DDRConfig

User Guide version 8

May 5, 2026

1 Introduction

This manual is for the DDR Config 8.x setup utility from Drastic Technologies, Ltd.

1.1 Conventions

This manual assumes the following:

That the user knows how to operate a mouse and keyboard and perform the basic functions of Microsoft Windows, macOS or Linux operating system.

That the user is familiar with the creative software in use.

That the user has access to technicians capable of placing the device on the network and setting up any SAN systems if necessary.

The name of a control or display present on the interface will be displayed in **bold** text.

Where a portion of the manual is referred to the name of section mentioned will be displayed in *italics*.

Certain images in this document may have been grayed out where it is useful or necessary to place indicator marks to show specific controls or displays above a darker background.

1.2 About DDR Config

DDR Config is a software utility included in various Drastic products, including Net-X-Code Server, DrasticScope, videoQC, and FlowCaster. It provides basic setup, as well as special setups depending on the user's workflows.

1.3 System Requirements

1.3.1 Recommended Environment

DDRConfig software must be installed on a system at least as powerful as the configurations listed below.

Minimum Hardware Platform
Post 2000 multi core processor capable of running the host application.

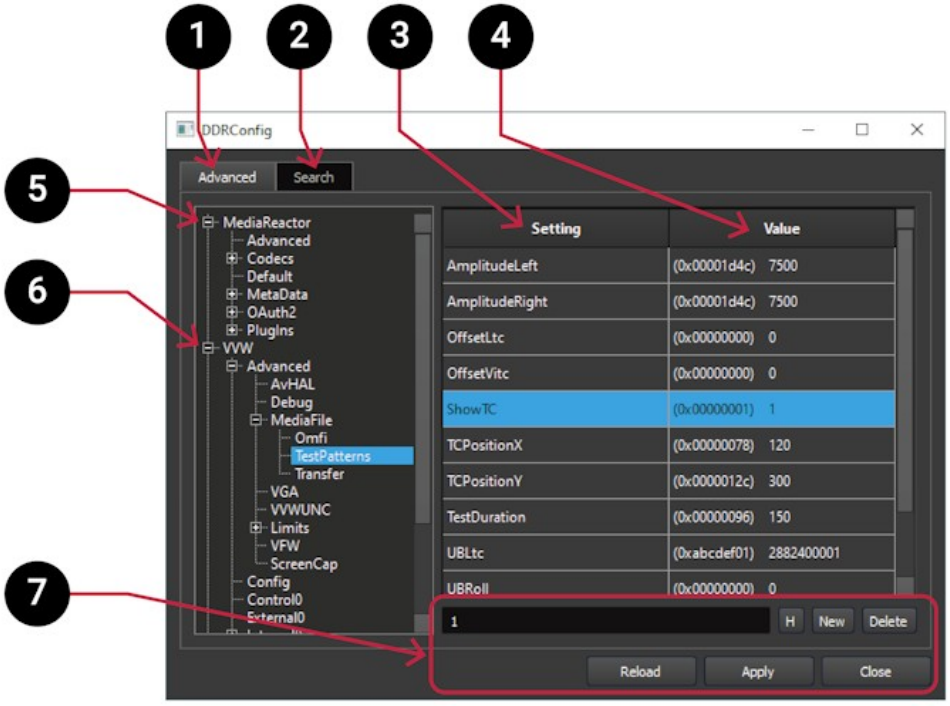
Recommended Hardware Platform
Recommend hardware from the host application vendor. Multi cores and OpenCL, Cuda and shader GPUs will be used if available, but are not absolutely required.

Demo downloads of Drastic software are available for the user to test their application and to confirm their workflow. Faster and more powerful hardware will provide better performance. In some cases, specific hardware will be required in order to enable resource-intensive, advanced or optional features.

2 Controls and Displays

The DDRConfig GUI provides a quick way to edit a number of configuration settings that are typically not available in the software application.

Note that DDRConfig provides global settings for any Drastic software on the system. So, changing a setting for signal analysis will affect the same setting in Drastic DDR software for example. Here is a look at the components.



1	**Advanced** page	Provides a tree like view with point and click access to the advanced settings, where clicking on a + (plus) sign expands the branch beneath it, and clicking on a – (minus) sign closes the branch.
2	**Search** page	Provides a search function for all of the settings. Entering a key or part of a key quickly reveals all the settings with a text match. In fact, it is a good way to see groups of related settings.
3	**Setting** column	The name of each setting is displayed. Clicking on a row loads its values for review or editing.
4	**Value** column	The current value for each key is displayed. Clicking on a row loads its values for review or editing.
5	**MediaReactor** tab	Provides many of the codec related settings.
6	**VVW** tab	Provides many of the DDR type settings.

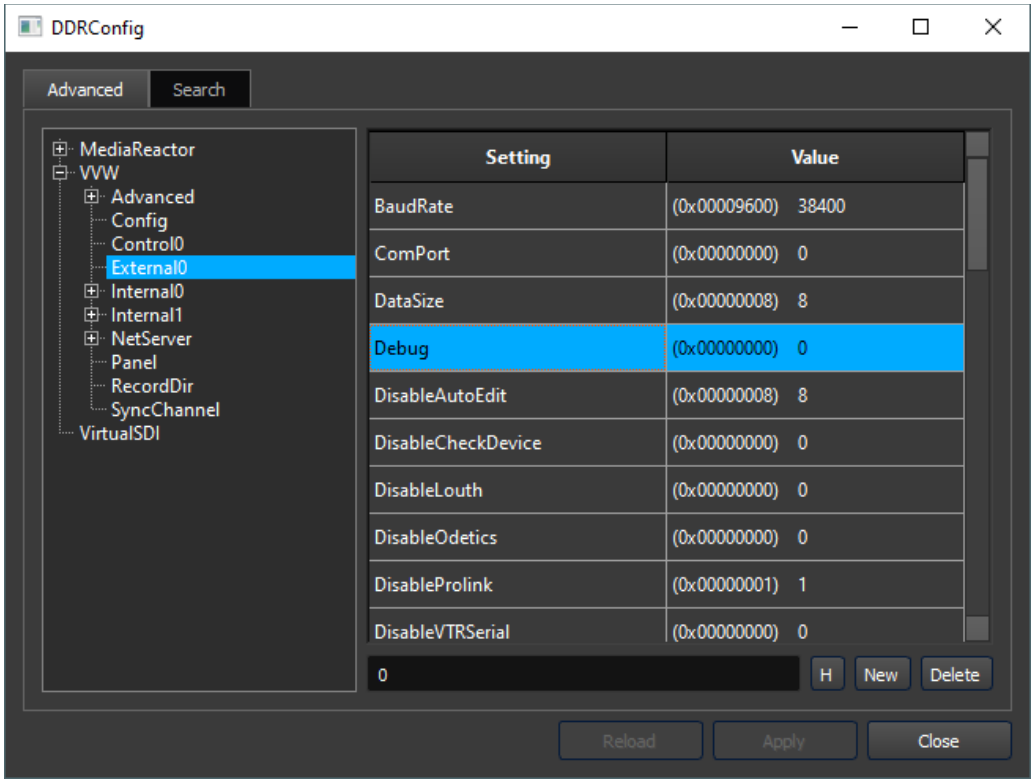
7	**Key Editor** controls	Displays the values for each key that is selected, and offers controls to edit or delete an existing key, or to create a new key.

2.1 Editing Keys

Keys can be edited to a new value, deleted, or added.

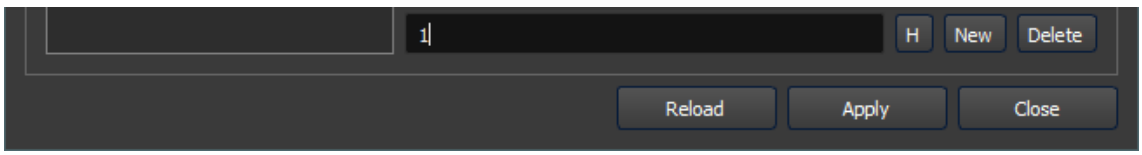
2.1.1 Change a Key's Value

To edit a key, navigate to the location of the key in question. Select it, and it will turn blue, and its values will be loaded into the **Key Editor** section.



In the above example, in the VVW/External0 area, the **Debug** key has been selected. This key lets a user enable or disable debug log creation for an external channel.

The current value is 0, which means external channel debug details will not be saved. To change the value, select the 0 and change it to 1.



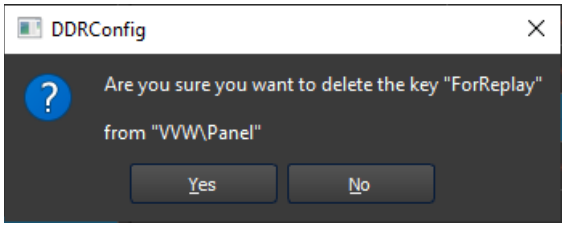
The **Reload** and **Apply** buttons are activated.

- To enable the change, press **Apply**.
- To revert to the former value, press **Reload**. This loads the former value back in, and reloads DDRConfig. To confirm the old value at this point, press **Apply**.

2.1.2 Delete a Key

To delete a value, navigate to the location of the key in question. Select it, and it will turn blue, and its values will be loaded into the **Key Editor** section.

- Press the **Delete** button. You will be prompted to confirm the choice.



- Press the **Yes** button to delete the key.
- Or, if you decide to keep the key instead, press the **No** button.

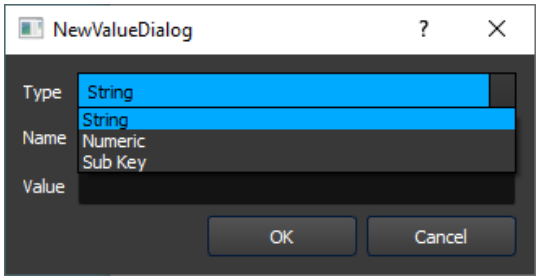
2.1.3 Create New Keys

There may be situations in which you will need to create a key or key and subkeys to enable specific workflows. Hopefully these occasions will be rare and you will be guided through the process either by a web page or a Drastic support team.

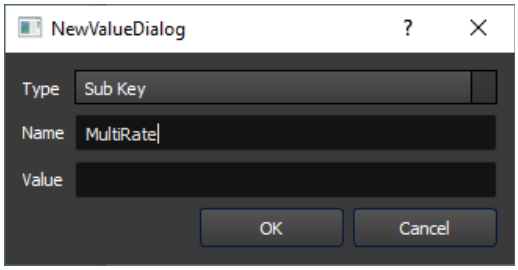
2.1.3.1 ABR Output example

To create a new key, navigate to an appropriate area. For this example, we will outline the process to set up MultiRate HLS or DASH adaptive bit rate output.

- Right click on DDRConfig and select Run As Administrator.
- Select the **Advanced** tab. Go to: **MediaReactor/PlugIns**
- Select the **Plugins** folder. Click the **New** button, and use the **Type** pulldown menu to select **Sub Key**.



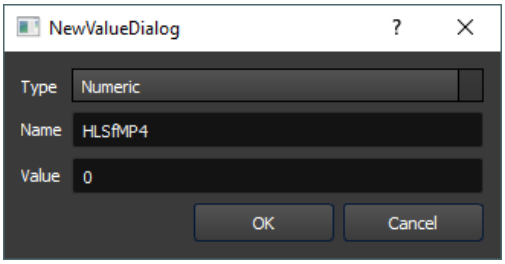
- Type **MultiRate** into the Name field, and press **Accept**.



Under the **MultiRate** key, there are 3 settings, all numeric.

For the media file type:

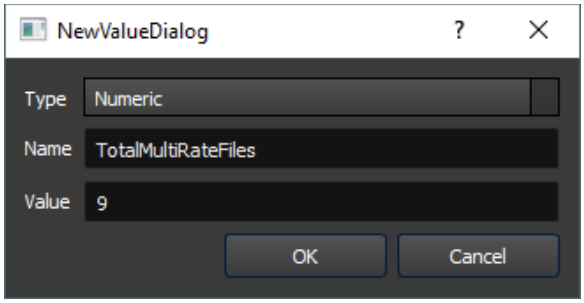
- Select the **MultiRate** folder and the **New** button and select **Numeric** as the Type.
- Type in **HLSfMP4** for the subkey.
- Enter the value. If set to **0**, HLS will use TS (transport streams). If set to **1** it will use fragmented MPEG-4 files.



- Press **OK**

To set the total number of files:

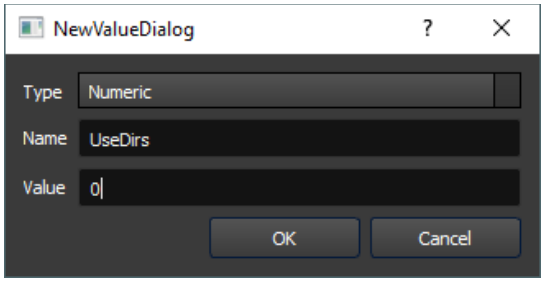
- Select the **MultiRate** folder and the **New** button and select **Numeric** as the Type.
- Type in **TotalMultiRateFiles** for the subkey.
- Enter the value. This is the total number of files to create for each multirate output. For this example, enter 9.



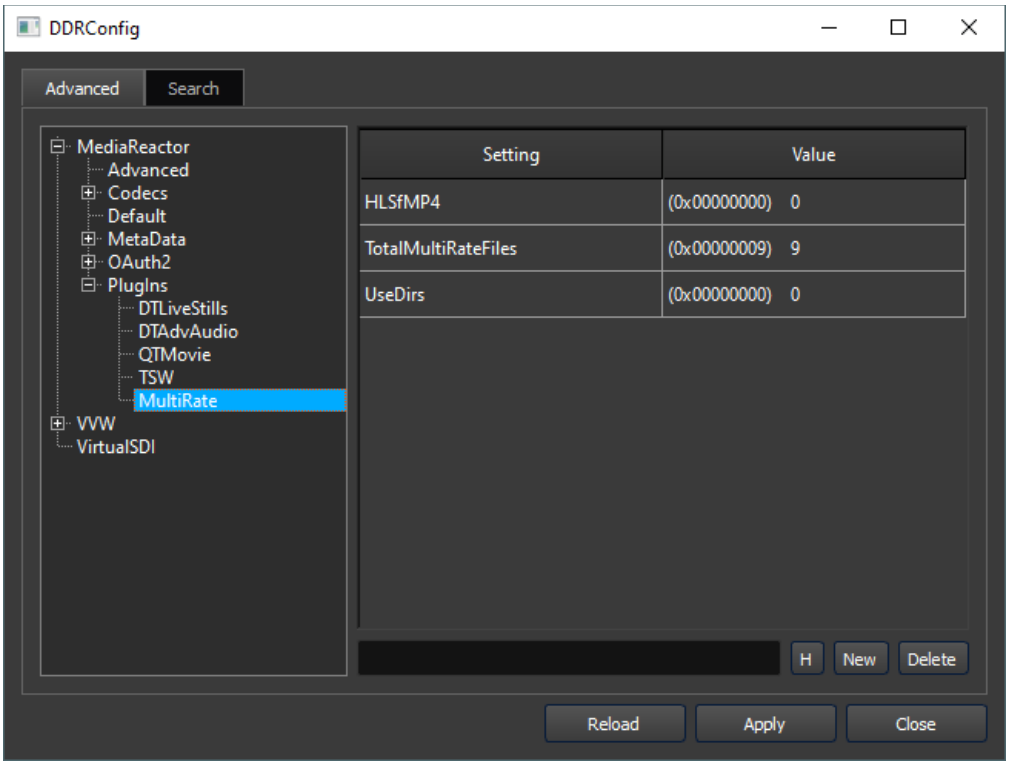
- Press **OK**.

To set the directory structure:

- Select the **MultiRate** folder and the **New** button and select **Numeric** as the Type.
- Type in **UseDirs** for the subkey.
- Enter the value. If this is set to **0**, they will be in the output directory with the M3U8. If set to **1**, the different rate files will each be put in their own subdirectories.



- Press **OK**.



At this point the three subkeys are in place and the user can go about setting up the outputs.

For each of the active multirate outputs, as specified by TotalMultiRateFiles, a File# sub key must be made, starting with File0 and going up to File# where the # is the TotalMultiRateFiles - 1
Making New File# Folders

Here is how to create a folder for each output type.

- Select the **MultiRate** folder.
- Click the **New** button, then use the **Type** pulldown menu to select **Sub Key**.
- Type **File0** into the **Name** field, and press **OK**. This will create the first output folder.
- Repeat this procedure to create additional folders.

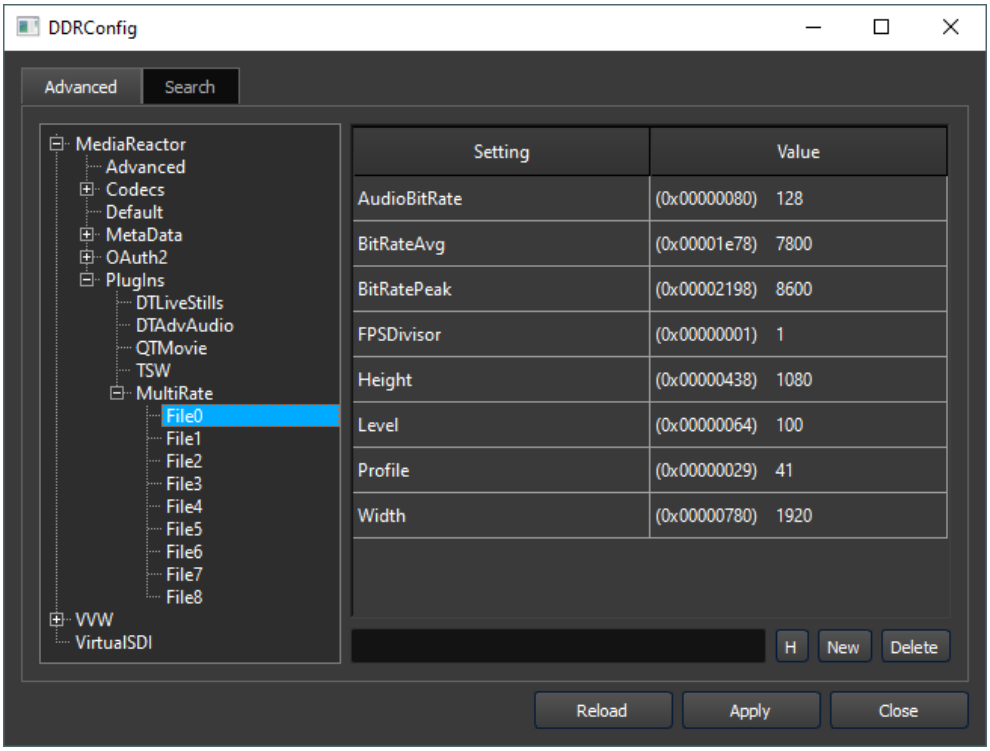
Within each File# directory you will set up the bitrate/fps/size for that adaptation. These are numeric settings.

Here is how to assign the necessary values for each output folder.

- Select the folder.
- Press the **New** button.
- Select **Numeric**.
- Type in the **Name** of the value.
- Enter the value as specified.
- Click **OK**.

Here are brief descriptions of the values that are required.

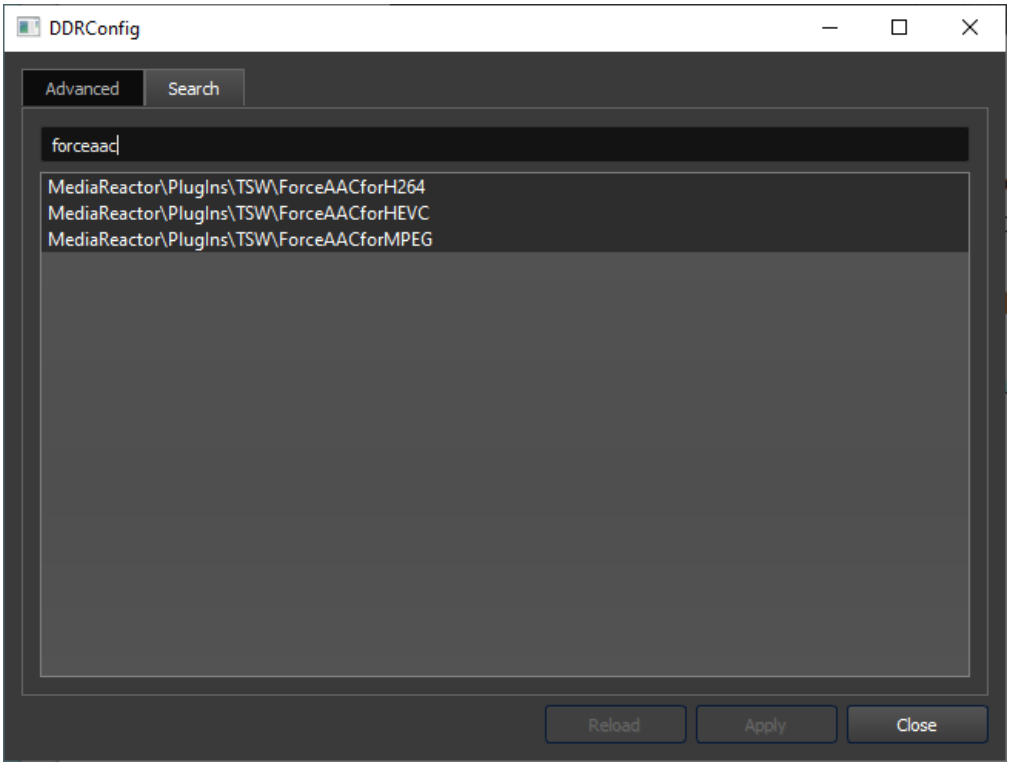
AudioBitRate – AAC audio bit rate as kilobits per second (e.g. 128k == 128 decimal)
BitRateAvg – the average bit rate in kilobits per second (e.g. 5mbs == 5000kbs)
BitRatePeak – the highest allowable peak bit rate in kilobits per second
FPSDivisor – 1 == original frames per second, 2 == half, 3 == one third
Height – the target height (ideally a multiple of the input height)
Level – the h.264 level for the target compression (e.g. 100 == 100 decimal)
Profile – the h.264 profile for the target compression (e.g. 4.1 == 41 decimal)
Width – the target width (ideally a multiple of the input width



Above is an example where the first folder has been set up. The user would go on to set up folders from File1 to File8, and adjust the parameters for ABR output. There is a page with more details on the settings, at:

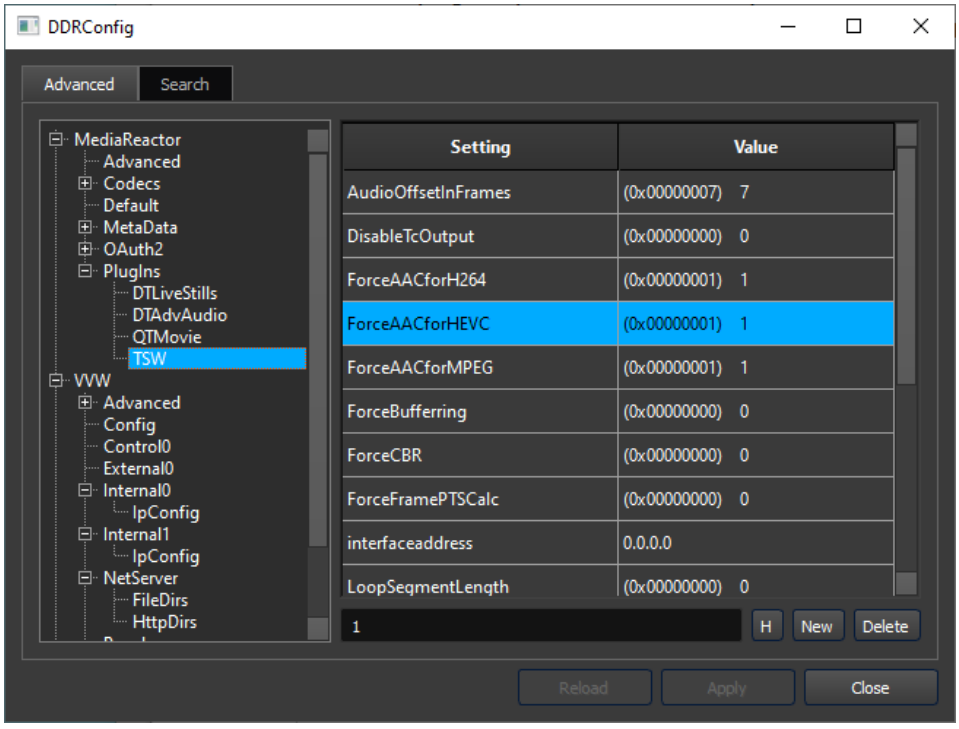
https://www.drastic.tv/support-59/supporttipstechnical/56-multirate-hls-and-dash-setup

2.2 Search



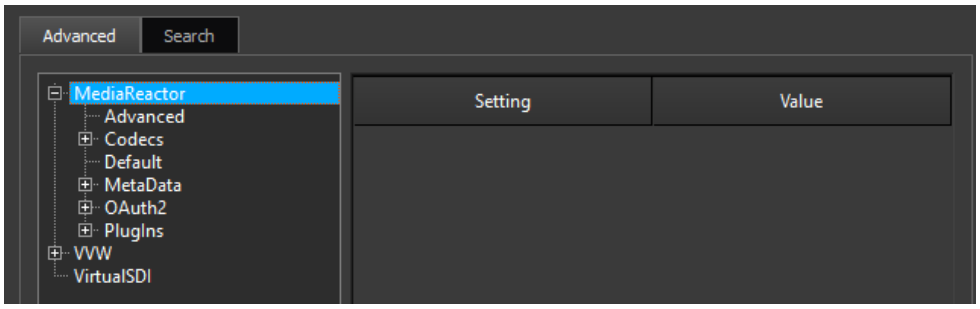
A Search page is provided, to allow quick access to settings, even if their location is not apparent. Typing in even part of a word quickly narrows the search, and clicking on any results opens the key or subkey so its settings can be confirmed.

For example, double-clicking on “ForceAACforHEVC” from the above window immediately opens the area containing the key.



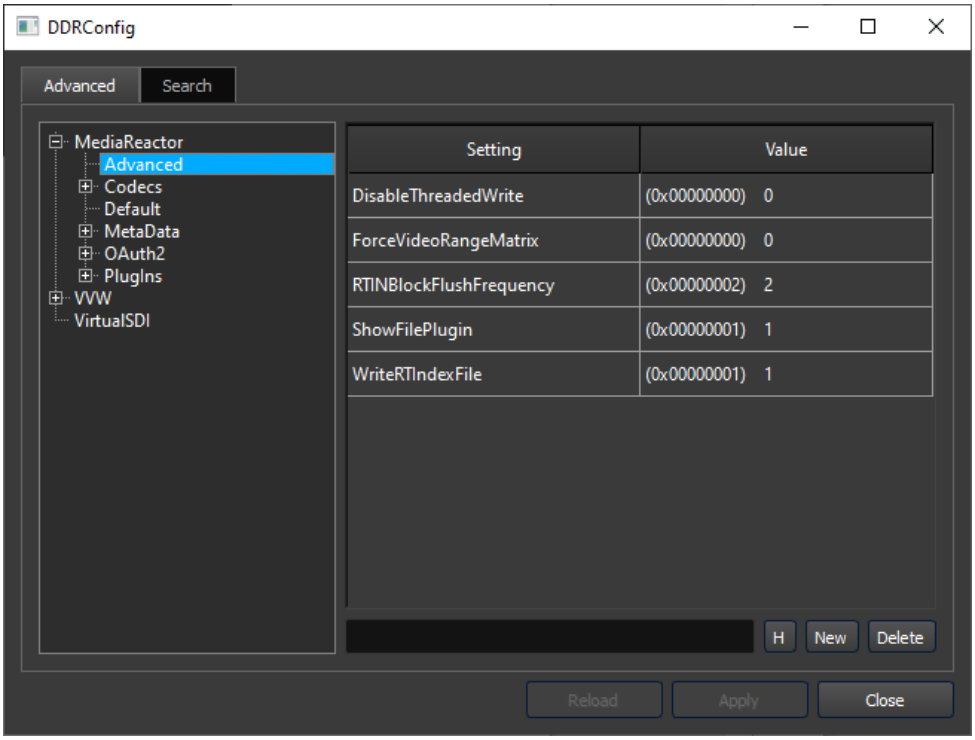
2.3 MediaReactor

Select MediaReactor to review or adjust various codec related settings.



Within the MediaReactor area, the use will be able to set various media file parameters and defaults.

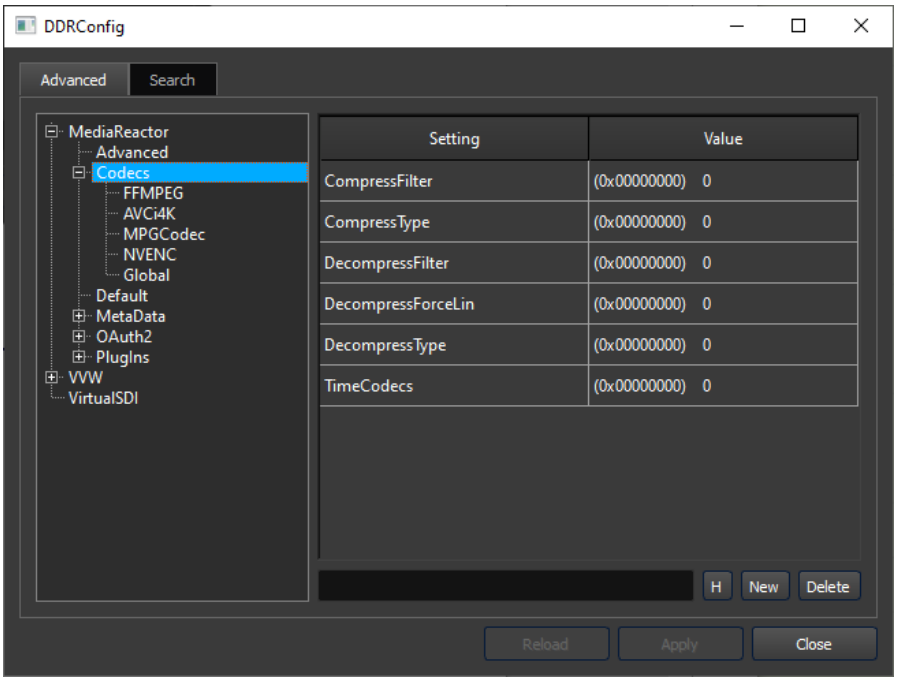
2.3.1 MediaReactor/Advanced



DisableThreadedWrite – enable/disable threaded write functionality.
ForceVideoRangeMatrix – force a specific video range matrix.
RTINBlockFlushFrequency – Set the Block Flush frequency for RTIN files.
ShowFilePlugin – show the file plugin if available.
WriteRTIndexFile – allow RTIndex files to be written along with the main file during encodes.

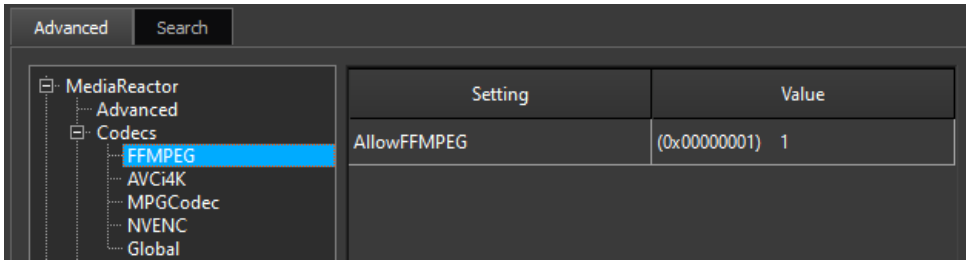
2.3.2 MediaReactor/Codecs

Clicking the Codecs section shows specific compression/decompression settings.



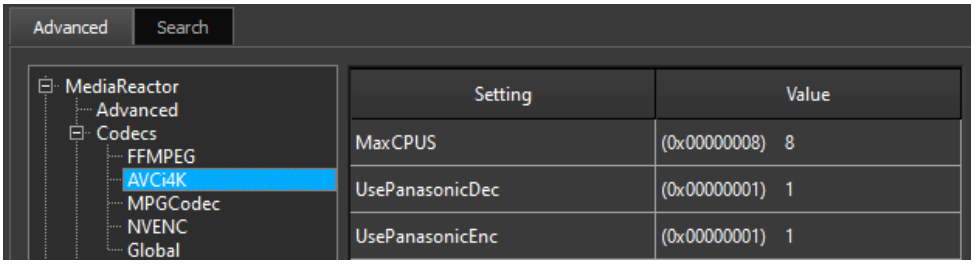
CompressFilter – impose compression filter.
CompressType – specify a compression type.
DecompressFilter – specify a decompression filter to use.
DecompressForceLin – specify linear decompression.
DecompressType – specify a decompression type.
TimeCodecs – set the codec's timing parameters.

2.3.2.1 MediaReactor/Codecs/FFMPEG



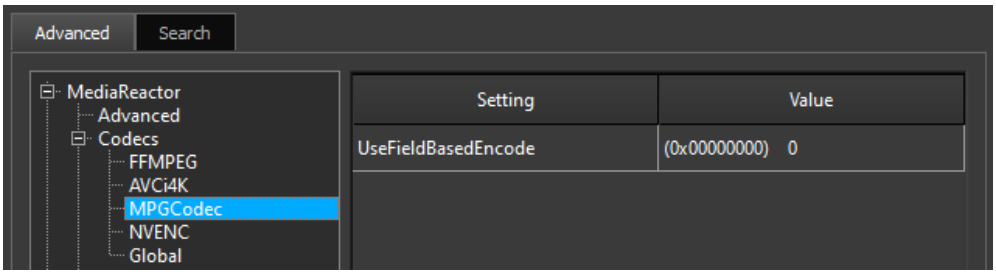
AllowFFMPEG – enable/disable use of FFMPEG codecs.

2.3.2.2 MediaReactor/Codecs/AVCi4K



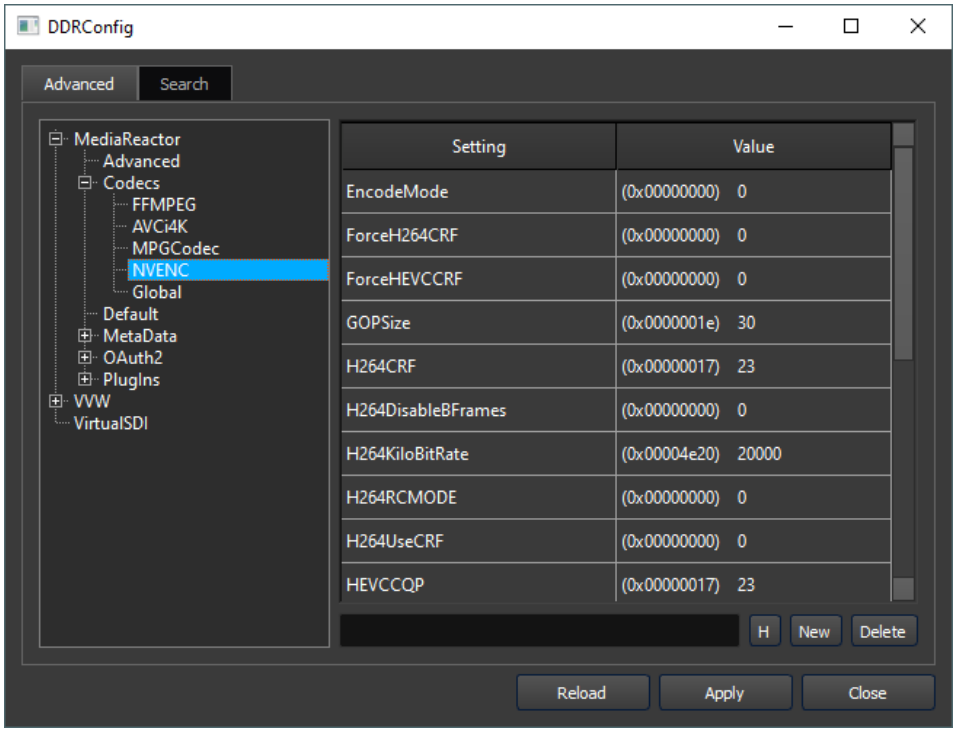
MaxCPUS – set the maximum number of CPUs to use for AVCi.
UsePanasonicDec – use Panasonic decoding for AVCi 4K files
UsePanasonicEncode – use Panasonic encoding for AVCi 4K files.

2.3.2.3 MediaReactor/Codecs/MPGCodec



UseFieldBasedEncode – specify that field based encoding should be used for MPEG codecs.

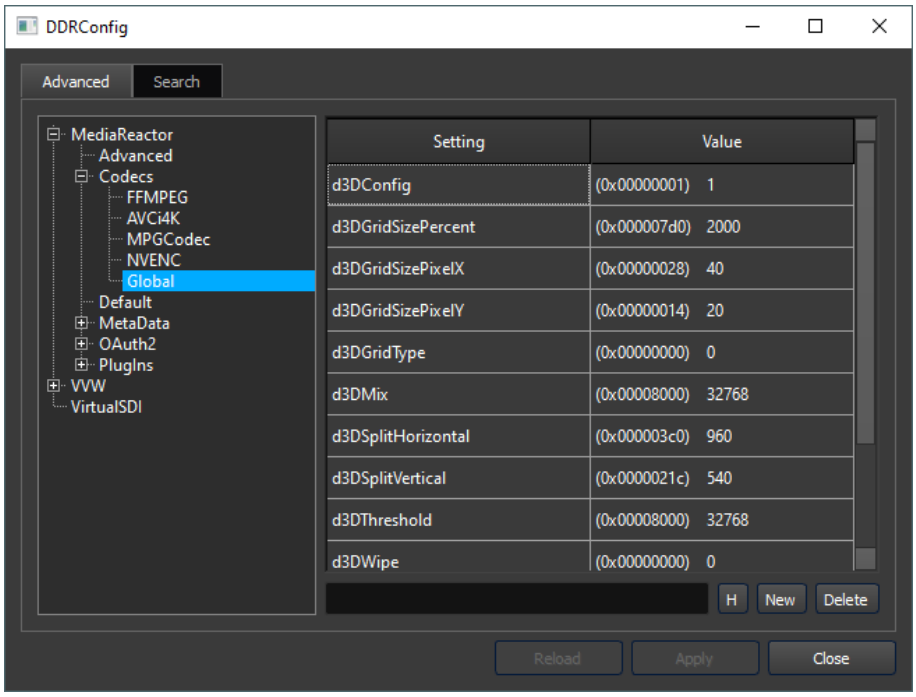
2.3.2.4 MediaReactor/Codecs/NVENC



EncodeMode – set the encoding mode for NVIDIA 2110 streams
ForceH264CRF – specify a constant rate factor for h.265 media.
ForceHEVCCRF – specify a constant rate factor for HEVC media.
GOPSize – set the group of pictures cadence (number of frames between keyframes) for file types with GOP structures.
H264CRF – set the constant rate factor for h.264 files.
H264DisableBFrames – specify whether to use the B (bi-predictive) frames within the GOP structure.
H264KiloBitRate – set the bit rate for CBR streams, in kilobits.
H264RCMODE – rate control mode for h.264 streams.
H264UseCRF – use a constant rate factor for h.264 streams.
HEVCCQP – set the constant quantization parameter for h.265 streams.
HEVCCRF – set the constant rate factor for h.265 streams.
HEVCDisableBFrames – specify whether to use the B (bi-predictive)frames within h.265 streams.
HEVCKiloBitRate – set the bit rate for h.265 streams, in kilobits.
HEVCCRCMODE – enable/disable cyclic redundancy mode error checks for h.265 streams.
HEVCUseCQP – use a constant quantization parameter for h.265 streams.
HEVCUseCRF – use a constant rate factor for h.265 streams.
UseH264 – enable/disable h.264 streams.

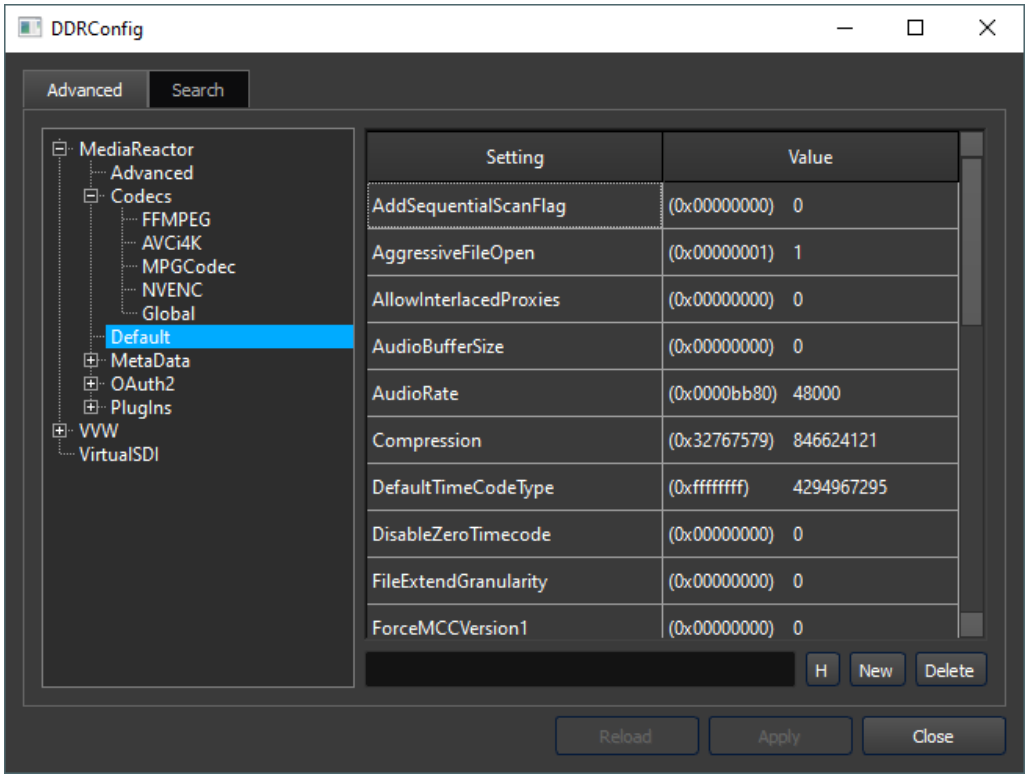
UseHEVC – enable/disable h.265 streams.

2.3.2.5 MediaReactor/Codecs/Global



d3DConfig – enable/disable the 3D Configuration settings.
d3DGridSizePercent – specify the grid size for 3D overlays as a percentage of the available screen.
d3DGridSizePixelX – grid size setting for the x-coordinate (abscissa), or horizontal length along the y-axis.
d3DGridSizePixelY – grid size setting for the y-coordinate (ordinate), or vertical length along the x-axis.
d3DGridType – select the grid type to use.
d3DMix – mix setting for the grid used.
d3DSplitHorizontal – setting for any horizontal split used to visually compare a compressed file to a reference file in a full reference comparison.
d3DSplitHVertical – setting for any vertical split used to visually compare a compressed file to a reference file in a full reference comparison.
d3DThreshold – the threshold setting for comparisons.
d3DWipe – wipe setting for comparisons.
EnableFastMeridian – setting for legacy Avid Meridien hardware-accelerated video codecs.
EnableFlipMeridian – setting for legacy Avid Meridien hardware-accelerated video codecs.

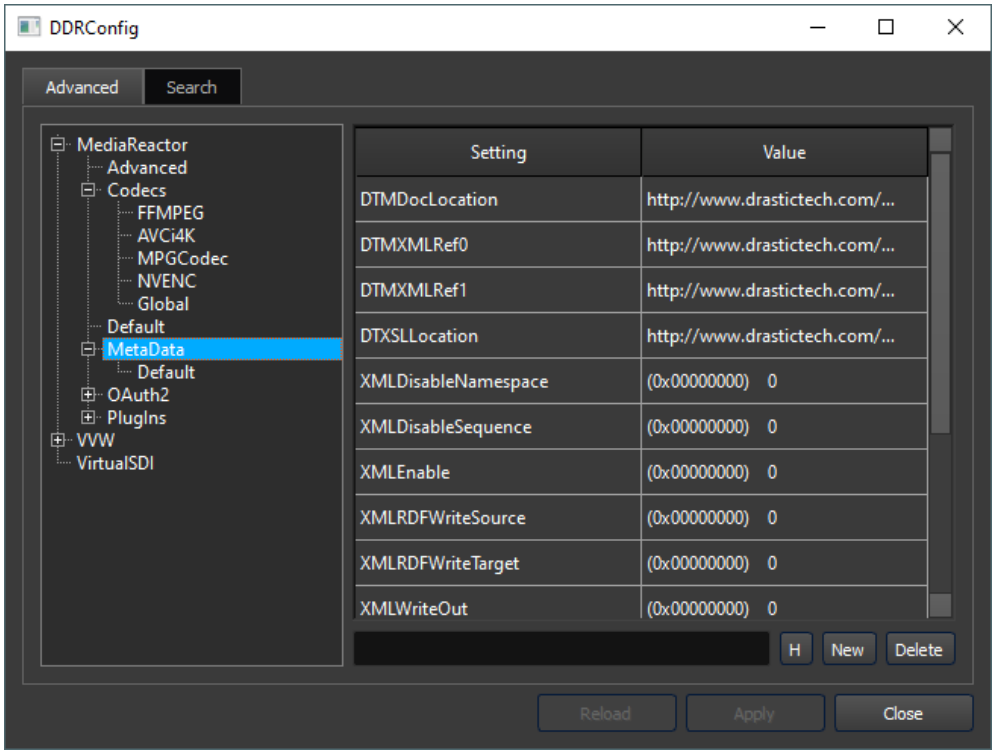
2.3.3 MediaReactor/Default



AddSequentialScanFlag – add a flag to set sequential scan file handling.
AggressiveFileOpen – try to play partial files, files with broken indexes, missing codecs etc.
AllowInterlacedProxies – enable/disable interlaced proxies.
AudioBufferSize – specify the audio buffer size.
AudioRate – shows the current audio rate default setting, and allows the user to specify an alternate rate.
Compression – set the type of compression in use.
DefaultTimeCodeType – shows the current time code type setting, and allows the user to specify an alternate type.
DisableZeroTimeCode – enable/disable the use of embedded zero-based time code.
FileExtendGranularity – specify the setting for file extend granularity.
ForceMCCVersion1 – specify that version 1 .mcc (Master Closed Caption) handling should be used for CEA-708 captions.
maxcodecs – specify a maximum compression/decompression setting for codecs in use.
MinAudioCacheSize – specify the minimum audio cache size.
OverrideAudioWriteType – ignore any audio type encoding setting and use an alternate one instead.
OverrideCC – ignore any closed caption type setting and use an alternate one instead.
OverrideSectorSize – ignore any sector size setting for encodes, and use an alternate one.
ShowReadSpeed – enable/disable overall read speed display, where available.

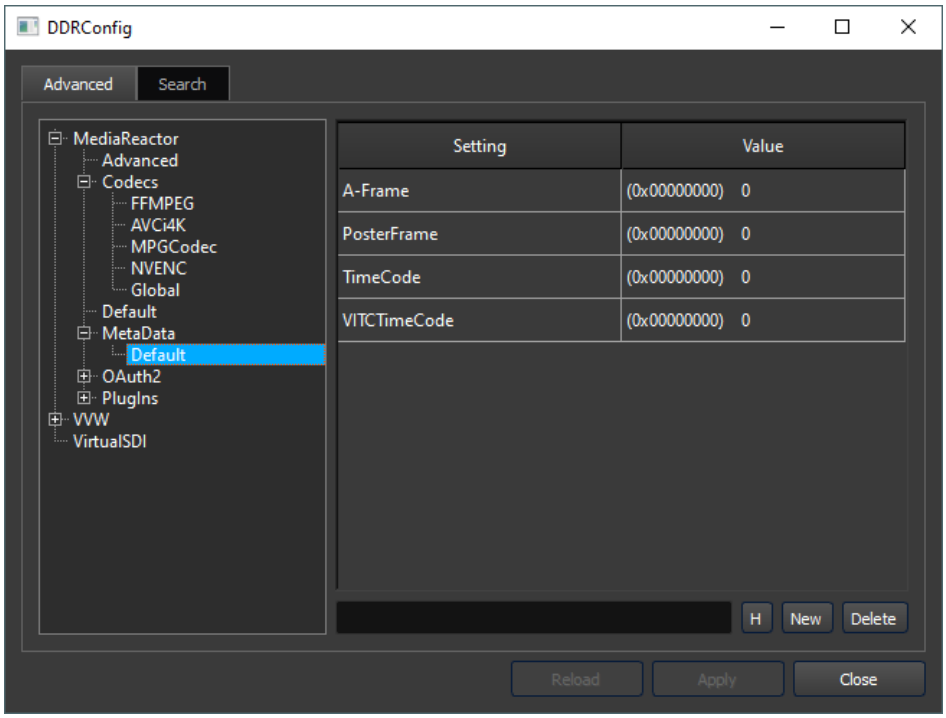
ShowReadUncSpeed – enable/disable uncompressed read speed display, where available.
ShowWriteSpeed – enable/disable overall write speed display, where available.
ShowWriteUncSpeed – enable/disable uncompressed write speed display, where available.
SignalFormat – the signal format setting.
TranslateCCWait – setting for closed caption decoding and playback.
UseCC – specify that embedded closed captions should be displayed.
UseSideBarCC – specify that sidebar captions should be displayed.
WriteDiscoveryAudioNames – enable/disable the use of the audio file naming format used by Discovery.

2.3.4 MediaReactor/Metadata



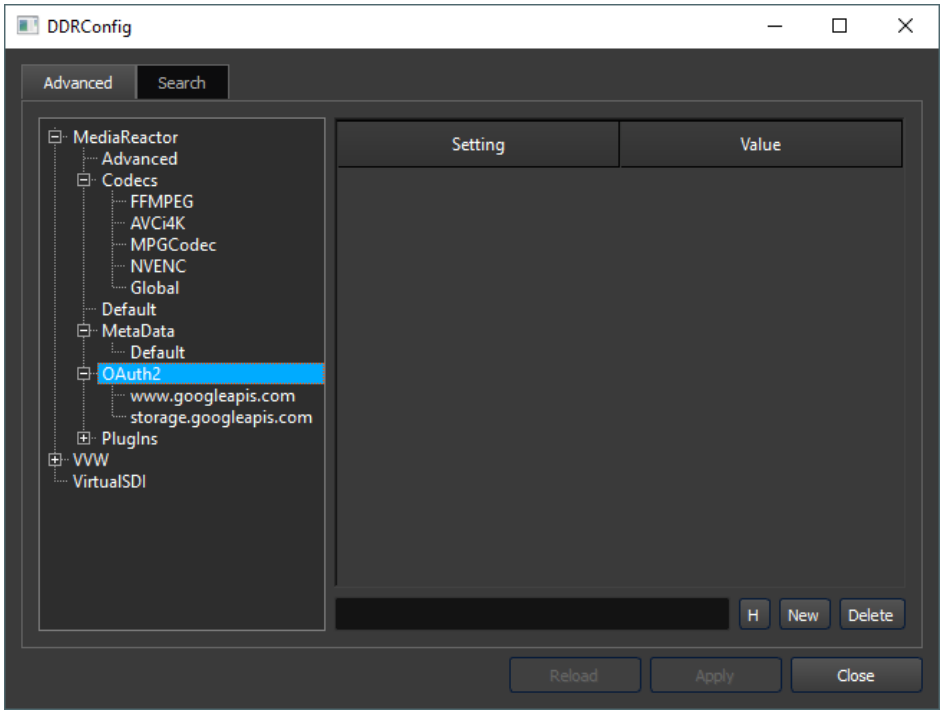
DTMDocLocation – the location of the Drastic Technologies Metadata XML document.
DTMXMLRef0 – the location of the Drastic Technologies Metadata index.
DTMXMLRef1 – the location of the Drastic Technologies Metadata elements.
DTXSLocation – the location of the Drastic Technologies XSL file.
XMLDisableNamespace – enable/disable the XML namespace for the set of associated files in use.
XMLDisableSequence – enable/disable the XML sequence for the set of associated files in use.
XMLEnable – enable/disable use of a file's XML parameters.
XMLRDFWriteSource – enable/disable use of extended markup language resource description framework writes from the source.
XMLRDFWriteTarget – enable/disable use of extended markup language resource description framework writes to the target.
XMLWriteOut – enable/disable use of extended markup language writes to the out point.
XMLWriteSource – enable/disable use of extended markup language writes from the source.
XMLWriteTarget – enable/disable use of extended markup language writes to the target.
XMPEnable – enable/disable extreme memory profile for RAM usage.
XMPEnableForReads – enable/disable extreme memory profile for RAM usage during file read operations.

2.3.4.1 MediaReactor/MetaData/Default



A-Frame – A-frame setting for metadata.
PosterFrame – enable/disable use of a poster frame during playback, a frame displayed prior to the beginning of a video.
TimeCode – enable/disable time code media handling.
VITCTimeCode – enable/disable vertical interval time code.

2.3.5 MediaReactor/OAuth



OAuth is an open standard for access delegation, commonly used as a way for internet users to grant websites or applications access to their information on other websites but without giving them the passwords.

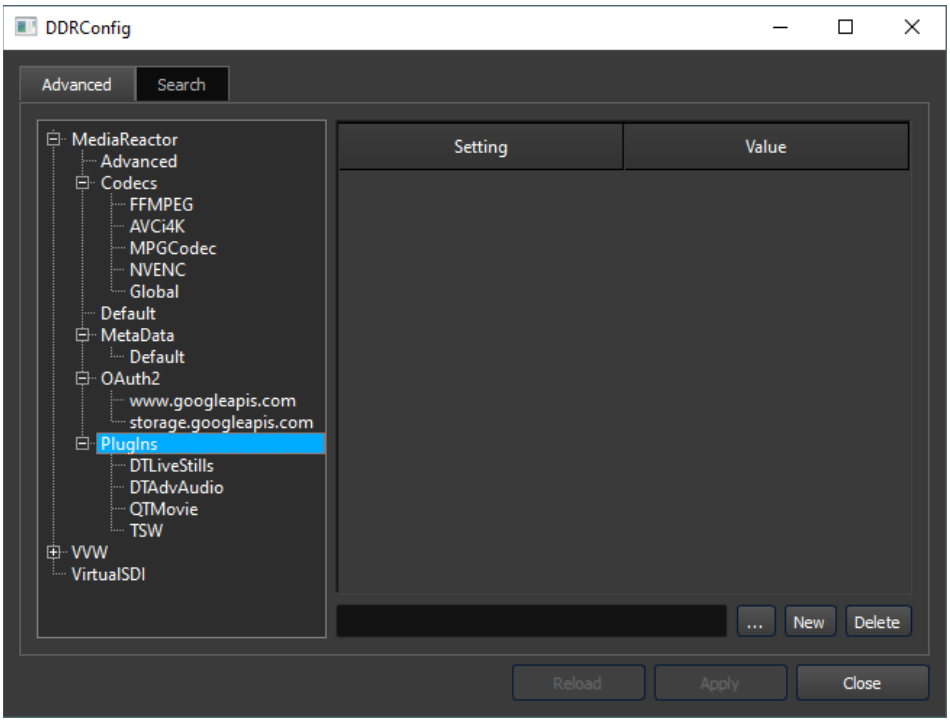
2.3.5.1 MediaReactor/OAuth/www.googleapis.com

oauth2server – specify the link to Google APIs from Drastic software.

2.3.5.2 MediaReactor/OAuth/storage.googleapis.com

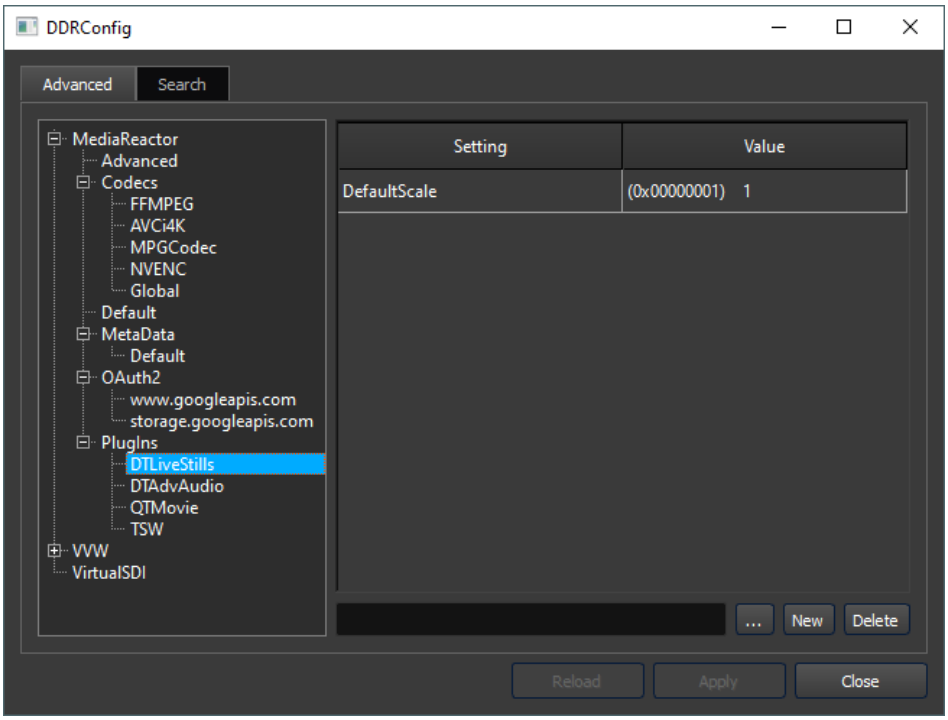
oauth2server – specify the link to Google Storage APIs from Drastic software.

2.3.6 MediaReactor/Plugins



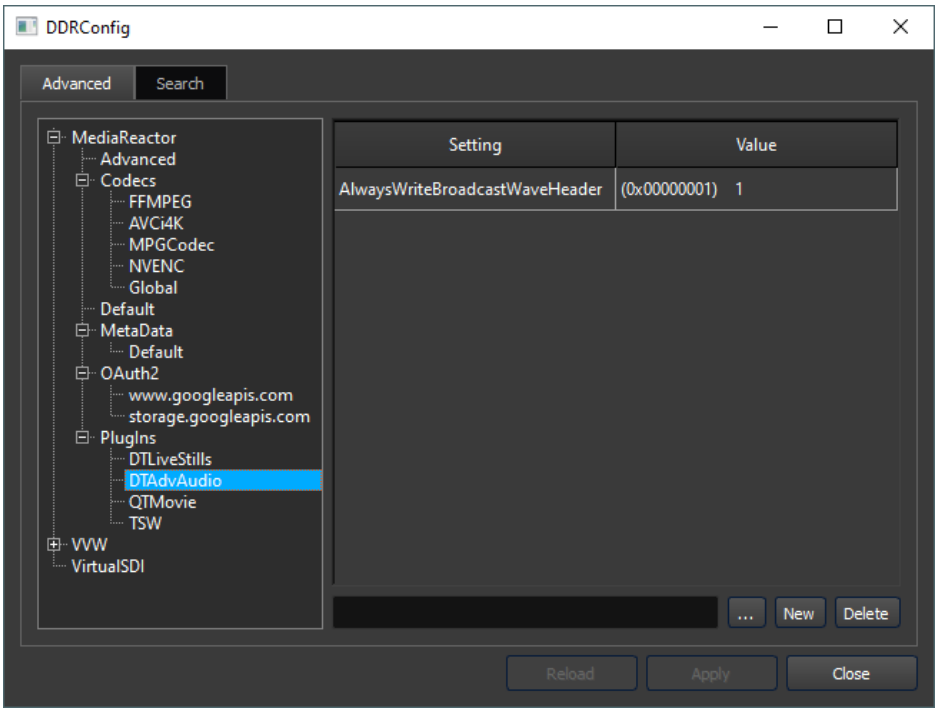
Provides setting for any plugins in use.

2.3.6.1 MediaReactor/Plugins/DTLiveStills



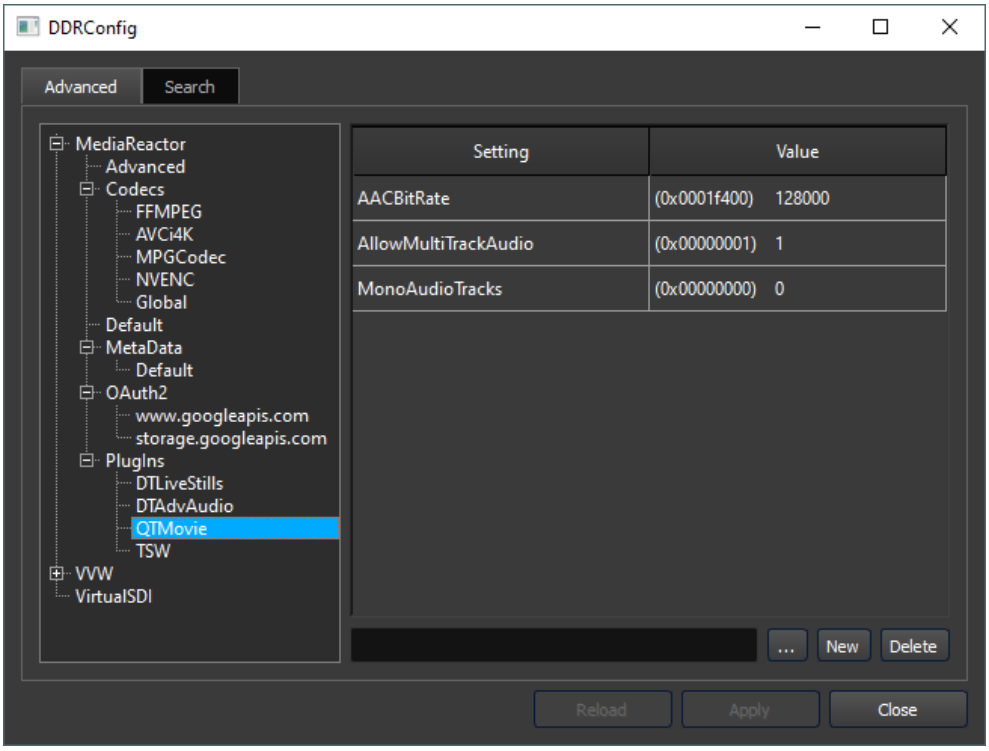
DefaultScale – enable/disable the default scale setting.

2.3.6.2 MediaReactor/Plugins/DTAdvAudio



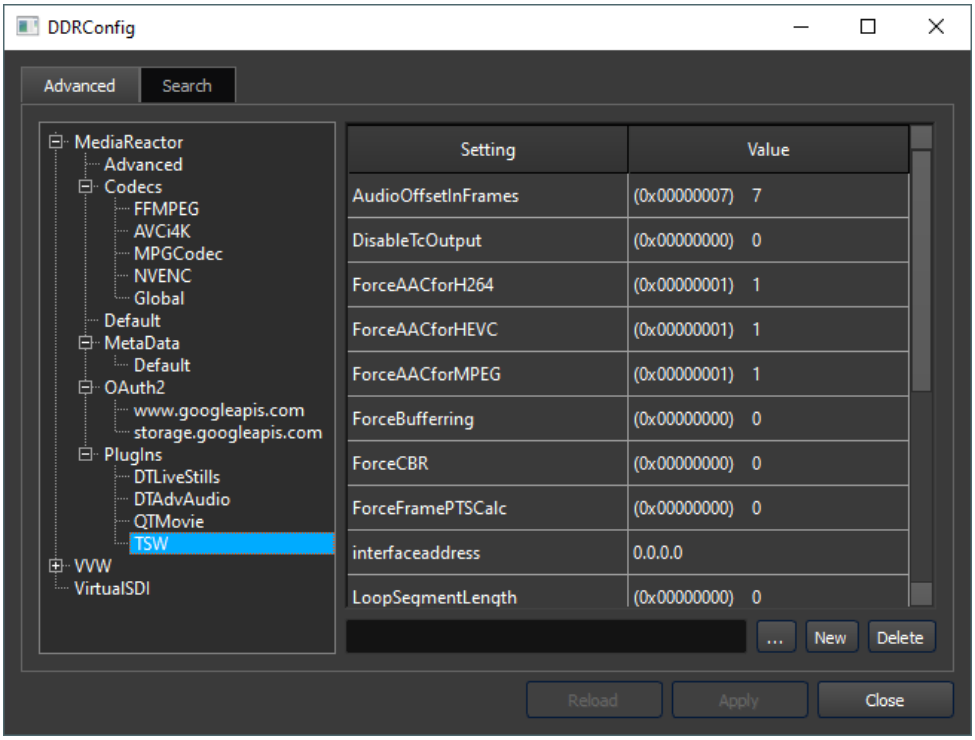
AlwaysWriteBroadcastWaveHeader – on ingest, always write audio files with a Broadcast Wave (.wav) header.

2.3.6.3 MediaReactor/Plugins/QTMovie



AACBitRate – set the bit rate for Advanced Audio Coding (AAC) audio encoding and decoding.
AllowMultiTrackAudio – enable/disable multitrack audio encoding and decoding.
MonoAudioTracks – specify multiple mono audio tracks for encoding and decoding.

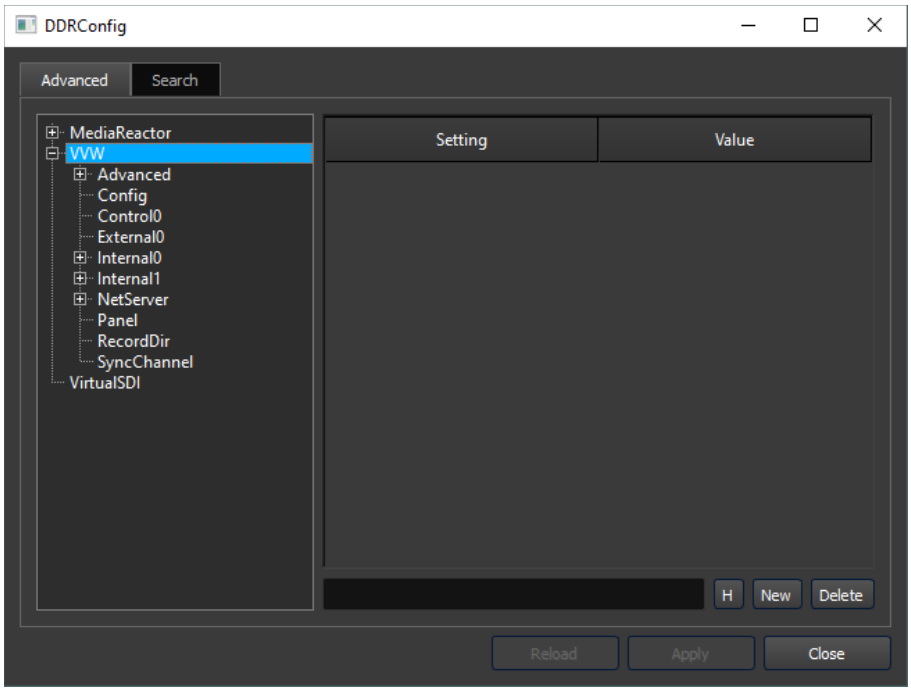
2.3.6.4 MediaReactor/Plugins/TSW



AudioOffsetInFrames – number of frames to delay the audio for A/V Sync calibration.
DisableTcOutput – enable/disable time code on output.
ForceAACforH264 – specify that Advanced Audio Coding (AAC) should be used for h.264 audio encoding and decoding.
ForceAACforHEVC – specify that Advanced Audio Coding (AAC) should be used for h.265 audio encoding and decoding.
ForceAACforMPEG – specify that Advanced Audio Coding (AAC) should be used for MPEG-2 audio encoding and decoding.
ForceBuffering – specify that stream handling should use buffering.
ForceCBR – specify that constant bit rate encoding and decoding should be used.
ForceFramePTSCalc – specify that presentation timestamp calculations should be made per frame, for timing in ST-2110.
Interfaceaddress – the default IP address of any remote GUI in use.
LoopSegmentLength – specify the length of any segments used to loop playback.
LoopSegmentsToSave – specify the loop segments to maintain, if any are used.
PlayAudioLocally – enable/disable local audio playback. May be used to mute playback on the local system, where the main output already provides audio monitoring, and/or where local audio output causes feedback.
SecondsPerSegment – number of seconds per segment, where used.
SRTDisableExtraStreams – enable/disable audio/anc streams in SRT streams.

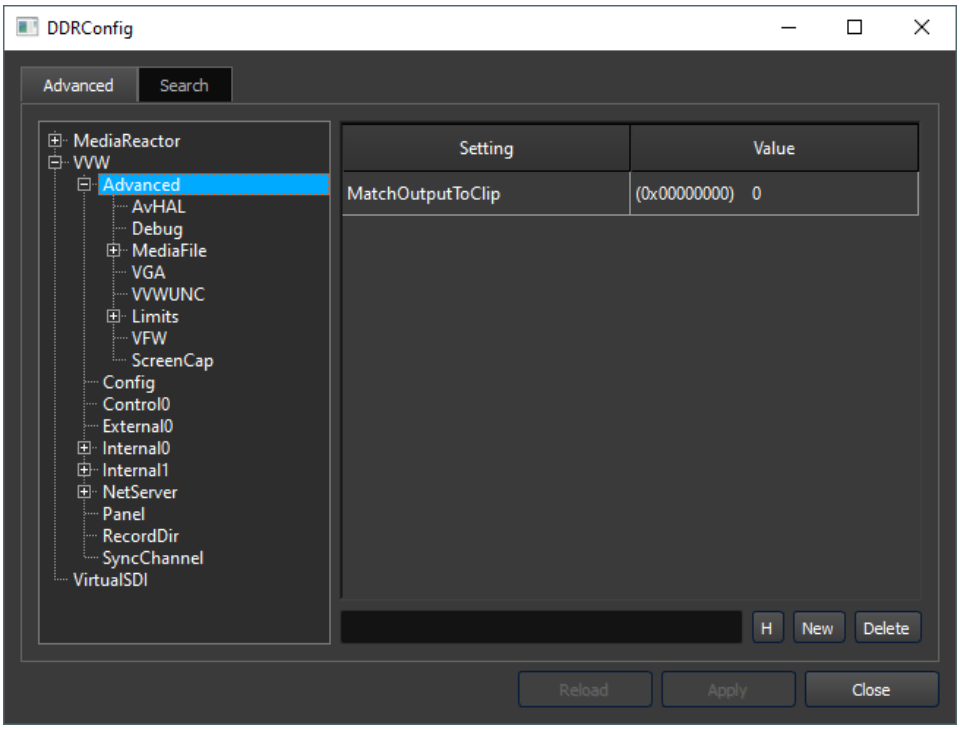
SRTDisableSDR_HDRStream – enable/disable SDR to HDR streams where SRT is used.
WriteM3U8 – specify that m3u8 files should be written along with any main file write.

2.4 VVW



The VVW area provides DDR type settings, including configuration, control, and channels.

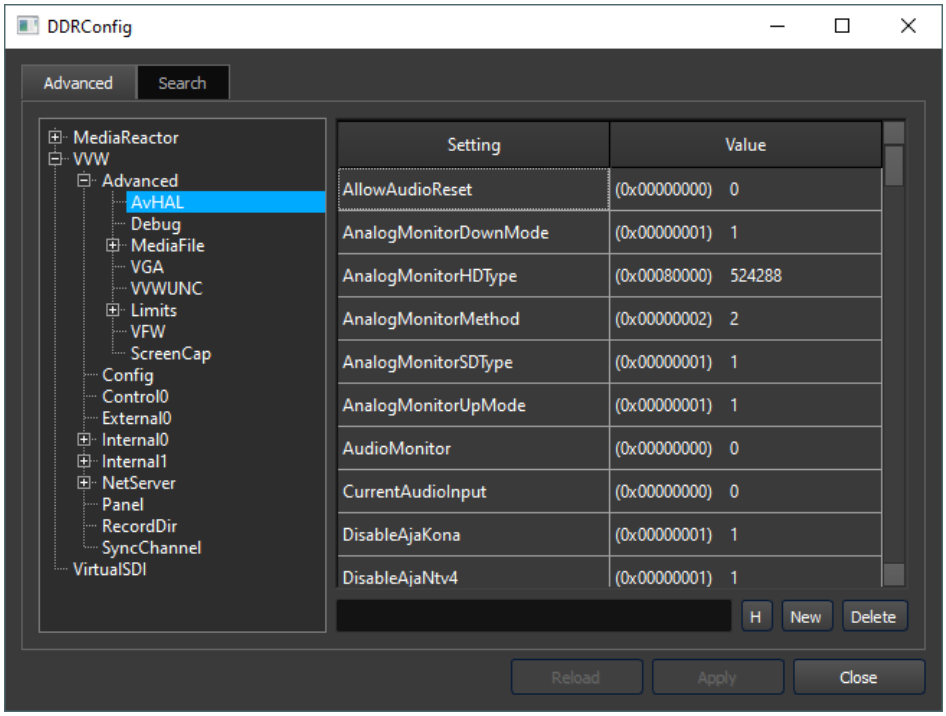
2.4.1 VVW/Advanced



MatchOutputToClip – in file transcodes, match the file type being written to the source clip's file type.

2.4.1.1 VVW/Advanced/AvHAL

Settings for Drastic's AvHAL (Audio video Hardware Abstraction Layer).



AllowAudioReset – enable/disable audio reset functionality.
AnalogMonitorDownMode – set the downconversion mode for displaying HD formats on an SD analog monitor.
AnalogMonitorHDType – set the mode for displaying HD formats on an SD analog monitor.
AnalogMonitorMethod – set the method used to display on an analog monitor.
AnalogMonitorSDType – set the default display mode for SD formats.
AnalogMonitorUpMode – set the upconversion mode for SD formats to be displayed on an HD capable monitor.
AudioMonitor – enable/disable audio monitoring.
CurrentAudioInput – specify the current audio input source.
DisableAjaKona – enable/disable AJA KONA hardware installed in the system.
DisableAjaNtv4 – enable/disable AJA NTV4 hardware installed in the system.
DisableAntex – enable/disable (legacy) Antex audio hardware installed in the system.
DisableASIO – enable/disable ASIO audio hardware installed in the system.
DisableAudio – enable/disable audio hardware installed in the system.
DisableAVcdi – enable/disable audio/video CDI stream settings in the system.
DisableAVDirectShow – enable/disable audio/video DirectShow settings in the system.
DisableAVFoundation – enable/disable AV Foundation settings in the system.
DisableAVLinux – enable/disable audio/video Linux settings in the system.

DisableAVMediafile – enable/disable audio/video media file settings in the system.
DisableAVNDI – enable/disable NDI hardware installed in the system.
DisableAVShMem – enable/disable audio/video shared memory access settings in the system.
DisableAVStream – enable/disable audio/video stream settings in the system.
DisableBlueFish444 – enable/disable Bluefish444 hardware installed in the system.
DisableDCxNT – enable/disable (legacy) Pinnacle Miro DC hardware installed in the system.
DisableDeckLink – enable/disable Blackmagic DeckLink hardware installed in the system.
DisableDekTec – enable/disable DekTec hardware installed in the system.
DisableDeltacast – enable/disable Deltacast hardware installed in the system.
DisableDigiServer – enable/disable (legacy) Matrox DigiServer hardware installed in the system.
DisableDigitalRapids – enable/disable (legacy) Digital Rapids hardware installed in the system.
DisableDirectSound – enable/disable Direct Sound audio hardware installed in the system.
DisableDVM – enable/disable DVM hardware installed in the system.
DisableDVS – enable/disable DVS hardware installed in the system.
DisableIPVideo – enable/disable IP Video hardware installed in the system.
DisableLinear – enable/disable Linear hardware installed in the system.
DisableMagewell – enable/disable Magewell hardware installed in the system.
DisableMatrox – enable/disable Matrox hardware installed in the system.
DisableMatroxFabric – enable/disable Matrox Fabric hardware installed in the system.
DisableMatroxUnc– enable/disable Matrox uncompressed hardware installed in the system.
DisableMtxUnc – enable/disable Mtx (legacy Matrox) uncompressed hardware installed in the system.
DisablePortAudio – enable/disable audio port hardware installed in the system.
DisableRealTime – enable/disable real time hardware installed in the system.
DisableScreenCap – enable/disable screen capture hardware installed in the system.
DisableSDLAudio – enable/disable Simple Direct Layer Audio hardware installed in the system.
DisableUltrascope – enable/disable Blackmagic (legacy) UltraScope hardware installed in the system.
DisableVectorScope – enable/disable vectorscope settings in the system.
DisableVFW– enable/disable Video For Windows (VFW) settings in the system.
DisableVGA – enable/disable VGA display in the system.
DisableVideo – enable/disable video hardware installed in the system.
DisableVideoPump3 – enable/disable (legacy) VideoPump hardware installed in the system.
DisableViewGraphics – enable/disable ViewGraphics hardware installed in the system.
DisableVWF – enable/disable Video For Windows (VFW) hardware installed in the system.
DisableWASAPI – enable/disable Windows Audio Session API settings in the system.
DisableWave – enable/disable audio wave (.wav) files.
EnableAudioScrub – enable/disable audio playback during seek operations such as fast forward, rewind etc.
EnableFlowCasterOut – enable/disable output via FlowCaster plugin, to various IP protocols, within specific Drastic software.
ForceAjaKonaSlave – specify that the AJA hardware should operate in slave mode, to run

under a controller.

ForceVGAFirst – specify that output should be sent to the VGA display first.

ForceWaveDriver – specify that wave audio output should use a particular driver.

LimitCompressionType – specify limits for the compression type being used.

LimitVideoEncodeFormat – specify that video encodes should be limited to a subset of available types.

MaxFrameUnits – set the maximum number of frame units used.

MemoryPool – specify the size of the default memory pool.

MemoryPoolHi – specify the size of a dedicated memory pool for intensive operations.

nmosoverride – enable/disable use of Networked Media Open Specifications (NMOS) for stream handling.

NoInternalAudioVideo – setting to specify no internal audio/video hardware is present.

PlayAudioComputerSpeakers – enable/disable audio playback via the local system's speakers or headphone set.

ProcessorMask – specify which CPU cores (CPU Affinity Mask) to use for encoding and decoding.

ProductionMode – enable/disable Production Mode. When in Production Mode, the system will immediately stop if it encounters a dropped frame. If disabled, the system is in Broadcast mode, and will not stop on encountering a dropped frame.

ShowFPS – display the current frames per second setting.

ShowVITCLines – specify that vertical interval lines should be treated as active video, and displayed in the image.

SkipBoards – where there are multiple boards in a system, this setting allows the user to "skip" a board, so the "next" board in the system will be used.

SmpteAudioDecodeChannel – specify the default audio decode channel for ST-2110 streams.

SmpteAudioEnabled – enable/disable ST-2110 audio.

SmpteAudioEncodeChannel – specify the default audio encode channel for ST-2110 streams.

SmpteAudioRegenerate – enable/disable ST-2110 audio regeneration.

Superimpose – enable/disable the time code overlay.

SuperimposeType – specify the type of time code overlay used.

SuperimposeX – set the location of the x-coordinate (abscissa) horizontal distance from the y-axis for time code overlay.

SuperimposeY – set the location of the y-coordinate (ordinate) vertical distance from the x-axis for time code overlay.

SyncPhase – setting for synchronization phase.

Tbc4 – enable/disable time base correction settings.

UseAllFileTypes – enable/disable access to all file types for encoding and decoding.

VectorScopeDPXMatrix – enable/disable DPX Matrix setting for the vectorscope.

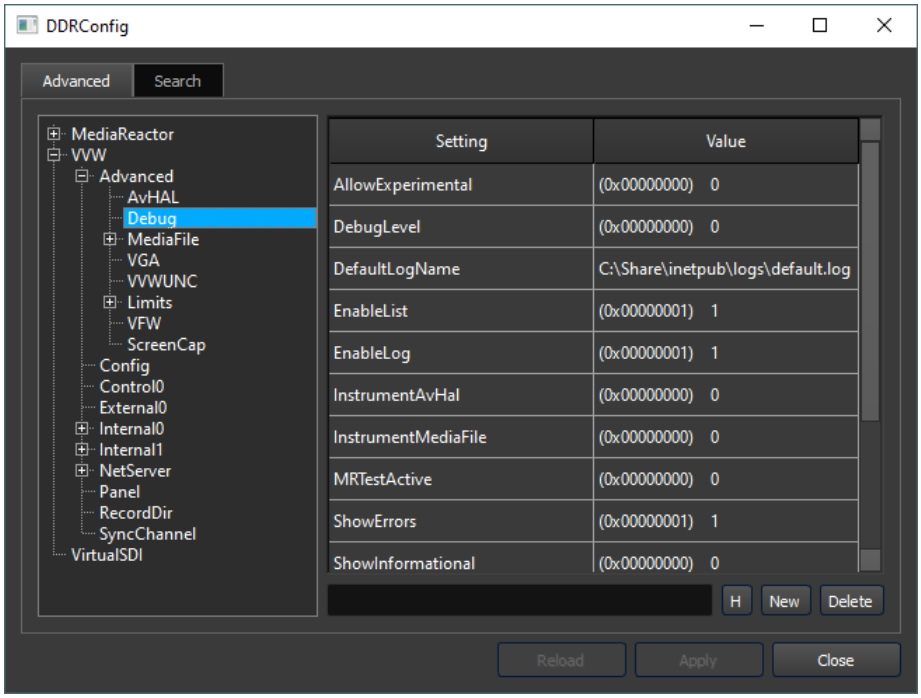
VideoMonitor – enable/disable video monitor output.

WaveExtensible – enable/disable wave extensible audio, a Windows standardized extension to the standard WAV format, designed to handle high-resolution audio, multi-channel configurations, and complex speaker mapping.

WaveInDisable – enable/disable wave (.wav) audio file input for encodes.

WaveOutDisable – enable/disable wave (.wav) audio file output for decodes.

2.4.1.2 VVW/Advanced/Debug



AllowExperimental – specify that an experimental debug regime should be enabled for diagnostics. This setting allows application specific debugging above the normal debug regime.

DebugLevel – specify the level of debugging.

DefaultLogName – set the location and name of the default debug log.

EnableList – enable/disable the events list.

EnableLog – enable/disable the events log.

InstrumentAvHal – enable/disable AvHAL access to analysis tools, providing hardware support.

InstrumentMediaFile – enable/disable media file access to the analysis tools for media file playback and encoding.

MRTestActive – enable/disable MediaReactor Test elements.

ShowErrors – enable/disable error display in the events log.

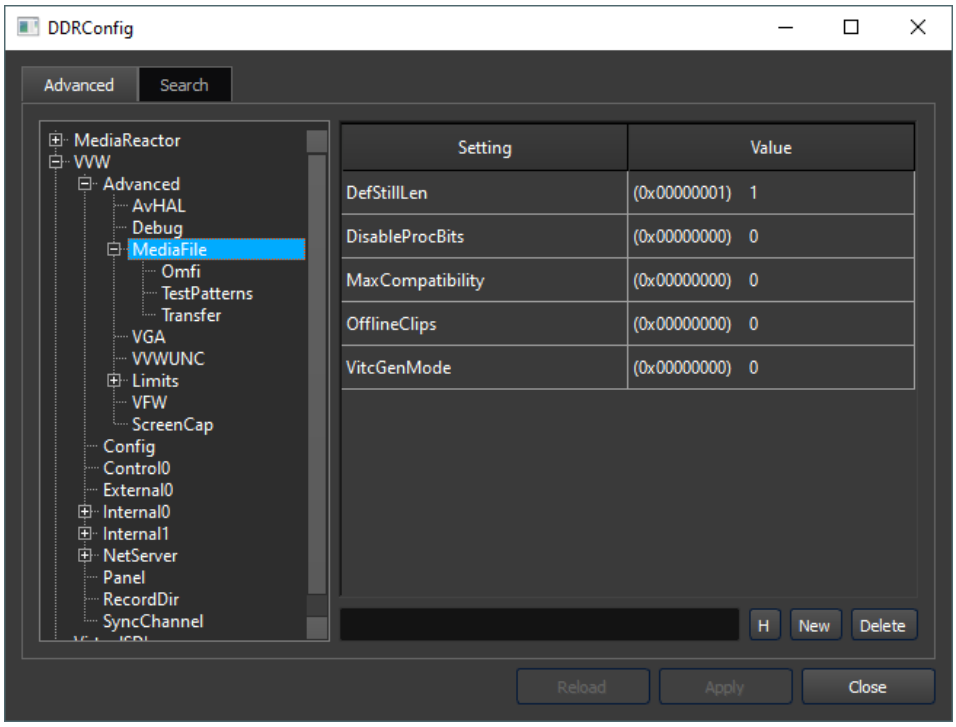
ShowInformational – enable/disable informational details display in the events log.

ShowWarnings – enable/disable display of warning level events in the events log.

UseErrorBox – add events and errors to the error log window for review.

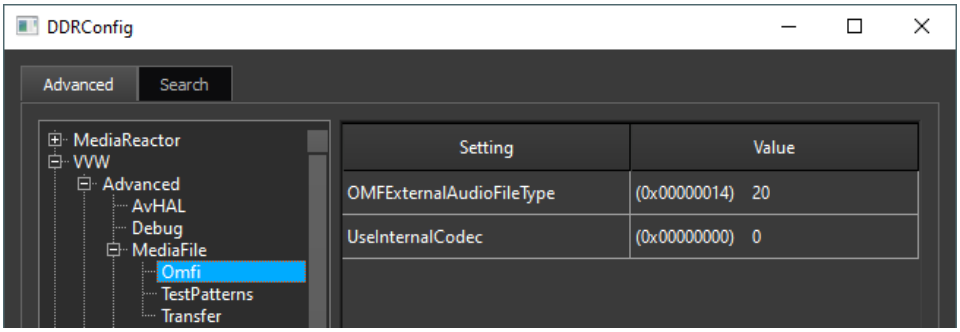
UseWindow – add events and errors to a display window for review.

2.4.1.3 VVW/Advanced/MediaFile



DefStillLen – set the default still length.
DisableProcBits – enable/disable processor bits on output.
MaxCompatibility – set the maximum compatibility level.
OfflineClips – enable/disable offline clip workflows.
VitcGenMode – set the mode for generation of vertical interval data, in file encoding workflows using VITC time code.

2.4.1.3.1 VVW/Advanced/MediaFile/Omfi

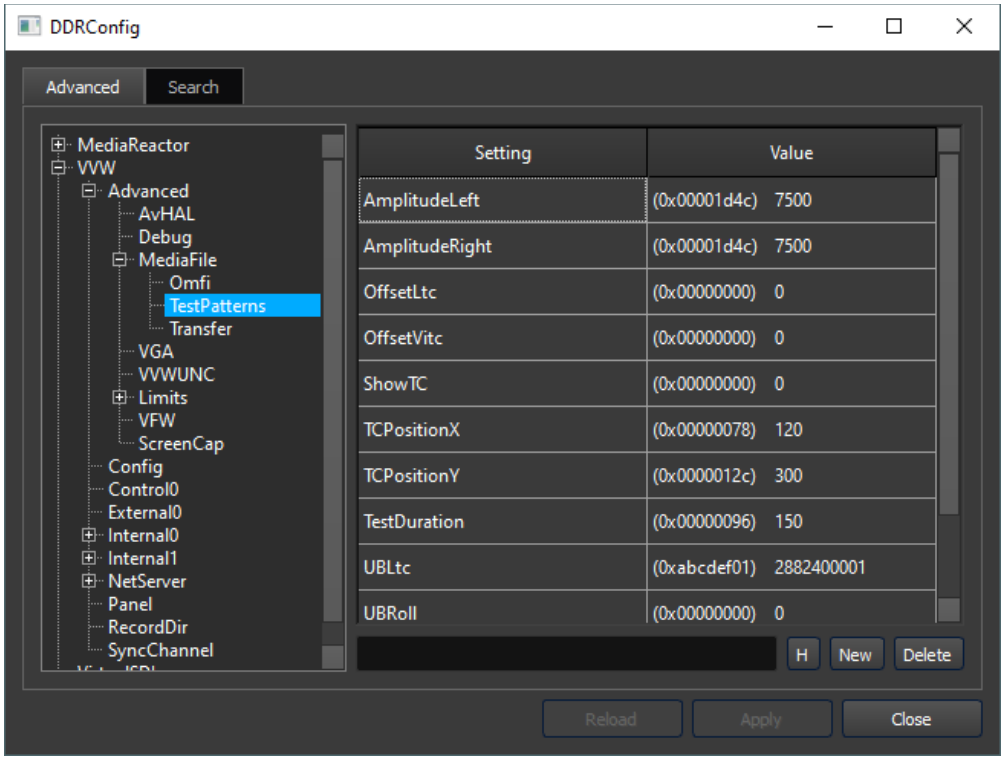


OMFExternalAudioFileType – specify that external Open Media Framework Interchange (OMF) audio files should be used.

UseInternalCodec – specify that an internal codec should be used instead of an external codec.

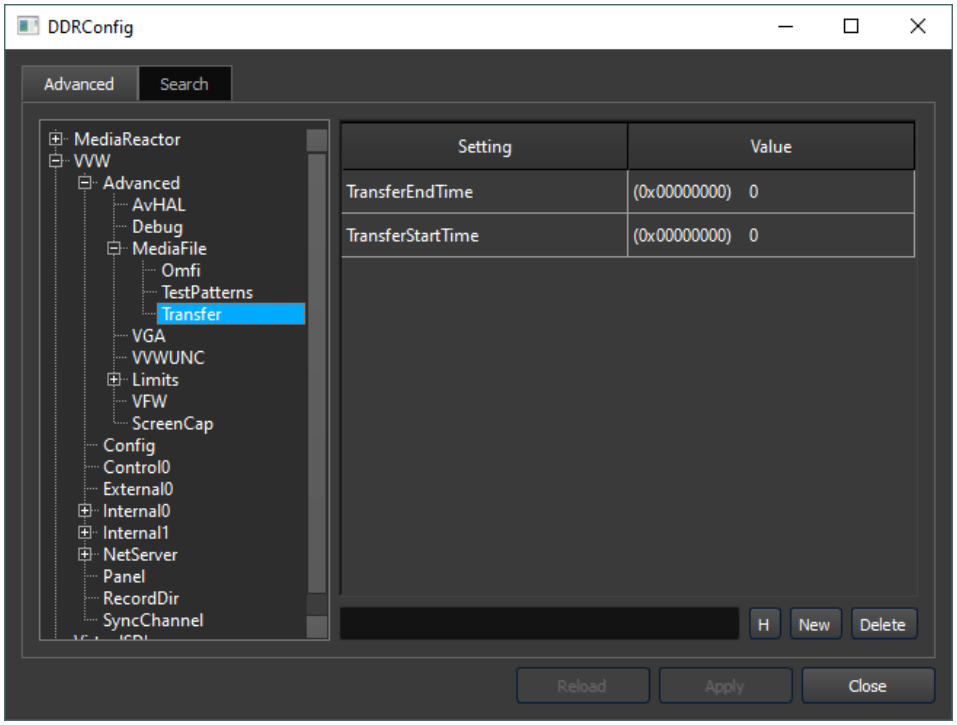
2.4.1.3.2 VVW/Advanced/MediaFile/TestPatterns

The Test Patterns area provides settings for a (legacy) set of Video for Windows (VFW) based test instruments.



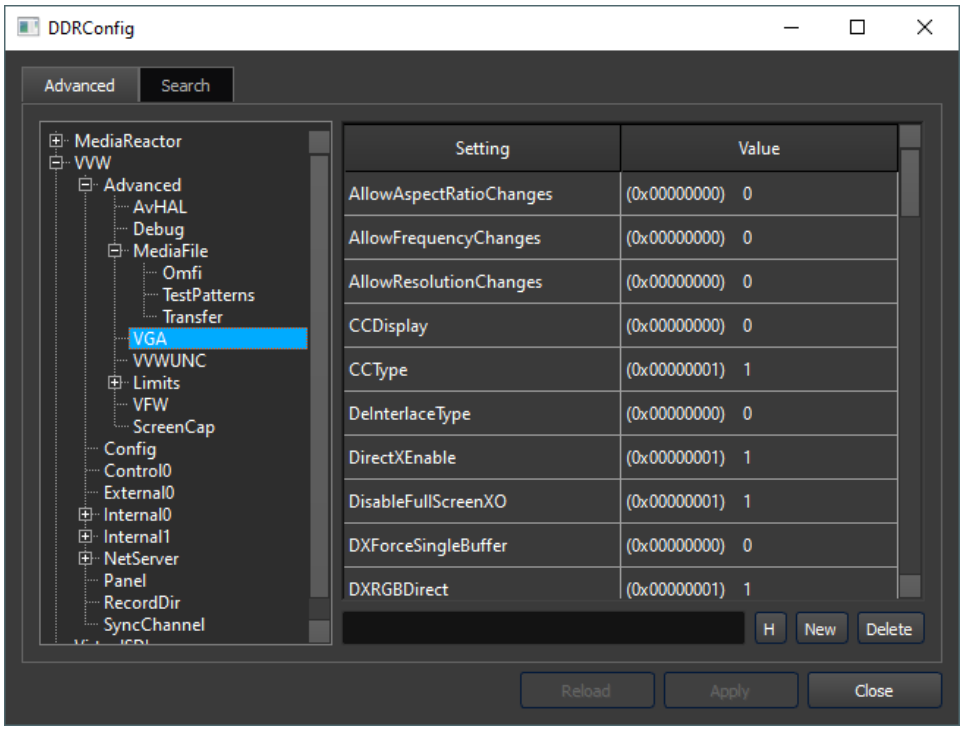
AmplitudeLeft – setting for 3D pattern left eye.
AmplitudeRight – setting for 3D pattern right eye.
OffsetLtc – use the LTC offset to display time code.
OffsetVitc – use the VITC offset to display time code.
ShowTC – display time code over the test pattern.
TCPositionX – set the X position of the time code display for overlay.
TCPositionY – set the Y position of the time code display for overlay.
TestDuration – specify the length of the test clip.
UBLtc – setting for LTC user bits.
UBRoll – setting for Roll user bits.
UBVitc – setting for VITC user bits.

2.4.1.3.3 VVW/Advanced/MediaFile/Transfer



TransferEndTime – specify the out point for a media transfer.
TransferStartTime – specify the in point for a media transfer.

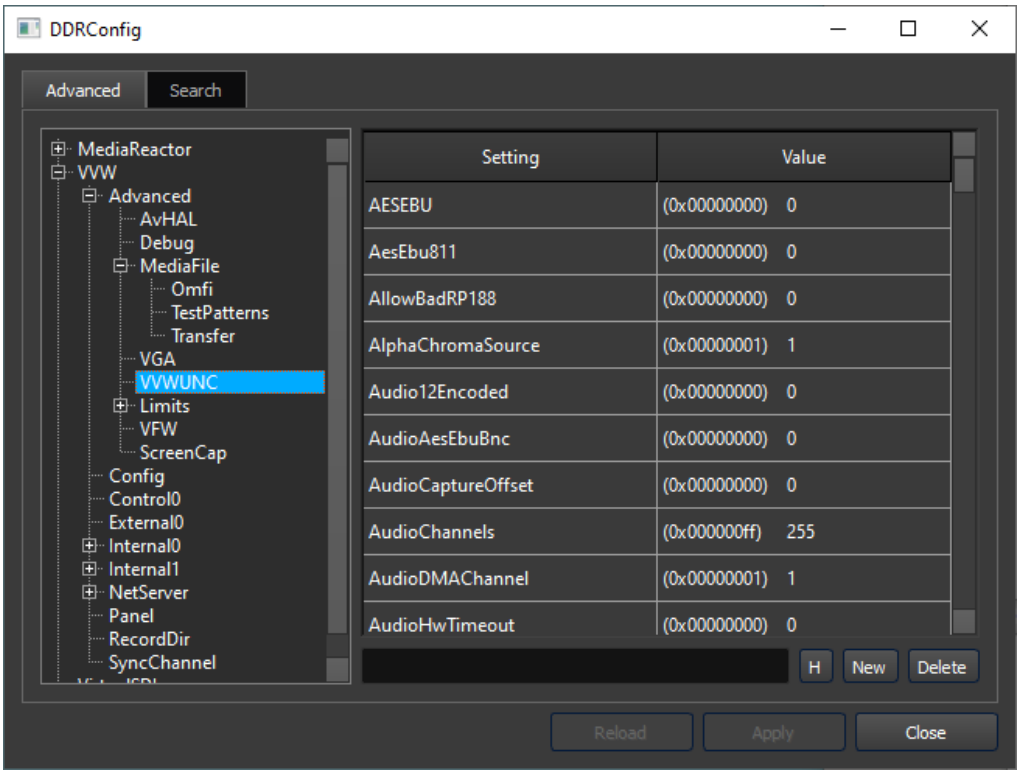
2.4.1.4 VVW/Advanced/VGA



AllowAspectRatioChanges – enable/disable aspect ratio changes.
AllowFrequencyChanges – enable/disable frequency changes.
AllowResolutionChanges – enable/disable resolution changes.
CCDisplay – enable/disable closed caption display.
CCType – specify the closed caption format, if one is used.
DeinterlaceType – settings for the type of deinterlacing scheme that will be used to display interlaced video.
DirectXEnable – enable/disable DirectX sources.
DisableFullScreenXO – enable/disable full screen display in QuickClipXO (deprecated).
DXForceSingleBuffer – specify that a single buffer should be used.
DXRGBDirect – enable/disable RGB Direct display.
DXRGBOverlay – enable/disable RGB Overlay display.
DXYUVDirect – enable/disable YUV Direct display.
DXYUVOverlay – enable/disable YUV Overlay display.
ForceAspectRatio – specify a particular aspect ratio be used instead of the default.
ForceMem – enable/disable memory caching parameters
FullScreen – enable/disable full screen display.
GenlockEnable – enable/disable operation under genlock timing synchronization.
IgnoreMouse – enable/disable mouse control.
MaximumVGASizePercent – specify the maximum VGA size by percent.
OpenGLEnable – enable/disable OpenGL for VGA display.

ReduceVGAFrameRate – reduce the frames per second rate to accommodate slower or less powerful systems.
SDLEnable – enable/disable Simple DirectMedia Layer (SDL) use for VGA display.
Superimpose – enable/disable time code overlay on top of the video display.
SuperimposeCC – enable/disable closed caption overlay on top of the video display.
Use10BitVGAProcessing – specify that the VGA should use 10 bit processing rather than 8 bit.
UseCPUScale – enable/disable CPU scaling for VGA display.
UseMonitorFrameRate – handle media using the default monitor frame rate.
VGA3DConfig – enable/disable 3D grid configuration
VGA3DGridSizePercent – specify the size of the 3D grid in percentage.
VGA3DGridSizePixelX – set the x-coordinate (*abscissa*, or horizontal distance from the y-axis) size for the 3D grid.
VGA3DGridSizePixelY – set the y-coordinate (*ordinate*, or vertical distance from the x-axis) size for the 3D grid.
VGA3DGridType – specify the type of grid being used in 3D monitoring.
VGA3Dmix – specify the mix level between the grid and the signal in 3D monitoring.
VGA3DSplitHorizontal – set the parameters for the horizontal split in 3D monitoring.
VGA3DSplitVertical – set the parameters for the vertical split in 3D monitoring.
VGA3DThreshold – set the parameters for the threshold in 3D monitoring.
VGA3DWipe – set the parameters for the wipe view in 3D monitoring.
VGAFrameOffset – specify any frame offset in 3D monitoring.
VGAFramesToDelay– specify a number of frames delay in 3D monitoring.
VGAFreq23 – specify the settings for 23.98fps monitoring.
VGAFreq24 – specify the settings for 24fps monitoring.
VGAFreq25 – specify the settings for 25fps monitoring.
VGAFreq29 – specify the settings for 29.97fps monitoring.
VGAFreq30 – specify the settings for 30fps monitoring.
VGAFreq50 – specify the settings for 50fps monitoring.
VGAFreq59 – specify the settings for 59.94fps monitoring.
VGAFreq60 – specify the settings for 60fps monitoring.
VGAFreqDefault – specify the default frequency settings for VGA display.
VGAIgnoreCPUUsage – enable/disable CPU usage monitoring.
VideoAspectRatio – specify the default aspect ratio for VGA display.
VideoSizeH – specify the default video height dimension for VGA display.
VideoSizeW – specify the default video width dimension for VGA display.
VideoSizeX – specify the default x-coordinate (*abscissa*, or horizontal distance from the y-axis) for positioning the VGA display.
VideoSizeY – specify the default y-coordinate (*ordinate*, or vertical distance from the x-axis) for positioning the VGA display.

2.4.1.5 VVW/Advanced/VVWUNC



AESEBU – enable/disable AES EBU audio parameters.
AesEbu811 – enable/disable AES EBU RP-188 audio handling.
AllowBadRP188 – enable/disable use of poorly formed AES EBU RP-188 audio.
AlphaChromaSource – specify the chroma source for the alpha channel.
Audio12Encoded – enable/disable 12 channel audio monitoring.
AudioAesEbuBnc – specify that AES EBU audio should use BNC connectors.
AudioCaptureOffset – specify any audio offset value for A/V Synchronization adjustments.
AudioChannels – specify the number of audio channels to use.
AudioDMAChannel – enable/disable use of Direct Memory Access (DMA) audio handling.
AudioHwTimeout – specify an audio hardware timeout value, for audio hardware that is taking too long to respond
AudioMappingInput – specify the audio channel mapping on input for multichannel audio. Used to reroute audio channels on encoding.
AudioMappingOutput – specify the audio channel mapping on output for multichannel audio. Used to reroute audio channels on decoding.
AudioMonitor – enable/disable audio monitoring on output.
AudioMonitorPair – specify an audio channel pair to monitor.
BoardsPerChannel – specify the number of boards per channel.
ChannelLink – set parameters for linked channels (hardware dependent).
Codec420Type – specify the that codec uses 4:2:0 chroma subsampling and should be handled

accordingly.

CurrentAudioInput – specify the current audio input source or sources.

DefaultAlphaHigh – the default setting for the upper end of the alpha channel.

DefaultLUTLinear – specify the default Linear LUT to be used for color space conversions.

DisableAudioDMA – enable/disable Direct Memory Access (DMA) audio.

DisableBoardReset – enable/disable board reset features (hardware dependent).

DisableChannel2 – enable/disable channel 2 in a multichannel system.

DisableCombinedDMA – enable/disable Combined Direct Memory Access (CDMA) audio.

DisableDMAChannel2 – enable/disable Direct Memory Access (DMA) audio for channel 2.

DisableDualLinkOut – enable/disable Dual Link output.

DisableRP188 – enable/disable RP-188 time code.

DisableTC – enable/disable time code based media handling.

Dither8Bit – enable/disable dithering for 8 bit video formats.

DVCodecType – specify the default DV Codec type.

EAudioDataChannel – specify a channel for embedded audio data.

EmbeddedAudioIn – specify the parameters for embedded audio input.

EmbeddedAudioOut – specify the parameters for embedded audio output.

EnableAlpha – enable/disable use of an alpha channel.

EnableAudioScrub – enable/disable audio playback while scrolling, or “scrubbing”, through a file.

EnableHighDef – enable/disable high definition input/output.

EnableInputCheck – enable/disable input check.

EnablePreRead – enable/disable file pre-read capabilities.

EnableStandardDef – enable/disable standard definition NTSC/PAL input/output.

F2Dominant – specify that field 2 should be used first in interlaced video handling.

Film2KMode – set the mode for Digital Cinema 2K (2048 x 1556) formats

Force32Pci – enable/disable use of 32 bit PCI hardware and related software.

Force64 – enable/disable use of 64 bit hardware and related software.

Force8Channels – specify that 8 channels should be encoded or output, regardless of whether there are more channels available.

ForceDualChannelIO – enable/disable dual channel input/output.

ForceInputSync – enable/disable input timing synchronization.

ForceSoftwareDPX – enable/disable software encoding for DPX files.

ForceSoftwareTIFF – enable/disable software encoding for TIFF files.

ForceVTRTC – enable/disable time code input from a VTR under control.

ForceYUY2 – specify that YUY2 should be used for YUV type files.

GenlockEnabled – enable/disable genlock.

GenlockSource – specify the genlock source.

HD2K_X_Offset – specify the x-coordinate (*abscissa*, or horizontal distance from the y-axis) offset used to handle 2K standards

HD2K_Y_Offset – specify the y-coordinate (*ordinate*, or vertical distance from the x-axis) offset used to handle 2K standards

HDSDITransferType – specify the transfer type for an HD SDI signal or file.

HDSDSyncSource – specify the sync source for SD/HD.
Ignore801 – specify that 801 should not be used if present.
IMXD10CaptureOffset – specify a capture offset for IMX D10 content.
IsDSX – specify that the media is Matrox DSX format.
LimitSDI – specify a limit for SDI.
MaxCheckBoards – specify the maximum number of boards to check, regardless of whether there are more boards or not.
MemoryPool – set the default memory pool size.
MultiBoardSyncTimeout – specify a timeout value for multiboard setups failing to achieve synchronization.
NoInternalAudioVideo – specify that there is no internal audio or video in the selected media.
OverlapSyncFrames – specify that sync frames should be allowed to overlap.
OverrideBufferLevel – override any buffer limits if they have been set.
OverrideVideoSize – specify a video size that is different from the current, or default settings.
OverwriteFrameAtPreroll – specify that the frame located at the preroll point should be overwritten during records.
PictureLineOrder – specify the picture line order for interlaced formats.
ProcessorMask – specify a processor mask (or CPU Affinity Mask), to bind specific application tasks to specific processors.
RGBRange – specify an RGB range to use for displays, either Full (0-255) or Limited (16-235) ranges.
RGBRangeDualLink – specify an RGB range to use for Dual Link workflows, either Full (0-255) or Limited (16-235) ranges.
RP188LTCPrimary – specify that RP-188 time code coming in as LTC should be set as the primary time code source.
RP188OffsetIn – specify an offset for RP-188 time code to use to calculate the In Point.
RP188OffsetOut – specify an offset for RP-188 time code to use to calculate the Out Point.
RP215AllowSearch – enable/disable seek features within RP-215 time code workflows.
RP215DisableGenerate – enable/disable generation of RP-215 time code.
RP215EncodeLine – specify that RP-215 time code should be encoded to a particular line.
RP215ForceOnRead – specify that RP-215 time code should be used when reading files, if it is available.
RP215Line – specify that RP-215 time code should be located on a particular line.
RP215UseY – specify a y-coordinate (ordinate, or vertical distance from the x-axis) location for RP-215 time code display.
ShowVITCLines – specify that the vertical interval time code area of the video frame should be treated as active video, and displayed on output.
SimultaneousRecordPlay – enable/disable simultaneous record and playback, for multichannel systems.
Superimpose – enable/disable time code overlay on output.
SuperimposeX – specify the x-coordinate (*abscissa*, or horizontal distance from the y-axis) to set where the time code overlay will appear on the screen
SuperimposeY – specify the y-coordinate (*ordinate*, or vertical distance from the x-axis) to set

where the time code overlay will appear on the screen

SwapFields – specify that field 0 and field 1 should be swapped in interlaced files.

SyncPhase – specify a sync phase setting.

Use10Bit – enable/disable 10 bit encode/decode.

Use36Mhz – specify that 36MHz should be used.

Use8ChannelHDMIAudio – specify that HDMI signals should use 8 channels.

UseAjaPreroll – specify that AJA boards in the system should enable the default AJA pre-roll for encodes.

UseBothBoardChannels – specify that a dual channel board should be set to use both channels, instead of combining them for higher bandwidth (dual link) output.

UseTimeOfDayTimeCode – specify that the time of day as generated by the system should be used as the primary time code source.

UseTwoWire4k – specify that a two wire setup should be enabled in 4K signals and content (hardware dependent).

VerticalBlankNeverAllow – specify that VITC (vertical blank) time code should be disallowed.

VideoChannels – specify the number of video channels enabled by the system.

VideoHwTimeout – specify a timeout length to allow the system to stop trying if the hardware isn't responding.

VideoMonitor – enable/disable video monitor output.

VideoRate – specify the default frame rate for the system.

VideoScale – specify the scale value, to calculate frame rates. For example, 30fps video at a scale of 1001 yields the familiar value of 29.97 used in some video files.

VideoSizeH – specify a height dimension for the video frame

VideoSizeW – specify a width dimension for the video frame

VideoSizeX – specify the x-coordinate (*abscissa*, or horizontal distance from the y-axis) for the left side of the video frame.

VideoSizeY – specify the y-coordinate (*ordinate*, or vertical distance from the x-axis) for the bottom of the video frame.

VideoType – specify the video type being used.

VITCAllowSearch – specify that seek and cue actions should be supported when using VITC time code.

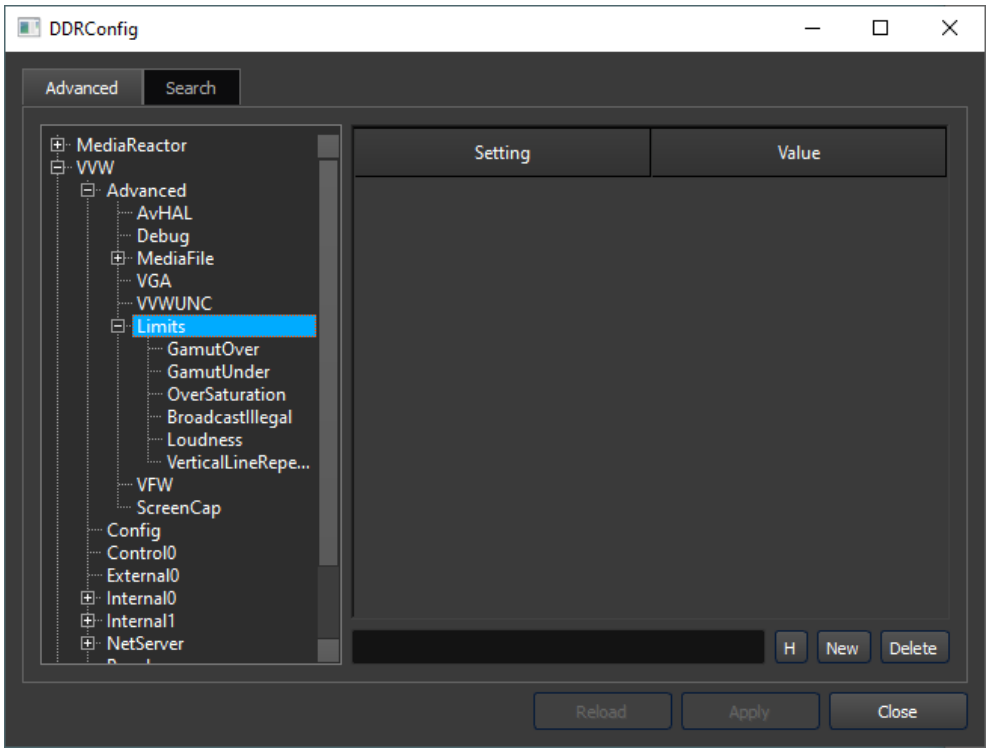
VITCGenerate – specify the system should generate VITC time code during encodes.

VITCLine0 – specify the line number of the first line of VITC time code.

VITCLine1 – specify the line number of the second line of VITC time code.

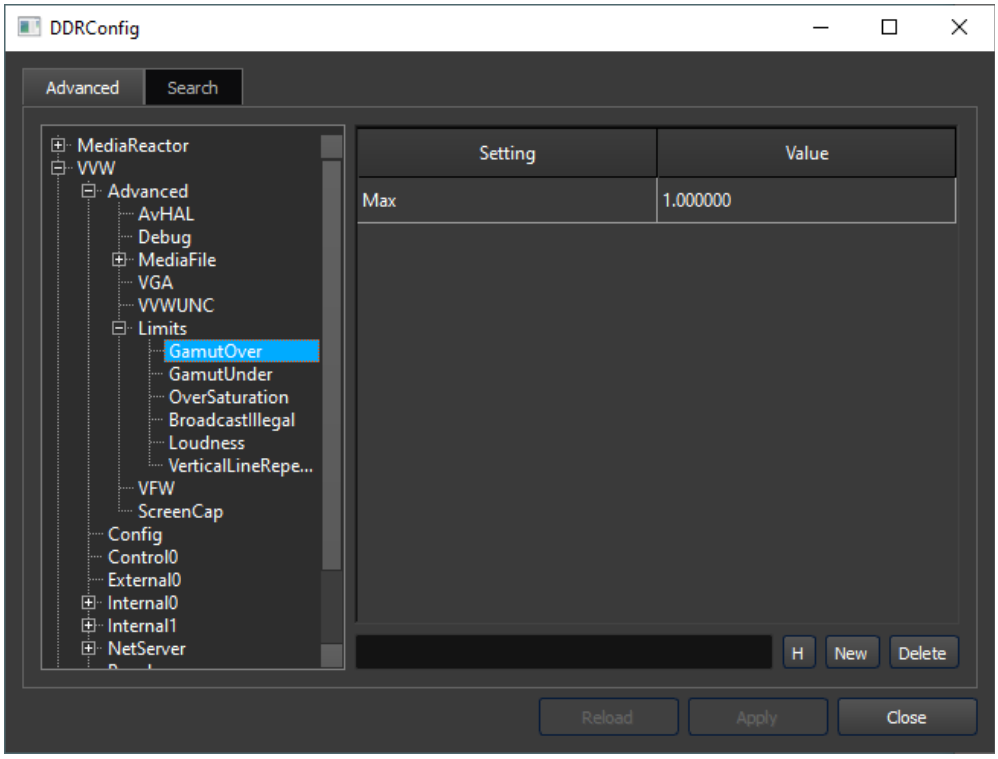
VITCLine2 – specify the line number of the third line of VITC time code.

2.4.1.6 VVW/Advanced/Limits



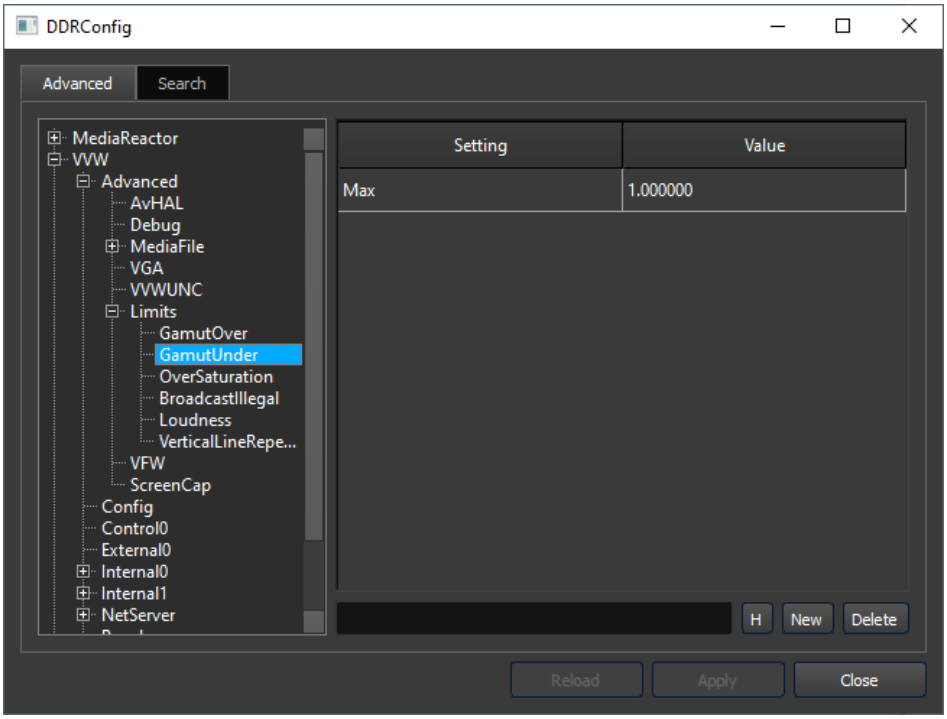
The Limits key provides a number of subkeys to set limits for excursions to accommodate a range of workflows and delivery constraints.

2.4.1.6.1 VVW/Advanced/Limits/GamutOver



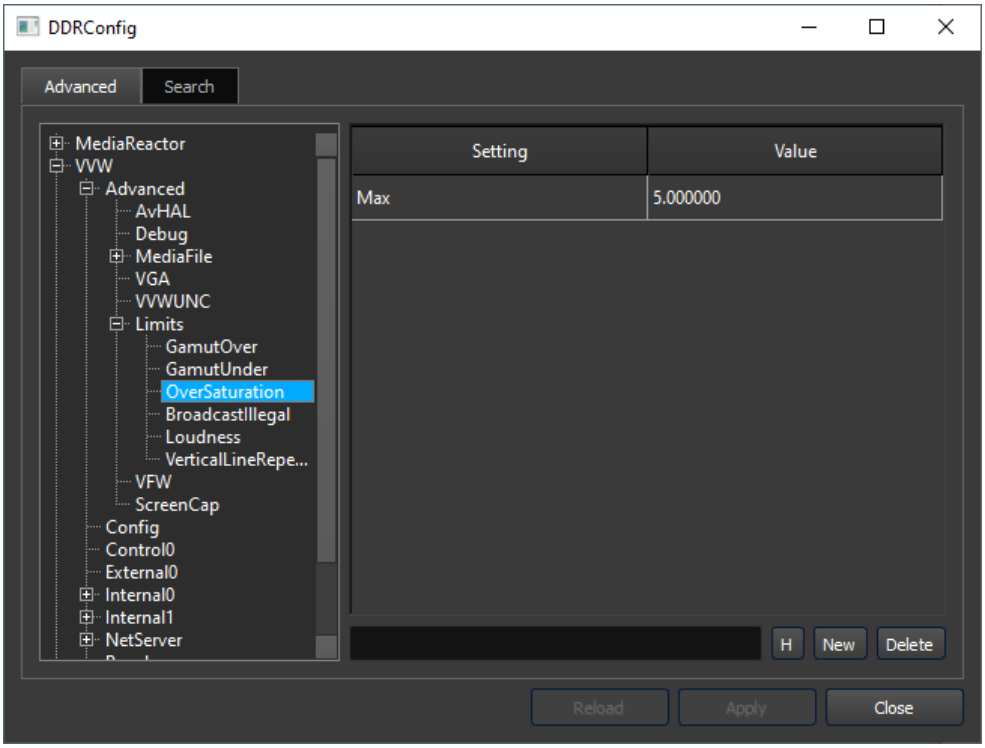
GamutOver – specify the maximum level for high gamut excursions.

2.4.1.6.2 VVW/Advanced/Limits/GamutUnder



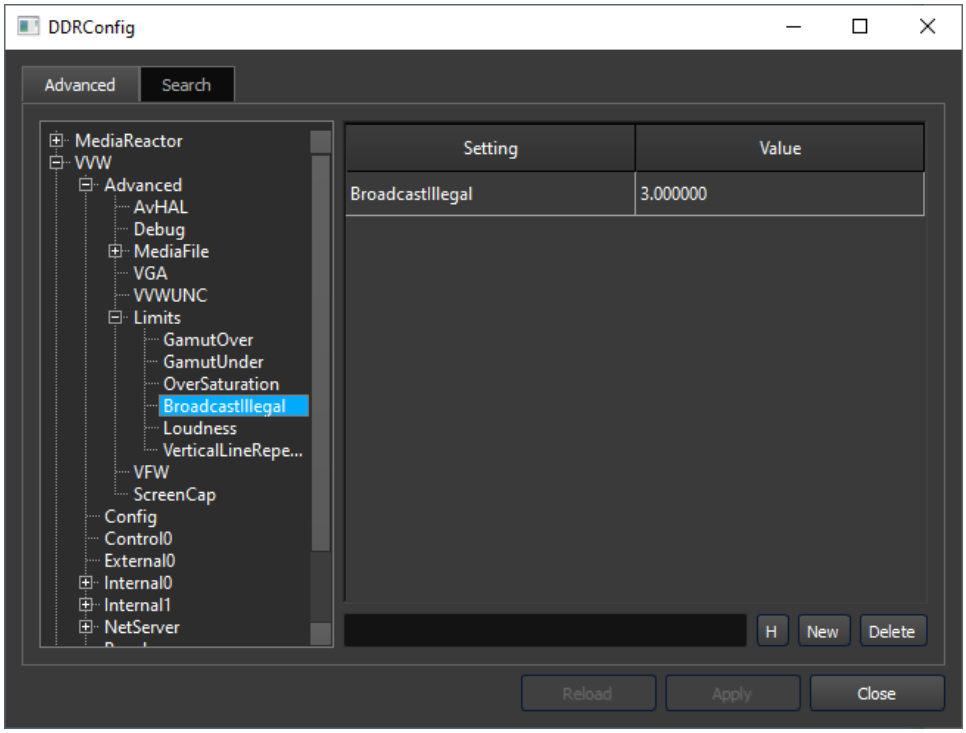
GamutUnder – specify the maximum level for low gamut excursions.

2.4.1.6.3 VVW/Advanced/Limits/OverSaturation



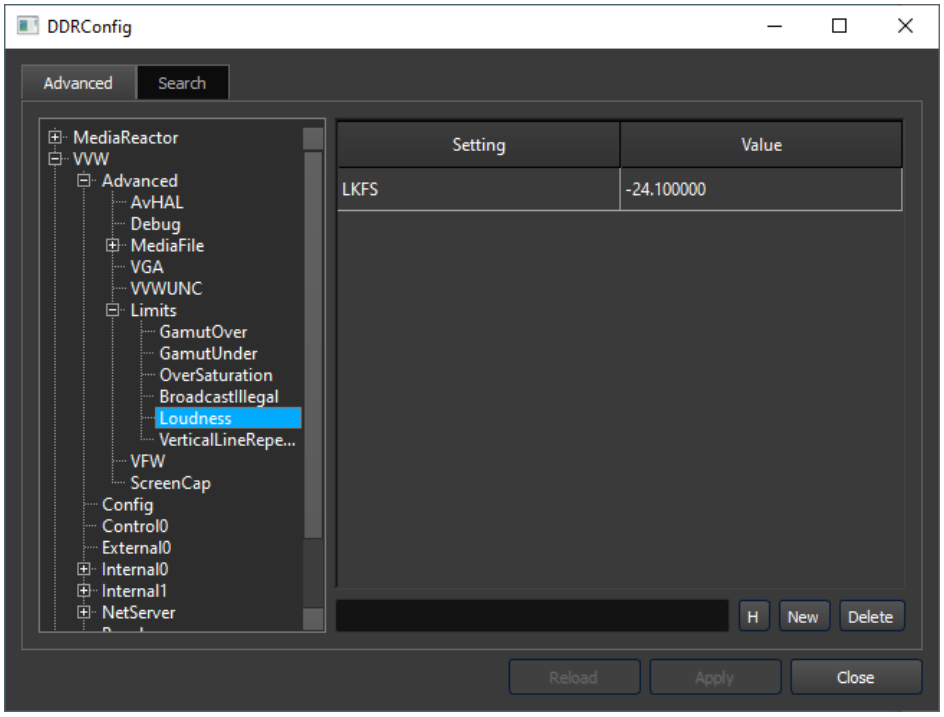
OverSaturation – specify the maximum level for oversaturation excursions.

2.4.1.6.4 VVW/Advanced/Limits/BroadcastIllegal



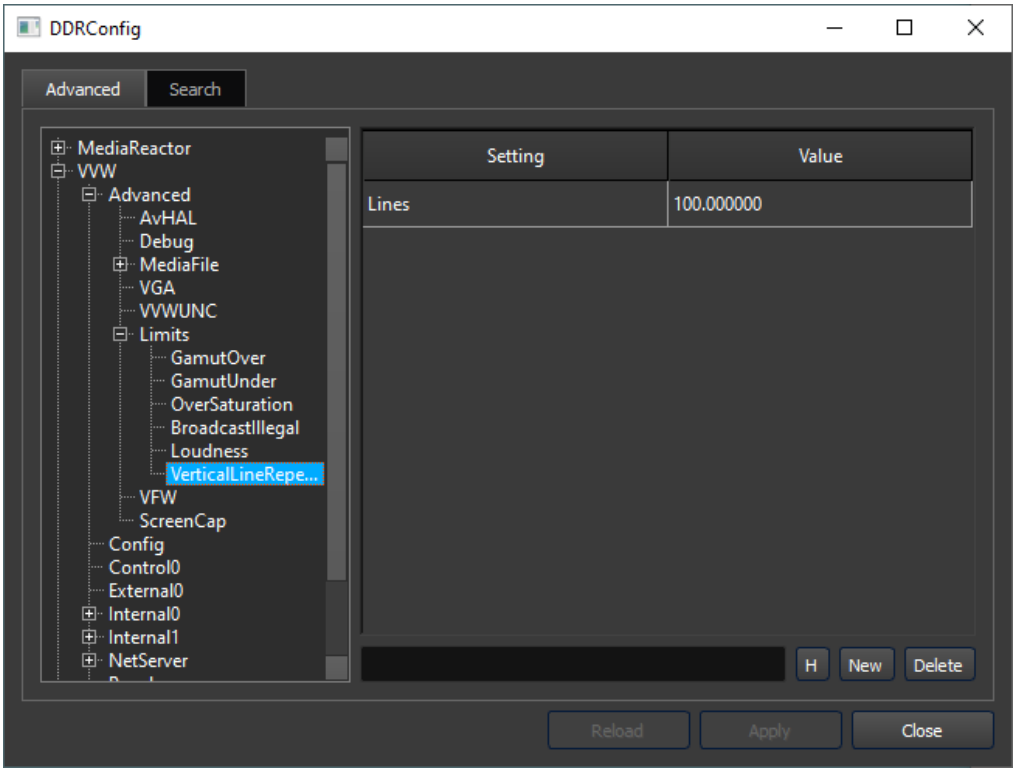
BroadcastIllegal – specify the maximum level for broadcast illegal excursions.

2.4.1.6.5 VVW/Advanced/Limits/Loudness



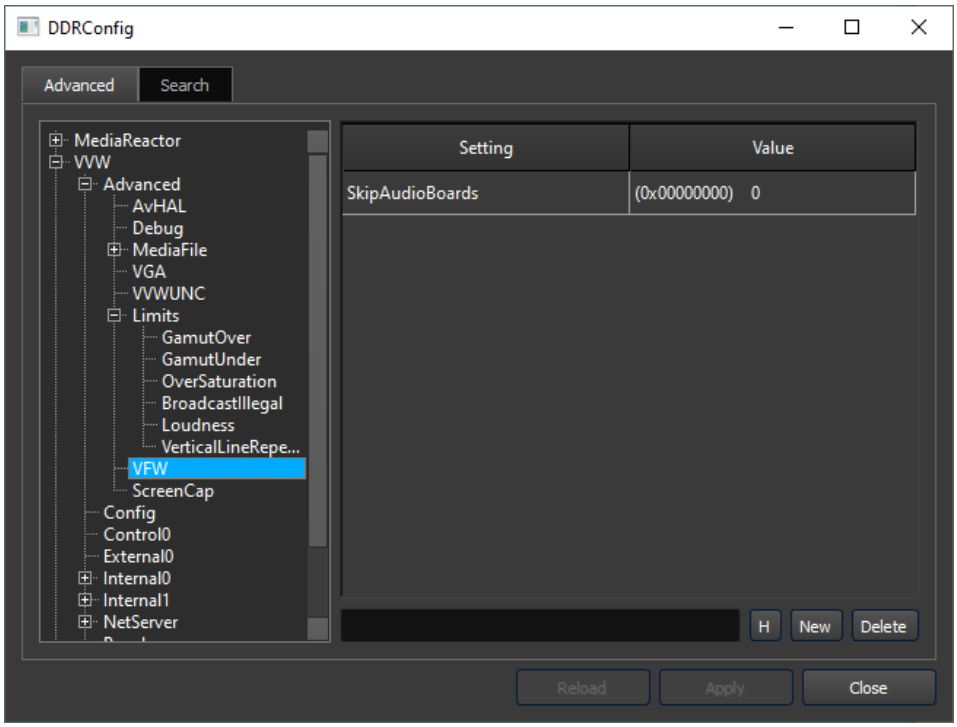
Loudness – specify the maximum level for loudness excursions.

2.4.1.6.6 VVW/Advanced/Limits/VerticalLineRepetition



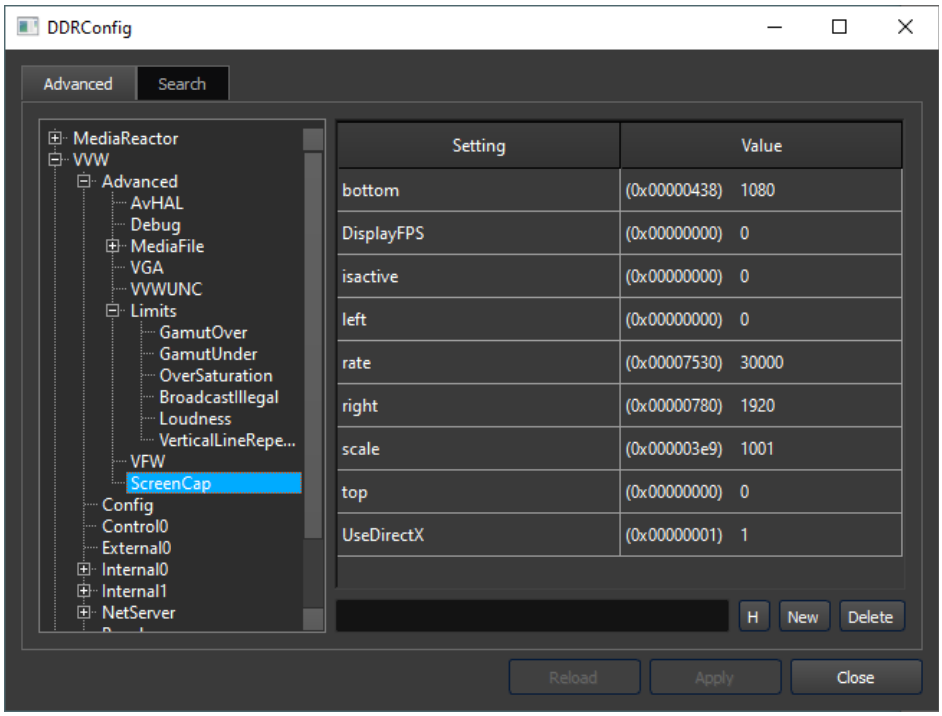
VerticalLineRepetition – specify the maximum level for vertical line repetition excursions.

2.4.1.7 VVW/Advanced/VFW



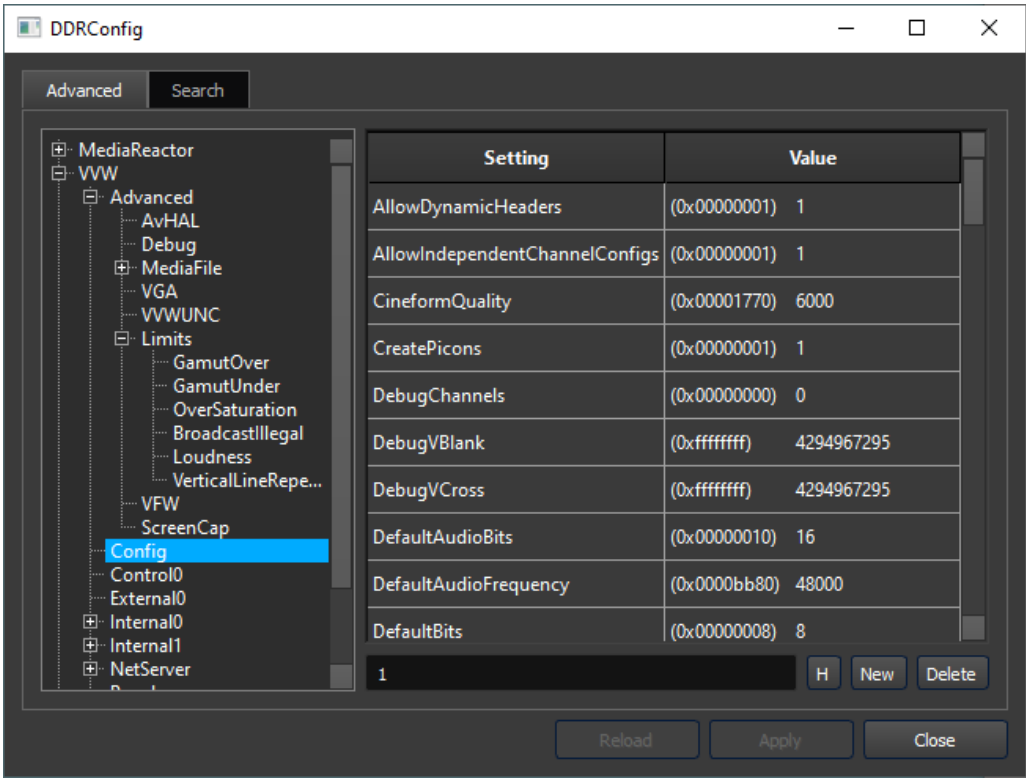
SkipAudioBoards – specify that Video For Windows (VFW) should skip a board or boards to allow use of a secondary (or tertiary etc.) board in the system.

2.4.1.8 VVW/Advanced/ScreenCap



bottom – specify the line number of the bottom line in the frame.
DisplayFPS – specify that the frames per second should be displayed.
isactive – enable/disable screen capture.
left – specify the number of the leftmost pixel in the frame.
rate – specify the default frame rate.
right – specify the number of the rightmost pixel in the frame.
scale – specify the scaling factor to use with the frame rate to produce a frames per second value. For example, a scale of 1001 applied to a 30 frames per second frame rate will produce the familiar 29.97 frames per second value many workflows use.
top – specify the line number of the top line in the frame.
UseDirectX – enable/disable DirectX.

2.4.2 VVW/Config



AllowDynamicHeaders – enable/disable use of dynamic headers.

AllowIndependentChannelConfigs – enable/disable independent channel configurations for multichannel hardware.

CineFormQuality – specify the default quality level of CineForm formats. Various implementations support CineForm image formatting for 10-bit 4:2:2 YUV, 12-bit 4:4:4 RGB and RGBA, and 12-bit CFA Bayer filter RAW compression.

CreatePicons – specify that picons should be created upon clip ingest.

DebugChannels – specify that channel debugging tools be active during runtime. This means that any channel errors will be noted in the event/error logs.

DebugVBlank – specify that vertical blank debugging tools be active during runtime. This means that any vertical blank errors will be noted in the event/error logs.

DebugVCross – specify that vertical cross debugging tools be active during runtime. This means that any vertical cross errors will be noted in the event/error logs.

DefaultAudioBits – specify the default audio bit depth (number of bits per sample).

DefaultAudioFrequency – specify the default audio frequency. The default is generally 48,000 Hz, also represented as 48 kHz.

DefaultBits – specify the default video bit depth (number of bits per pixel, or number of bits per color component).

DefaultChromaType – specify the default chroma type.

DefaultCompression – specify the default compression type.

DefaultHoriz – specify the default horizontal size, in pixels.
DefaultProfileLevel – specify the default MPEG profile level to use.
DefaultSignalFormat – specify the default signal format to use.
DefaultStreamType – specify the default stream type.
DefaultVert – specify the default vertical size, in pixels.
DisableAllOpenChannels – enable/disable all currently open channels.
DisableSave – enable/disable save features for presets.
EditRecorder – specify that the system operate in edit recorder mode.
EnableAppPipeServer – enable/disable an app pipe server for the application.
EnableVBIVideoChannel – enable/disable a vertical blanking interval video channel.
HSScopeCalibration – enable/disable calibration settings for the H/S Scope.
IgnoreArgus – specify that any Argus boards in the system will not be used by the application.
IgnoreAVKS – specify that any AVKS boards in the system will not be used by the application.
IgnoreCtl – specify that any external controller will be ignored by the application.
IgnoreDPS – specify that any DPS (legacy Digital Perception) boards in the system will not be used by the application.
IgnoreDS – specify that any DS (legacy DigiSuite) boards in the system will not be used by the application.
IgnoreDSync – specify that digital synchronization will not be used by the application.
IgnoreExt – specify that external channels will not be used by the application.
IgnoreHttpd – specify that HTTPD (Apache HTTP Server) parameters will not be used by the application.
IgnoreInt – specify that internal channels will not be used by the application.
IgnoreCDPanel – specify that the CD Panel in the system will not be used by the application.
IgnoreMikrom – specify that any (legacy) Mikrom boards in the system will not be used by the application.
IgnoreMPGOpti – specify that any (legacy) MPEG Optibase boards in the system will not be used by the application.
IgnoreMPGStradis – specify that any (legacy) MPEG Stradis boards in the system will not be used by the application.
IgnoreMPGVela – specify that any (legacy) MPEG Vela boards in the system will not be used by the application.
IgnoreNet – specify that the network channel will not be used by the application.
IgnoreNewFeature – specify that new features will not be used by the application.
IgnoreOpti – specify that any MPEG Optibase boards in the system will not be used by the application.
IgnoreOptiMPEG – specify that any MPEG Optibase boards in the system will not be used by the application.
IgnorePandora – specify that any (legacy) Pandora boards in the system will not be used by the application.
IgnoreQT – specify that QuickTime will not be used by the application.
IgnoreRiverMax – specify that any Rivermax hardware/software components in the system will not be used by the application.

IgnoreStradis – specify that any (legacy) MPEG Stradis boards in the system will not be used by the application.

IgnoreVCMPG – specify that any (legacy) MPEG VC boards in the system will not be used by the application.

IgnoreVela – specify that any (legacy) MPEG Vela boards in the system will not be used by the application.

IgnoreVela2 – specify that any (legacy) MPEG Vela2 boards in the system will not be used by the application.

LiveFrames – specify the number of frames to use for pre-roll in live ingest workflows.

MaxIntChannels – specify the maximum number of internal channels allowed.

NTSCIs480 – specify that NTSC should be treated as 480 instead of 486.

Ports – specify the number of ports to be used by the application.

ProresQuality – specify the quality level of ProRes encoding.

ShiftPALOneFrame – specify that PAL files should be shifted by one frame.

StartNetXSDI – specify that Net-X-SDI should be started along with the application, for workflows that use SDI for ingest.

SWJpegFlags – enable/disable software JPEG flags.

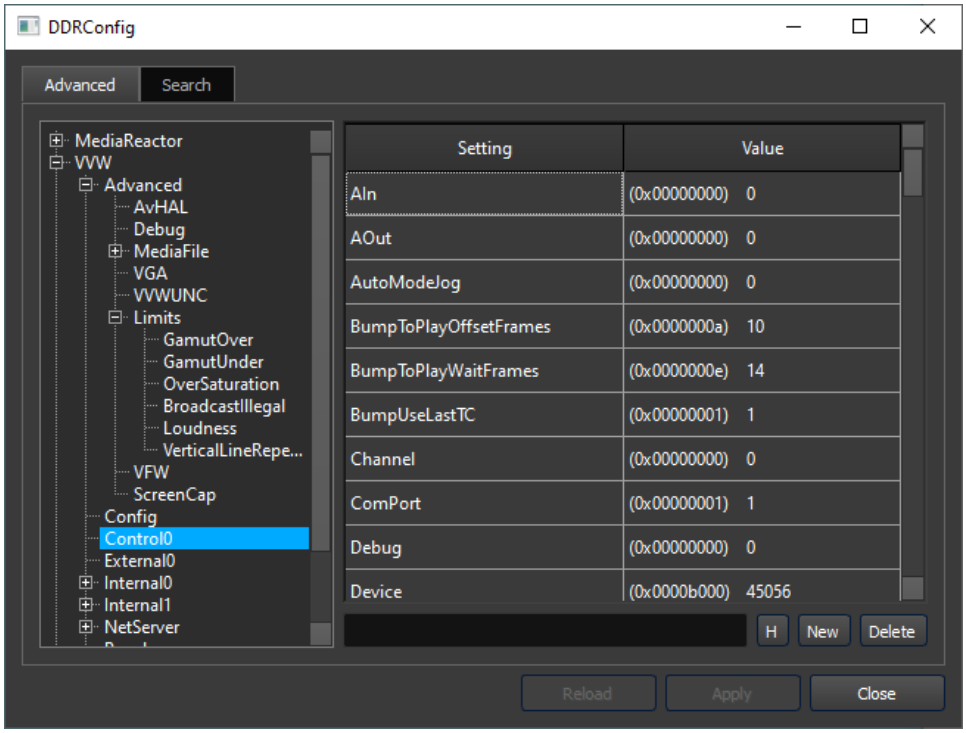
UseCuda – enable/disable any NVIDIA Cuda GPUs in the system.

UseOpenCL – enable/disable OpenCl.

UseShaders – enable/disable use of shaders for rendering.

XDCamQuality – specify the quality level of XDCam handling.

2.4.3 VVW/Control0



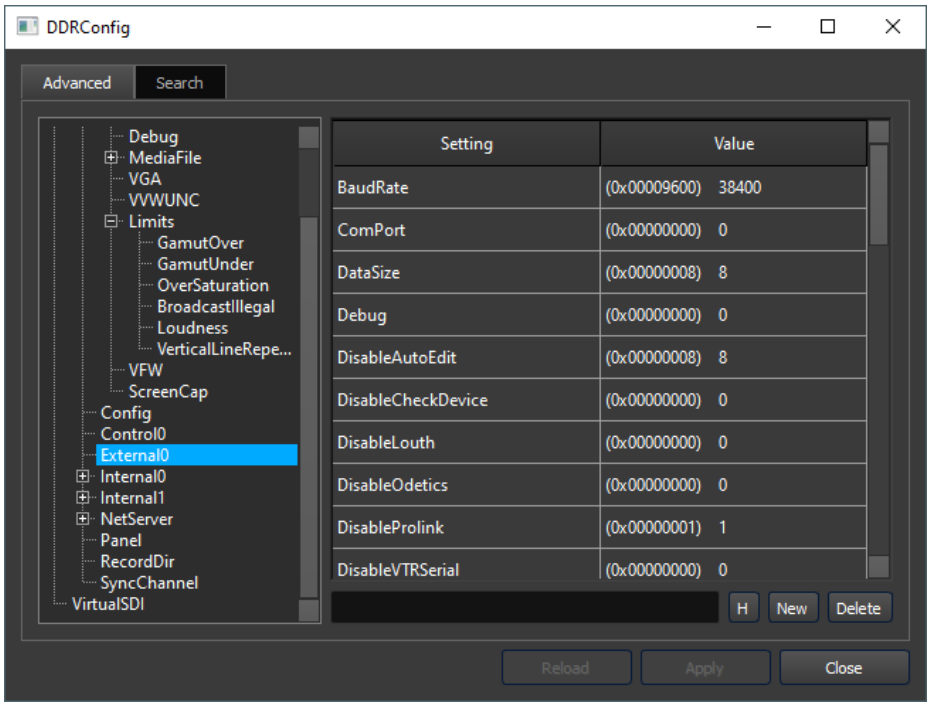
AIn – specify an audio In Point for insert edits
AOut – specify an audio Out Point for insert edits
AutoModeJog – use an attached jog/shuttle controller in automatic mode.
BumpToPlayOffsetFrames – specify an offset value prior to the wait frames for the system to pause before implementing a play command from a controller, to give the device a chance to respond smoothly.
BumpToPlayWaitFrames – specify the number of wait frames for the system to pause before implementing a play command from a controller, to give the device a chance to respond smoothly.
BumpUseLastTC – specify that the system should use the last time code location to implement a bump command from a controller.
Channel – specify the default channel in a multichannel system.
ComPort – specify the default COM port to use.
Debug – enable/disable debug generation.
Device – specify the device name.
DeviceID – specify the device ID.
DisableCmdDMCC – enable/disable Cmd DMCC.
DisableCmdProgPlay – enable/disable controller command progressive play commands.
DisableCmdVar – enable/disable controller variable speed playback.
DisableEECmds – enable/disable E to E commands.
DisableKernelDriver – enable/disable the kernel driver.

DisableLouth – enable/disable Louth controller protocol.
DisableNonPlaySpeed – enable/disable non play speed commands
DisableOdetics – enable/disable Odetics controller protocol.
DisablePlayWhileRecord. – enable/disable play while record capability, for multichannel systems.
DisableVTRSerial – enable/disable VTR Serial commands for external device control.
DiskName – specify the name of the disk.
DMCSpeed – specify the default dynamic motion controller speed.
EditAudioAAEnablesAll – specify that controller edit commands sent to the first two audio channels will be sent to all audio channels.
EditOff – specify the edit off value, or how many frames the system will wait to implement a stop command during record.
EditOffset – specify the edit offset value, which defines a number of frames to interpose between the current time code location and the edit on time code location.
EditOn – specify the number of frames the system will wait to implement an edit command.
EditPhase – specify a phase setting for audio ingest to help avoid comb filtering and phase cancellation.
EditUseLastTC – specify edit commands should use the last time code location.
EditVideoChannelOverride – specify a video channel override for edit commands.
EEOff – specify a number of frames an E to E edit command will wait to end an ingest.
EEOn – specify a number of frames an E to E edit command will wait to begin an ingest.
EjectDur – specify a number of frames an external VTR should wait before executing an Eject command from Drastic software.
EnableJogAtPlay – enable/disable jog shuttle seeking while in play mode.
FastAutoEdit – enable/disable speedy crash records.
FastForwardSpeed – specify a maximum fast forward speed.
FastPlayTCJam – specify fast forward play commands should be synced to a master time code generator.
Field – specify the field dominance.
ForceDevice – specify that a controller device should be used before internal commands.
ForceLouthTCType – specify that Louth style time code should be used.
GPIEnable – specify that General Purpose Interrupt (GPI) triggers will be used to control the device.
GreedyVBlank – specify that the vertical blank is greedy.
Head – specify a head for edit commands.
IgnoreMulti – specify that multichannel commands should be ignored.
In – specify a default edit in point.
JamTC – specify commands should first be synced to a master time code generator.
LimitLongNames – specify that long clip names should be truncated (often to 8 characters) to accommodate devices that are limited to a smaller number of characters.
LouthTCType – specify a particular Louth style time code type to use.
ModeAfterSeek – specify the mode the system should go into after performing a seek command.

Out – specify a default edit out point.
Pal – specify that the SD format is PAL (625 lines/50 fields, or 25 frames per second) media.
PauseBeforeStop – specify the system should go into pause mode prior to going into stop mode, to avoid E to E interfering with the end of an edit.
PauseDelay – specify a default value for the amount of frames the system will wait upon receiving a pause command, before actually entering pause.
PlayFromBumpOffset – specify a number of frames for the system to wait to go into play mode after receiving a play command from a controller.
PlayTCReturnOffset – specify the system should return the offset time code when in play mode.
Postroll – specify a default post-roll number of frames.
Preroll – specify a default pre-roll number of frames.
PrevIn – specify a default edit preview number of frames for the in point.
PrevOut – specify a default edit preview number of frames for the out point.
ReplayCamera – specify the default replay camera.
ReplayMode – specify the default replay mode.
sendvdcpdeferred – specify that VDCP (Video Disk Control Protocol) should be the preferred control protocol to send to controllers.
StepDelay – specify the default amount of delay between receiving a step command from a controller and executing the command.
TCAllow60Frames – enable/disable 60 frames per second media handling.
TCPreset – specify a default time code preset.
TCType – specify a default time code type.
TermClipsWithZeros – specify that clip names should be terminated with zero suffixes.
TimeCode – enable/disable time code based media, rather than clip based media.
Timer1Preset – specify a default preset for timer 1.
TimerOffset – specify a default offset for the timer.
UBPreset – specify a default user bits preset to use.
UseCF – specify that the system should use CF.
UserBits – enable/disable user bits.
UsesMenus – enable/disable menu based commands.
UsingClipMaster – specify that the system is a ClipMaster (legacy device).
VDCPAddCueInit – specify that VDCP (Video Disk Control Protocol) commands should add a cue initialization for controller playout workflows.
VDCPDiskPreroll – specify a default pre-roll setting for VDCP control.

2.4.4 VVW/External0

External control typically involves Drastic software controlling a VTR as an external channel.



BaudRate – specify the default serial communication speed.
ComPort – specify a default COM Port.
DataSize – specify a default bit depth for control over external channels.
Debug – enable/disable debugging for external channel control.
DisableAutoEdit – enable/disable automation controllers for edits.
DisableCheckDevice – enable/disable handshake style device checking for external channels.
DisableLouth – enable/disable Louth control protocol for external channels.
DisableOdetics – enable/disable Odetics control protocol for external channels.
DisableProlink – enable/disable ProLink control protocol for external channels.
DisableVTRSerial – enable/disable VTR Serial control protocol for external channels.
EditMode – specify the default edit mode for external channels.
EditOff – specify the default edit off mode for external channels.
EditOn – specify the default edit on mode for external channels.
EditPhaseIn – specify the default phase in point for external channels
EditPhaseInFrames – specify the default phase in point for external channels, in frames.
EditPhaseInMs – specify the default phase in point for external channels, in milliseconds.
EditPhaseOut – specify the default phase out point for external channels.
EditPhaseOutFrames – specify the default phase out point for external channels, in frames.
EditPhaseOutMs – specify the default phase out point for external channels, in milliseconds.
ForceTCType – specify that a particular type of time code should be used instead of any other

types.

IgnoreVTRSeek – enable/disable VTR Seeking capabilities for an external channel.

LastID – specify the final ID for external control.

LastTCSource – specify the final time code source for external control.

LastTCType – specify the final time code type for external control.

MaxLineErrors – specify the maximum number of line errors (typically line repetition) before an error/event log entry is added.

Parity – specify the parity bits for external control.

PhaseDelay – specify any phase delay introduced to accommodate timing synchronization over the external channel.

PortCurrent – specify the current serial port used in external control.

PortPlay – specify the serial port used for external channel play commands.

PortRecord – specify the serial port used for external channel record commands.

Postroll – specify a default post-roll amount for external channel edits.

Preroll – specify a default pre-roll amount for external channel edits.

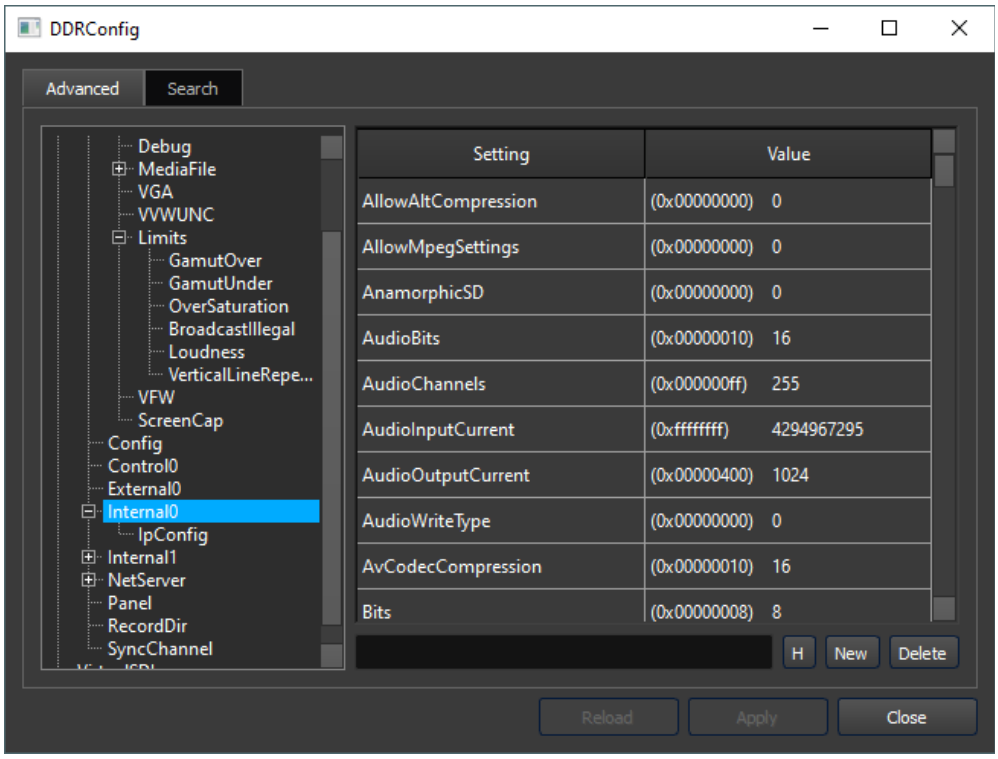
Protocol – specify the default control protocol for external control.

StopBits – specify any stop bits sent with an edit command.

UseVTREditPreset – enable/disable use of a VTR’s edit preset settings.

2.4.5 VVW/Internal0

The Internal0 settings apply to the first internal channel, if one is available.



AllowAltCompression – enable/disable use of compression types other than the default.
AllowMPEGSettings – enable/disable MPEG settings for the internal channel.
AnamorphicSD – specify an SD media type that has been horizontally compressed and should be expanded to full width on playback for full resolution.
AudioBits – specify the default audio bit depth.
AudioChannels – specify the number of audio channels.
AudioInputCurrent – specify the current audio input setting.
AudioOutputCurrent – specify the current audio output setting.
AudioWriteType – specify the default audio file type to write.
AvCodecCompression – enable/disable compression/decompression file handling.
Bits – specify the default video bit depth.
BufferMode – specify the default buffer mode.
ClipFile – specify clip based media handling.
ClipMaster – specify the system is a (legacy) ClipMaster system.
Compression – specify the default compression type.
CurrentInput – specify the current input.
DATABaudRate – specify the baud rate for serial communications.
DATAComPort – specify the COM port for serial communications.
DATADataSize – specify the data size for serial communications.

DATAParity – specify the parity bits for serial communications.
DATAProtocol – specify the protocol for serial communications.
DATAStopBits – specify the stop bits for serial communications.
DefAudioExt – specify the default audio file extension.
DefaultFrameLoad – specify the default frame loading behavior.
DefaultPiconFrame – specify the time code location of the frame used to make a picon.
DefaultQuality – specify the default quality setting.
DefClipMode – specify the default clip mode.
DefCompRateSize – specify the default compression rate and size.
DefLocalMode – specify default behavior for local mode.
DefLtcTC – specify default LTC time code source.
DefLtcUB – specify the default LTC User Bits from original tape or internal generation.
DefaultRecordInhibit – specify the default record inhibit setting.
DefStillExt – specify the default stills file extension.
DefStillLength – specify the default stills file length (number of stills)
DefStreamExt – specify the default stream file extension.
DefTC – specify the default time code.
DefTCSource – specify the default time code source.
DefTCType – specify the default time code type.
DefVideoExt – specify the default video file extension.
DefVitcTC – specify the default VITC time code source.
DefVitcUB – specify the default VITC User Bits from original tape or internal generation.
DefVTRType – specify the default VTR Type, used to optimize compatibility in VTR control workflows.
DeleteGraphs – specify that any graphs should be deleted.
Dir – specify the default record directory.
DisableDiskSpaceCheck – enable/disable checking disk space before entering record mode.
EditOff – specify a number of frames to wait before ending an edit command in VTR control mode.
EditOn – specify a number of frames to wait before starting an edit command in VTR control mode.
Enabled – enable/disable the internal channel.
FilterMode – specify a default filter mode.
ForceVGAVideo – specify that VGA monitoring should be enabled.
FrameBasedCutlist – specify a frame based cutlist will be used in edits.
FrameDropMode – specify the drop frame mode for drop frame formats.
IFrameStart – specify the default time code location for the first I frame.
InfoChannels – specify the number of information channels.
LastMode – specify the most recent mode of operation.
LastPosition – specify the most recent time code location.
LTCSourcePrecedence0 – specify the precedence of LTC time code source, this setting applies to LTC source 0.
LTCSourcePrecedence1 – specify the precedence of LTC time code source, this setting applies

to LTC source 1.

LTCSourcePrecedence2 – specify the precedence of LTC time code source, this setting applies to LTC source 2.

LTCSourcePrecedence3 – specify the precedence of LTC time code source, this setting applies to LTC source 3.

LTCSourcePrecedence4 – specify the precedence of LTC time code source, this setting applies to LTC source 4.

LTCSourcePrecedence5 – specify the precedence of LTC time code source, this setting applies to LTC source 5.

LTCSourcePrecedence6 – specify the precedence of LTC time code source, this setting applies to LTC source 6.

LTCSourcePrecedence7 – specify the precedence of LTC time code source, this setting applies to LTC source 7.

MaxSpeed – specify the maximum speed for fast forward and fast reverse play seeking.

MonitorFiles – specify default settings for monitor files.

MpegBFactor – specify the MPEG B (Bidirectional) frames factor.

MpegGopSize – specify the MPEG GOP (group of pictures) size

MpegIFactor – specify the MPEG I (intra-prediction) frames factor.

MpegPFactor – specify the MPEG P (predictive) frames factor.

MpegRefPeriod – specify the MPEG reference period.

NoAudio – specify the media has no audio component.

PlayDelay – specify a default play delay, or the amount of time the system will wait on receiving a play command, before executing it.

PlayFlags – specify default flags that should be used on playout.

PreferredScanType – specify the preferred scan type, as in progressive, interlaced etc.

proxyaspectratio – specify the default aspect ratio for proxy file creation.

proxycompressiontype – specify the default compression type to use for proxy file creation.

proxydatarate – specify the default data rate for proxy file creation.

proxydirectory – specify the default proxy directory for proxy file creation.

proxyfiletype – specify the default file type to use for proxy file creation.

proxyhalfrate – specify that proxy files should be half the frame rate of the source file.

proxyhalfsize – specify that proxy files should be half the size of the source file.

proxyheight – specify the default height proxy file creation.

proxymaxaudiochannels – specify the default maximum number of audio channels for proxy file creation.

proxymode – specify the default mode for proxy file creation.

proxyscale – specify the default scale used for proxy file creation.

proxywidth – specify the default width used for proxy file creation.

RecKBPerSec – specify the default Kilobytes per second value for encodes.

RecordFlags – specify the default record flags.

RecordStartDuration – specify a default record start duration.

RecordStartTime – specify a default record start time.

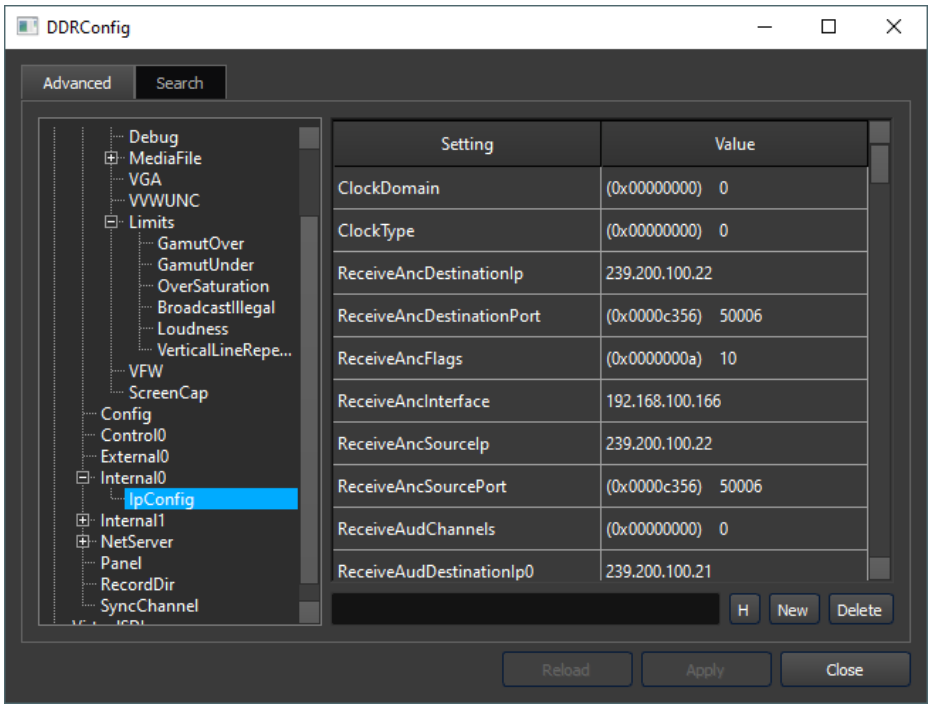
RecordStartType – specify a default record start type.

ReplayFrames – specify a default number of frames to use for instant replay.
ReplayMode – specify the default replay mode.
rtpdatarate – specify the default RTP data rate.
rtpfcc – specify the default Fourcc code for RTP streams.
rtpgoplength – specify the default GOP length for RTP streams.
rtpipdestination – specify the default destination IP address for RTP streams.
rtpmode – specify the default RTP mode.
rtpport – specify the default port to use for RTP streams.
SDAspectRatio16by9 – specify that SD media should use a 16x9 aspect ratio.
SerialEditMode – specify that serial control should be used for edit mode workflows.
ShareFiles – specify that files can be shared.
SignalFormat – specify the default signal format.
SlowMotionType – specify the default slow motion type for slow motion replay workflows.
SOM – specify the default SOM (start of media).
SOMEnable – enable/disable use of an SOM (start of media) extent.
StopAtVTRExtents – specify that edits should stop at the edit points defined by the external device.
TCFile – specify that the file is a time code file.
UseFieldDup – specify that fields should be duplicated for interlaced media.
UseOldOverlapMethod – specify that the old method of overlapping should be used.
VariCamEnabled – enable/disable Varicam media handling.
VerticalBlankEnabled – specify that details present in the vertical blanking interval should be captured as well on encoding.
VerticalBlankSaveRawData – specify that any raw data in the vertical blanking interval should be saved along with the media on encoding.
VideoChannels – specify the default number of video channels present in the system.
VideoInputAnalog – specify the default analog input for video.
VideoInputCurrent – specify the current video input.
VideoLinkMethod – specify the default video link method for dual and quad link signals.
VideoOutputAnalog – specify the default analog output for video.
VideoOutputCurrent – specify the current video output.
VITCSourcePrecedence0 – specify the precedence of VITC time code source, this setting applies to VITC source 0.
VITCSourcePrecedence1 – specify the precedence of VITC time code source, this setting applies to VITC source 1.
VITCSourcePrecedence2 – specify the precedence of VITC time code source, this setting applies to VITC source 2.
VITCSourcePrecedence3 – specify the precedence of VITC time code source, this setting applies to VITC source 3.
VITCSourcePrecedence4 – specify the precedence of VITC time code source, this setting applies to VITC source 4.
VITCSourcePrecedence5 – specify the precedence of VITC time code source, this setting applies to VITC source 5.

VITCSourcePrecedence6 – specify the precedence of VITC time code source, this setting applies to VITC source 6.

VITCSourcePrecedence7 – specify the precedence of VITC time code source, this setting applies to VITC source 7.

2.4.5.1 VVW/Internal0/IpConfig



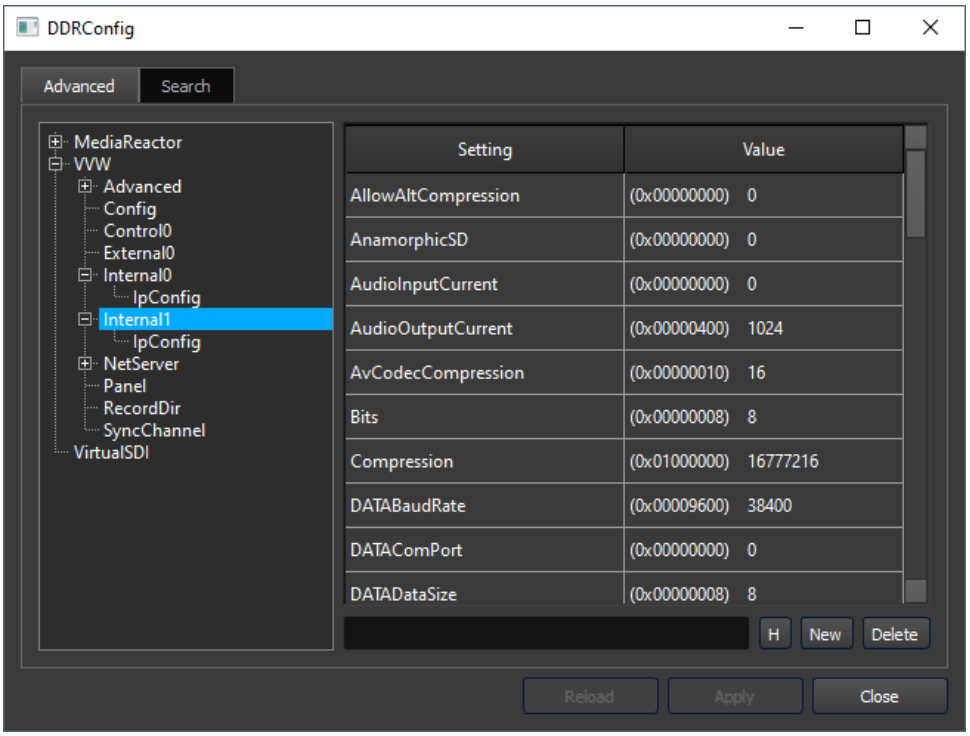
ClockDomain – specify the domain of the default clock source.
ClockType – specify the type of clock in use.
ReceiveAncDestinationIp – specify the IP address of the ancillary data receiving destination.
ReceiveAncDestinationPort – specify the port of the ancillary data receiving destination.
ReceiveAncFlags – specify any flags for the ancillary data receiving destination.
ReceiveAncInterface – specify an interface for the ancillary data receiving destination.
ReceiveAncSourceIp – specify the source IP address of the ancillary data receiving destination.
ReceiveAncSourcePort – specify the source port of the ancillary data receiving destination.
ReceiveAudChannels – specify the number of audio channels being sent to the receiving destination.
ReceiveAudDestinationIp0 – specify the IP address of the audio receiving destination.
ReceiveAudDestinationPort0 – specify the port of audio channel 1 receiving destination.
ReceiveAudDestinationPort1 – specify the port of audio channel 2 receiving destination.
ReceiveAudDestinationPort2 – specify the port of audio channel 3 receiving destination.
ReceiveAudDestinationPort3 – specify the port of audio channel 4 receiving destination.
ReceiveAudDestinationPort4 – specify the port of audio channel 5 receiving destination.
ReceiveAudDestinationPort5 – specify the port of audio channel 6 receiving destination.
ReceiveAudDestinationPort6 – specify the port of audio channel 7 receiving destination.
ReceiveAudDestinationPort7 – specify the port of audio channel 8 receiving destination
ReceiveAudFlags0 – specify any flags for the audio channel 1 receiving destination.

ReceiveAudFlags1 – specify any flags for the audio channel 2 receiving destination.
ReceiveAudFlags2 – specify any flags for the audio channel 3 receiving destination.
ReceiveAudFlags3 – specify any flags for the audio channel 4 receiving destination.
ReceiveAudFlags4 – specify any flags for the audio channel 5 receiving destination.
ReceiveAudFlags5 – specify any flags for the audio channel 6 receiving destination.
ReceiveAudFlags6 – specify any flags for the audio channel 7 receiving destination.
ReceiveAudFlags7 – specify any flags for the audio channel 8 receiving destination.
ReceiveAudInterface – specify the interface for the audio receiving destination.
ReceiveAudPacketLength – specify the default audio packet length for the audio receiving destination.
ReceiveAudSourceIp0 – specify the receiving IP address for audio source.
ReceiveAudSourcePort0 – specify the receiving port for audio source channel 1.
ReceiveAudSourcePort1 – specify the receiving port for audio source channel 2.
ReceiveAudSourcePort2 – specify the receiving port for audio source channel 3.
ReceiveAudSourcePort3 – specify the receiving port for audio source channel 4.
ReceiveAudSourcePort4 – specify the receiving port for audio source channel 5.
ReceiveAudSourcePort5 – specify the receiving port for audio source channel 6.
ReceiveAudSourcePort6 – specify the receiving port for audio source channel 7.
ReceiveAudSourcePort7 – specify the receiving port for audio source channel 8.
ReceiveAudTotalChannels – specify the total number of audio channels being received.
ReceiveDestinationIp – specify the IP address of the video receiving destination.
ReceiveDestinationPort – specify the port of the video receiving destination.
ReceiveFlags – specify any flags for the video receiving destination.
ReceiveInterface – specify the interface for the video receiving destination.
ReceiveSourceIp – specify the IP address of the video source receiving destination.
ReceiveSourcePort – specify the port of the video source receiving destination.
SfpBottomIPAddress – specify the SFP bottom IP address of the video source receiving destination.
SfpSubnetMask – specify the SFP subnet mask of the video source receiving destination.
SfpTopIPAddress – specify the SFP top IP address of the video source receiving destination.
TransmitAncDestinationIp – specify the IP address of the transmit ancillary data destination.
TransmitAncFlags – specify any flags for the transmit ancillary data destination.
TransmitAncInterface – specify the interface for the transmit ancillary data destination.
TransmitAncIp – specify the IP address of the transmit ancillary data destination.
TransmitAncRemotePort – specify the remote port of the transmit ancillary data destination.
TransmitAncSourcePort – specify the source port of the transmit ancillary data destination.
TransmitAudChannels – specify the number of audio channels being sent.
TransmitAudDestinationIp0 – specify the IP address of the transmit audio channel destination.
TransmitAudFlags – specify any global audio flags for the transmit audio channel destination
TransmitAudFlags0 – specify any flags for transmit audio channel 1.
TransmitAudFlags1 – specify any flags for transmit audio channel 2.
TransmitAudFlags2 – specify any flags for transmit audio channel 3.
TransmitAudFlags3 – specify any flags for transmit audio channel 4.

TransmitAudFlags4 – specify any flags for transmit audio channel 5.
TransmitAudFlags5 – specify any flags for transmit audio channel 6.
TransmitAudFlags6 – specify any flags for transmit audio channel 7.
TransmitAudFlags7 – specify any flags for transmit audio channel 8.
TransmitAudInterface – specify the interface for the transmit audio channel destination.
TransmitAudIp0 – specify the IP address of the transmit audio channels.
TransmitAudPacketLength – specify the default audio packet length for transmit audio flows.
TransmitAudRemotePort0 – specify the remote port for transmit audio channel 1.
TransmitAudRemotePort1 – specify the remote port for transmit audio channel 2.
TransmitAudRemotePort2 – specify the remote port for transmit audio channel 3.
TransmitAudRemotePort3 – specify the remote port for transmit audio channel 4.
TransmitAudRemotePort4 – specify the remote port for transmit audio channel 5.
TransmitAudRemotePort5 – specify the remote port for transmit audio channel 6.
TransmitAudRemotePort6 – specify the remote port for transmit audio channel 7.
TransmitAudRemotePort7 – specify the remote port for transmit audio channel 8.
TransmitAudSourcePort0 – specify the source port for transmit audio channel 1.
TransmitAudSourcePort1 – specify the source port for transmit audio channel 2.
TransmitAudSourcePort2 – specify the source port for transmit audio channel 3.
TransmitAudSourcePort3 – specify the source port for transmit audio channel 4.
TransmitAudSourcePort4 – specify the source port for transmit audio channel 5.
TransmitAudSourcePort5 – specify the source port for transmit audio channel 6.
TransmitAudSourcePort6 – specify the source port for transmit audio channel 7.
TransmitAudSourcePort7 – specify the source port for transmit audio channel 8.
TransmitAudTotalChannels – specify the total number of transmit audio channels being sent.
TransmitDestinationIp – specify the IP address of the transmit destination.
TransmitFlags – specify any flags for the transmit destination.
TransmitInterface – specify the interface for the transmit destination.
TransmitIp – specify the IP address for the transmit destination.
TransmitRemotePort – specify the remote port for the transmit destination.
TransmitSourcePort – specify the source port for the transmit destination.
VideoType – specify the default video type.

2.4.6 VVW/Internal1

The Internal1 settings apply to a second internal channel, if one is available. If the channel has not been set up, there will be a minimum of default settings in this area.



AllowAltCompression – enable/disable use of compression types other than the default.
AnamorphicSD – specify an SD media type that has been horizontally compressed and should be expanded to full width on playback for full resolution.
AudioInputCurrent – specify the current audio input setting.
AudioOutputCurrent – specify the current audio output setting.
AvCodecCompression – enable/disable compression/decompression file handling.
Bits – specify the default video bit depth.
Compression – specify the default compression type.
DATABaudRate – specify the baud rate for serial communications.
DATAComPort – specify the COM port for serial communications.
DATADataSize – specify the data size for serial communications.
DATAParity – specify the parity bits for serial communications.
DATAProtocol – specify the protocol for serial communications.
DATAStopBits – specify the stop bits for serial communications.
DefaultQuality – specify the default quality setting.
LTCSourcePrecedence0 – specify the precedence of LTC time code source, this setting applies to LTC source 0.
LTCSourcePrecedence1 – specify the precedence of LTC time code source, this setting applies

to LTC source 1.

LTCSourcePrecedence2 – specify the precedence of LTC time code source, this setting applies to LTC source 2.

LTCSourcePrecedence3 – specify the precedence of LTC time code source, this setting applies to LTC source 3.

LTCSourcePrecedence4 – specify the precedence of LTC time code source, this setting applies to LTC source 4.

LTCSourcePrecedence5 – specify the precedence of LTC time code source, this setting applies to LTC source 5.

LTCSourcePrecedence6 – specify the precedence of LTC time code source, this setting applies to LTC source 6.

LTCSourcePrecedence7 – specify the precedence of LTC time code source, this setting applies to LTC source 7.

PreferredScanType – specify the preferred scan type, as in progressive, interlaced etc.

RecordStartDuration – specify a default record start duration.

RecordStartTime – specify a default record start time.

RecordStartType – specify a default record start type.

SDAspectRatio16by9 – specify that SD media should use a 16x9 aspect ratio.

VariCamEnabled – enable/disable Varicam media handling.

VerticalBlankEnabled – specify that details present in the vertical blanking interval should be captured as well on encoding.

VerticalBlankSaveRawData – specify that any raw data in the vertical blanking interval should be saved along with the media on encoding.

VideoInputAnalog – specify the default analog input for video.

VideoInputCurrent – specify the current video input.

VideoLinkMethod – specify the default video link method.

VideoOutputAnalog – specify the default analog output for video.

VideoOutputCurrent – specify the current video output.

VITCSourcePrecedence0 – specify the precedence of VITC time code source, this setting applies to VITC source 0.

VITCSourcePrecedence1 – specify the precedence of VITC time code source, this setting applies to VITC source 1.

VITCSourcePrecedence2 – specify the precedence of VITC time code source, this setting applies to VITC source 2.

VITCSourcePrecedence3 – specify the precedence of VITC time code source, this setting applies to VITC source 3.

VITCSourcePrecedence4 – specify the precedence of VITC time code source, this setting applies to VITC source 4.

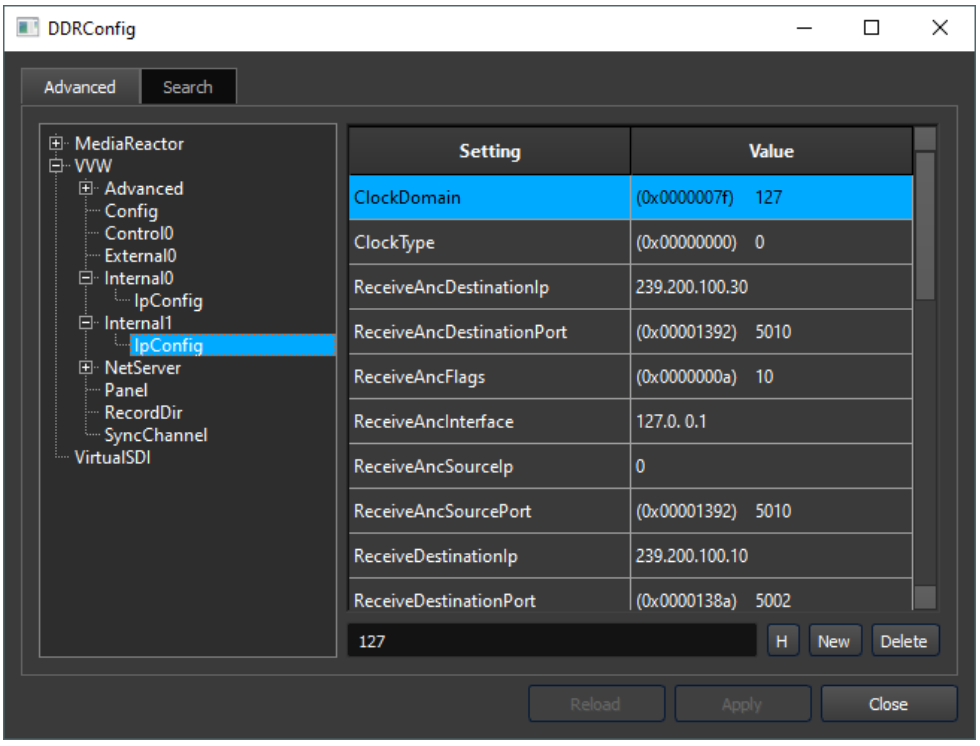
VITCSourcePrecedence5 – specify the precedence of VITC time code source, this setting applies to VITC source 5.

VITCSourcePrecedence6 – specify the precedence of VITC time code source, this setting applies to VITC source 6.

VITCSourcePrecedence7 – specify the precedence of VITC time code source, this setting

applies to VITC source 7.

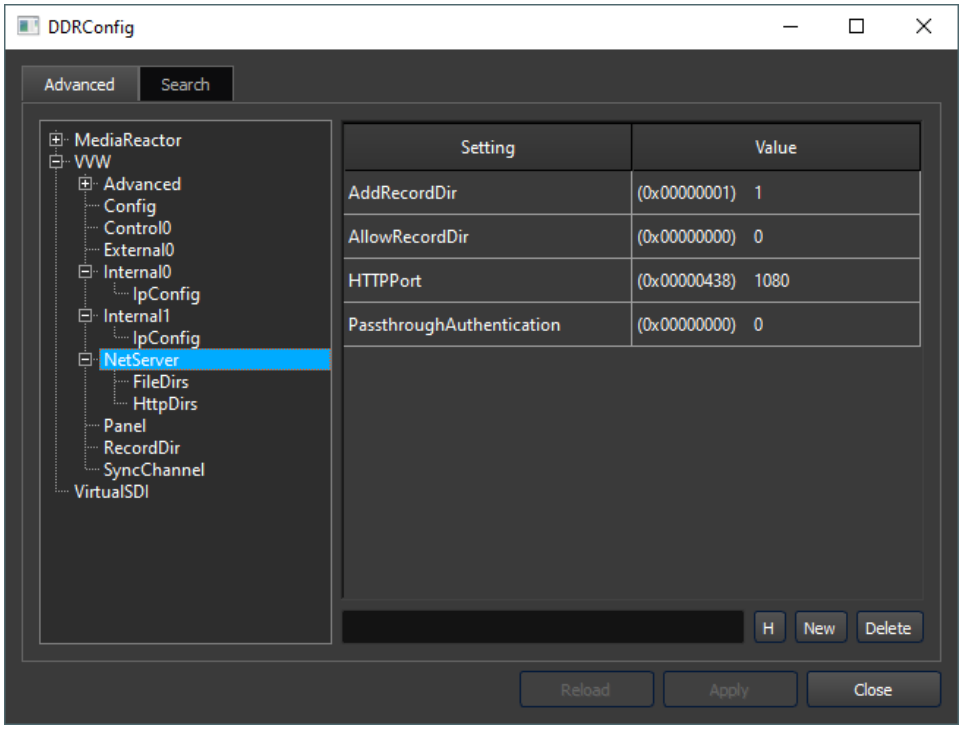
2.4.6.1 VVW/Internal1/IPConfig



ClockDomain – specify the domain of the default clock source.
ClockType – specify
ReceiveAncDestinationIp – specify the IP address of the ancillary data receiving destination.
ReceiveAncDestinationPort – specify the port of the ancillary data receiving destination.
ReceiveAncFlags – specify any flags for the ancillary data receiving destination.
ReceiveAncInterface – specify an interface for the ancillary data receiving destination.
ReceiveAncSourceIp – specify the source IP address of the ancillary data receiving destination.
ReceiveAncSourcePort – specify the source port of the ancillary data receiving destination.
ReceiveAudDestinationIp – specify the IP address of the audio receiving destination.
ReceiveAudDestinationPort – specify the port of the audio receiving destination.
ReceiveFlags – specify any flags for the video receiving destination.
ReceiveInterface – specify the interface for the video receiving destination.
ReceiveSourceIp – specify the IP address of the video source receiving destination.
ReceiveSourcePort – specify the port of the video source receiving destination.
TransmitAncDestinationIp – specify the IP address of the transmit ancillary data destination.
TransmitAncFlags – specify any flags for the transmit ancillary data destination.
TransmitAncInterface – specify the interface for the transmit ancillary data destination.
TransmitAncIp – specify the IP address of the transmit ancillary data destination.
TransmitAncRemotePort – specify the remote port of the transmit ancillary data destination.

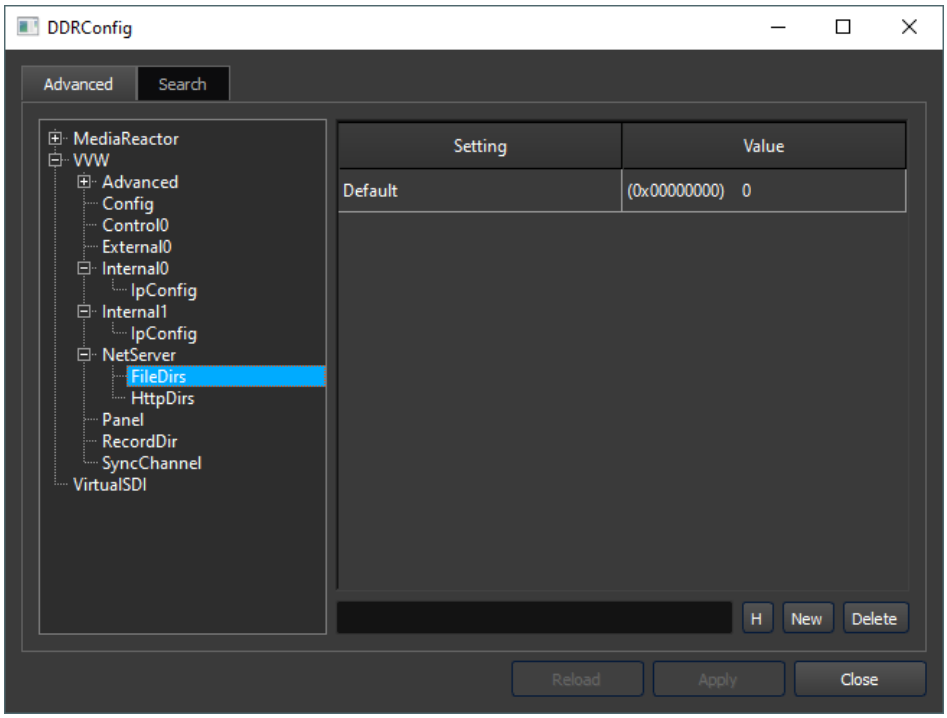
TransmitAncSourcePort – specify the source port of the transmit ancillary data destination.
TransmitDestinationIp – specify the IP address of the transmit destination.
TransmitFlags – specify any flags for the transmit destination.
TransmitInterface – specify the interface for the transmit destination.
TransmitIp – specify the IP address for the transmit destination.
TransmitRemotePort – specify the remote port for the transmit destination.
TransmitSourcePort – specify the source port for the transmit destination.

2.4.7 VVW/NetServer



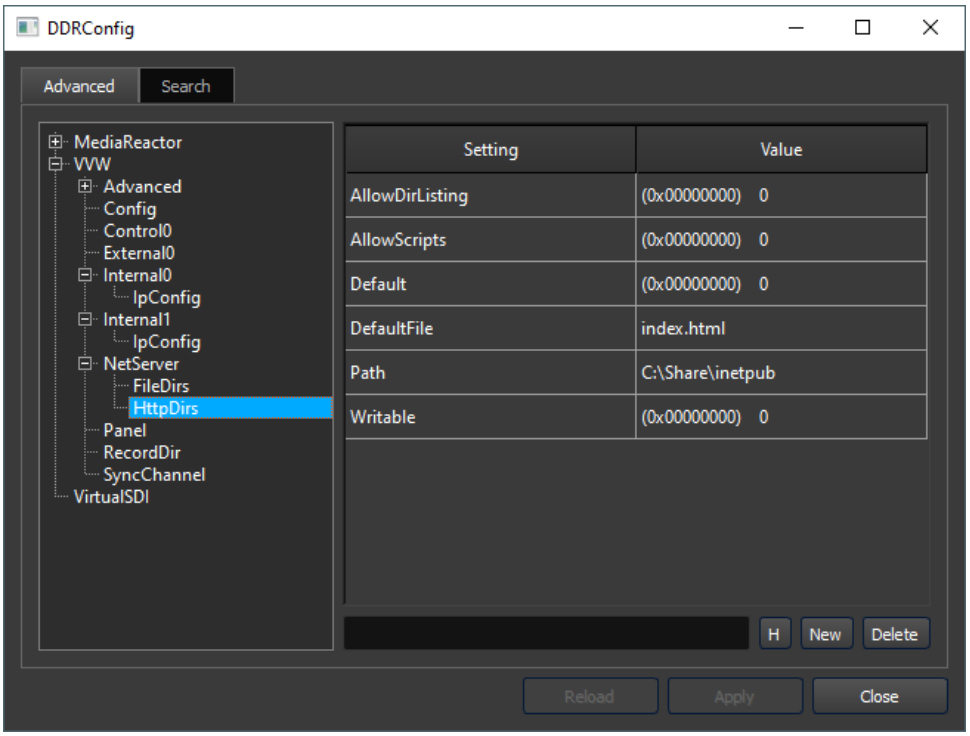
AddRecordDir – add a record directory
AllowRecordDir – allow a record directory that has been added.
HTTPPort – specify the default port for the net server.
PassthroughAuthentication – enable/disable passthrough authentication.

2.4.7.1 VVW/NetServer/FileDirs



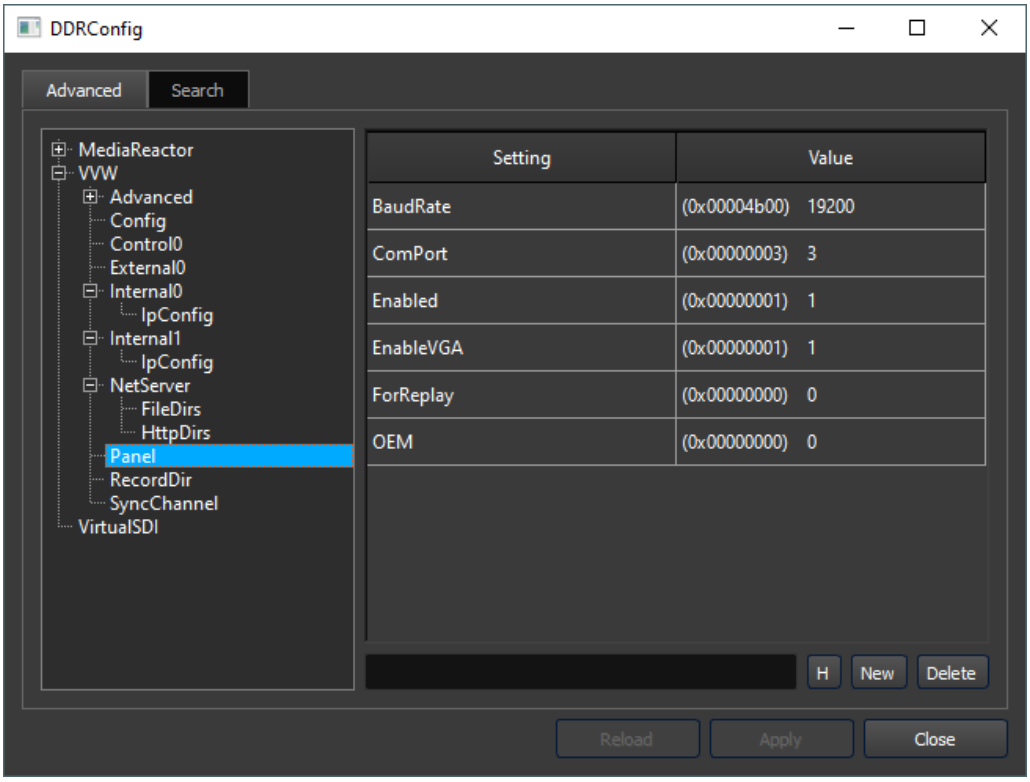
Default – specify a default record directory.

2.4.7.2 VVW/NetServer/HttpDirs



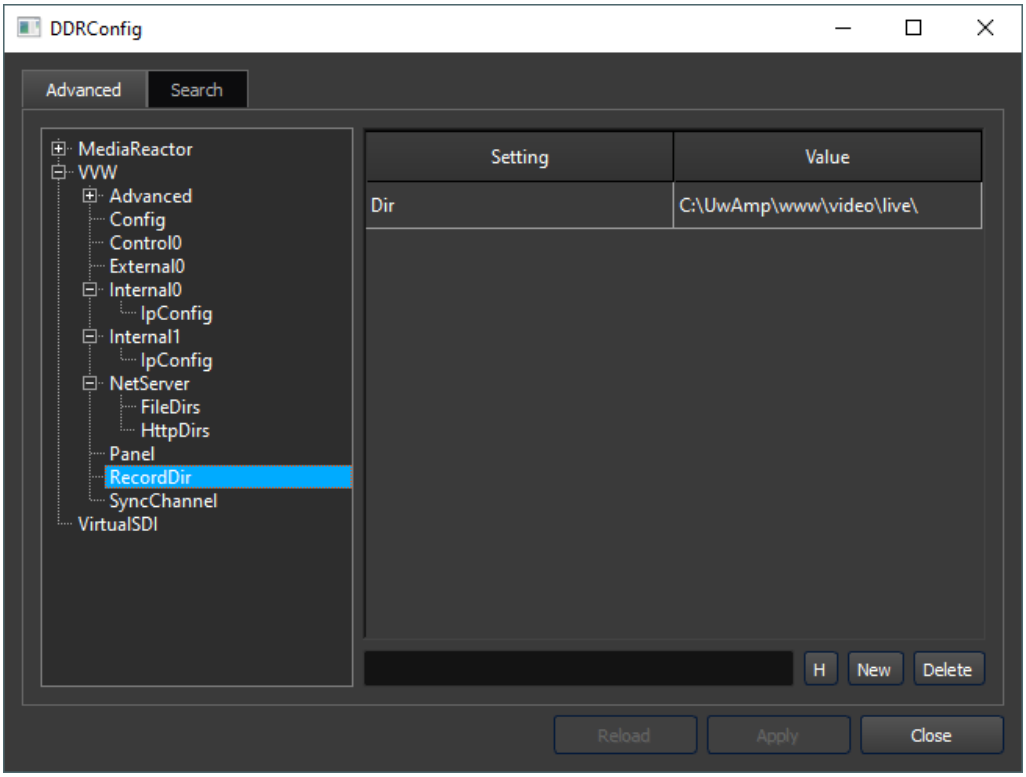
AllowDirListing – enable/disable the directory listing.
AllowScripts – enable/disable the use of scripts.
Default – specify the default HTTP directory.
DefaultFile – specify the default http file name.
Path – specify the default http directory path.
Writable – enable/disable writes to the specified directory.

2.4.8 VVW/Panel



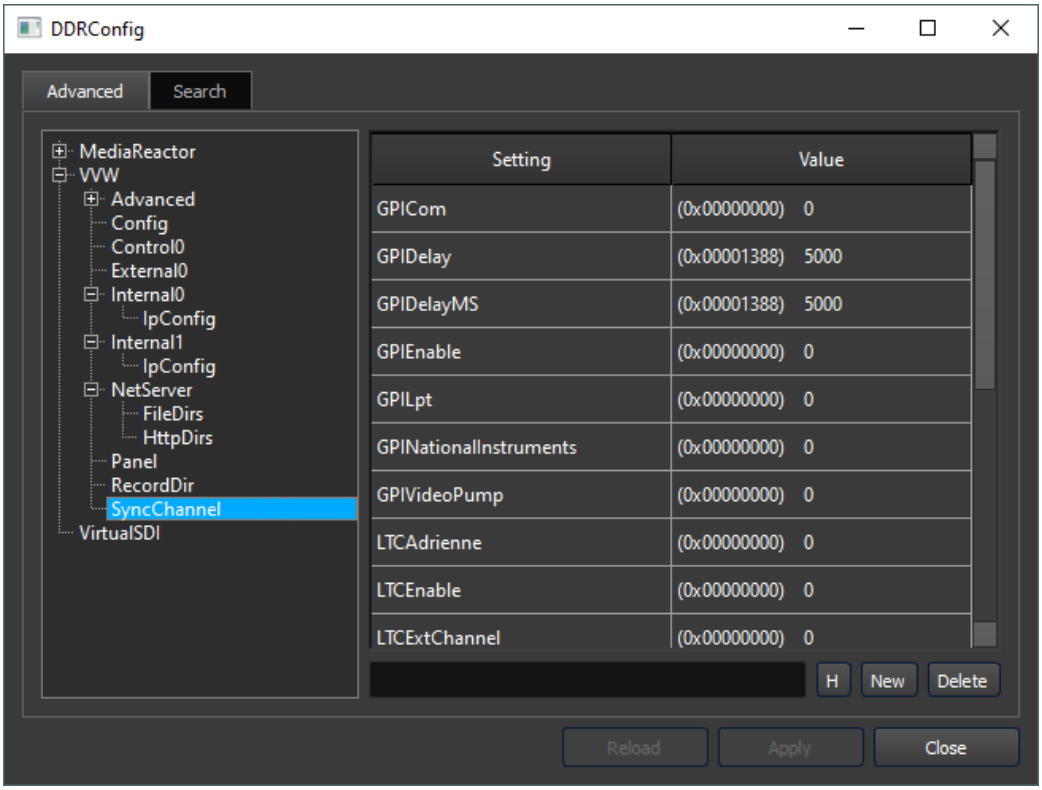
BaudRate – specify the baud rate for serial communications to the front panel controller.
ComPort – specify the COM port for serial communications to the front panel controller.
Enabled – enable/disable the front panel controller.
EnableVGA – enable/disable front panel controller VGA display.
ForReplay – specify the controller is to be used for slow motion replay.
OEM – enable/disable OEM-specific settings for the front panel controller.

2.4.9 VVW/RecordDir



Dir – specify the record directory for encoded files.

2.4.10 VVW/SyncChannel



GPICom – use a COM port's pins as a GPI device. 1 input/1 output. Special setup only.
GPIDelay – specify the default delay for a GPI device.
GPIDelayMS – specify the default delay in milliseconds for a GPI device. GPIDelayMS can be used to 'de-bounce' noisy incoming GPI signals.
GPIEnable – enable/disable GPI control.
GPILpt – use the parallel port as a GPI device. 8 inputs/8 outputs on data TTL data lines. 32 bit only.
GPINationInstruments – specify use of a National Instruments GPI device (legacy ISA bus, no longer available).
GPIVideoPump – use the VideoPump GPI signals. Legacy, board no longer available.
LTCAdrienne – use the Adrienne GPI signals. Legacy, board no longer available.
LTCEnable – enable/disable LTC.
LTCExtChannel – specify the default external channel for LTC.
LTCExtEnable – enable/disable external LTC.
LTCOffset – specify an offset to use for LTC.
LTCVVWChannel – specify the VVW channel for LTC. Legacy, VVW DDRs no longer available.
LTCWaveDevice – specify use of a LTC wave device.
LTCWaveID – specify the ID number for a LTC wave device.
TCInIsVTR – specify that the time code input is from a VTR.
TCSource – specify

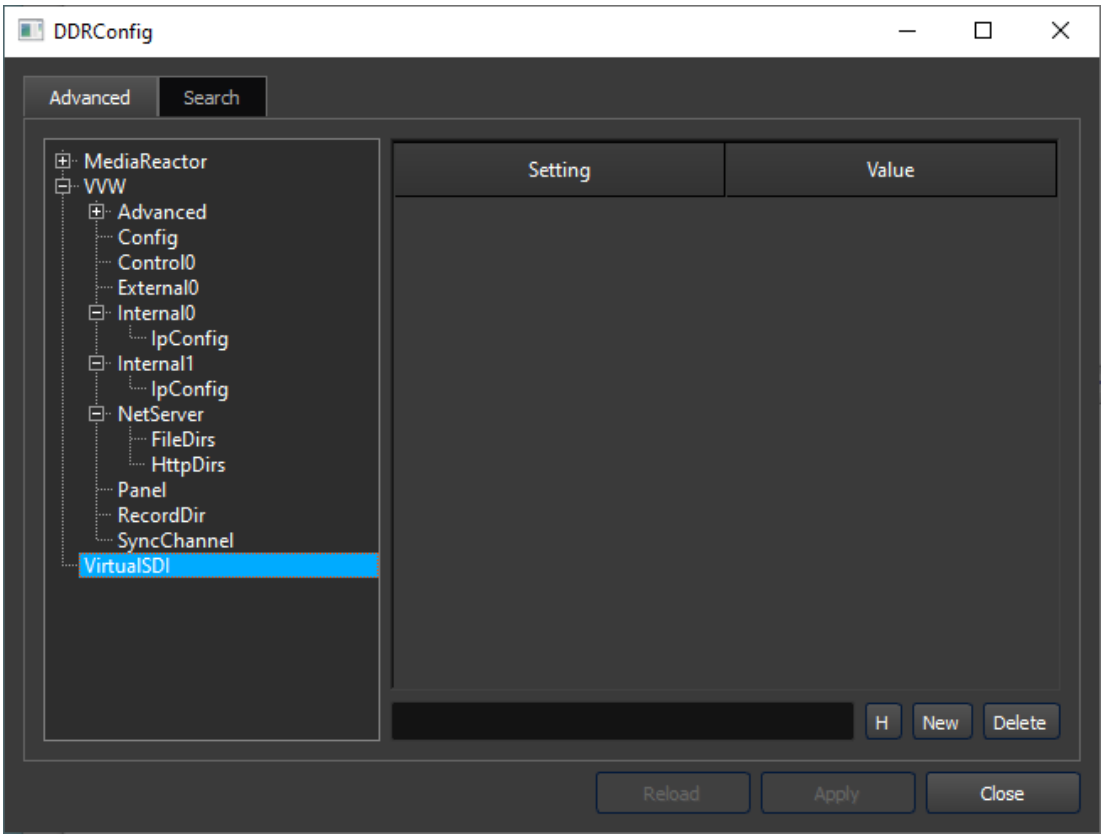
TCType – specify

Details on GPI usage can be found here:

https://www.drastic.tv/support-59/supporttipstechnical/71-gpi-configuration

2.5 VirtualSDI

The VirtualSDI key is reserved for development.



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Version 3, 29 June 2007

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