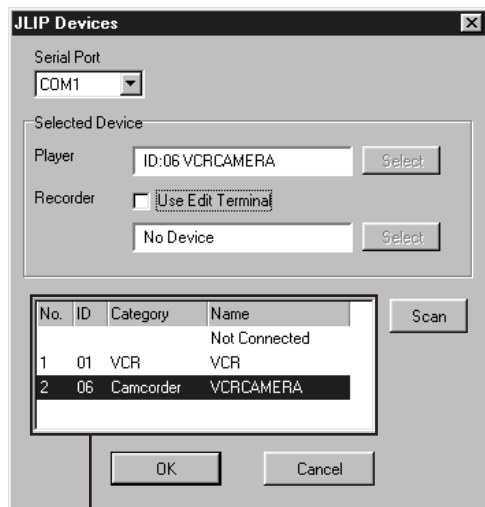
- Exit all other software applications before starting JLIP Video Producer.
- Suspend the operation of any other software applications that periodically start at a given interval or time. (This includes screen savers, e-mail software, communications software, virus checkers, schedulers and so on.)
- Cancel network settings for any printers or folders on harddisks that are connected to or built into the PC and that are being shared over a network.
- Do not plug or unplug the PC connection cable or turn off power to video equipment while using Video Producer as doing so may cause the PC to malfunction.

## Exiting JLIP Video Producer

- 1** Select **File** — **Exit** on the **JLIP Video Producer** window. When the confirmation screen appears, click **Yes**. When the **MultiMediaNavigator** screen appears, click **Quit**.

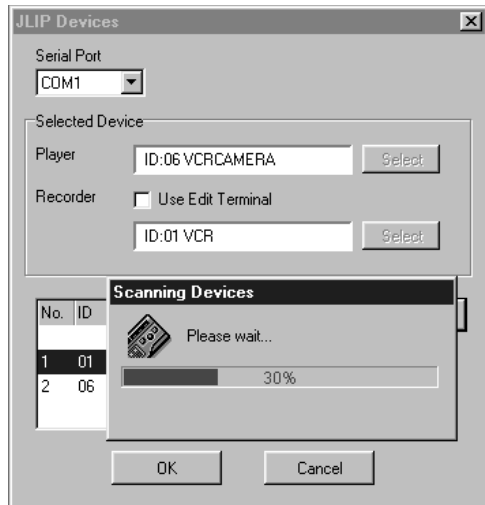


## Initializing JLIP Devices

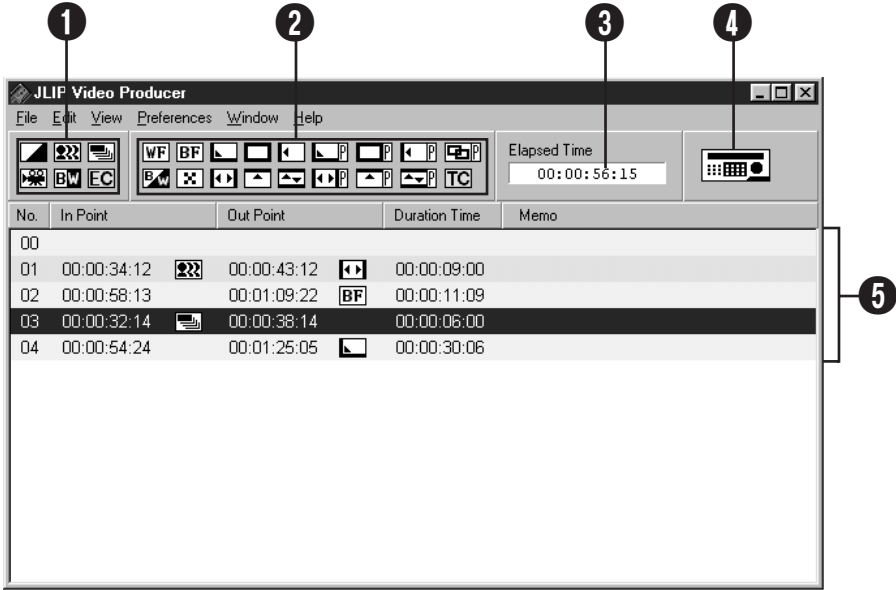


Listbox

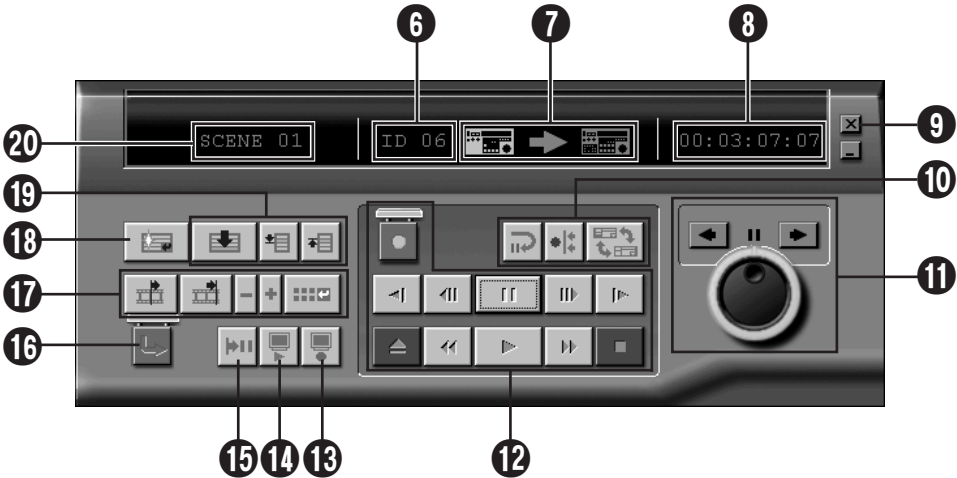
- 1** Select **Preferences — JLIP Devices**. Select the serial port to which the device is connected and click **Scan**.
- 2** Select the player to be used by clicking on it in the listbox and then click **Select**.
  - You do not need to perform the operation in step 2 when only one player is connected.
- 3** Select the recorder deck to be used by clicking on it in the listbox and then click **Select**.
  - Select **Use Edit Terminal** on the screen when using a JVC Video deck that has a remote pause terminal but no JLIP terminal or a deck from another manufacturer.
- 4** Click **OK**.



JLIP VIDEO PRODUCER WINDOW



CONTROLLER



**① P.AE/Effect buttons**

- Selects one of the 5 P.AE/Effects available per programmed scene.
- To cancel the selected effect, click the **EC** (Effect Clear) button.

**② Fade/Wipe Effect buttons**

- Selects one of the 7 Picture Wipes or 10 Fades/Wipes available per scene transition.
- To cancel the selected effect, click the **TC** (Transition Clear) button.

**③ Elapsed Time**

- Displays the total elapsed time of all the programmed scenes.

**④ Button for Opening the Controller Window**

- Displays the controller.
- Can be displayed even when selecting the menu **Window — Controller**.

**⑤ Program list**

- Displays the following setting information beginning from the left: Scene number, In point, P.AE/Effect, Out point, Fade/Wipe Effect, Duration Time Counter, and Memo.
- Up to 99 programs can be set per file for scenes specified by an In and Out point.

**⑥ ID number**

- Displays the video source unit's ID number.
- An ID number can be clicked to display the **JLIP Devices** dialog box as well as when switching the serial port or performing JLIP devices scanning.

**⑦ Edit Indicator**

- In Normal mode, the deck being operated is displayed in green.
- In Edit mode, both deck indicators light (Player: Green, Recorder: Red) and an arrow also lights.
- The recorder lights red between the In point and Out point while the recorder is actually recording.
- Clicking on either deck selects the one to be operated.

**⑧ Tape counter display**

- Displays the current tape position.

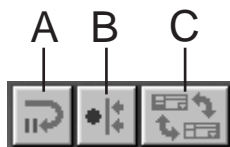
ex.

00: 01: 45: 10  
(Hours : Minutes : Seconds : Frames)

- The digital camera's counter uses a drop-frame system.

**⑨ Close button**

- Close the controller window.

**⑩ Edit buttons****A. Edit Standby button**

- The player is put into Pause mode for the Syncro Edit pre-roll time already set on the **Options** dialog box (see page 52).
- This button is used when VCRs not compatible with this editing system and performing manual editing.
- This button cannot be clicked when the counter reads less than 00:00:30:00.
- This button cannot be clicked when the player is not paused.

**B. Syncro Edit button**

- After going into Playback-Pause mode at the In point of the recorder and player, clicking this button rewinds both decks by the pre-roll amount and executes the first event.
- Since no Out point is specified, the Syncro Edit is stopped using **Stop**.
- This button cannot be clicked when the counter reads less than 00:00:30:00.
- This button cannot be clicked when the player is not paused.

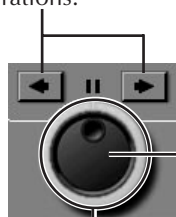
**C. Select Player/Recorder button**

- Selects the deck to be operated. The player is forcibly selected when no recorder is connected to the JLIP.
- This button cannot be clicked when there is no JLIP recording equipment.

## ⑪ Jog/Shuttle

### Jog/Shuttle Operation buttons

Click these buttons to perform Jog/Shuttle operations.



### Jog Dial Select button

Jog Dial mode is selected when the inner ring is lit.

### Shuttle Dial Select button

Shuttle Dial mode is selected when the outer ring is lit.

### Jog Dial Lamp (Inner lamp)/Jog Dial

- Jog Dial mode is selected when the jog dial lamp is lit by clicking with the mouse.
- It is possible to advance frames by clicking with the mouse on the left (reverse) or right (forward) arrows.
- The deck can be operated at this time using the number keys.

### Shuttle Lamp (Outer ring)/Shuttle Ring

- Shuttle mode is selected when the shuttle dial lamp is lit by clicking with the mouse.
- Slow Playback, Playback, and Fast Forward Playback depending on the left (reverse) or right (forward) arrows that are clicked.
- The deck can be operated at this time using the number keys.

### PC's Ten-key assignments for Jog/Shuttle <Jog Mode>

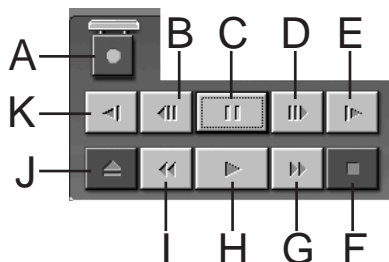
- [2]: Playback
- [4]: Frame reverse
- [6]: Frame advance
- [8]: Jog/Shuttle Select & Pause
- [•]: Stop

### <Shuttle Mode>

- [2]: Playback
- [4]: Accelerates one level in the rewind direction, or decelerates one level in the fast forward direction.
- [6]: Accelerates one level in the fast forward direction, or decelerates one level in the rewind direction.
- [8]: Jog/Shuttle Select & Pause
- [•]: Stop

## ⑫ Tape Operation buttons

- These buttons operate the video camera and recorder.
- For slow playback, click **Pause** and then **Slow**.
- For frame advance playback, click **Pause** and then **Frame Advance**.
- A lock lid is attached to the **Record** button. This lid must be clicked to open before using it.



### A. Recording button

### B. Reverse Frame Advance button

### C. Pause button

### D. Forward Frame Advance button

### E. Forward Slow button

### F. Stop button

### G. Fast Forward/Fast Forward Search button

### H. Playback button

### I. Rewind/Rewind Search button

### J. Eject button

### K. Reverse Slow button

## ⑬ Review button

- This button operates the recorder to playback video after editing. Only one event is played back when using Syncro Edit, while all programs are played back when Auto Edit has been executed.
- This button does not function when the recorder is not connected to the JLIP.
- This button cannot be clicked when not even one Auto Edit has been executed since startup.



#### 14 Preview button

- Playback the video from the In point to Out point specified for a program.
- Recording does not result from clicking this button.
- The PC emits a sound when the application is started and exited.
- When using a camera that includes transition functions such as wipe, the area before the In point and after Out point appears masked. This allows accurate confirmation of the video location to be edited. (This operation is not possible with some models.)
- This button cannot be clicked when several scenes have been selected.

#### 15 Goto button

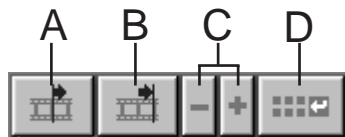
- Clicking this button causes the deck to automatically locate the time code specified in the program list (In point) and puts the deck in Playback-Pause mode.
- Only the player can be operated.

#### 16 Auto Edit button

- Playback all scenes in order of Scene number.
- Since a lock lid is usually attached, click this button only after opening the lid by clicking.
- Editing automatically starts once the recorder is connected and put into Pause mode.

#### 17 Program Modification button

When making fine modifications to a program, the In point and Out point are specified using this button after the Scene number is specified using the Program Select buttons. Various fine modifications are made with **Trim+/-**.



#### A. In Point button

- This button selects the time code for the In point and displays it in red.
- Fine modification of the time code for the In point can be done using **Trim+/-**.
- Clicking **Goto** after this button causes the deck to automatically locate the In point and puts the deck in Playback-Pause mode.
- This button cannot be clicked when several scenes have been selected.

#### B. Out Point button

- This button selects the time code for the Out point and displays it in red.
- Fine modification of the time code for the Out point can be done using **Trim+/-**.
- This button cannot be clicked when several scenes have been selected.

#### C. Trim buttons

These buttons are used to make fine modifications to the time code of the In point and Out point specified for the program.

**Trim+:** Increases time data by one frame.

**Trim-:** Decreases time data by one frame.

- This button cannot be clicked when an In point or Out point is not selected.

#### D. Modify Edit Points button

This button is used when making fine modifications to the scene in the program list currently selected.

- It is also possible to open the **Modify Edit Points** dialog box and make fine modifications to In point, Out point, tape change and memo.
- The **Modify Edit Points** dialog box can also be opened by double clicking on the Scene number.
- This button cannot be clicked when several scenes have been selected.

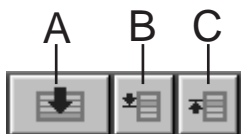
## 18 Entry button

This button is used to enter the current counter value for the In point and then Out point each time it is clicked.

- This button is for specifying the In point and Out point for each scene.
- Clicking **Entry** after clicking a button other than **Bottom of Scene** of the Program Select buttons will add a new program to the next number after the current position. The Scene number for programs beyond the current one are each increased by one and pushed toward the back.
- This button cannot be clicked when the counter reads less than 00:00:30:00.

## 19 Program Select buttons

Program selection is also possible by clicking on a Scene number in the program list.



### A. Bottom of Scene button

- Clicking this button instantly moves the selected position in the program list to the end of the list.
- This is useful when there are many programs.

### B. Next Scene button

- This button moves the selected position in the program down by one.

### C. Previous Scene button

- This button moves the selected position in the program up by one.

## 20 Scene Number

- This displays the currently selected number in the program list.

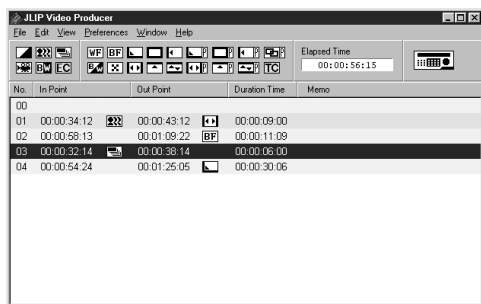
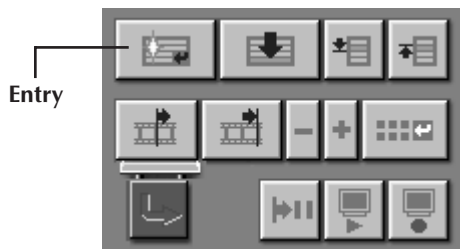
## Editing Method when Using an Editing Deck other than JLIP

1. Locate the In point using the player connected to the JLIP and put it in Playback-Pause mode.
2. Click **Edit Standby**.
3. Locate the In point of the recorder being operated by other than JLIP and put it in Record-Pause mode.
4. Simultaneously press the Playback button of the player and the Recording Start button of the recorder.
5. Stop recording once the Out point of the player has been passed.

Please see the instruction manual for the recorder for details on how to put a deck into Recording-Pause mode.

## NOTE:

If you need the **JLIP Video Producer Help** window, select **Help — Contents**.



## 1

2

- The playback picture appears on the TV monitor.

## 1

- Set In/Out points so that the Out point comes after the In point.
- If a scene has no Out point, program playback and dubbing will be disabled for that scene.

- The counters of digital video cameras cannot be reset.

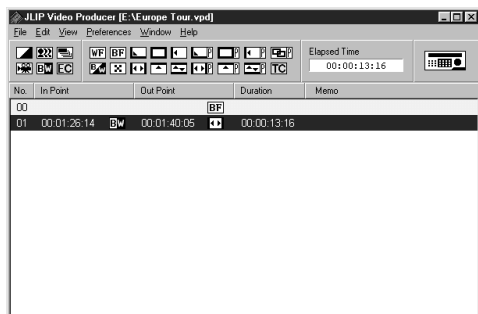
- In points must have a counter value of 00:00:30:00 or later.

- Some values cannot be set due to drop-frame counters.

## Playing back one programmed scene

- 1 Click on the line where the In/Out points you want to preview are displayed to highlight that line.
- 2 Click **Preview**.
  - The video source unit locates the scene by going to a point prior to the In point, then starts playback at the In point. Playback stops after the Out point is passed.

Preview



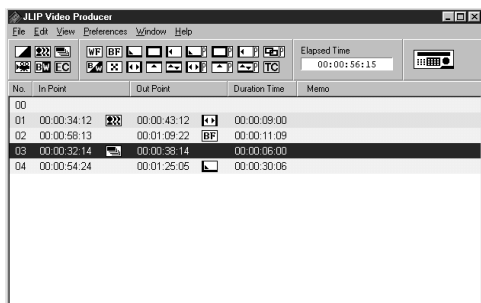
## Playing back all programmed scenes

- 1 Click **Auto Edit**.
  - The video source unit plays back scenes in numerical order and stops immediately after the last scene's Out point.

### NOTES:

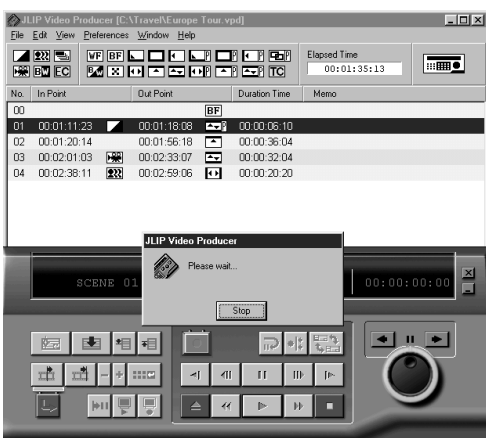
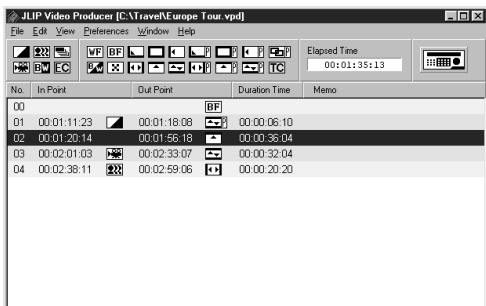
- If **Preview** or **Auto Edit** is clicked at the end of the tape, the video source unit will not function properly.
- If the source tape has any blank portions on it, scenes will not be edited properly.
- If using a VCR with JLIP terminal as a recording device, click **Auto Edit** without inserting a video cassette.

Auto Edit



## Dubbing

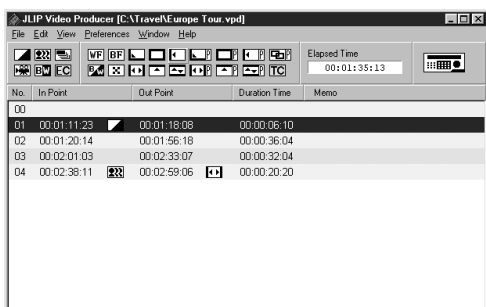
You can record all programmed scenes onto a tape in the recorder.



- 1 Make sure there is an erase protection tab on the tape. Insert it into the recording deck and set the recording deck to the Record-Pause mode.
- 2 Click **Auto Edit**.
  - When "Tape Change" occurs during dubbing, editing will stop and a message requesting tape change will appear. Change the tape and click **OK**.
- 3 Stop the recorder.

## Selecting a P.AE/Effect

There are 5 P.AE/Effects available to spice up programmed scenes. You can select only one effect per programmed scene.



- 1 Click on the scene where you want to use a P.AE/Effect.
- 2 Click the desired P.AE/Effect button. The selected effect indication is displayed to the right of the In point.

### **To cancel the selected P.AE/Effect . . .**

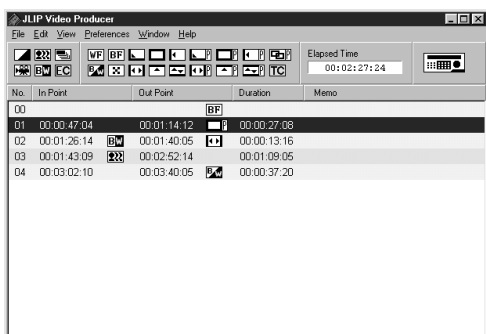
Click on the scene which has the effect you want to cancel, then click the **EC** (Effect Clear) button.

## NOTE:

*If you use the Sepia or Monotone P.AE/Effects, you cannot use the Dissolve or Black & White Fader Fade/Wipe Effects.*

## Selecting a Fade/Wipe Effect

There are 17 Fades/Wipes available for scene transitions.



- 1 Click on the scene where you want to use a Fade/Wipe.
- 2 Click the desired Fade/Wipe Effect button.

The selected effect indication is displayed to the right of the Out point.

- The Fade/Wipe is executed between the selected scene (the one clicked) and the following one.

### **To set a Fade/Wipe Effect at the editing start point . . .**

Click scene **00** or the tape changing scene, and then select the desired Fade/Wipe Effect.

### **To cancel the selected Fade/Wipe Effect . . .**

Click on the scene which has the effect you want to cancel, then click the **TC** (Transition Clear) button.

## NOTE:

*Fade/Wipe Effects using video images cannot be set for scene **00** or tape changing scenes.*

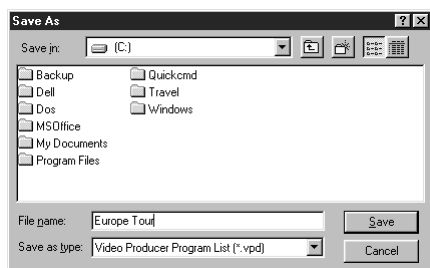
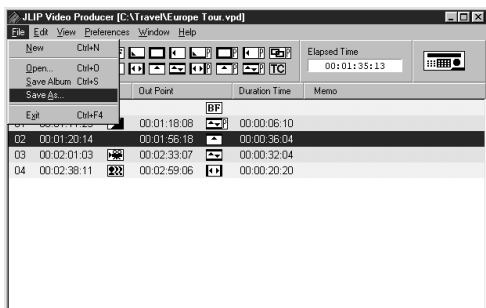
## P.AE/Effect and Fade/Wipe Effect buttons

P.AE/Effect buttons	
	<b>SEPIA</b> Recorded scenes have a brownish tint like old photos. Combine this with the Cinema mode for a classic look.
	<b>VIDEO ECHO</b> Adds a “ghost” to the subject, giving your recording a “fantasy” feeling.
	<b>STROBE</b> Your recording looks like a series of consecutive snapshots.
	<b>CLASSIC FILM</b> Gives recorded scenes a strobe effect.
	<b>MONOTONE</b> Like classic black and white films, your footage is shot in B/W. Used together with the Wide Cinema function, it enhances the “classic film” effect.
	<b>EFFECT CLEAR</b> Cancels the selected P.AE/Effect.

Fade/Wipe Effect buttons	
	<b>WHITE FADER</b> Fade in or out with a white screen.
	<b>BLACK FADER</b> Fade in or out with a black screen.
	<b>CORNER WIPE</b> Wipe in on a black screen from the upper right to the lower left corner, or wipe out from lower left to upper right, leaving a black screen.
	<b>WINDOW WIPE</b> The scene starts in the center of a black screen and wipes in toward the corners, or comes in from the corners, gradually wiping out to the center.
	<b>SLIDE WIPE</b> The next scene gradually wipes in over the previous one from right to left.
	<b>BLACK &amp; WHITE FADER</b> Fade in to a color screen from a black and white screen, or fade out from color to black and white.

Fade/Wipe Effect buttons	
	<b>MOSAIC FADER</b> Fade in or out with a mosaic effect.
	<b>DOOR WIPE</b> Wipe in as the two halves of a black screen open to the left and right, revealing the scene, or wipe out and the black screen reappears from left and right to cover the scene.
	<b>SCROLL WIPE</b> The scene wipes in from the bottom to the top of a black screen, or wipes out from top to bottom, leaving a black screen.
	<b>SHUTTER WIPE</b> Wipe in toward the center of a black screen from the top and bottom, or wipe out from the center toward the top and bottom, leaving a black screen.
	<b>CORNER WIPE</b> The new scene wipes in over the previous one from the upper right corner to the lower left corner.
	<b>WINDOW WIPE</b> The next scene gradually wipes in from the center of the screen toward the corners, covering the previous scene.
	<b>SLIDE WIPE</b> The next scene gradually wipes in over the previous one from right to left.
	<b>DISSOLVE</b> The new scene gradually appears as the old one gradually disappears.
	<b>DOOR WIPE</b> The previous scene wipes out from the center to the right and left, like a door being pushed open to reveal the next scene.
	<b>SCROLL WIPE</b> The new scene wipes in over the last one from the bottom of the screen to the top.
	<b>SHUTTER WIPE</b> The new scene wipes in over the previous one from the center toward the top and bottom of the screen.
	<b>TRANSITION CLEAR</b> Cancels the selected Fade/Wipe effect.

## Saving the program list



- 1 Select **File** — **Save As**.
  - The **Save As** dialog box appears.
- 2 Enter a file name in the **File name** field.
  - The extension **.vpd** will be appended to the file name. ex.: travel.vpd
- 3 Click **Save** to save the program list as a file.

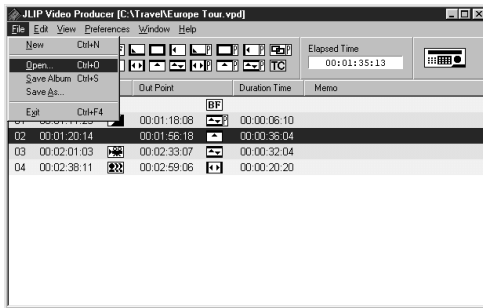
## NOTES:

- The programmed scene information that is saved includes only counter readings at In/Out points, Fade/Wipe Effects, P.AE/Effects, Duration Time, and Memo.
- Images are not saved.
- Refer to **Dubbing** on page 43 for recording and saving the video image on the video cassette.
- The following characters cannot be used in the file name: \ / : \* ? " < > |
- Up to 99 programs can be registered in a single file.



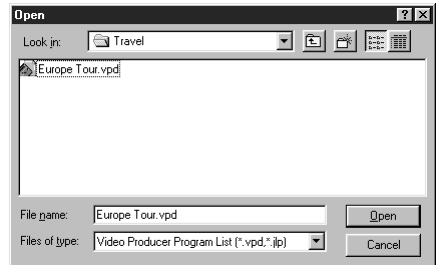
## Opening a saved file

- 1 Select **File — Open**.
  - The **Open** dialog box appears.
- 2 Saved file names appear in the **File name** field. Click on the file name you want so that it appears in the field below.
- 3 Click **Open** to load the file.
  - The **JLIP Video Producer** window returns.



## Opening a file saved on floppy disk

- 1 Insert the floppy disk into the drive.
- 2 Click ▼ in **DRIVE** to select the floppy drive.
- 3 Follow steps 2 and 3 in **Opening a saved file** on the left.

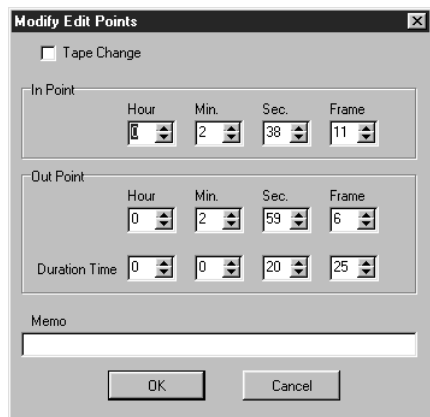


## Overwriting a file

Saving a program using the same name as a previously saved program overwrites that file.

- 1 After opening a file and modifying counter data (see page 48), select **File — Save Album**. The file is overwritten and saved.

## Correcting and cutting programmed counter data



### Correcting program counter data

**1** Double click on the line of the scene you want to modify.

OR . . .

Select the line to be modified and click **Modify Edit Points** on the controller.

- The **Modify Edit Points** dialog box will appear allowing the In point, Out point, memo or tape change to be changed.

**2** Click ▲▼, or enter the desired numbers from the keyboard, and then click **OK**.

### NOTES:

- The **Modify Edit Points** dialog box can be displayed by selecting **Modify Edit Points** by clicking with the right mouse button.
- Click the **Memo** field when you want to enter text in the **Memo** field.

## Modifying the Length of a Scene

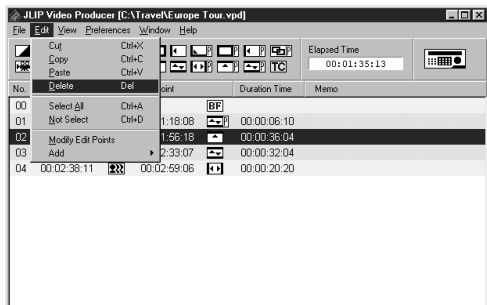
**1** Select the scene by clicking the Program Select buttons on the controller. (You can also select the scene by clicking on the line of the desired scene.)

**2** Click **In point** or **Out point** on the controller and select the time code you want to modify.

**3** Modify by increasing or decreasing the time code one frame at a time by clicking **Trim+** or **Trim-**.

### NOTE:

*This makes simple modifications convenient without having to constantly bring up the **Modify Edit Points** dialog box.*



### Cutting a scene

**1** Click on the scene you want to cut.

**2** Select **Edit — Delete**.

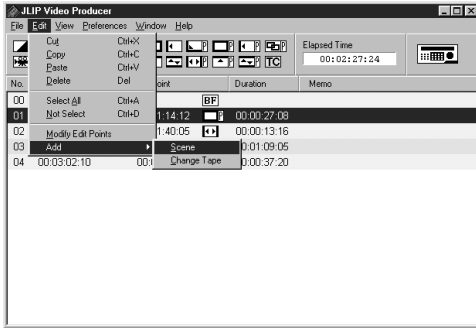
- The message "Delete 1 Scene(s)?" appears. To cut the scene, click **Yes**.

### NOTE:

*A scene can be deleted by selecting **Delete** by clicking with the right mouse button.*

## Adding a scene

- 1 Click the scene you want to add and select **Edit — Add — Scene**.
- 2 Enter the In and Out points you want to set, referring to **Correcting program counter data** on the page to the left.



## Dubbing onto one tape using two or more tapes

- 1 Click the scene at which the tape is to be changed and select **Edit — Add — Change Tape**.

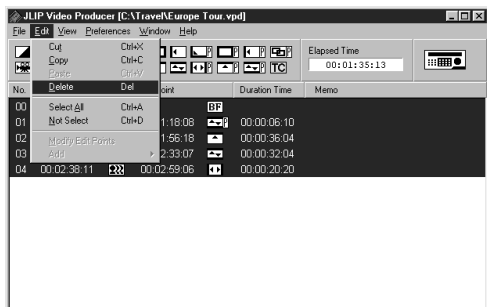
OR . . .

Double click the scene you want to modify to display the **Modify Edit Points** dialog box and then put a check mark next to **Change Tape**.

### NOTE:

*No In or Out point is displayed for the scene at which the tape is to be changed. Note that it is also possible to clearly mark tape change by entering a comment such as "tape change" in the memo field.*



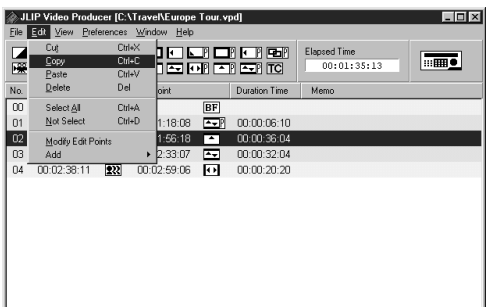


## Cutting all programmed scenes

- 1 Select **Edit** — **Select All**.
- 2 Select **Edit** — **Delete**.
  - The message "Delete (number) Scene(s)?" appears.
 To cut all the scenes, click **Yes**.

### NOTE:

*All scenes can be deleted by selecting **Delete** by clicking with the right mouse button.*

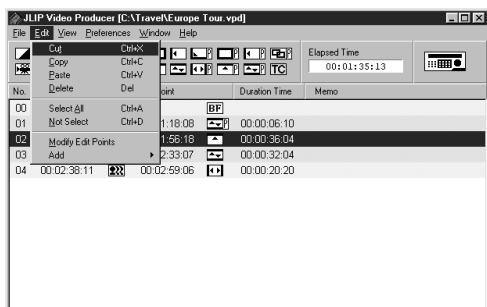


## Copying a programmed scene to another position

- 1 Click on the scene you want to copy.
- 2 Select **Edit** — **Copy**.
- 3 Click on the scene number you want to paste.
- 4 Select **Edit** — **Paste**.

### NOTES:

- *It is not possible to paste scene **00**.*
- **Copy** — **Paste** operations are possible by clicking with the right mouse button.



## Transferring a programmed scene to another position

- 1 Click on the scene you want to transfer and select **Edit** — **Cut**.
- 2 Click on the scene number you want to paste.
- 3 Select **Edit** — **Paste**.

### NOTE:

***Cut** — **Paste** operations are possible by clicking with the right mouse button.*

## Changing the ID number

You can change the ID number of the connected unit.  
The default ID number is **06**.

- 1** To display the **JLIP Devices** dialog box, select **Preferences — JLIP Devices**.
- 2** After selecting the number in the listbox, right-click the mouse to select **Change ID**, and then change the number and press the **Return** key.

### NOTES:

- *Do not enter an ID number of **00** because JLIP Video Producer does not recognize ID **00**.*
- *When two or more video cameras (or video decks) are connected, be sure to change the ID number for the connected deck so that there is no duplication of ID numbers.*
- *Access the Instruction Manual for the connected deck for details on changing the ID number of a deck.*

## Connecting another device during operation

When connecting another device during operation, initializing is necessary to confirm the connected devices. (It is not necessary to run JLIP Video Producer from the beginning again.)

- 1** Follow steps **1 – 4** in **Initializing JLIP Devices** on page 35.

## Adjusting the gap between stored In/Out points on the PC and dubbed ones on the recorder

During dubbing, the beginning of the scene stored on the PC may be missed, or the scene prior to the transition you chose for the In/Out points may be dubbed onto the recorder. When this occurs, adjust the gap for more accurate editing.

**1** After dubbing (see page 43), play back the dubbed scene to check the In/Out point timing.

**2** Select **Preferences — Options** on the **JLIP Video Producer** Window to bring up the **Options** dialog box.

**3** To set the In point or Out point, enter the numeric value or click ▲▼.

To adjust the In point timing, enter a new value from 0 Frame to -200 Frame.

In point : when the scene starts too early, enter a smaller value than the present value.

In point : when the scene starts too late, enter a larger value than the present value.

- The default setting is -33 Frame.
- Click **Default** to return settings to factory defaults.

To adjust the Out point timing, enter a new value from 0 Frame to -200 Frame.

Out point : when the scene ends too late, enter a larger value than the present value.

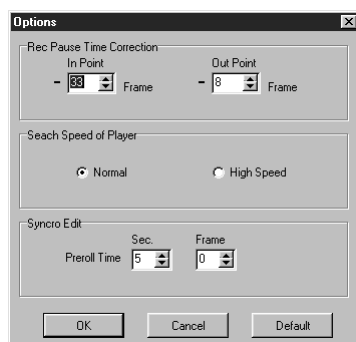
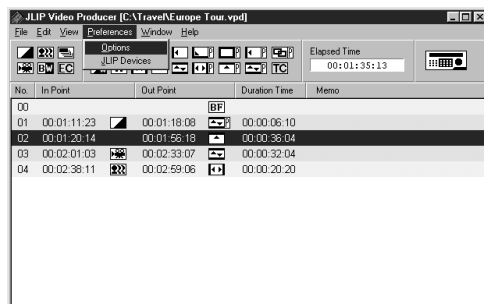
Out point : when the scene ends too early, enter a smaller value than the present value.

- The default setting is -8 Frame.
- Click **Default** to return settings to factory defaults.

**4** Click **OK**.

- The new value is stored on the PC.

**5** To check the corrected In/Out point timing, dub the stored scenes and play them back.



### NOTE:

Even if the In/Out point timing is adjusted, there may still be a slight margin between adjusted In/Out points and those of the dubbed scenes.

SYMPTOM	TYPICAL SITUATION
Cannot select serial port	<ul style="list-style-type: none"> <li>● Sometimes the RS-232C port cannot be used because the PC's COM ports have all been assigned to internal modems, IrDA or other devices. To check port usage, right click on <b>My Computer</b> on the desktop, select <b>Properties</b>, click on the <b>Device Manager</b> tab, and look under the item <b>Ports</b>. If no ports are open, disable one of the modems, IrDA drivers or other devices to free up a COM port.</li> <li>● It may not be possible to use the RS-232C depending on the USB and digital still camera being used.</li> <li>● The BIOS may need to be set depending on the PC model in question.</li> </ul>
JLIP device is not detected	<ul style="list-style-type: none"> <li>● Check that the correct serial port number is set.</li> <li>● Check that the JLIP device is turned on.</li> <li>● Check that the correct connections for the JLIP device have been made.</li> <li>● Check that you have not mistaken the editing cable for the JLIP cable used for connections.</li> <li>● If two or more JLIP devices are used, check that the JLIP ID numbers being used do not conflict with each other.</li> </ul>
Cannot control digital video camera using the controller	<ul style="list-style-type: none"> <li>● Check that "Player" has been selected on the <b>JLIP Devices</b> dialog box.</li> </ul>
Cannot control recorder using the controller	<ul style="list-style-type: none"> <li>● Check that "Recorder" has been selected on the <b>JLIP Devices</b> dialog box.</li> <li>● Only video decks having JLIP terminals can be used.</li> <li>● Depending on the video deck's specifications, it may not be capable of some functions such as slow, search, frame advance, and reverse playback. Please refer to the instruction manual for the specifications of the video deck in question.</li> </ul>
Cannot select P.AE/Effect or Fade/Wipe Effect	<ul style="list-style-type: none"> <li>● Some combinations of P.AE/Effect and Fade/Wipe Effect cannot be selected at the same time. Select another type of P.AE/Effect or Fade/Wipe Effect.</li> <li>● Fade/Wipe Effects that use video images cannot be set for scene 00, the bottom of the scene, tape changing scenes or a scene before the tape change.</li> </ul>
Auto Edit operation stops	<ul style="list-style-type: none"> <li>● Check that no other application software is running.</li> <li>● This type of symptom occurs when the correct data is not being sent from the digital video camera due to damage to the tape being played.</li> <li>● This type of symptom may arise when a tape recorded in LP mode is played back using a different digital video camera.</li> <li>● Check that the tape in the recorder has its erase protection switch.</li> </ul>

<b>SYMPTOM</b>	<b>TYPICAL SITUATION</b>
<b>The video deck does not function</b>	<ul style="list-style-type: none"> <li>● When the video deck is in Remote Pause mode or is being controlled by remote control, be sure to put the video deck in Record Pause mode before starting Auto Edit.</li> <li>● When the video deck is in Remote Pause mode or is being controlled by remote control, check that "Use Edit Terminal" has been selected on the <b>JLIP Devices</b> dialog box.</li> <li>● When the video deck is being controlled by the remote control of the digital video camera, set the brand code of the remote control of the digital video camera, corresponding to the video deck being used.</li> <li>● When the video deck is being controlled by JLIP, check on the <b>JLIP Devices</b> dialog box that "Recorder" has been set and that "Use Edit Terminal" has not been set.</li> <li>● Check that you have not mistaken the editing cable for the JLIP cable used for connections.</li> </ul>
<b>Selected P.AE/Effect or Wipe/Fade Effect does not function</b>	<ul style="list-style-type: none"> <li>● Some functions may not be available depending on the video deck's specifications. Please refer to the instruction manual for the specifications of the video deck in question.</li> </ul>
<b>Auto Edit function does not end</b>	<ul style="list-style-type: none"> <li>● Check that the Out point setting actually corresponds to a counter value on the tape being used.</li> </ul>
<b>Edit point is displaced</b>	<ul style="list-style-type: none"> <li>● If the displacement is always by the same amount: Change the value of "Rec Pause Time Correction" found under the menu <b>Preferences — Options</b> (See p. 52).</li> <li>● If the displacement varies: This may be due to a small mechanical displacement caused by imprecision in the operation of the video deck itself.</li> </ul>
<b>Video/audio from the digital video camera is not recorded</b>	<ul style="list-style-type: none"> <li>● Check the A/V cord connections.</li> <li>● Set the video deck for external input.</li> <li>● First check that the video and audio from the digital camera appears on the TV connected to the video deck, and then execute Auto Edit.</li> </ul>
<b>Unwanted items such as time, date and time code are displayed</b>	<ul style="list-style-type: none"> <li>● Clear the display by changing the settings of the digital video camera.</li> </ul>
<b>Color of the display of the PC's monitor is strange</b>	<ul style="list-style-type: none"> <li>● The color cannot be displayed properly on monitors having less than 256 colors capability.</li> </ul>

The actual appearance of the application software may differ from that illustrated in this manual, depending on the operating environment of your PC.



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