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A **BELDEN** BRAND

# GV PACE

USER GUIDE

## User Guide

VERSION 1.0

13-05029-000-AA

2019-10-21

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Title	GV Pace User Guide
Part Number	13-05029-000-AA
Revision	2019-10-21, 09:50

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# 1 Introducing GV Pace

## About GV Pace

GV Pace is a production automation control environment that simplifies unscripted productions to allow a single operator to execute and manage a high quality, multi-layered professional show - all from a traditional computer, computer touchscreen or a tablet.

The GV Pace software is installed on a server and most system administrative tasks are performed using the GV Pace Control Panel (see [Overview of the GV Pace Control Panel](#), on page 1).

Operational tasks are performed using the GV Pace window, which is a web client interface that can be accessed from any computer or tablet device connected to the same network as the server hosting the GV Pace software (see [Overview of the GV Pace window](#), on page 2).

Many of the features and functionality of GV Pace are only available if a valid license is activated. See [Overview of GV Pace licensing](#), on page 5 for information about the GV Pace licensing options.

## Overview of the GV Pace Control Panel

The GV Pace Control panel is a user interface that is opened on the server and provides you with the administrative tools and functions required to setup and monitor GV Pace.

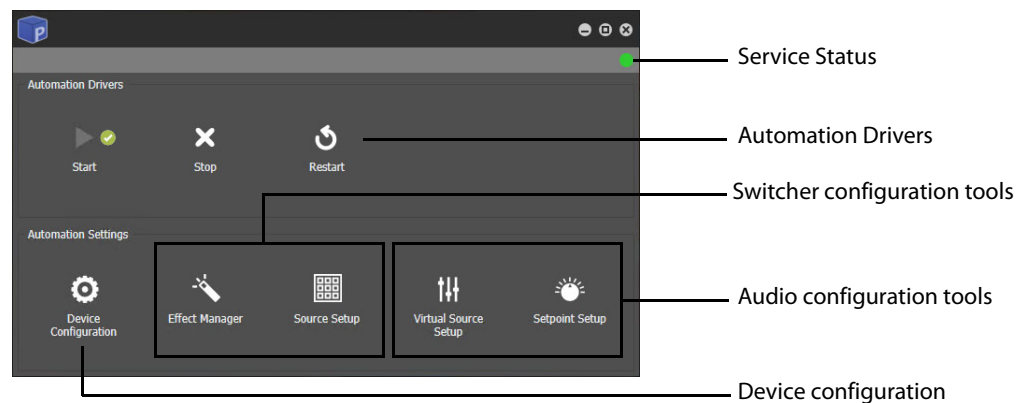


Fig. 1-1: The GV Pace Control Panel

The GV Pace Control Panel consists of the following components:

- **Automation Drivers controls and Service Status indicator:** Controls for starting, stopping and restarting the drivers and services that coordinate the communication and functionality between GV Pace and the devices. The Service Status indicator displays the current operational state of the automation drivers and services. See [Starting, stopping and restarting the Automation Drivers](#), on page 8.

- **Device Configuration:** Opens the **Ignite Devices Configuration** window which allows you to add and define the devices that GV Pace will connect to and control. See [Adding and setting up devices](#), on page 9.
- **Effect Manager:** Opens the **Effect Manager** which allows you to map transitions, E-Mem, and macro effects on the video switcher to be executed by GV Pace. See [Defining and managing switcher effects](#), on page 12.
- **Source Setup:** Opens the **Source Setup** window which allows you to define the display and layout of switcher sources as they will be displayed in GV Pace's Switcher Panel. See [Setting up Switcher Panel source buttons and pages](#), on page 21.
- **Virtual Source Setup:** Opens the **Virtual Source Configuration** window which allows you to assign audio sources from the audio mixer device to the virtual sources that are mapped to the faders in GV Pace's Audio Panel. See [Configuring virtual sources](#) on page 26.
- **Setpoint Setup:** Opens the **Setup Configuration** window which allows you to configure up to 24 setpoints that can be included in an event to set the fader level of a virtual source during a transition. See [Configuring setpoints](#) on page 28.

## Overview of the GV Pace window

GV Pace provides operators with a single user interface that is run in a web browser and allows operators to monitor and manually control devices during a live production broadcast.

The GV Pace interface provides operators with five views in which to work:

- [Main view](#)
- [Button Panel view](#)
- [Audio Panel view](#)
- [Switcher Panel view](#)
- [Master Routing view](#)

Additionally, GV Pace provides access to another interface called the **Event Builder**. Event Builder is a tool that allows you to create events that combine actions performed by devices to be executed when the event is triggered using the buttons on the Button Panel in GV Pace. See [Using Event Builder](#), on page 41 and [Using the Button Panel](#), on page 51 for more information.



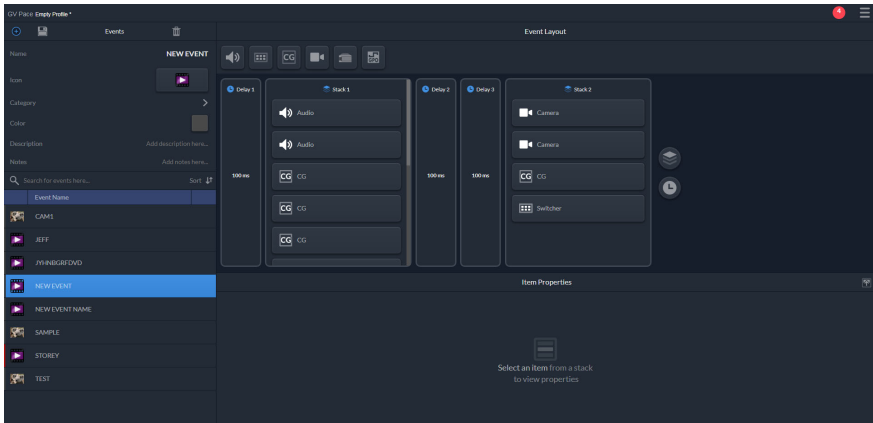


Fig. 1-2: Event Builder

### Main view

The Main view provides an overview of GV Pace functions in one interface. When fully licensed, it contains:

- The Audio Panel for controlling the audio levels of sources from an audio mixer.
- The Button Panel for triggering events that contain device actions and settings.
- The Switcher Panel for transitioning between video sources and enabling/disabling keys.



Fig. 1-3: The Main view

### Button Panel view

The Button Panel view displays user-defined event buttons that can be used to immediately trigger events, which execute predefined device actions and settings. See [Using the Button Panel](#), on page 51 for more information.

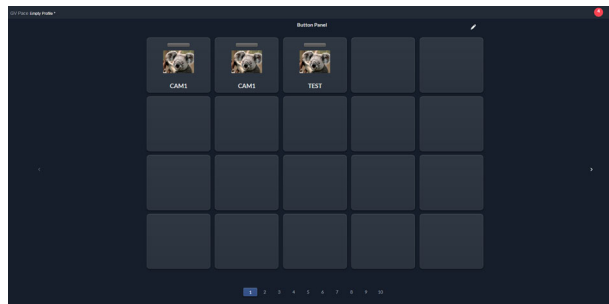


Fig. 1-4: The Button Panel view

### Audio Panel view

The Audio Panel view displays a set audio faders that can be configured to display and control the audio levels of the audio mixer associated with GV Pace. See [Using the Audio Panel](#), on page 57 for more information.

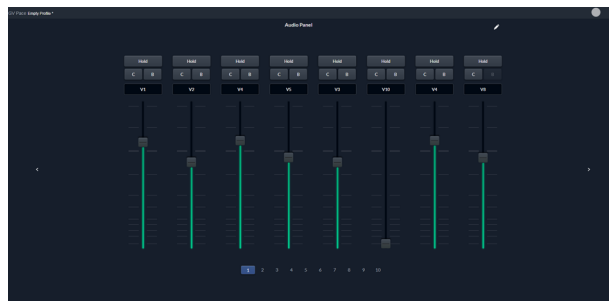


Fig. 1-5: Audio Panel view

### Switcher Panel view

The Switcher Panel view displays a representation of the buses and buttons of the video switcher associated with GV Pace. You can use these buttons to transition between video sources, as well as enable and disable keys. See [Using the Switcher Panel](#), on page 63 for more information.

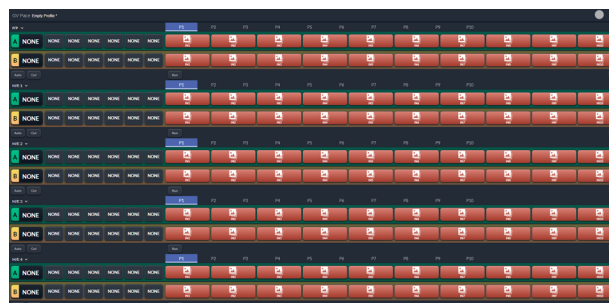


Fig. 1-6: Switcher Panel view

### Master Routing view

The Master Routing view plays a representation of the internal and external sources that are configured for the video switcher associated with GV Pace. You can use this interface to

quickly route a source to any bank, bus, keyer or Aux. See [Using the Master Routing Panel](#), on page 69 for more information.



Fig. 1-7: Master Routing view

### Overview of GV Pace licensing

Many of the features and functionality of GV Pace are only available if a valid license key is activated. Grass Valley offers several levels of license packages which provides flexibility as some users may require full functionality, while others only a subset of the functionality.

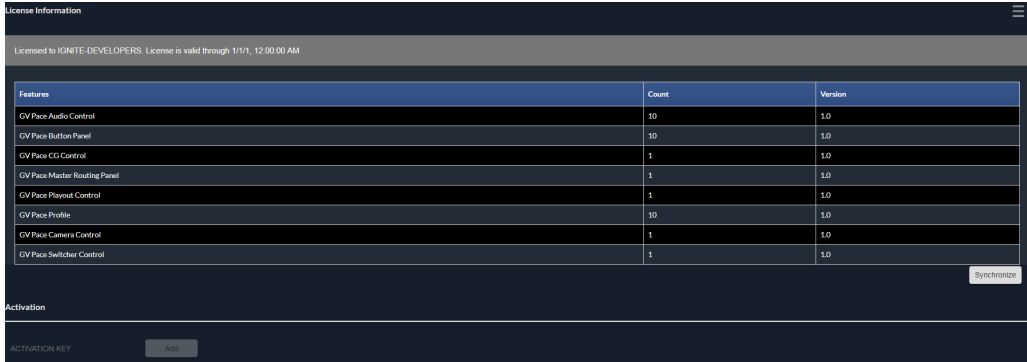


Fig. 1-8: GV Pace’s License Information page

Once GV Pace is installed and a valid license key has been activated (see [Activating a GV Pace license](#), on page 31), you can see a list of the active licenses on the License Information page. The table below identifies the available licenses and describes the functionality that enabled/disabled when the license is activated or deactivated.

Feature	Description
GV Pace Profile	<ul style="list-style-type: none"> <li>Determines the number of profiles that can be defined in GV Pace. The number of profiles displayed in the Profile menu depends upon the upgrade level license. The base license allows you to define one profile.</li> </ul>
GV Pace Audio Control	<ul style="list-style-type: none"> <li>Activates the Audio Panel view and the Audio Panel section of the Main view, as well as the Audio item category in Event Builder. Additionally, the license’s upgrade level determines the number of pages that are available for use.</li> <li>If this license is not activated, the Audio Panel option is disabled in the Views menu and the Main view does not display the Audio Panel. The Audio item button is also disabled in Event Builder so you cannot add Audio items to a stack in an event.</li> </ul>

Feature	Description
GV Pace Button Panel	<ul style="list-style-type: none"><li>• Activates the Button Panel view and the Button Panel section of the Main view, as well as the Audio item category in Event Builder. Additionally, the license's upgrade level determines the number of pages that are available for use.</li><li>• If this license is not activated, the Button Panel option is disabled in the Views menu and the Main view does not display the Button Panel.</li></ul>
GV Pace Switcher Control	<ul style="list-style-type: none"><li>• Activates the Switcher Panel view (standalone) and the Switcher Panel section in the Main view. Additionally, it activates the Switcher item category in Event Builder.</li><li>• If this license is not activated, the Switcher Panel option is disabled in the Views menu and the Main view does not display the Switcher Panel. The Switcher item button is also disabled in Event Builder so you cannot add Switcher items to a stack in an event.</li></ul>
GV Pace Master Routing Panel	<ul style="list-style-type: none"><li>• Activates the Master Routing Panel view.</li><li>• If this license is not activated, the Master Routing option in the Views menu is disabled and the Master Routing Panel cannot be accessed.</li></ul>
GV Pace Playout Control	<ul style="list-style-type: none"><li>• Activates the Server item category in Event Builder.</li><li>• If this license is not activated, the Server item button is disabled in Event Builder and you cannot add Server items to a stack in an event.</li></ul>
GV Pace CG Control	<ul style="list-style-type: none"><li>• Activates the CG item category in Event Builder.</li><li>• If this license is not activated, the CG item button is disabled in Event Builder and you cannot add CG items to a stack in an event.</li></ul>
GV Pace Camera Control	<ul style="list-style-type: none"><li>• Activates the Camera item category in Event Builder.</li><li>• If this license is not activated, the Camera item button is disabled in Event Builder and you cannot add Camera items to a stack in an event.</li></ul>

# Installing and Setting up GV Pace



This chapter describes how to install and perform updates of the GV Pace software, as well as how to install and manage its licenses. It also provides information and instructions about system setup and configuration tasks.

## Summary

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## Installing and updating the GV Pace software

The GV Pace installer file contains all of the components required to install and operate GV Pace.

The two sets of instructions below guide you through the process of performing a new installation of GV Pace, as well as how to update an existing installation to a newer version of GV Pace.

### To perform a new installation of the GV Pace software:

- 1 Acquire and move a copy of the IgniteInstaller.exe file onto the server computer.
- 2 Right-click on the GV Pace installer file and select **Run as administrator**.  
The Ignite Setup wizard appears.
- 3 On the “Welcome” page, click **Next**.
- 4 On the “License Agreement” page, accept the terms of the license agreement and click **Next**.
- 5 On the “Audio system selection” page, select the category that represents your audio system and then click **Next**.
- 6 On the “Ready to Install the program” page, click **Install**.  
The installation process begins and reports its progress on the “Setup Status” page.
- 7 When asked if you want to restore a previously stored backup, click **No**.
- 8 On the “InstallShield Wizard Complete” page, click **Finish**.

### To perform an update of an existing GV Pace installation:


- 1 Acquire and move a copy of the GV Pace installer file onto the server computer.

- 2 Right-click on the installer file of the newer build and select **Run as administrator**.  
The Ignite Setup wizard appears.
- 3 On the “Welcome” page, click **Next**.
- 4 Click **Yes** when asked if you want to remove the previously installed applications.
- 5 On the “Choose Destination Location” page, specify the directory location of where you want a backup of your current installation’s settings to be stored and then click **Next**.
- 6 On the “Maintenance Complete” page, click **Finish**.  
The Ignite Setup wizard closes.
- 7 Right-click on the installer file and select **Run as administrator**.  
The Ignite Setup wizard appears.
- 8 On the “Welcome” page, click **Next**.
- 9 On the “License Agreement” page, accept the terms of the license agreement and click **Next**.
- 10 On the “Audio system selection page, select the category that represents your audio system and then click **Next**.
- 11 On the “Ready to Install the program” page, click **Install**.  
The installation process begins and reports its progress on the “Setup Status” page.
- 12 When asked if you want to restore a previously stored backup, click **Yes**.
- 13 On the “Choose Destination Location” page, select the backup file to be used and then click **Next**.
- 14 On the “InstallShield Wizard Complete” page, click **Finish**.

## Opening the GV Pace Control Panel

When the GV Pace software is installed a shortcut icon is placed on the desktop which can be used to open the GV Pace Control Panel.

To open the GV Pace Control Panel:

- On the Windows desktop, click  .

## Starting, stopping and restarting the Automation Drivers

There are several user tasks described in this document that require you to start, stop or restart the automation driver processes that run in the background of GV Pace. Generally, these actions are required to apply new settings or to restart processes that have incidentally stopped running.

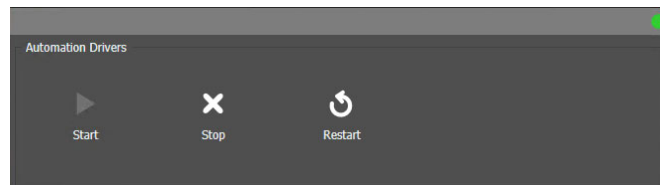


Fig. 2-1: Automation Drivers controls

The controls for performing these actions are located in the **Automation Drivers** section of the GV Pace Control Panel and their functionality is described in the table below. Additionally, the Service Status indicator above the **Automation Drivers** section shows whether the automation driver processes are currently running (green) or stopped (red). Hovering over the Service Status indicator when it is red displays a message indicating why the automation drivers are currently stopped.

Button name	Description
<b>Start</b>	<p>This control is only enabled when the GV Pace automation drivers are not currently running.</p> <p>Pressing the <b>Start</b> button initiates the running of the GV Pace automation drivers, so that GV Pace can operate.</p> <p>Once the drivers are running, a check mark appears next to the <b>Start</b> button and the Service Status indicator changes from red to green.</p> <p>A red X appears if the starting of the automation drivers has timed out.</p>
<b>Stop</b>	<p>This control is only enabled when the GV Pace automation drivers are currently running.</p> <p>Pressing the <b>Stop</b> button stops the GV Pace automation drivers from running and GV Pace can no longer operate.</p> <p>Once the drivers are no longer running, a check mark appears next to the <b>Stop</b> button and the Service Status indicator changes from green to red.</p> <p>Hovering over the red Service Status indicator displays, "No automation driver process is running."</p>
<b>Restart</b>	<p>This control is only enabled when the GV Pace automation drivers are currently running.</p> <p>Pressing the <b>Restart</b> button stops and restarts the GV Pace automation drivers. This action is often required to apply new settings, like when editing configuration or device settings.</p> <p>Once the drivers are running again, a check mark appears next to the <b>Restart</b> button and the Service Status indicator changes from red to green.</p>

## Adding and setting up devices

Each device that you want to control using GV Pace must be added and defined in the Device Configuration window.

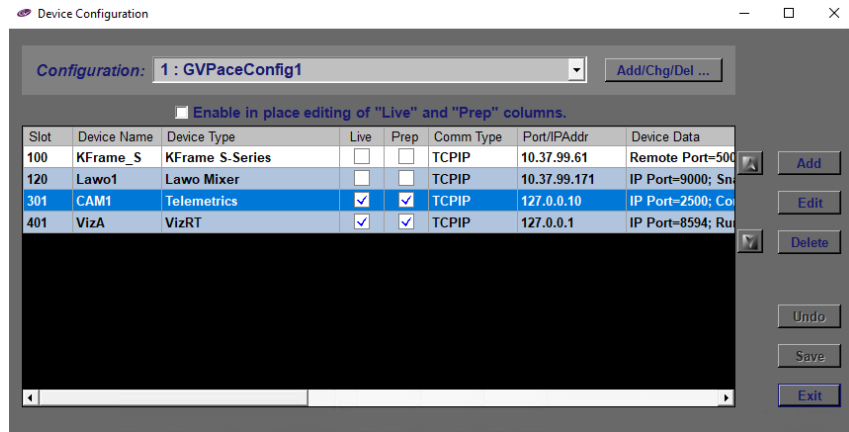


Fig. 2-2: Device Configuration window

#### To add and define a device:

- 1 Open the **GV Pace Control Panel**.
- 2 In the **Automation Settings** section, click **Device Setup**.  
The **Device Configuration** window appears.
- 3 Click **Add**.  
The **Properties of the selected device** dialog appears.
- 4 From the **Device Type** drop down list, select the type of device to be added.  
The **Slot#** and **Device Name** fields, as well as the device's data table are automatically populated with default values.
- 5 (Optional) In the **Device Name** field, type a new name for the device.
- 6 In the device data table, set the device properties.  
A descriptions of each device property is available in [Device Properties](#), on page 71.
- 7 Select one of the following:
  - **Add**: Adds the entered device to the configuration and clears the **Properties of the selected devices** dialog so that you can immediately define and add another device.
  - **OK**: Adds the entered device and closes the **Properties of the selected devices** dialog.
  - **Cancel**: Closes the **Properties of the selected devices** dialog without adding or saving the entered device data.
- 8 In the **Device Configuration** window, click **Save**.
- 9 Open the **GV Pace Control Panel** and click **Restart** to apply the new settings.

## Creating a configuration and setting devices to Live/Prep

GV Pace uses a configuration to store the information about which devices are included in Live and/or Prep mode. As such, you must create a configuration and then enable Live/Prep columns for each device. See [Changing the System mode to Live or Prep](#), on page 39 for more information about Live/Prep mode.



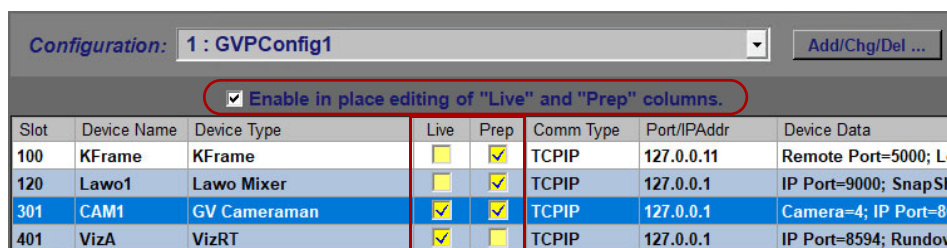


Fig. 2-3: Configuration and enabling a device's Live/Prep mode setting

The table below describes the effects of the various states of the Live and Prep settings.

Live/Prep setting	Description
<div style="display: flex; justify-content: space-around; border: 1px solid gray; padding: 2px;"> <span>Live</span> <span>Prep</span> </div> <div style="display: flex; justify-content: space-around; border: 1px solid gray; padding: 2px;"> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> </div>	<ul style="list-style-type: none"> <li>Connectivity - GV Pace will attempt to connect to the device when GV Pace is in either Live or Prep System mode.</li> <li>Device Status list - The device will be an active device (Connected or Disconnected) in the Device Status list when GV Pace is in either Live or Prep mode.</li> <li>Operation - Any changes to GV Pace will be reflected on the device when GV Pace is in Live or Prep mode.</li> </ul>
<div style="display: flex; justify-content: space-around; border: 1px solid gray; padding: 2px;"> <span>Live</span> <span>Prep</span> </div> <div style="display: flex; justify-content: space-around; border: 1px solid gray; padding: 2px;"> <input type="checkbox"/> <input checked="" type="checkbox"/> </div>	<ul style="list-style-type: none"> <li>Connectivity - GV Pace will only attempt to connect to the device when GV Pace is in Prep System mode.</li> <li>Device Status list - The device will be an active device (Connected or Disconnected) in the Device Status list only when GV Pace is Prep mode. When GV Pace is in Live mode, this device will appear as Offline.</li> <li>Operation - Any changes to GV Pace will be reflected on the device when GV Pace is in Prep mode.</li> </ul>
<div style="display: flex; justify-content: space-around; border: 1px solid gray; padding: 2px;"> <span>Live</span> <span>Prep</span> </div> <div style="display: flex; justify-content: space-around; border: 1px solid gray; padding: 2px;"> <input checked="" type="checkbox"/> <input type="checkbox"/> </div>	<ul style="list-style-type: none"> <li>Connectivity - GV Pace will only attempt to connect to the device when GV Pace is in Live System mode.</li> <li>Device Status list - The device will be an active device (Connected or Disconnected) in the Device Status list only when GV Pace is Live mode. When GV Pace is in Prep mode, this device will appear as Offline.</li> <li>Operation - Any changes to GV Pace will be reflected on the device when GV Pace is in Live mode.</li> </ul>
<div style="display: flex; justify-content: space-around; border: 1px solid gray; padding: 2px;"> <span>Live</span> <span>Prep</span> </div> <div style="display: flex; justify-content: space-around; border: 1px solid gray; padding: 2px;"> <input type="checkbox"/> <input type="checkbox"/> </div>	<ul style="list-style-type: none"> <li>Connectivity - GV Pace will not attempt to connect to the device.</li> <li>Device Status list - The device will not appear in the Device Status list.</li> <li>Operation - Although it is not an active device, you can still create events that target this device so that events are ready for when you do activate the device's Live/Prep settings.</li> </ul>

**To create a configuration and set the devices to Live/Prep mode:**

- 1 Open the **GV Pace Control Panel**.
- 2 In the **Automation Settings** section, click **Device Setup**.  
The **Ignite Devices Configuration** window appears.
- 3 In the **Configuration** section, click **Add/Chg/Del**.  
The **Configuration Number and Description** dialog appears.
- 4 In the **No** field, enter any number from 1 to 99.
- 5 In the **Description** field, type a name to identify the configuration.
- 6 Click **Add**.

The **Configuration Number and Description** dialog closes and the new configuration is displayed in the **Configuration** field.

- 7 In the **Ignite Devices Configuration** window, select the **Enable in place of 'Live' and 'Prep' columns** checkbox.

The **Live** and **Prep** column in the device table become active.

- 8 Set the **Live** and/or **Prep** checkbox for each device. See the table above for setting information.
- 9 Click **Save**.
- 10 Open the **GV Pace Control Panel** and click **Restart** to apply the new configuration.

## Defining and managing switcher effects

The Effect Manager allows you to create transitions, hidden transitions, E-Mems and macro effects that can be assigned to Switcher items that make up events created using Event Builder. Those events are then added to the Button Panel where operators can trigger the events during a live broadcast.

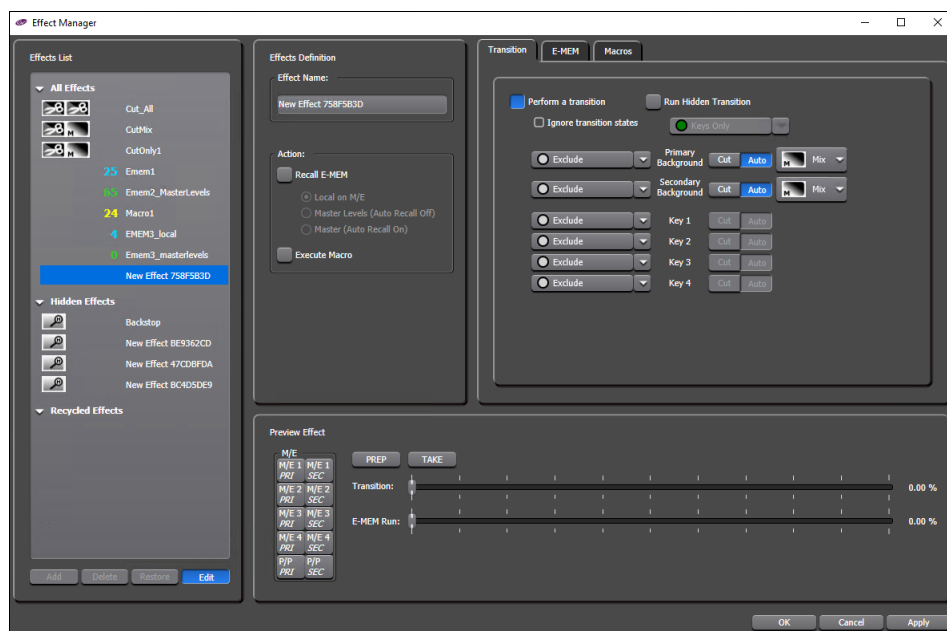


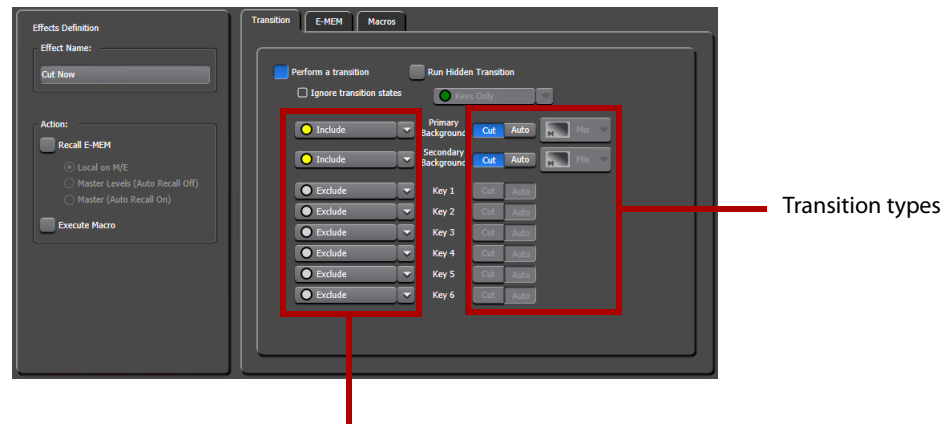
Fig. 2-4: Effect Manager

The following topics provide information and instructions for how to use the Effect Manager to create effects that can be executed by a switcher:

- [Creating a Transition effect](#), on page 13
- [Creating a Hidden Transition effect](#), on page 15
- [Creating an E-Mem effect](#), on page 16
- [Creating a Macro effect](#), on page 18
- [Setting the Default Effect](#), on page 19
- [Managing the Effects List in the Effects Manager](#), on page 19

## Creating a Transition effect

Transition effects are user-defined effects that can be included in GV Pace events to change the video source from the secondary background (B Bus) to the primary background (A Bus) on a switcher. Transition effects can also be used to change the state of the keyers on the switcher. See [About Event Builder](#) on page 41.



Transition states of the Primary Background, Secondary Background and Keyers

Fig. 2-5: Defining a new transition effect

### To create a new transition effect:

- 1 Open the **GV Pace Control Panel**.
- 2 In the **Automation Settings** section, click **Effect Manager**.  
The **Effect Manager** window appears.

Note: If the Effect Manager button is disabled in the GV Pace Control Panel, ensure that the Automation Drivers are running, that a Switcher device has been added to the Device Configuration and that it is set to Live and/or Prep.

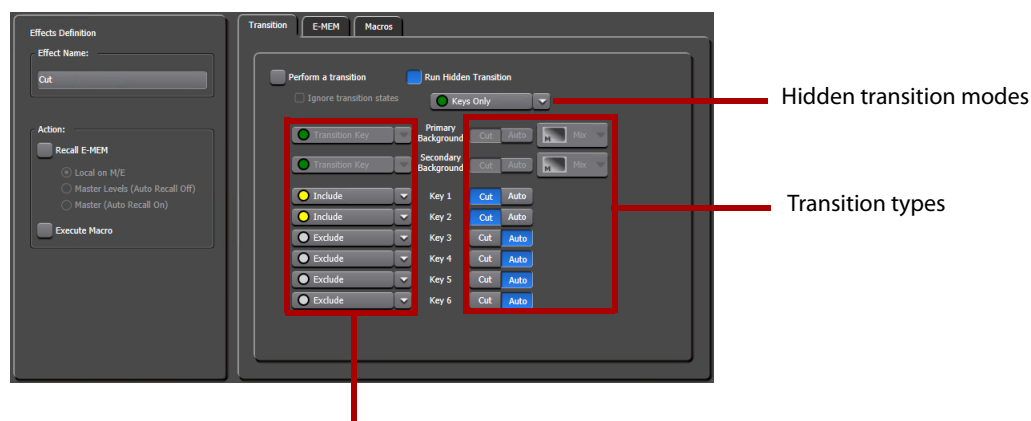
- 3 In the **Effects List** pane, click **Add**.
- 4 In the **Effects Definition** pane, type a name for the new effect in the **Effect Name** field.
- 5 Select the **Transition** tab.
- 6 Select **Perform a transition**.
- 7 (Optional) To have the effect ignore the transition states settings and simply apply a cut or auto transition to the primary background and secondary background, and cut up all of the keyers.
  - a Select **Ignore transition states**.
  - b Set the **Primary Background** to either **Cut** or **Auto**.
  - c Set the **Secondary Background** to either **Cut** or **Auto**.
  - d Continue with [step 12](#).
- 8 Set the transition state for the primary and secondary backgrounds.
  - **Exclude:** The transition is not applied to the background when the effect is executed.

- **Include:** The transition is applied to the background when the effect is executed.
  - **Transition Key:** The Primary and Secondary backgrounds should both be set to Transition Key when you do not want a transition applied to the primary and secondary backgrounds, but you do want to apply a transition applied to one or more of the keyers.
- 9 Set the transition type (if applicable) for the primary background and secondary background.
- If **Exclude** or **Include** was selected for the transition state, select **Cut** to perform a cut on the background during the transition; or select **Auto** and then select a transition style which originates from the switcher:
    - **Mix**
    - **Wipe 1**
    - **Wipe 2**
    - **User Effects 1 (to X)**
  - If the transition state for both the primary and secondary backgrounds was set to **Transition Key**, continue to [step 10](#) to set the keyers.
- 10 Set the transition state for each of the keyers (**Key 1** to **Key X**).
- **Exclude:** The keyer will be turned off when the transition effect is executed.
  - **Include:** The keyer will be turned on when the transition effect is executed.
  - **Ignore:** The keyer's on/off state is ignored by the transition, so it will remain in its current on/off state when the transition is executed.
- 11 If the transition state for the primary and secondary backgrounds was set to **Transition Key** in [step 8](#), then set the transition type for each keyer to either **Cut** or **Auto**.
- 12 (Optional) You can add a Recall E-Mem to the transition effect, which will recall specified E-Mem effects from the switcher when the event is executed.
- a In the **Action** section, enable **Recall E-MEM**.
  - b In the **Action** section, select the type of E-Mem that will be recalled:
    - **Local on M/E:** Recalls an E-Mem on a specified M/E bank.
    - **Master Levels (Auto Recall Off):** Recalls a Master E-Mem with definable level delegation.
    - **Master (Auto Recall On):** Recalls a Master E-Mem and sets the levels to Auto-recall.
  - c On the **E-Mem** tab, select **Run E-Mem** if you want to run the E-Mem when the effect is executed.
  - d If **Local on M/E** or **Master Levels (Auto Recall Off)** was selected in the **Recall E-MEM** option, the **E-MEM Levels** section displays the E-Mem recall level choices. Select the level(s) and associated sublevel(s) (M/E buses, Aux bus, Image Store output, GPI output, PBus device, External Device, etc.) where you want the E-Mem to be applied.
  - e In the **E-Mem Register** section, select the E-Mem number under which the E-Mem is stored on the switcher.
- 13 Click **Apply**.

The Transition effect is added to the **All Effects** section of the Effects List and features its name and icons representing the transition mode for the primary and secondary backgrounds (if applicable) and the E-Mem register number (if applicable).

## Creating a Hidden Transition effect

Hidden transitions are a predefined effects that can be included in GV Pace events to change the video source from the secondary background (B Bus) to the primary background (A Bus) on a switcher. Hidden transition effects can also be used to change the state of the keyers on the switcher. See [About Event Builder](#) on page 41.



Transition states of the Primary Background, Secondary Background and Keyers

Fig. 2-6: Defining a new Hidden Transition effect

### To create a Hidden Transition effect:

- 1 Open the **GV Pace Control Panel**.
- 2 In the **Automation Settings** section, click **Effect Manager**.  
The **Effect Manager** window appears.

Note: If the Effect Manager button is disabled in the GV Pace Control Panel, ensure that the Automation Drivers are running, that a Switcher device has been added to the Device Configuration and that it is set to Live and/or Prep.

- 3 In the **Effects List** pane, click **Add**.
- 4 In the **Effects Definition** pane, type a name for the new effect in the **Effect Name** field.
- 5 Select the **Transition** tab.
- 6 Select **Run Hidden Transition**.
- 7 From the drop-down list below **Run Hidden Transition**, select one of the following:
  - **Keys Only**: The transition will only be applied to the keyers.
  - **Take Only**: The transition will be applied to both the keyers and the primary and secondary background sources.
  - **Append Only**: The transition will be applied to only the primary and secondary background sources.
- 8 If **Keys Only** was selected, perform the following:

- a For each keyer (Key 1 to Key X), select one of the following options:
    - **Exclude:** The keyer will be turned off when the transition effect is executed.
    - **Include:** The keyer will be turned on when the transition effect is executed.
    - **Ignore:** The keyer's on/off state is ignored by the transition, so it will remain in its current on/off state when the transition is executed.
    - **Toggle (PGM):** Toggles the keyer state on the program bus
    - **Toggle (PVW):** Toggles the keyer state on the preview bus.
    - **Turn On (PGM):** Turns on the keyer on the program bus, regardless of its state on the preview bus.
    - **Turn On (PVW):** Turns on the keyer on the preview bus, regardless of its current state on the preview bus.
    - **Turn Off (PGM):** Turns off the keyer on the program bus, regardless of its state on the preview bus.
    - **Turn Off (PVW):** Turns off the keyer on the preview bus, regardless of its current state on the preview bus.
  - b Select **Cut** to perform a cut on the keyer during the transition or select **Auto** and then select a transition mode from the switcher.

Note that the Cut and Auto options are disabled for keyers set to **Ignore** or **Toggle (PVW)**.
- 9 If **Take Only** or **Append Only** was selected, perform the following:
- a For the **Primary Background** row, select **Cut** to perform a cut on the keyer during the transition or select **Auto** and then select a transition mode from the switcher.
  - b For the **Secondary Background** row, select **Cut** to perform a cut on the keyer during the transition or select **Auto** and then select a transition mode from the switcher.
- 10 Click **Apply**.
- The effect is added to the Hidden Effects category in the Effects List and features its name and icons representing the transition mode for the primary and secondary backgrounds (if applicable).

## Creating an E-Mem effect

The switcher contains E-Mems (Effects Memories) registers, which store E-Mem effects that determine how the selected video sources are to be processed.

The E-Mem effects created in GV Pace's Effects Manager can be included in GV Pace events to recall specified E-Mem effects from the switcher when the event is executed.

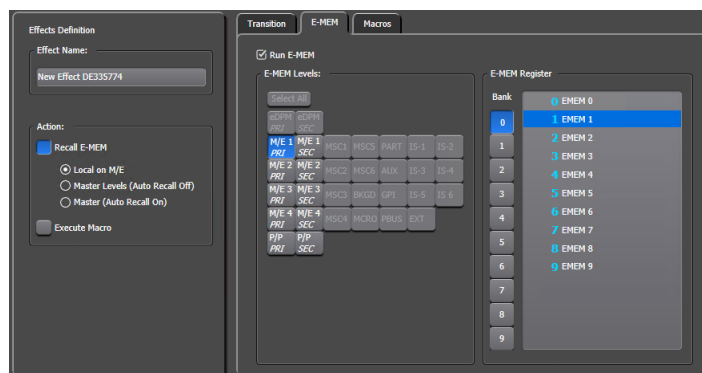


Fig. 2-7: Defining a new E-Mem effect

### To create a new E-Mem effect:

- 1 Open the **GV Pace Control Panel**.
- 2 In the **Automation Settings** section, click **Effect Manager**.  
The **Effect Manager** window appears.

---

Note: If the Effect Manager button is disabled in the GV Pace Control Panel, ensure that the Automation Drivers are running, that a Switcher device has been added to the Device Configuration and that it is set to Live and/or Prep.

---

- 3 In the **Effects List** pane, click **Add**.
- 4 In the **Effects Definition** pane, type a name for the new effect in the **Effect Name** field.
- 5 In the **Action** section, enable **Recall E-MEM**.
- 6 In the **Action** section, select the type of E-Mem that will be recalled:
  - **Local on M/E**: Recalls an E-Mem on a specified M/E bank.
  - **Master Levels (Auto Recall Off)**: Recalls a Master E-Mem with definable level delegation.
  - **Master (Auto Recall On)**: Recalls a Master E-Mem and sets the levels to Auto-recall.
- 7 On the **E-Mem** tab, select **Run E-Mem** if you want to run the E-Mem when the effect is executed. Leaving this setting disabled means that the operator will have to perform a manually trigger for the E-Mem to run (see See [Running a recalled E-Mem from the Switcher Panel](#) on page 66).
- 8 If **Local on M/E** or **Master Levels (Auto Recall Off)** was selected in the **Recall E-MEM** option, the **E-MEM Levels** section displays the E-Mem recall level choices.  
Select the level(s) and associated sublevel(s) (M/E buses, Aux bus, Image Store output, GPI output, PBus device, External Device, etc.) where you want the E-Mem to be applied.
- 9 In the **E-Mem Register** section, select the E-Mem number under which the E-Mem is stored on the switcher.
- 10 (Optional) You can add a transition to the E-Mem effect, which changes the video source from the secondary background (B Bus) to the primary background (A Bus) on a

switcher. The Transition effect can also be used to change the state of the keyers on the switcher when the event is executed.

- a Select the **Transition** tab and enable **Perform a transition**.
- b Perform the actions describe in [step 7](#) to [step 11](#) on page 14.

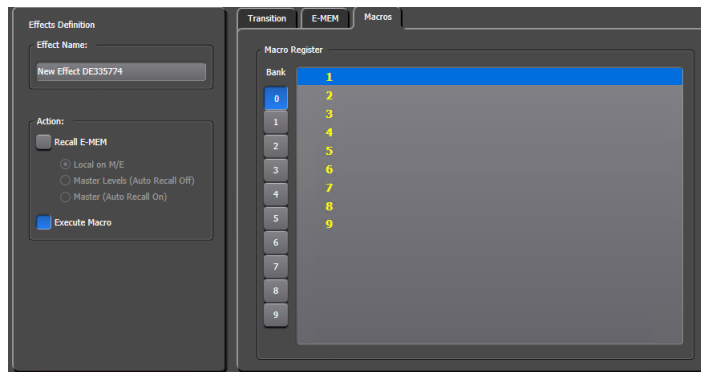
**11 Click Apply.**

The effect is added to the Effects List and displays its name and E-Mem register number and primary and secondary background transition icons (if applicable).

## Creating a Macro effect

The switcher contains Macro registers, which store macros that determine how the selected video sources are to be processed.

The Macro effects created in GV Pace's Effects Manager can be included in GV Pace events to recall specified Macro effects from the switcher when the event is executed.



*Fig. 2-8: Defining a new Macro effect*

### To create a new Macro effect:

- 1 Open the **GV Pace Control Panel**.
- 2 In the **Automation Settings** section, click **Effect Manager**.  
The **Effect Manager** window appears.

---

Note: If the Effect Manager button is disabled in the GV Pace Control Panel, ensure that the Automation Drivers are running, that a Switcher device has been added to the Device Configuration and that it is set to Live and/or Prep.

---

- 3 In the **Effects List** pane, click **Add**.
- 4 In the **Effects Definition** pane, type a name for the new effect in the **Effect Name** field.
- 5 In the **Action** section, select **Execute Macro**.
- 6 Select the **Macros** tab.
- 7 In the **Macro Register** section, select the bank and number under which the macro is stored on the switcher.
- 8 Click **Apply**.  
The effect is added to the Effects List.



## Setting the Default Effect

Setting the Default Effect allows a switcher to reset back to the designated effect after the execution of another effect has been completed.

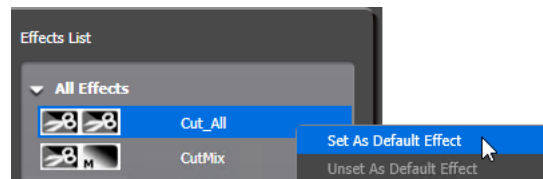


Fig. 2-9: Setting an effect as the Default Effect

### To set the Default Effect:

- 1 Open the **GV Pace Control Panel**.
- 2 In the **Automation Settings** section, click **Effect Manager**.

The **Effect Manager** window appears.

---

Note: If the Effect Manager button is disabled in the GV Pace Control Panel, ensure that the Automation Drivers are running, that a Switcher device has been added to the Device Configuration and that it is set to Live and/or Prep.

---

- 3 In the **Effects List** pane, right-click on the effect that you want to set as the default effect and select **Set As Default Effect**.

The effect's name is now larger in the Effects List, which identifies it as the default effect.

---

### Notes

- If the Effect Manager is currently editing a new or existing effect, the **Set As Default Effect** command will not be available. You would have to click **Apply** or **Close** for the command to become available.
  - If an effect is already set to be the default effect, setting another effect as the default effect reassigns the default effect status to the new effect without having to unset the initial effect.
  - To suspend the default effect functionality and not set a new default effect, right-click on the current default effect and select **Set As Default Effect**.
- 

## Managing the Effects List in the Effects Manager

The Effects List pane displays the effects that have already been defined in the system, as well as controls for managing effects in the Effects List.

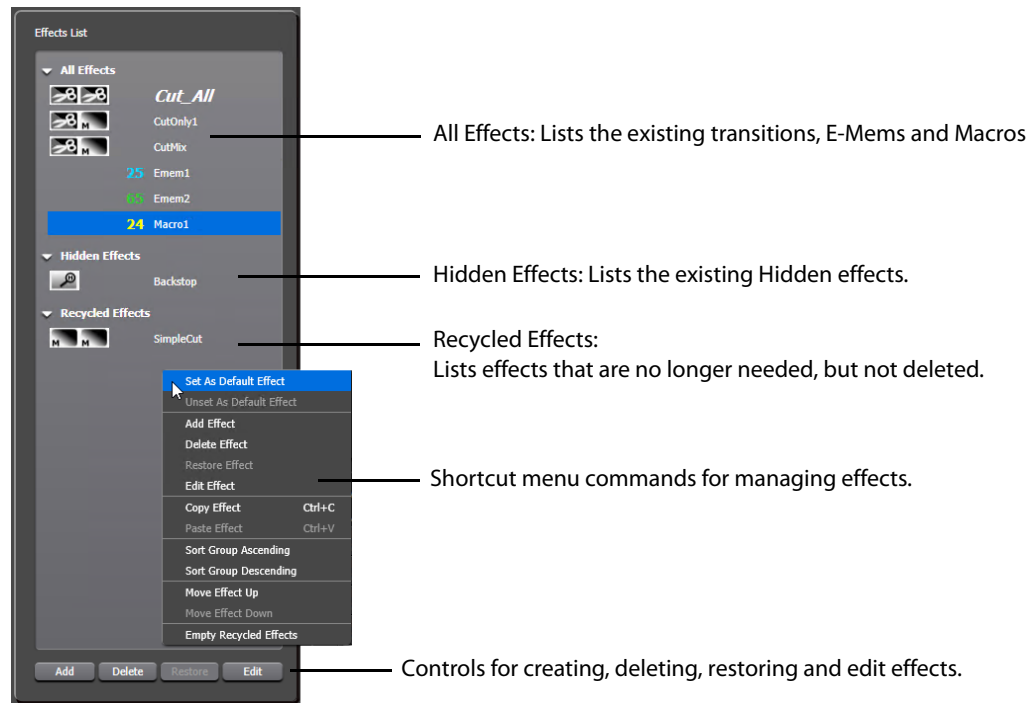


Fig. 2-10: The Effects List in the Effect Manager

The Effects List is managed using a shortcut menu, which is displayed by right-clicking anywhere within the Effects List (except when an effect is actively being edited). The table below describes each menu item.

Command	Description
Set As Default Effect	Designates the selected effect as the default effect to which the switcher to reset back to after the execution of another effect has been completed. See <a href="#">Setting the Default Effect</a> , on page 19.
Unset As Default Effect	Unassigns the selected effect as the default effect of which the switcher to reset back to after the execution of another effect has been completed. See <a href="#">Setting the Default Effect</a> , on page 19.
Add Effect	Creates/adds a new effect to the Effects List. A default name is automatically generated for the new effect, but it should be renamed when defining the effect.
Delete Effect	Moves the selected effect to the Recycled Effects. If the selected effect is already in the Recycled, it is deleted.
Restore Effect	Moves the selected effect from the recycled area to either the All Effects area or the Hidden Effects area.
Edit Effect	Enables editing of the selected effect.
Copy Effect	Creates a copy of the selected effect that can be edited to create a new effect based on an existing effect.

Command	Description
Paste Effect	Pastes the copied effect so that an existing effect can be edited and saved as a new effect.
Sort Group Ascending	Reorders the effects listed in the Effects List categories in alphabetical ascending order (A, B, C...).
Sort Group Descending	Reorders the effects listed in the Effects List categories in alphabetical descending order (Z, Y, X...).
Move Effect Up	Moves the selected effect up by one position above its current position within its category in the Effects List.
Move Effect Down	Moves the selected effect down by one position below its current position within its category in the Effects List.
Empty Recycled Effects	Permanently deletes the effects currently listed in the Recycled Effects category of the Effects List.

### Setting up Switcher Panel source buttons and pages

Both the Switcher Panel and the Master Routing Panel display a representation of the sources available on the video switcher.

The following sections provide information for how to configure and assign sources to the buttons displayed in the pages of the Switcher Panel and the Master Routing Panel.

- [Setting the name and number of buttons for each page](#), on page 22
- [Assigning a key coupling to a source](#), on page 22
- [Changing the appearance and/or name of a source button](#), on page 23
- [Resetting all source buttons to their default appearance](#), on page 25
- [Mapping sources to the Switcher Panel source buttons](#), on page 25

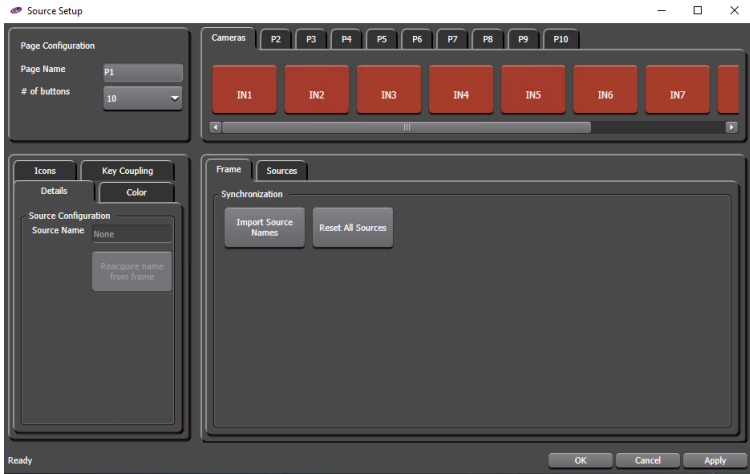


Fig. 2-11: Source Setup window

## Setting the name and number of buttons for each page

The name and the number of buttons displayed for a page in the GV Pace Switcher Panel is determined by the **Page Configuration** settings in the **Source Setup** window.

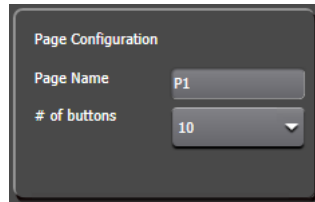


Fig. 2-12: Page Configuration settings in the Source Setup window

To configure the Page name and number of buttons to be displayed in each page:

- 1 Open the **GV Pace Control Panel**.
- 2 In the **Automation Settings** section, click **Source Setup**.  
The **Source Setup** window appears.

---

Note: If the Source Setup button is disabled in the GV Pace Control Panel, ensure that the Automation Drivers are running, that a Switcher device has been added to the Device Configuration and that it is set to Live and/or Prep.

---

- 3 In the **Page Configuration** pane, perform the following:
  - a In the **Page Name** field, enter the name you would like to be displayed as the page's heading.
  - b In the **# of buttons** field, select the number of buttons to be displayed for the page.
- 4 Click **Apply**.

## Assigning a key coupling to a source

When a separate fill and cut source is required to be routed to keyers, we recommend that you configure key coupling in advance using the Source Setup tool. This involves mapping key sources to the Internal or External Source buttons.

Once key coupling has been setup, assigning a source to a keyer fill results in the associated key coupling source automatically being assigned to the keyer cut.

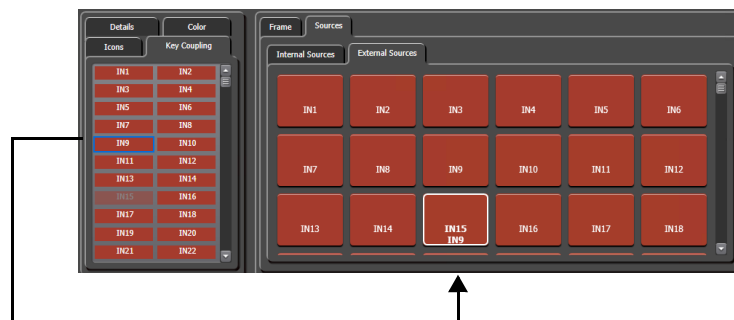


Fig. 2-13: Coupling a key source to internal or external source

**To assign a key coupling to a source:**

- 1 Open the **GV Pace Control Panel**.
- 2 In the **Automation Settings** section, click **Source Setup**.

The **Source Setup** window appears.

---

Note: If the Source Setup button is disabled in the GV Pace Control Panel, ensure that the Automation Drivers are running, that a Switcher device has been added to the Device Configuration and that it is set to Live and/or Prep.

---

- 3 Select the **Sources** tab.
- 4 Select either the **Internal Sources** or **External Sources** tab to display the sources available to be assigned to the Switcher Panel buttons.
- 5 Map a key source to an internal or external source button by performing the following actions:
  - a From the **Internal Sources** or **External Sources**, select the source button that is to be assigned the key source.
  - b Select the **Key Coupling** tab and select the key source that you want coupled to the source.

The key source's name is immediately added to the source button.

- 6 Click **Apply**.

**To remove a key coupling from a source button:**

- 1 Open the **GV Pace Control Panel**.
- 2 In the **Automation Settings** section, click **Source Setup**.

The **Source Setup** window appears.

---

Note: If the Source Setup button is disabled in the GV Pace Control Panel, ensure that the Automation Drivers are running, that a Switcher device has been added to the Device Configuration and that it is set to Live and/or Prep.

---

- 3 Select the **Sources** tab.
- 4 Select either the **Internal Sources** or **External Sources** tab to display the sources.
- 5 Right-click the coupled source that you want to remove the key coupling from and select **Remove Key Coupling**.

The key source is immediately removed from the source button.

- 6 Click **Apply** or **OK**.

## Changing the appearance and/or name of a source button

By default, the source buttons on the Switcher Panel and Master Routing View display the source's name as configured on the frame, along with a uniform background color and no pictorial icon to identify the type of source.

The **Source Setup** tool allows you to change the button's name and appearance elements (background color and icon) so that they are meaningful, thematically categorized and easy identification to identify.



Fig. 2-14: Details, Color and Icons tabs in the Source Setup

**To change the name and/or appearance of a source button:**

- 1 Open the **GV Pace Control Panel**.
- 2 In the **Automation Settings** section, click **Source Setup**.  
The **Source Setup** window appears.

---

Note: If the Source Setup button is disabled in the GV Pace Control Panel, ensure that the Automation Drivers are running, that a Switcher device has been added to the Device Configuration and that it is set to Live and/or Prep.

---

- 3 Select the **Sources** tab.
- 4 Select one of the following tabs:
  - **Internal Sources**- Currently available internal sources that can be added to a Switcher source button on the currently selected page.
  - **External Sources** - Currently available external sources that can be added to a Switcher source on the currently selected page.
- 5 From within **Internal Sources** or **External Sources**, select the source button that you want to edit.
- 6 To change the name that is displayed on the source button:
  - a Ensure that the button is still in focus.
  - b Select the **Details** tab.
  - c Edit the **Source Name** field and then press **Enter**.  
If the **Source Name** field had previously been edited and you want to reinstate the source name from the frame, select the **Reacquire name from frame** button.
- 7 To change the background color of the source button:
  - a Ensure that the button is still in focus.
  - b Select the **Color** tab.
  - c Select a color.  
The button's color is immediately changed.
- 8 To add or change the icon displayed on the source button:
  - a Ensure that the button is still in focus.

- b Select the **Icon** tab.
  - c Drag an icon from the **Icon** tab's offerings and drop it on the source button.  
The icon is immediately added to the source button.
- 9 Click **Apply**.

## Resetting all source buttons to their default appearance

### To reset all source buttons to their default:

- 1 Open the **GV Pace Control Panel**.
- 2 In the **Automation Settings** section, click **Source Setup**.  
The **Source Setup** window appears.

---

Note: If the Source Setup button is disabled in the GV Pace Control Panel, ensure that the Automation Drivers are running, that a Switcher device has been added to the Device Configuration and that it is set to Live and/or Prep.

---

- 3 Select the **Frames** tab.
- 4 Select one of the following:
  - **Import Source Names:** All the names of the sources are reset back to default values as defined on the switcher.
  - **Reset All Sources:** All the source buttons revert back to default values. Specifically,
    - the name is set to the default name as defined on the switcher
    - the default color is restored for internal sources and external sources
    - the icon is removed
    - the key coupling is removed
- 5 When the **Reset** message appears, click **Yes**.  
The reset actions are applied immediately.
- 6 Click **Apply**.

## Mapping sources to the Switcher Panel source buttons

The pages in the Switcher Panel contain source buttons which are mapped to an internal or external sources from the switcher.

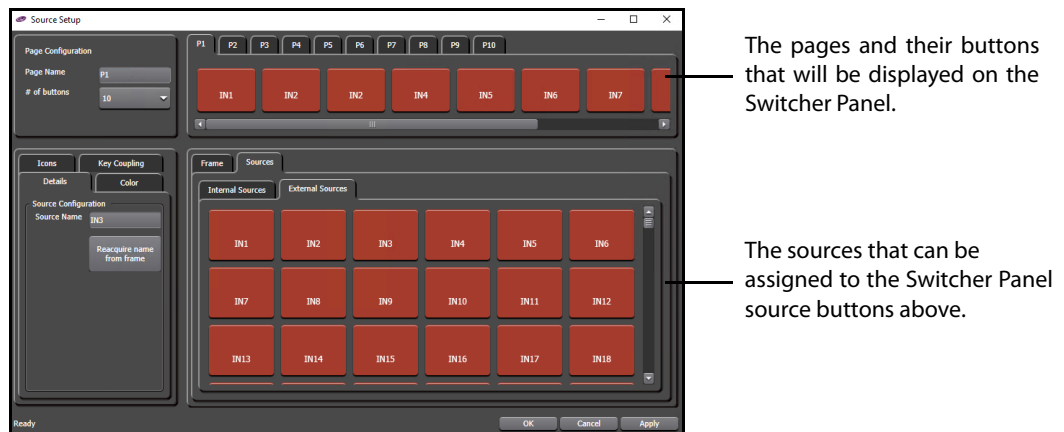


Fig. 2-15: Mapping sources to Switcher Panel source buttons

#### To map a source to a switcher source button:

- 1 Open the **GV Pace Control Panel**.
- 2 In the **Automation Settings** section, click **Source Setup**.  
The **Source Setup** window appears.

Note: If the Source Setup button is disabled in the GV Pace Control Panel, ensure that the Automation Drivers are running, that a Switcher device has been added to the Device Configuration and that it is set to Live and/or Prep.

- 3 Select the page tab at the top that contains the button that is to receive the source assignment.
- 4 Select the button within the page that is to receive the source assignment.
- 5 Select the **Sources** tab.
- 6 Expose the available sources by selecting either the **Internal Sources** tab or **External Sources** tab.
- 7 Drag a source from the **Internal Sources** or **External Sources** tabs and drop it on the button that is to receive the source assignment.  
The source button's name is immediately added to the button.
- 8 Click **Apply**.

## Configuring virtual sources

GV Pace's Audio Panel does not directly act on sources when setting levels, creating mixes, or applying signal processing. Any action that changes how a source is used in the mixer is actually accomplished through an entity known as a **virtual source**.

Using the **Virtual Source Configuration** tool, you create virtual sources which act as a containers for a target source (known as the Primary Source) and the primary source's optional back up source (known as the Backup Source). The virtual source also contains an assigned setpoint, which defines the default audio level of the sources.



Later when configuring the Audio Panel, you assign a virtual source to fader controls which operators then use to monitor and control the audio level of source audio from the audio mixer. See [Configuring the Audio Panel slots](#) on page 59 for more information.

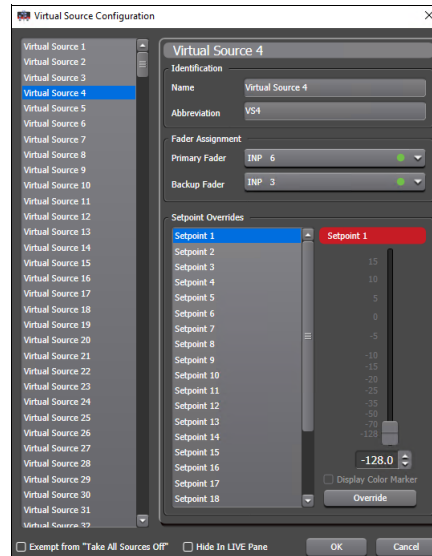


Fig. 2-16: Virtual Source Configuration

#### To configure the virtual sources:

- 1 Open the **GV Pace Control Panel**.
- 2 In the **Automation Settings** section, click **Virtual Source Setup**.  
The **Virtual Source Configuration** window appears.

---

Note: If the Virtual Source Setup button is disabled in the GV Pace Control Panel, ensure that the Automation Drivers are running, that an audio device has been added to the Device Configuration and that it is set to Live and/or Prep.





---

- 3 From the Virtual Source list along the left side, select a Virtual Source to define.
- 4 (Optional) In the **Identification** section, edit the **Name** and/or **Abbreviation** of the selected virtual source so that it is more personalized.

The name of the virtual source is used later in the Audio item properties in Event Builder. The abbreviation is used in Audio item properties in Event Builder and as the label on the fader in the Audio Panel.

- 5 In the **Fader Assignment** section, perform the following actions:
  - a From the **Primary Fader** drop down list, select a source from the audio mixer that will be controlled by the Audio Panel's fader in Primary mode.
  - b (Optional) As a contingency for if the primary source fails, you may want to assign an alternative source as a backup for the fader to switchover to.  
From the **Backup Fader** drop down list, select a source from the audio mixer that will be controlled by the fader in Backup mode.

The sources in the Primary and Backup fader lists have a status indicator displayed on their right-hand side. The table below describes what each status means.

Status indicator	Description
	When displayed in the list, no color means that the source has not yet been mapped to any faders.
	When displayed in the list, green means that the source has already been assigned to one other fader. When displayed as a selection in either the Primary or Backup fader fields, green means that the source is mapped to only this fader.
	Yellow indicates that the sources is already mapped to more than one fader.
	A source cannot be mapped to both the Primary and Backup faders of the same virtual source. As such, the source's name is disabled in the list when the source is already mapped to its complimentary fader (Primary or Backup) in the virtual source.

- 6 Assign a setpoint to determine the default audio level of the virtual source.
  - a In the **Setpoint Overrides** section, select a Setpoint, which has already been defined in the Setpoint Setup (see [Configuring setpoints](#), on page 28).  
The Setpoint's level setting is demonstrated on the fader on the right-hand side.  
If instead of using a predefined setpoint, you'd rather define your own setpoint for this virtual source:
    - a Click **Override**.  
The fader and its controls become active.
    - b Edit the setpoint's level by performing one of the following actions:
      - Slide the fader handle to the desired level. Notice that as you move the fader handle, the level value is updated in the text box below the fader.
      - Type the level value in the text box below the fader and press **Enter**. The fader handle moves immediately to that setting on the fader.
- 7 (Optional) Enable **Exempt from "Take All Sources Off"** if you want to prevent the Take All Sources Off feature from affecting the virtual source.  
Take All Sources Off is a property that is enable/disabled on audio items when defining an event in Event Builder. See [Configuring Audio properties](#) on page 45.
- 8 Click **OK**.

## Configuring setpoints

GV Pace allows you to configure up to 24 setpoints, which are pre-established fader levels that can be included in an event to set the fader level of a Virtual Source during a transition.

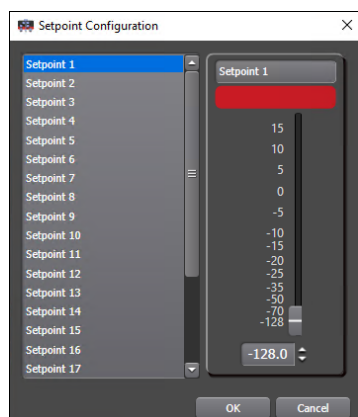


Fig. 2-17: Setpoint Configuration

**To configure a setpoint:**

- 1 Open the **GV Pace Control Panel**.
- 2 In the **Automation Settings** section, click **Setpoint Setup**.  
The **Setpoint Configuration** window appears.

---

Note: If the Setpoint Setup button is disabled in the GV Pace Control Panel, ensure that the Automation Drivers are running, that an audio device has been added to the Device Configuration and that it is set to Live and/or Prep.

---

- 3 From the Setpoint list along the left side, select the Setpoint to be defined.  
The fader on the right-hand side now displays the active setpoint's name and its current level setting.
- 4 (Optional) Change the setpoint's name by clicking the selected setpoint's name above the fader and typing a new name.
- 5 Edit the setpoint's level by performing one of the following actions:
  - Slide the fader handle to the desired level. Notice that as you move the fader handle, the level value is updated in the text box below the fader.
  - Type the level value in the text box below the fader and press Enter. The fader handle moves immediately to that setting on the fader.
- 6 Click **OK**.



# Getting Started with GV Pace



This chapter provides instructions for how to start a the GV Pace session, as well as describing several administrative tasks that operators can perform when using GV Pace.

## Summary

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## Opening the GV Pace window

The GV Pace software is installed on the server, but most operational tasks are performed in the GV Pace window, which is a web client application that can be accessed from a web browser on any device connected to the same network as the server.

### To open GV Pace window:

- 1 Open a web browser (e.g. Chrome, Firefox or Safari).
- 2 In the address bar, type the IP address of the computer hosting the GV Pace software followed by :8080 (e.g. 10.37.98.40:8080).
- 3 Press **Enter**.  
The GV Pace window opens.
- 4 If it is the first time that GV Pace is opened after a new installation, the “Welcome to GV Pace” page appears and you must select **Let’s get started**.

## Activating a GV Pace license




The License Information page displays the license details that are currently attributed to your GV Pace system, as well as providing the mechanisms for activating and synchronizing the license.



Fig. 3-1: The License Information page

When there’s an issue with the licensing for your GV Pace system, the License indicator appears in the upper-right corner of the GV Pace window. The table below identifies the possible states of the License indicator and what they mean.

Note that when there’s no issue with the licenses, the License indicator is not displayed.


License status	Description
	<b>No valid license</b> Appears after a new installation because no license has yet been installed or if an existing license has expired. See <a href="#">Activating a license after a new GV Pace installation</a> , on page 33.
	<b>License Expiring in 16 days or less</b> The current license is approaching its expiration and needs to be updated. See <a href="#">Updating a GV Pace license</a> , on page 33. <b>Licenses need to be updated</b> The license is stale and needs to be synchronized with the license server on the cloud. See <a href="#">Synchronizing a GV Pace license</a> , on page 33.
	<b>License expiring in 9 days or less</b> The current license is about to expire and needs to be updated. See <a href="#">Updating a GV Pace license</a> , on page 33.

The following topics provide instructions for opening, activating, updating and synchronizing GV Pace licenses:

- [Opening the License Information page](#), on page 33
- [Activating a license after a new GV Pace installation](#), on page 33
- [Updating a GV Pace license](#), on page 33
- [Synchronizing a GV Pace license](#), on page 33

## Opening the License Information page

### To open the License Information page:


- 1 Open the GV Pace window.
- 2 Perform one of the following actions:
  - If there's an issue with the license, the License indicator icon appears in the upper task bar of the GV Pace window. Click the License indicator icon.
  - Select the Menu  button, then select **License Information** in the lower-right corner of the menu list.

The **License Information** page appears.

## Activating a license after a new GV Pace installation

### To activate a license on a new GV Pace installation:




- 1 Open the GV Pace window.
- 2 Click "Let's get started".

The License indicator in the upper-right corner displays  which indicates no valid license.
- 3 Open the **License Information** page by clicking the License indicator.
- 4 In the **Activation** section, click within the **Activation Key** field and type (or paste) your activation key.
- 5 Click **Add**.

A features table is displayed which lists the licensed features and details.


## Updating a GV Pace license

### To activate or update licenses on an existing GV Pace installation:

- 1 Open the GV Pace window.
- 2 If the License indicator displays   or , click the License indicator to open the **License Information** page.
- 3 In the **Activation** section, click within the **Activation Key** field and type (or paste) your activation key.
- 4 Click **Add**.

A features table is displayed which lists the licensed features and details.

## Synchronizing a GV Pace license

When the License indicator displays  this means that it has been at least one week since GV Pace has not been connected to the Internet and so the GV Pace license has gone stale. To resolve this issue, you must synchronize the license using the **License Information** page.


### To synchronize a GV Pace license:

- 1 Open the GV Pace window.
- 2 Open the **License Information** page.
- 3 Click the **Synchronize** button.

## Loading and managing GV Pace profiles

GV Pace allows you to build profiles that save specific assignments in the Audio Panel, Button Panel and the Switcher Panel (standalone only). Once defined, operators can load a profile to display a custom configuration of the audio fader assignments, the event button assignments and/or which M/E to show in each bank in the Switcher Panel.

The number of profiles that you can define depends upon the level of your GV Pace license. The base license allows you to define one profile (see [Overview of GV Pace licensing](#), on page 5).

The name of the currently loaded profile appears in the top-left corner of the GV Pace window. A list of the profiles that are available to be used are accessed by clicking the Menu  button. The number of profiles that can be defined is determined by your GV Pace licensing plan.


Although profiles are built and managed from the GV Pace window, they're actually stored on the server where the GV Pace software is installed. This means that stored profiles represent the state of the server and although GV Pace can be accessed from any client machine, two clients cannot display different profiles at the same time.

The following sections provide instructions for building, loading and managing profiles:

- [Loading a profile](#), on page 34
- [Editing and saving new profile settings](#), on page 34
- [Renaming a profile](#), on page 35
- [Resetting a profile](#), on page 36

### Loading a profile

**To change from the current profile to another by loading another profile:**

- 1 Open the GV Pace window.
- 2 In upper task bar, select the Menu  button.
- 3 In the **Profile** section, select the profile that you want to load.
- 4 Click **Load profile**.

A progress bar and button appears.

---

Note: The progress bar and button also appears on all connected GV Pace clients to inform other users that a profile is being loaded and to prevent any conflicting changes.

---

- 5 Click the button that confirms that the profile has been loaded.  
The GV Pace window refreshes and the profile's name appears in the upper left of the task bar.


### Editing and saving new profile settings

The number of profiles that you can define depends upon the level of your GV Pace license. The base license allows you to define one profile, while upgraded license permit up to 10 profiles. Regardless the license level, defining a profile involves loading an existing profile,



customizing the Audio, Button and/or Switcher Panel components and saving the new settings to the profile.

**To edit and save the changes to a profile:**

- 1 Open the GV Pace window.
- 2 Load the profile that you want to edit:
  - a In upper task bar, select the Menu  button.
  - b In the **Profile** section, select the profile that you want to load.
  - c Click **Load profile**.

A progress bar and button appears.

- 3 Make edits to customize the panels.

The following editing tasks will be saved to the profile:

- **Audio Panel**

- Changes to the slot type. For example, changing a slot from Dynamic to Static or empty. See [Configuring the Audio Panel slots](#) on page 59.
- Changes to the virtual source selected for a Static slot. Note that changes to the Source Assignment are not saved. See [Configuring the Audio Panel slots](#) on page 59.

---

Note: Changes to fader level settings are not saved to the profile.


---

- **Button Panel**

- Changes to which event is mapped to which button. See [Assigning an event to a button in the Button Panel](#) on page 52.
- Changes to the description associated with a page of buttons. See [Adding a description to a page in the Button Panel](#) on page 54

- **Switcher Panel** (standalone view only)

- Changes to which M/E is mapped to each bank. See [About the Switcher Panel](#) on page 63.

- 4 Return to the GV Pace menu by clicking the Menu  button.
- 5 In the **Profile** section, select the profile's name and then click **Save Profile** from either next to the profile name or from the buttons below the profile list.

A progress bar and button appears.

---


Note: The progress bar and button also appears on all connected GV Pace clients to inform other users that the profile has been changed.

---

- 6 Click the button that confirms that the profile has been saved.  
The GV Pace window refreshes.

## Renaming a profile

**To rename a profile:**


- 1 Open the GV Pace window.
- 2 In upper task bar, select the Menu  button.

- 3 In the **Profile** section, select one of the existing profiles listed.
- 4 Click **Rename profile**.
- 5 Type the new name for the profile and click **Apply Rename**.  
The profile's name is immediately saved on the server and is updated in all GV Pace clients.

## Resetting a profile

If you want to build a profile from a completely clean state, you can reset a profile which removes all user configurations and returns the profile to its default empty state. The profile's name will also revert to its default (Empty Profile).

### To reset a profile to its default settings:

- 1 Open the GV Pace window.
- 2 In upper task bar, select the Menu  button.
- 3 In the **Profile** section, select one of the existing profiles.
- 4 Click **Reset Profile**.
- 5 Click **Yes** to delete the existing profile settings and return to its default settings.  
A progress bar and button appears.
- 6 Click the button that confirms that the profile has been reset.  
The GV Pace window refreshes.

## Monitoring and managing the connectivity status of devices

The Device Status indicator in GV Pace's upper task bar provides operators with a global status of the connectivity of the devices that are active in the device configuration (Live and/or Prep enabled) and that match with the system's current mode (Live or Prep).

Operators can monitor or investigate further by clicking the Device Status indicator to display a panel that identifies the system's current mode (Live or Prep) and a Device Status list which identifies the connectivity status of each device.

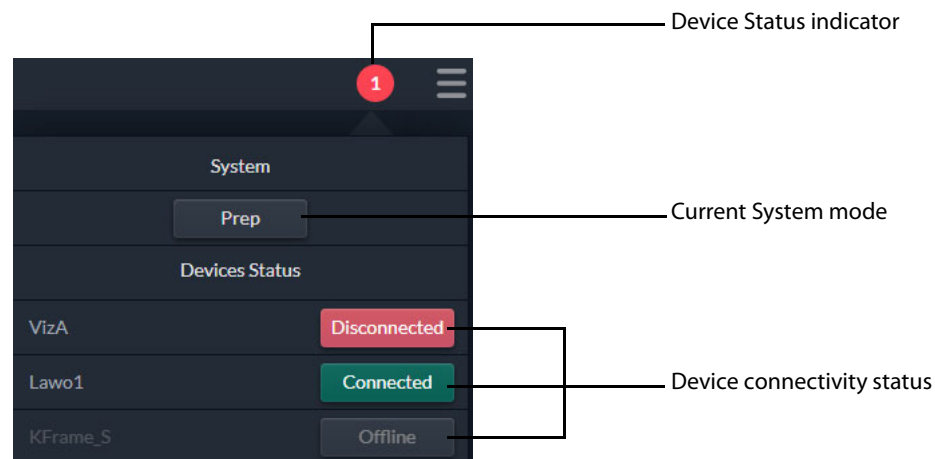





Fig. 3-2: Device Status

The following sections provide more information about the monitoring and managing the connectivity status of devices:

- [About the Device Status indicator](#), on page 37
- [About Device Connectivity Statuses](#), on page 37
- [Ignoring a device's connectivity status](#), on page 38

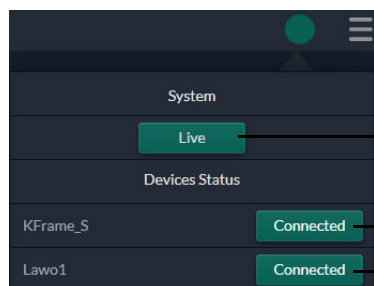
## About the Device Status indicator

The table below identifies the different states of the Device Status indicator and what each means:

Device Status color	Description
Green 	Indicates that all of the devices that are enabled in the Device Configuration are actively connected to GV Pace.
Grey 	If you click the status indicator and the device status list does not appear, then this means that the GV Pace Automation Drivers are not started. See <a href="#">Starting, stopping and restarting the Automation Drivers</a> on page 8. If you click the status indicator and the device status list appears, then this means that there are no devices activated for the current system mode (Live or Prep).
Red 	Indicates that there are devices that are enabled in the Device Configuration that are currently disconnected from GV Pace. The number on the number of devices that are currently in the disconnected state.

## About Device Connectivity Statuses

Figure 3-3 demonstrates when you click the Device Status indicator, a panel drops down that indicates the system's current mode (Live or Prep) and a Device Status list. The Device Status list contains all of the devices that are enabled in the Device Configuration (meaning the device has Live, Prep or both enabled). For each device listed, a button displays the device's current connection status to GV Pace.



The status of these devices is Connected because the system is currently in Live mode, Live was enabled for both devices in the Device Configuration and there's an active network connection between GV Pace and the devices.

*Fig. 3-3: Clicking the Device Status indicator displays the System mode and Device Status list*

To further understand the relationship between a device's connectivity status and its configuration, please consider the following example as demonstrated in Figure 3-4:

- The **Lawo1** device is **Connected**. The device's configuration has both Live and Prep enabled and the System mode is currently in Prep mode. The network connection between the device and GV Pace must also be active.
- The **VizA** device is **Disconnected**. Although Live and Prep are enabled in the device's configuration, the network connection between the device and GV Pace must be inactive/disconnected.
- The **KFrame\_S** device is **Offline**. The device's configuration has only Live enabled and the System mode is currently in Prep mode.
- The **CAM1** device is not included in the Device Status list because neither Live nor Prep are enabled in the device's configuration.

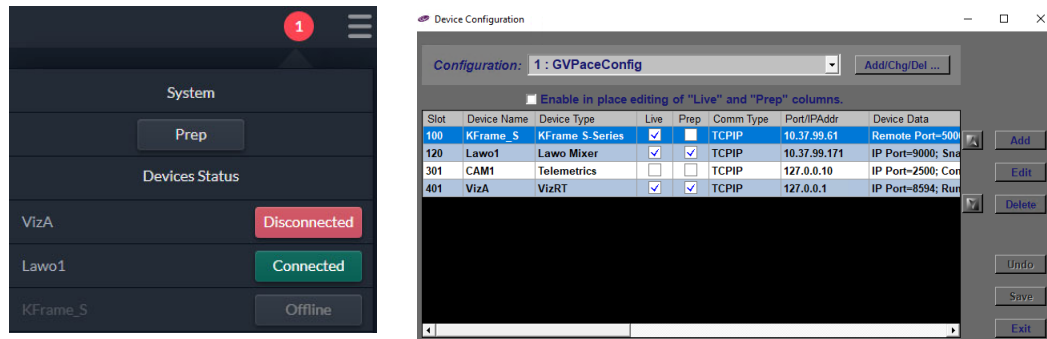


Fig. 3-4: Example of the various states of the Device Status

## Ignoring a device's connectivity status

If the connectivity status of a device fails, the operator is alerted by the Device Status indicator. If the operator investigates the connection issue and accepts the device's connectivity status, they may want to ignore the problem. It would then be a good idea for the operator to reset the Device Status indicator so that only new connectivity issues are raised by the Device Status indicator.

Figure 3-5 demonstrates that the Device Status indicator has alerted the operator to a device connectivity issue. The VizA device is Disconnected but the operator will not be using that device so they click to "Ignore" the device. The device's connection status button now appears faded and the Device Status indicator has returned to green.

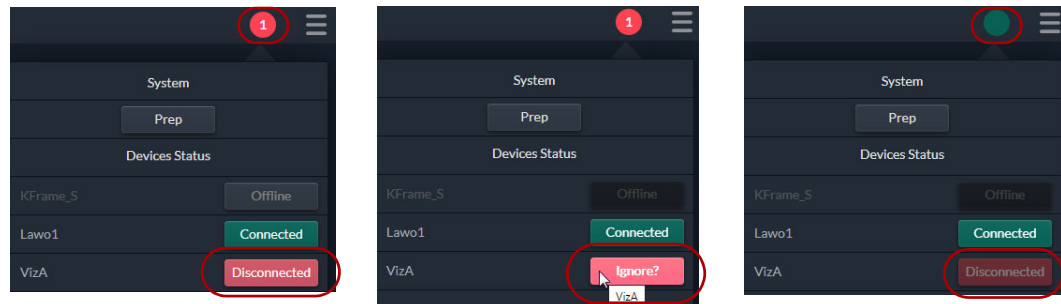


Fig. 3-5: Device Status indicator goes green after the Disconnected device is ignored

### To ignore a device's connectivity status:

- 1 Click the Device Status indicator to display the Device Status list.

- 2 Hover over the device's connectivity status button and select **Ignore?**  
The device's connection status button now appears faded and the Device Status indicator has removed the issue alert (gone green or reduced the number by one).

**To Unignore a device's connectivity status:**

- 1 Click the Device Status indicator to display the Device Status list.
- 2 Hover over the Ignored device's connectivity status button and select **Unignore?**
- 3 The device's connection status button is re-enabled and the Device Status indicator may change to red if the device's connectivity is still an issue.

## Changing the System mode to Live or Prep

GV Pace has two system modes:

- **Prep:** Set the System mode to Prep when you want to set up and simulate operational behaviors in an environment that will not interrupt any devices that may currently be on air. Once you are confident that your setup operates as expected, you can switch to Live mode for on-air operation.
- **Live:** Set the System mode to Live when you want to perform operational tasks that allow GV Pace to control on-air devices during a broadcast.

Figure 3-6 demonstrates that you switch GV Pace from **Prep** mode to **Live** mode, using the **System** setting in the Device Status indicator's panel. The current mode setting is saved to the server, so changing the mode from one instance of a GV Pace client is automatically reflected in other clients connected to the same server.

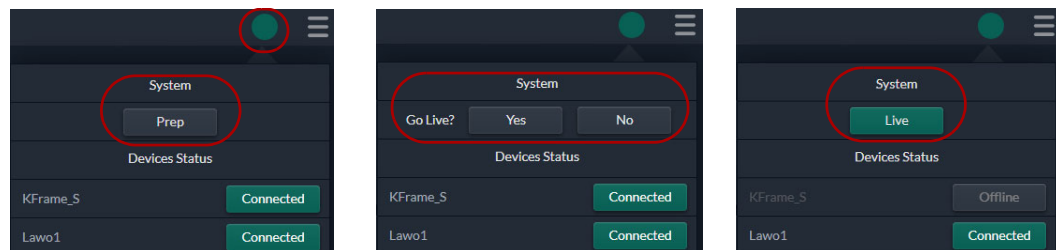


Fig. 3-6: An example of switching the System mode from Prep mode to Live mode

Notice that the status of the two devices is Connected when the System mode is set to Prep. This means that Prep must be enabled for the two devices in the device configuration. Once the System mode is change to Live, only the Lawo1 device is Connected, which means that Live is enabled for the Lawo1 device and disabled for the KFrame\_S device in the configuration.

**To change the System mode:**

- 1 Open the GV Pace window.
- 2 In upper task bar, click the Device Status indicator.  
A panel drops down and the **System** section displays the name of the current system mode and the **Device Status** list is populated with devices whose configuration settings are enabled for that mode (see [Creating a configuration and setting devices to Live/Prep](#), on page 10 and [About Device Connectivity Statuses](#), on page 37).
- 3 In the **System** section, click the button that is labeled **Live** or **Prep**.

- 4 Click **Yes** to change from the current mode to the alternate mode.

The **System** button temporarily displays **Wait** while GV Pace changes to the alternate mode. The Device Status list is repopulated with devices enabled for the new mode.

## Switching to another view


As described in [Overview of the GV Pace window](#), on page 2, GV Pace features 5 different operational views.

---

Note: Some of the GV Pace views are only available if a valid license is activated. See [Overview of GV Pace licensing](#) on page 5 for more information.

---

### To switch from the current view to another:

- 1 Open the GV Pace window.
- 2 In upper task bar, select the Menu  button.
- 3 In the **View** section, select one of the following views:
  - **Main**
  - **Button Panel**
  - **Audio Panel**
  - **Switcher Panel** (standalone)
  - **Master Routing**

---

Note: Although Event Builder is among the options in the Views menu, it is not an operational view but a tool for creating, editing and managing switcher events. See [Using Event Builder](#), on page 41 for more information.

---

# 4 Using Event Builder

This chapter describes how to use the Event Builder to create, edit and manage events.

## Summary

<i>About Event Builder</i> .....	41
<i>Opening Event Builder</i> .....	42
<i>Creating and editing events in Event Builder</i> .....	42
<i>Deleting events from Event Builder</i> .....	49

## About Event Builder

Event Builder is the tool that allows you to create, edit and manage events.

An event is a predefined sequence of settings and actions that can be carried out on devices. Once created, events can be added to the Button Panel in GV Pace where operators can manually trigger the events during a live production broadcast.

There are two building blocks that are used to create an event in Event Builder: stacks and delays.

- **Stack:** A stack holds a collection of device items that simultaneously apply settings and/or instruct the devices to perform specific actions. The device items that can be added to a stack represent the following device types: Audio Mixer, Video Switcher, CG, Camera, Payout Server and GPO.
- **Delay:** A block of time that is placed between stacks within an event to determine the amount of time between the end of a previous stack's actions and the starting of the next stack's actions.

As demonstrated below, an event may consist of multiple stacks. Each stack in the event contains one or more device items. In this case, a delay was also inserted between the two stacks to force a time delay ahead the execution of second stack's actions.

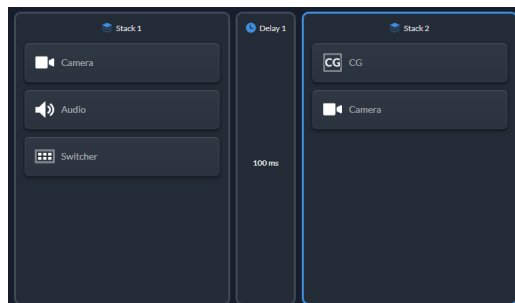


Fig. 4-1: Example of the stacks and delay contained within an event

## Opening Event Builder


There are two ways to open the Event Builder interface:

- [Opening Event Builder from the Views menu](#), on page 42.
- [Opening Event Builder from the Button Panel](#), on page 42.

### Opening Event Builder from the Views menu

When you're required to create new events or edit existing events, we recommend accessing Event Builder from the GV Pace web client's Views menu.


**To open the Event Builder from the Views menu:**

- 1 Open the GV Pace window.
  - 2 In upper task bar, select the Menu  button.
  - 3 In the **Views** section, select **Event Builder**.
- The Event Builder appears in the GV Pace window.

### Opening Event Builder from the Button Panel

When using the Button Panel, you may need to edit the event associated with a particular button. In such a case, the Event Builder can be accessed from the Button Panel.

**To open the Event Builder from the Button Panel:**

- 1 From the Button Panel or Main view, select the Button Panel's Edit Mode  button.
  - 2 In the button whose event is to be edited, select **Edit...**
  - 3 In the Edit Event field, select the **Edit** button.
- Event Builder opens with the selected event open and ready to be edited.


## Creating and editing events in Event Builder

Event Builder allows you to create and define events, which can then be added to the GV Pace Button Panel.


- [Creating a new event](#), on page 42
- [Opening an existing event in Event Builder](#), on page 43
- [Adding and editing a stack in an event](#), on page 44
- [Adding a delay to an event](#), on page 44
- [Removing a stack or delay from an event](#), on page 45
- [About Device Item properties](#), on page 45

### Creating a new event

**To create an event:**

- 1 Open the Event Builder.
- 2 Select the **Add Event**  button.



- 3 In the **Name** field, replace the “New Event Name” text with a brief name that identifies the new event.  
Note that only upper case letters are permitted in event names. Some special characters are not accepted, such as < > ? | / | :“
- 4 (Optional) To change the thumbnail image that represents the event in the Button panel, select the current image in the **Icon** field and select a new image (PNG, JPEG, BMP).
- 5 (Optional) To help organize events for easy browsing, you can store the event within a category by selecting a category name from the **Category** field.  
If the desired category name is not listed, you can create a new category by typing the name of the new category in this field, which creates the new category.
- 6 (Optional) To change the color of the color bar displayed on the event’s button when added to the Button panel, click the current color swatch in the **Color** field and select a new color from the Color Picker.
- 7 (Optional) To distinguish the event from other events, you may want to add a brief statement that identifies or characterizes the event. In the **Description** field, click the **Add description here** and type a brief description.
- 8 (Optional) You can add additional information about the event in a note, which is displayed only in Event Builder. In the **Note** field, click the **Add notes here** and type the text for your note.
- 9 Add a new stack to the event. Then add device items to the stack and set their properties. See [Adding and editing a stack in an event](#), on page 44.
- 10 Add a new delay to the event set its properties. See [Adding a delay to an event](#), on page 44.
- 11 Add and configure additional stacks and/or delays as required.
- 12 Select the **Save Event**  button.

---

**Note:** Once an event is saved, it can be added to a button in the GV Pace Button Panel. See [Assigning an event to a button in the Button Panel](#), on page 52.

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## Opening an existing event in Event Builder

### To open an existing event in Event Builder:


- 1 Open Event Builder.
- 2 Perform one of the following actions:
  - Select an event from the event list.
  - Search for an event by typing its name in the **Search** field above the event list and then selecting the event from the results.

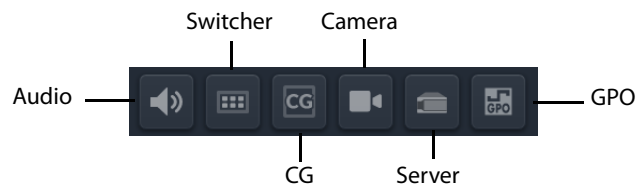
Once selected the event’s elements are opened in the Event Layout pane and the event can be edited.


## Adding and editing a stack in an event

The stack contains device items that control the settings or behavior of the devices associated with the items in the stack.

### To add or edit a stack in an event:



- 1 Open Event Builder.
- 2 Create a new event or open an existing event.
- 3 In the **Event Layout** section, add a new stack by clicking the **New Stack**  button. A new stack is added to the event. If the event already contains stacks and/or delays, the new stack is added to the right of these elements.
- 4 To add a device item to a stack:
  - a Select the stack so that it is in focus (blue contour frame).
  - b Select one of the following device item buttons.



- 5 (Optional) To remove an item from a stack:
  - a Select the stack so that it is in focus (blue contour frame).
  - b In the stack, select the item that is to be removed.
  - c Press **Delete** on your keyboard.
- 6 Define the properties of each item added to the stack:
  - a Select the stack so that it is in focus (blue contour frame).
  - b In the stack, select the item that is to be defined.
  - c In the **Item Properties** pane, select and set each of the properties. The Item Properties fields that are displayed are dependent on the device type. See [About Device Item properties](#), on page 45 for a description of each property.
- 7 Select the **Save Event**  button.


## Adding a delay to an event

### To add a delay to an event:

- 1 Open Event Builder.
- 2 Create a new event or open an existing event.
- 3 In the **Event Layout** section, add a new delay by selecting the **New Delay**  button. A new delay is added to the event. If the event already contains stacks and/or delays, the new delay is added to the right of these elements.
- 4 In the **Item Properties** pane, set the **Duration** field to the amount of time (ms) you want to have before the next stack in the event is executed.
- 5 Select the **Save Event**  button.

## Removing a stack or delay from an event

To remove a stack or delay from an event:

- 1 Open an existing event in Event Builder.
- 2 In the **Event Layout** section, select the stack or delay so that it is in focus (blue contour frame).
- 3 Press **Delete** on your keyboard.
- 4 Select the **Save Event**  button.

## About Device Item properties

When a device item is added to a stack, it represents settings and/or actions that the operator wants the device to perform when the event is triggered.

Each device item that is added to a event's stack must be configured to apply specific settings and/or perform actions on a specific device. This configuration is performed by setting the device item's properties in Event Builder's Item Properties pane when the device item is selected in the stack.

Since each type of device has its own properties, the following sections identify and describe each of the device items properties:

- [Configuring Audio properties](#), on page 45
- [Configuring Switcher properties](#), on page 46
- [Configuring CG properties](#), on page 48
- [Configuring Camera properties](#), on page 48
- [Configuring Playout Server properties](#), on page 48
- [Configuring GPO properties](#), on page 49

### Configuring Audio properties

When an Audio item is added to a stack, the following properties appear in the Event Builder's **Item Properties** pane. Configuring these properties defines which audio device will be controlled and what settings are applied when the event is executed.

Properties	Description
Device	Since only a single audio mixer can be used at a time, this field automatically displays the name of the current audio mixer configured for GV Pace. If this field displays <b>None</b> , then verify the Device Configuration to ensure that an Audio device is properly configured.

Properties	Description
Take All Sources Off	When enabled, all virtual sources that are not part of the current audio item are turned off/muted. The exception to this is if a virtual source's setpoint is set to <b>Ignore</b> ; then the virtual source's audio level remains at its current setpoint.
Virtual Sources	<ul style="list-style-type: none"> <li>• <b>Virtual Source:</b> Displays the names of the available virtual sources. See <a href="#">Configuring virtual sources</a> on page 26.</li> <li>• <b>Setpoint:</b> Displays and edits the setpoint level to be applied on the selected virtual source when the audio item is executed by the event. <ul style="list-style-type: none"> <li>• <b>Not Specified:</b> A setpoint value has not yet been assigned to the virtual source.</li> <li>• <b>Off:</b> Sets the virtual source's audio level to the device's minimum, which results in the equivalent to mute.</li> <li>• <b>Ignore:</b> Sets the virtual source to maintain its current setpoint level, even when the <b>Take All Sources Off</b> setting is enabled.</li> </ul> </li> <li>• <b>Setpoint #:</b> Applies the audio level value that was defined in one of the 24 pre-configured setpoints. See <a href="#">Configuring setpoints</a> on page 28.</li> <li>• <b>Duration:</b> Displays and edits the duration time (in frames) that the virtual source takes to move to that setpoint when the audio item is executed.</li> </ul> <hr/> <p>Once the Virtual Source properties are set, a summary of the configured virtual source settings is listed below the Virtual Sources property heading. <b>Example:</b> <i>V9 to Setpoint 1 over 10 frames</i></p>

### Configuring Switcher properties

When a Switcher item is added to a stack, a set of properties appear in the Event Builder's Item Properties pane. Configuring these properties defines the actions that will be performed on the switcher when the item is executed within the event.

Properties	Description
Device	Automatically displays the name of the switcher that is currently configured in GV Pace. If this field displays <b>None</b> , then verify the Device Configuration to ensure that a switcher device is properly configured.
Effect	Select one of the effects that were created and stored using the Effect Manager.

Properties	Description
Run E-MEM Level	<p><i>[Only displayed when no effect is selected in the Effect field.]</i> Select the type of E-Mem that will be run:</p> <ul style="list-style-type: none"> <li>• <b>Local on M/E:</b> Runs an E-Mem on a specified M/E bank.</li> <li>• <b>Master Levels:</b> Runs a Master E-Mem with definable level delegation.</li> <li>• <b>Master:</b> Runs a Master E-Mem on a specified M/E bank.</li> </ul>
Recall E-MEM	<p><i>[Only displayed if the selected effect contains an E-Mem.]</i> Select the type of E-Mem that will be recalled:</p> <ul style="list-style-type: none"> <li>• <b>Local on M/E:</b> Recalls an E-Mem on a specified M/E bank.</li> <li>• <b>Master Levels (Auto Recall Off):</b> Recalls a Master E-Mem with definable level delegation.</li> <li>• <b>Master (Auto Recall On):</b> Recalls a Master E-Mem and sets the levels to Auto-recall.</li> </ul>
Run E-MEM	<p><i>[Only displayed if the selected effect contains an E-Mem]</i> Enable <b>Run E-Mem</b> if you want to run the E-Mem that is currently set on the switcher when the effect is executed.</p>
E-MEM Direction	<p><i>[Only displayed if Run E-MEM is enabled.]</i> Specifies the order in which the E-Mem steps will be executed. Set to either <b>Forward</b> or <b>Reverse</b>.</p>
Levels	<p><i>[Displayed for all effect types, except Macro events and E-Mem Auto Recall On]</i> Select the level(s) and associated sublevel(s) where you want the effect to be applied. Once set, a summary of the level(s) selected is displayed below the <b>Levels</b> field.</p>
M/E Routes	<p>Selecting <b>Backgrounds</b> allows you to route sources to the buses belonging to the levels selected in the <b>Levels</b> field.</p> <ul style="list-style-type: none"> <li>• Select the bus and select the source that you want to assign.</li> <li>• Disable the <b>Hold</b> setting for the buses if you want to use the E-Mem settings.</li> </ul> <p>Additionally, selecting <b>Keyers</b> allows you to route sources to the Fill and Cut of each keyer of belonging to the levels selected in the <b>Levels</b> field. Once set, a summary of the M/E route assignments is displayed below the <b>M/E Routes</b> field.</p>
Aux Routes	<p>Routes sources to the available Aux buses, as well as specify the Aux routing setting.</p> <ul style="list-style-type: none"> <li>• Choose the transition type that you want applied to your Aux routing (<b>Normal/Cut, Mix</b> or <b>Wipe</b>).</li> <li>• Select the Aux bus and select the source that you want to assign to it.</li> <li>• Disable the <b>Hold</b> setting for the Aux buses if you want to use the E-Mem settings.</li> </ul> <p>A summary of the Aux route assignments is displayed below the <b>Aux Routes</b> field.</p>

### Configuring CG properties

When a CG item is added to a stack, the following properties appear in the Event Builder's Item Properties pane. Setting these properties defines which CG device will be controlled and the actions that will be performed when the event is executed.

Properties	Description
Device	Select the name of the CG device that you want the CG item's action to be applied to.
Function	Select the action that will be performed by the CG device when the item is triggered by the event.

### Configuring Camera properties

When a Camera item is added to a stack, the following properties appear in the Event Builder's Item Properties pane. Setting these properties defines which camera device will be controlled and the actions that will be performed when the event is executed.

Properties	Description
Device	Select the name of the Camera device that you want the Camera item's action to be applied to.
Show	<i>[Only displayed if the selected device is a Vinten 200.]</i> Select a show from the list.
Camera	<i>[Displayed for camera types, except Cambotics.]</i> Select a camera from the list.
Preset	Select a preset from the list. Note that when using a Vinten 200 camera, the Preset list is only populated once the Show and Camera fields are set.
Motion	<i>[Only displayed if the selected device is a Vinten 200.]</i> Select movement style for the camera. <ul style="list-style-type: none"><li>• <b>Jump:</b> Performs the motion as fast as possible.</li><li>• <b>Move:</b> Perform the motion over a set duration of between 0 and 100 seconds.</li></ul>

### Configuring Playout Server properties

When a Server item is added to a stack, the following properties appear in the Event Builder's Item Properties pane. Setting these properties defines which playout server device will be controlled and the actions that will be performed when the event is executed.

Properties	Description
Device	Select the name of the playout server that you want the Server item's action to be applied to.
Function	Select the action that will be performed by the playout server device when the item is triggered by the event.


## Configuring GPO properties

When a GPO item is added to a stack, the following properties appear in the Event Builder's Item Properties pane. Setting these properties defines which GPO device will be controlled and what settings define the actions performed by the event.

Properties	Description
GPO	Select the GPO trigger that the action will be applied to.
Mode	<i>[Only enabled once the GPO field is set.]</i> Select the behavioral mode for the GPO trigger: <ul style="list-style-type: none"><li>• <b>Disabled:</b> Deactivates the trigger.</li><li>• <b>Enabled:</b> Activates the trigger.</li><li>• <b>Pulsed:</b> Activates for the specified duration (in milliseconds) and then deactivates.</li></ul>

## Deleting events from Event Builder

To delete an event from Event Builder:

- 1 Open Event Builder.
- 2 In the event list, find and select the event that you want to delete.
- 3 Click the **Delete Event**  button.
- 4 In the **Delete event** pop-up, click **Delete** to confirm that you want to delete the event.





# 5

## Using the Button Panel

This chapter describes how to assign events to buttons in the Button Panel and how to trigger an event during a show.

### Summary

<i>About the Button Panel</i> .....	51
<i>Setting up the Button Panel</i> .....	52
<i>Triggering an event during a show</i> .....	55

### About the Button Panel

The Button Panel displays user-defined buttons that can be used to immediately trigger events, which execute predefined device settings and actions.

Events are first created using Event Builder. The events can then be assigned to the buttons on the Button Panel. During a broadcast, operators can trigger events by simply pressing the buttons in the Button Panel.

The level of your GV Pace license determines if the Button Panel contains one or more pages, with each page containing up to 20 buttons. When multiple pages are permitted, you may want to name and populate the pages based on thematic event categories or shows. See [Adding a description to a page in the Button Panel](#) on page 54.

If your GV Pace license permits multiple profiles, characteristics of the buttons and event assignments can be saved to different GV Pace profiles. This allows operators to personalize the Button Panel for their specific needs and quickly bring up the Button Panel with their preferences already established. Figure 5-1 demonstrates two profiles in which the Button Panel has been configured differently in each.

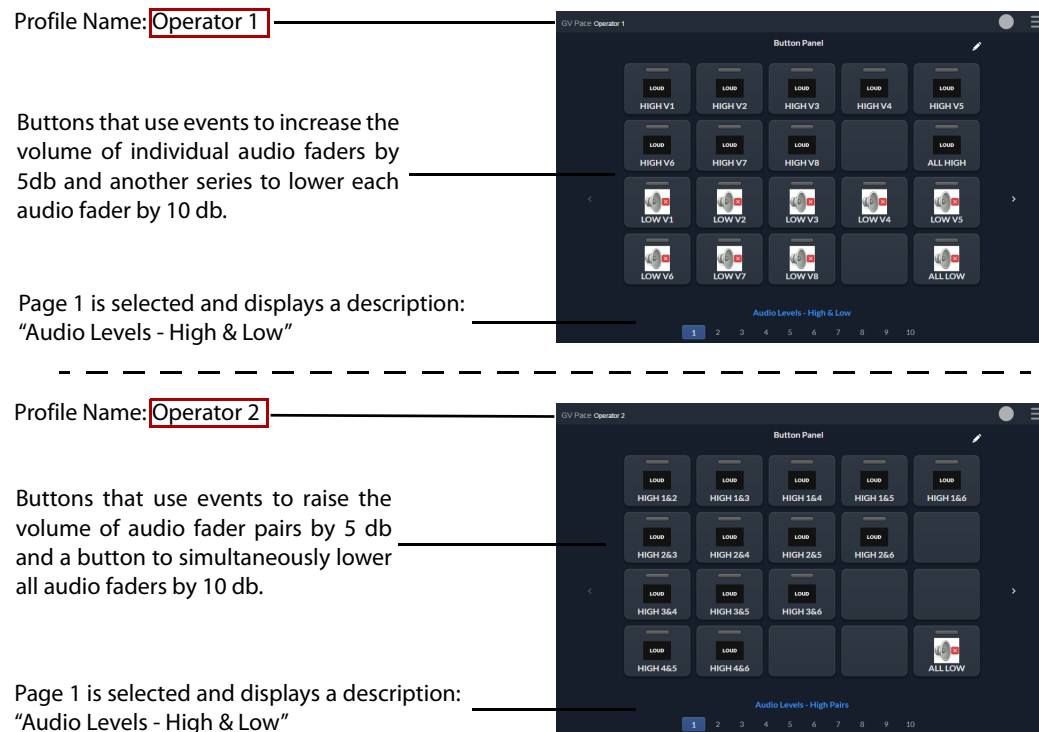


Fig. 5-1: Example of two profiles that open to display different configurations of the Button Panel

## Setting up the Button Panel

The following sections provide instructions for setting up the Button Panel's operational functionality and appearance.

- [Assigning an event to a button in the Button Panel](#), on page 52
- [Resetting a button to empty](#), on page 53
- [Adding a description to a page in the Button Panel](#), on page 54

---

Note: The Button Panel is associated with the profile that is currently loaded in GV Pace. As such, changes made to the button assignments or page description are only apply to the current profile's Button Panel and are only saved once the profile is saved.

---

## Assigning an event to a button in the Button Panel

The Button Panel displays user-defined buttons that can be used to immediately trigger events during a broadcast. Events are first created using Event Builder and then assigned to the buttons on the Button Panel.









While the assignment of an event to a button is performed one button at a time, this does not limit the use of the same event being assigned to one or multiple buttons in the Button Panel. Also note that the look of the event within the button cannot be modified in the Button Panel, but rather in the Event Editor (see [Creating and editing events in Event Builder](#), on page 42).

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Note: The Button Panel is associated with the profile that is currently loaded in GV Pace. As such, changes made to the button assignment in the Button Panel only apply to that profile's Button Panel and are only saved once the profile is saved.

---

#### To assign an event to a button:

- 1 Ensure that the profile currently loaded is the profile to which you want to apply and save the changes to the button assignment. See [Loading and managing GV Pace profiles](#) on page 34 for more information.
- 2 In the Button Panel, click the **Edit Mode**  button.
- 3 If your GV Pace license permits multiple pages in the Button Panel, select the page that contains the button you'd like to configure.
- 4 Click **Edit** on the button that you want to assign an event to.
- 5 Select the desired event and it will immediately be displayed on the button.  
If you cannot quickly locate the event needed, use the following screen elements to help locate the event.
  - The Previous Page  and Next Page  buttons allow you to browse from one page of events to another when there's a large number of events.
  - The Sort button toggles between 3 methods of sorting the events in the display:
    -  Sorts the displayed events in ascending alphabetical order (0-9, A-Z).
    -  Sorts the displayed events in descending alphabetical order (Z-A, 9-0).
    -  Sorts the displayed events in ascending order based on the event's last save timestamp.
  - If you know the name of the event, you can search for an event by typing its name in the Search field  *Search for events here...*. As you type the results are updated to only display the events that match the search.
  - Enable **Use description only** button to display only the event's Description and color bar on the button in the Edit Mode browser.
- 6 Click **Exit edit mode**.
- 7 In GV Pace's upper task bar, select the Menu  button.
- 8 Click **Save Profile** to save the changes made to the Button Panel belonging to this profile.

## Resetting a button to empty



You can remove a button's current event assignment by resetting the button to empty. Note that this doesn't delete the event from the system, but simply clears the button of any event assignment.

---

Note: The Button Panel is associated with the profile that is currently loaded in GV Pace. As such, changes made to the button assignment in the Button Panel only apply to that profile's Button Panel and are only saved once the profile is saved.

---

**To reset a button to empty:**

- 1 Ensure that the profile currently loaded is the profile to which you want to apply and save the changes to the button assignment. See [Loading and managing GV Pace profiles](#) on page 34 for more information.
- 2 In the Button Panel, click the **Edit Mode**  button.
- 3 If your GV Pace license permits multiple pages in the Button Panel, select the page that contains the button you'd like to edit.
- 4 Click **Edit** on the button that you want to reset to empty.  
The Edit Mode page appears and the selected button is in focus.
- 5 In the **Reset button to empty** field, click the **Edit** button.  
The event is immediately removed from the button.
- 6 Click **Exit edit mode**.
- 7 In GV Pace's upper task bar, select the Menu  button.
- 8 Click **Save Profile** to save the changes made to the Button Panel belonging to this profile.

## Adding a description to a page in the Button Panel

The level of your GV Pace license determines if the Button Panel contains one or more pages, with each page containing up to 20 buttons.

To quickly identify the thematic content of the page's buttons, you may want to add a description to the page.

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Note: The Button Panel is associated with the profile that is currently loaded in GV Pace. As such, changes made to the description of a page in the Button Panel only apply to that profile's Button Panel and are only saved once the profile is saved.

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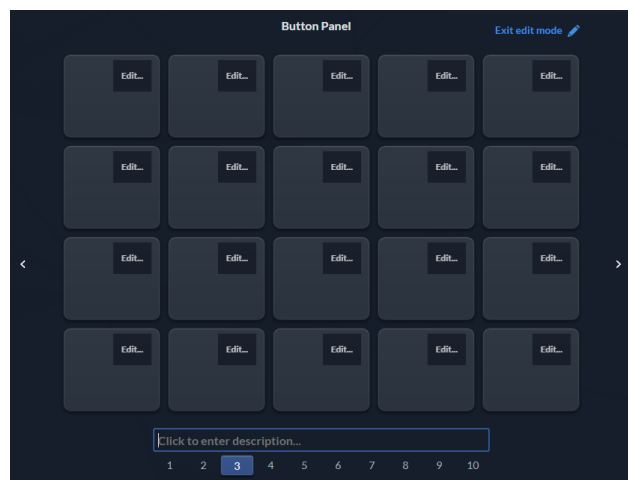




Fig. 5-2: Adding/editing a page's description

**To add a description to a page:**

- 1 Ensure that the profile currently loaded is the profile to which you want to apply and save the page description changes. See [Loading and managing GV Pace profiles](#) on page 34 for more information.
- 2 In the **Button Panel**, click the **Edit Mode**  button.
- 3 Select the page from the row of page numbers.
- 4 Click the current description text, which may be the default text of “**Click to enter description**” if it has never been edited.
- 5 Type the text for the description and press **Enter**.
- 6 Click **Exit edit mode**.
- 7 In GV Pace’s upper task bar, select the Menu  button.
- 8 Click **Save Profile** to save the changes made to the Button Panel belonging to this profile.

## Triggering an event during a show

Once the Button Panel is set up, operators can trigger events during a show by simply pressing the buttons in the Button Panel.

**To trigger an event during a show:**

- 1 Ensure the profile that is currently loaded contains features the Button Panel with the event buttons required for your show. See [Loading and managing GV Pace profiles](#) on page 34 for more information.
- 2 Display the **Button Panel** in either the Main view or the Button Panel view. See [Switching to another view](#), on page 40.
- 3 When you want to trigger an event:
  - a Select the page that contains the required event button.
  - b Click the event button.

The outline around the event button provides visual feedback about the operation.

- **Blue:** The event was triggered and is in the process of being executed.
  - The blue outline disappears once the event was successfully executed.
  - If something goes wrong during the processing of the event, the blue outline is replaced by a red and X (see below).
- **Amber:** The event was not successfully executed because the event contains at least one unlicensed device.
- **Red and X:** The event was not successfully executed because a problem was encountered when trying to process the event and the event has failed to be executed. The red outline and X stays remains displayed until the problem is fixed.



# 6 Using the Audio Panel

This chapter describes how to configure the slots in the Audio Panel, as well as how you to monitor the level of virtual audio sources and manually intervene if necessary.

## Summary

<i>About the Audio Panel</i> .....	57
<i>Configuring the Audio Panel slots</i> .....	59
<i>Operating an audio fader</i> .....	60

## About the Audio Panel

The Audio Panel displays a set of eight slots per page, which can be configured to host audio fader controls that display and control the audio levels of the audio mixer associated with GV Pace.

---

**Note:** Each page in the Audio Panel contains eight configurable slots, but it is your GV Pace license determines if the Audio Panel contains one or more pages.

---

Each slot in the Audio Panel can be configured in one of three modes:

- [About Dynamic mode](#), on page 58
- [About Static mode](#), on page 58
- [About Empty mode](#), on page 59

If your GV Pace license permits multiple profiles, the configuration of slots in the Audio Panel can be saved to different GV Pace profiles. This allows operators to personalize the Audio Panel for their specific needs and quickly bring up the Audio Panel with their preferences already established. Figure 6-1 demonstrates two profiles in which the Audio Panel has been configured differently in each.

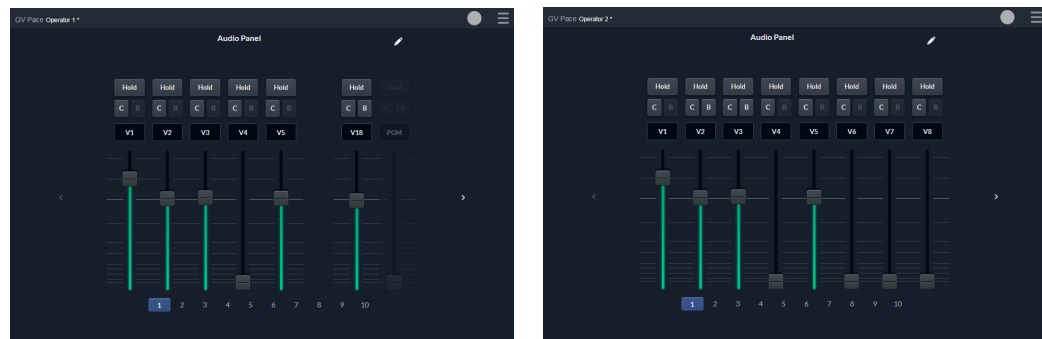


Fig. 6-1: Example of two profiles that open to display different configurations of the Audio Panel

## About Dynamic mode

By default, slots in the Audio Panel are set to **Dynamic** mode. Dynamic mode allows a slot to be idle until the audio level of any virtual source, that has not already been assigned to another slot, is raised above the minimum level. The virtual source is then automatically assigned to the first available dynamic slot on the Audio Panel. The slot's fader controls become activated, the virtual source's abbreviation is displayed above the slot's fader and the virtual source's current state is reflected in the slot's controls. Since changes to the virtual source are reflected in real-time on the fader, operators can manually control the virtual source, as well as monitor it for changes. For example, operators will see the fader handle move to a new setting when an event is triggered that includes the virtual source. If at any point the virtual source's audio level returns to the minimum level, the virtual source is automatically removed from the dynamic slot and the slot returns to being idle.

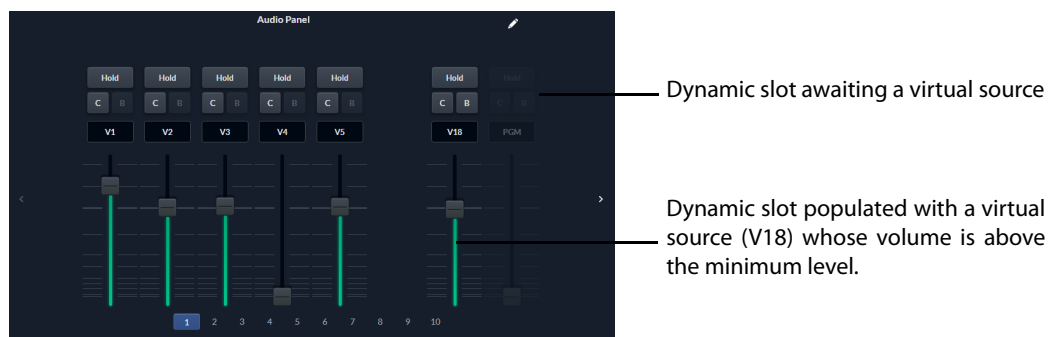


Fig. 6-2: Slots 7 and 8 are configured to Dynamic mode

When multiple slots are set to Dynamic mode, the virtual source assignment to the slots is determined by which slot is available first. For example, if slots 6 and 7 are dynamic and virtual source V1's volume rises above the minimum, then V1 will appear in slot 6. If V2's volume rises above the minimum, then it's assigned to slot 7. If V1's volume falls to the minimum level, V1 will be removed from slot 6. If V3 then rises above the minimum level, V3 will appear in slot 6 (with V2 still in slot 7).

## About Static mode

Configuring a slot in the Audio Panel to **Static** allows you to dedicate the slot to a specific virtual source. When a slot is in Static mode, its controls are activated, the virtual source's abbreviation is displayed above the slot's fader and the virtual source's current state is reflected in the slot's controls. Since changes to the virtual source are reflected in real-time on the fader, operators can manually control the virtual source, as well as monitor it for changes. For example, operators will see the fader handle move to a new setting when an event is triggered that includes the virtual source.

Unlike a Dynamic slot, the Static slot is fixed. This means that the virtual source is assigned to that particular slot and its fader will not disappear if the virtual source's volume level is set to the minimum level.



## About Empty mode

Configuring a slot in the Audio Panel to **Empty** removes the fader from the slot leaving an empty slot. This is useful for creating a separation between slot groups or for hiding unused slots.

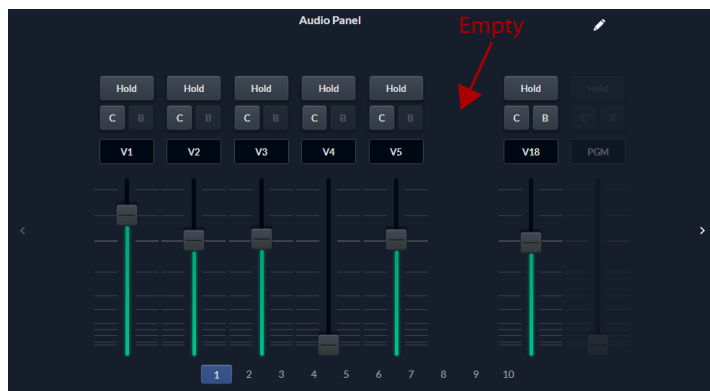




Fig. 6-3: Slot 6 is configured to Empty mode to create a separation

## Configuring the Audio Panel slots

To configure a slot in the Audio Panel:

- 1 Ensure that the profile currently loaded is the profile to which you want to apply and save the changes. See [Loading and managing GV Pace profiles](#) on page 34 for more information.
- 2 Display the Audio Panel in either the **Main** view or **Audio Panel** view.
- 3 Click the **Edit Mode**  button.
- 4 If your GV Pace license permits multiple pages in the Audio Panel, select the page that contains the fader you'd like to configure.
- 5 In the fader slot that you want to configure, click the **Edit** button.  
The **Settings for Slot#** page appears.
- 6 Select one of the following modes for the slot:
  - **Dynamic:** See [About Dynamic mode](#) on page 58 for a description of this mode.
  - **Static:** See [About Static mode](#) on page 58 for a description of this mode.
  - **Empty:** See [About Empty mode](#) on page 59 for a description of this mode.
- 7 If **Static** was selected, perform the following actions:
  - a From the **Virtual Sources** list, select the virtual source that you want the fader to control.  
The selected virtual source's current **Primary fader** and **Backup fader** settings are displayed in the **Source Assignment** section.
  - b (Optional) Change the current primary fader setting by selecting an audio source from the **Primary Fader** drop-down list.
  - c (Optional) Change the current backup fader setting by selecting an audio source from the **Backup Fader** drop-down list.

- 8 If **Dynamic** or **Empty** were selected, there are no specific configuration actions to be perform.
- 9 Click **Exit edit mode**.
  - If **Dynamic** was selected, the slot appears greyed out (idle) and its abbreviation label displays **PGM**. The slot will appear idle until it is activated by a rise in the level of a virtual source.
  - If **Static** was selected, the fader control is activated with assigned virtual source's abbreviation displayed and the handle positioned at the current setpoint. The Hold and Cue buttons are enabled, as is the Backup button if the virtual source's Backup fader has been set.
  - If **Empty** was selected, the slot is empty and no fader is displayed.
- 10 In GV Pace's upper task bar, select the Menu  button.
- 11 Click **Save Profile** to save the changes made to the Button Panel belonging to this profile.

## Operating an audio fader

When a slot in the Audio Panel is set to Static or Dynamic mode and a virtual source has been assigned to the slot, the audio fader components show the current state of the virtual source. Changes to the virtual source are reflected in real-time on the fader, which means that operators can use the fader to monitor for changes and/or manually control the virtual source during a show.

Figure 6-4 and the table below provide functional descriptions of each of the audio fader components.

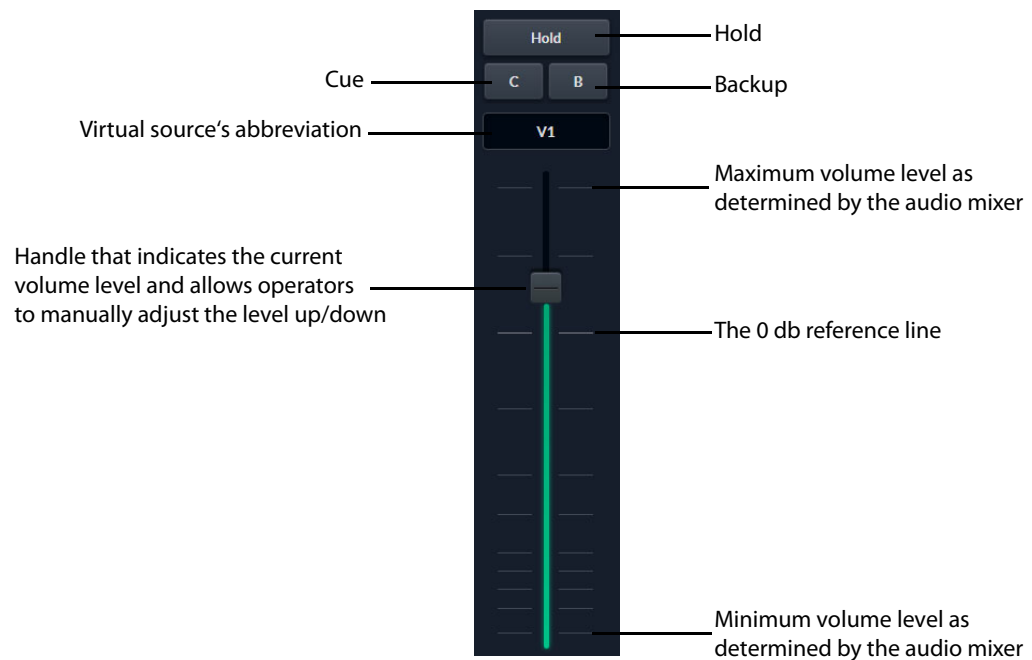
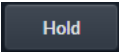






Fig. 6-4: Audio fader components

Component	Description
	<p>The <b>Hold</b> button manually triggers a hold the virtual source, which results in the audio source staying on air at the current volume level or keeps the audio source off air.</p> <p>If the Hold button is enabled when the fader control is engaged in a fade triggered by automation, the fade is allowed to continue and the fader will be held at the final level resulting from the fade.</p>
	<p>The <b>Cue</b> button adds the slot's virtual source into the Cue mix bus, which is a pre-fade mix where sources enter the mix at unity gain.</p> <ul style="list-style-type: none"> <li>• Click the Cue button (grey) and the button changes to green and transfers control to the backup source.</li> <li>• The <b>Cue</b> button is disabled if the audio device does not have a Cue/Pre-Fade Listen (PFL) bus.</li> </ul>
	<p>The <b>Backup</b> button allows operators to switch between the virtual source's primary fader source (grey) and the backup fader source (green).</p> <ul style="list-style-type: none"> <li>• The <b>Backup</b> button is disabled until the virtual source's Backup fader field is set to a source. Once it is set, the button appear grey until it is enabled.</li> <li>• Click the Backup button (grey) to transfer control to the backup source. The activation of the backup source is indicated by the Backup button now being green.</li> <li>• Click the green Backup button to transfer control back to the primary fader source (button returns to grey).</li> </ul>
	<p>The abbreviation of the virtual source assigned to the slot. This allows operators to quickly identify which virtual source is being controlled by the slot.</p>
	<p>The fader control handle is used to adjust the virtual source's active source level (primary or backup) in the Program mix and any Aux mix in which the virtual source is included. A manual fade is achieved by dragging the fader handle to the desired level.</p>



# 7

## Using the Switcher Panel

This chapter provides instructions for how to use the Switcher Panel to transition between video sources, as well as enable and disable keys.

### Summary

<i>About the Switcher Panel</i> .....	63
<i>Selecting a bank to display in a Switcher Panel slot</i> .....	64
<i>Routing a source to a bus</i> .....	65
<i>Manually turning individual keyers on or off</i> .....	65
<i>Transitioning sources and/or keyers from B to A bus</i> .....	66
<i>Running a recalled E-Mem from the Switcher Panel</i> .....	66

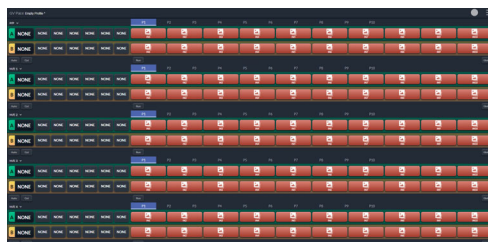
### About the Switcher Panel

The Switcher Panel view displays a representation of the buses and buttons of the video switcher associated with GV Pace. You can use these buttons to transition between video sources, as well as enable and disable keyers.

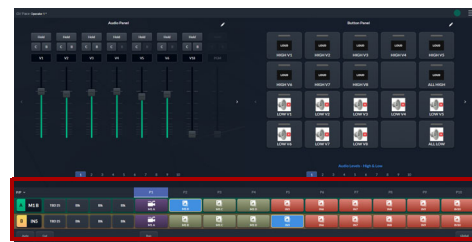
The banks displayed in the Switcher Panel indicate in real-time which sources are routed to which buses, as well as the current on/off state of the keyers. This allows operators to easily monitor changes to video source routing and keyer states that may be the result of the triggering of events containing switcher items.

When GV Pace is licensed for Switcher Control, the Switcher Panel appears in two views:

- **Switcher Panel** view: Sometimes called the standalone view of the Switcher Panel, it is a dedicated, full screen that contains five slots in which switcher banks can be displayed and controlled.
- **Main** view: Since the Main view is intended to provide operators with access to several GV Pace components in a single view, only a single slot is available to display a single switcher bank at a time.



Switcher Panel view



Main view displays only one Switcher Panel slot

Fig. 7-1: Switcher Panel appears in two views

Depending on the switcher device's system configuration, the slots in the Switcher Panel can display and control different Mix Effects (M/E) banks, including P/P (Program/Preview), M/E 1, M/E 2... etc. If the switcher supports the splitting of M/E banks, then the primary and secondary of the M/E bank is also available.

Figure 7-2 identifies the components that are present in each bank on the Switcher Panel.

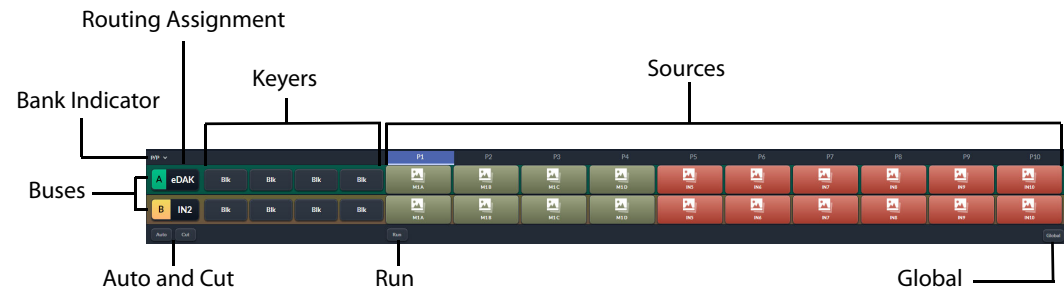


Fig. 7-2: Bank components in the Switcher Panel

The following sections describe the actions that operators can perform within the Switcher Panel:

- [Selecting a bank to display in a Switcher Panel slot](#), on page 64
- [Routing a source to a bus](#), on page 65
- [Manually turning individual keys on or off](#), on page 65
- [Transitioning sources and/or keys from B to A bus](#), on page 66
- [Running a recalled E-Mem from the Switcher Panel](#), on page 66

## Selecting a bank to display in a Switcher Panel slot

In the top-left corner of each Switcher Panel slot, the Bank Indicator displays the name of the bank that is currently displayed in that slot, or **Select an M/E bank** for new installations. Figure 7-3 demonstrates that clicking the Bank Indicator allows you to select another bank to display in the slot.

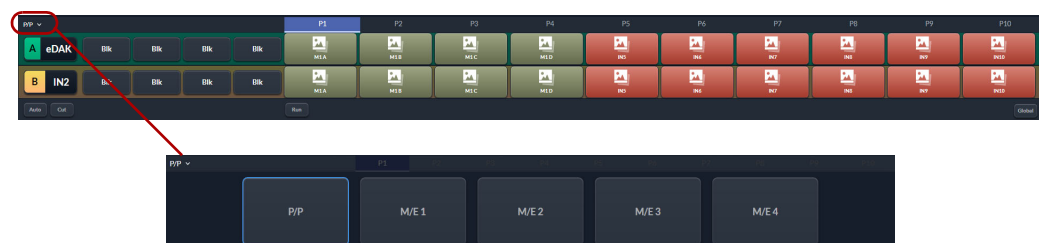


Fig. 7-3: Clicking the Bank Indicator displays the banks that can be selected and displayed

Note: The number and type of banks available is determined by the switcher device's system configuration. For example, if the switcher supports the splitting of M/E banks, then the primary and secondary of the M/E banks are also represented.

**To display another bank in the Switcher Panel slot:**

- 1 Click the Bank Indicator.  
The slot is populated with buttons representing each of the available banks as configured on the video switcher itself.
- 2 Select the button that corresponds to the bank that you want to display in that slot.  
The slot is immediately updated and displays the selected bank.

## Routing a source to a bus

When GV Pace was configured, the source buttons that appear in the Switcher Panel were mapped to internal or external sources using the **Source Setup** tool (see [Setting up Switcher Panel source buttons and pages](#), on page 21).

Operators can use these source buttons to quickly route a source to a bank's A or B bus.

**To route a source to the bus:**

- 1 Verify that the Bank Indicator on the Switcher Panel slot is set to the bank that contains the bus that you want to route a source to.
- 2 From the source buttons along the bus, select the page that contains the source button required.
- 3 From the page of source buttons, click the source button that corresponds to the source that you want to route to the bus.

The source is immediately routed to the bus as indicated by the source button changing to blue and the Routing Assignment displaying the new source's name.

## Manually turning individual keyers on or off

Banks in the Switcher Panel feature a series of keyer buttons along the A bus (upper row) that represent the on-air state of the corresponding keyers. When the button is green, the keyer is on-air. When the button is not highlighted (black), the keyer is off air.

Using these keyer buttons, operators can control individual keyers by manually turning them turn on or off.

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Note: If the number of keyers does not match the expected number of keyers for the device configured in GV Pace, restart the Automation Drivers in the GV Pace Control Panel. Once the restart is complete, refresh your web browser hosting GV Pace.

---

**To manually turn a keyer on or off:**

- 1 Verify that the Bank Indicator on the Switcher Panel slot is set to the bank that contains the bus on which you want control the keyers.
- 2 From the keyer buttons on the A bus, perform the following:
  - To turn on a keyer that is currently off-air (black), click the keyer button once. The button turns green to indicate that it is now on-air.
  - To turn off a keyer that is currently on air (green), click the keyer button once. The button turns black to indicate that it is now off-air.

## Transitioning sources and/or keyers from B to A bus

Using the B bus (lower row) in a bank, operators can select the source routing and/or keyer states and then transition them to the A bus (upper row) and on-air the next time a Take is performed.

### To transition a source and/or keyers from the B bus to the A bus:

- 1 Verify that the Bank Indicator on the Switcher Panel slot is set to the bank that contains the bus on which you want route a source and/or control the keyers.
- 2 From the keyer buttons on the B bus, perform the following:
  - To turn a keyer on, enable the keyer button on the B bus by clicking it so that the button turns green.
    - If the corresponding keyer on the A bus is currently off (black), then it will switch to on the next time a Take is performed.
    - If the corresponding keyer on the A bus is currently on (green), then it will remain on the next time a Take is performed.
  - To turn a keyer off, disable the keyer button on the B bus by clicking it so that the button turns black.
    - If the corresponding keyer on the A bus is currently off (black), then it will remain off the next time a Take is performed.
    - If the corresponding keyer on the A bus is currently on (green), then it will switch to off the next time a Take is performed.
- 3 When you are ready to trigger the transition the source and/or keyer selections to the A bus, click one of the following buttons from below the bank:
  - **Auto:** The transition is performed on the bank using the transition mode and effect currently set on the switcher device.
  - **Cut:** A cut is used to immediately transition the source and/or keyers on the bank.

## Running a recalled E-Mem from the Switcher Panel

An E-Mem is recalled when the E-Mem effect is triggered as part of an event. However, if the effect's **Run E-Mem** setting is disabled, the E-Mem will not run until an operator triggers it using either the **Run** or **Global** buttons below the bank in the Switcher Panel. See [Creating an E-Mem effect](#) on page 16 for more information.

### To run a local or master E-Mem from the Switcher Panel:

- 1 Recall the E-Mem using the Button Panel to trigger an event that contains a switcher item whose effect recalls an E-Mem.

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Note: If the E-Mem effect's **Run E-Mem** setting is enabled, then the E-Mem is recalled and run immediately so there's no need to proceed with this operation.

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- 2 In the Switcher Panel, verify that the Bank Indicator on the slot is set to the bank that contains the bus on which you want run the E-Mem.
- 3 Depending upon the type of E-Mem, click one of the following buttons from below the bank:



- Click **Run** if the E-Mem type was set to **Local on M/E** or **Master Level (Auto Recall Off)**. The currently recalled E-Mem will then run on the selected bank.
- Click **Global** if the E-Mem type was set to **Master Level (Auto Recall On)**. The master E-Mem is not associated to a single bank, so it may affect many parts of the switcher.

## Using the Switcher Panel

Running a recalled E-Mem from the Switcher Panel

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# 8

## Using the Master Routing Panel

This chapter provides instructions for how to use the Master Routing view to route sources that are configured for the video switcher associated with GV Pace to any bank, bus, keyer or Aux.

### Summary

*About the Master Routing Panel* ..... 69  
*Routing a source to a destination* ..... 70

### About the Master Routing Panel

The Master Routing view displays a representation of the internal and external sources that are configured for the video switcher currently connected to GV Pace. Operators use this interface to quickly route a source to any bank, bus, keyer or Aux. The routing assignment is immediately displayed on the GV Pace's Switcher Panel where it can be manually triggered by an operator during a show.



Fig. 8-1: Mastering Routing view

The Master Routing view has the following functional components:

- **Route Area:** Displays buttons representing the switcher's banks (P/P, M/E and Aux). Selecting a button populates the Buses section with the buses and keys that are available on that bank.
- **Buses:** Displays the buses and keys that are available as routing destinations on the switcher.
  - When **P/P** or **M/E#** is selected in the **Route Area**, buttons are displayed that represent the buses and keys that are available in the P/P and M/E banks.
  - When **Aux** is selected in the **Route Area**, buttons are displayed that represent the Aux buses.

- **Internal Sources:** Displays buttons that represent the hard inputs in the switcher. Selecting a button routes that source to the bus or key that is currently selected in the **Route Area** and **Buses** area.
- **External Sources:** Displays buttons that represent the sources connected to the switcher. Selecting a button routes that source to the bus or key that is currently selected in the **Route Area** and **Buses** area.


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Note: The name, background color, icon and key coupling assignment of the Internal Sources and External Sources buttons can be edited using the Source Setup tool in the GV Pace Control Panel. See [Setting up Switcher Panel source buttons and pages](#) on page 21 for more information.

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## Routing a source to a destination

### To route a source to a destination:

- 1 Open the **Master Routing** view.
  - a In upper task bar, select the Menu  button.
  - b In the **Views** section, select **Master Routing**.
- 2 In the **Route Area**, select the bank on the switcher that will be the destination.
- 3 In the **Buses** area, select the bus or key that the source will be routed to.
- 4 In either the **Internal Sources** or **External Sources** areas, select the source button that corresponds to the source that you want to route to the destination selected in the Route and Buses areas.

When the route is successful, the background of the source button changes to blue.
- 5 (Optional) In upper task bar, click the Menu  button and select the **Switcher Panel** view. Verify that the source's name is displayed in the source button of the expected bus. See [Routing a source to a bus](#) on page 65 for more information.

# A

## Device Properties

When adding devices to the Ignite Devices Configuration, you must set the device properties to identify, set up network communication and configure any required device settings.

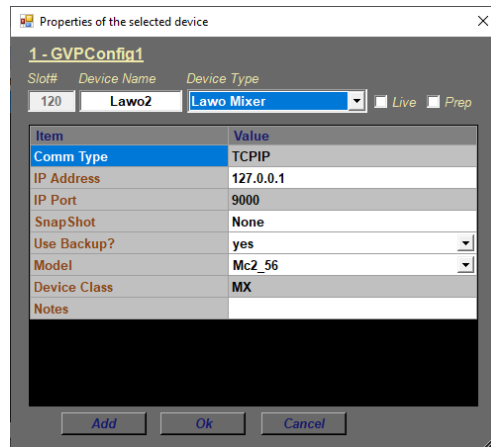


Fig. A-1: Example of the device properties for a Lawo Audio Mixer

Some properties are common to all device types, like IP address, while others are specific to the type of device or even the brand of the device. The following table provides an alphabetical list of all the properties for the various devices that are supported by GV Pace. Use this list as a reference for what the property is and what values to set.

Item	Description
Aurora Device?	This property only applies to AMP devices. <ul style="list-style-type: none"> <li>Specify whether to connect to an Aurora Playout Playback Control System to be able to access its clips database.</li> <li>Set this property to either <b>Yes</b> or <b>No</b> (default).</li> </ul>
Backup Name	This property only applies to AMP devices. <ul style="list-style-type: none"> <li>Specify the name of the backup AMP device.</li> <li>Commands are sent to the backup device if the initial device is not available.</li> </ul>
Base	This property only applies to DEKO MOS devices. <ul style="list-style-type: none"> <li>Description not available at the time of publication.</li> </ul>

Item	Description
Before Cue Action	<p>This property only applies to AMP devices.</p> <ul style="list-style-type: none"> <li>• Select which command to send before cueing another clip. <ul style="list-style-type: none"> <li>• <b>Eject:</b> (default) Recues and ejects a clip. Ejecting a clip can take up to 1 second on some models.</li> <li>• <b>Stop:</b> Use this command if the delay caused by the Eject is unacceptable.</li> <li>• <b>Do Nothing:</b> Use this command if you don't want a command to be sent before cueing the next clip. This command is used for diagnostics.</li> </ul> </li> </ul>
Camera	<p>This property applies to all camera devices.</p> <ul style="list-style-type: none"> <li>• Specify the ID of the camera this device is to control. For example, set to 1 if you want to control Camera 1.</li> </ul>
Channel	<p>This property applies to CG and Playout Server devices.</p> <ul style="list-style-type: none"> <li>• Specify a number for the channel that will be used by the device.</li> <li>• Each device should use a different channel.</li> </ul>
Comm Type	<p>This property applies to all devices.</p> <ul style="list-style-type: none"> <li>• This property is a read-only field that identifies the communication type. It's always set to <b>TCPIP</b>.</li> </ul>
Controlled Cameras	<p>This property only applies to Telemetrics devices.</p> <ul style="list-style-type: none"> <li>• Description not available at the time of publication.</li> </ul>
Device Class	<p>This property applies to all devices.</p> <ul style="list-style-type: none"> <li>• This property is a read-only field that identifies the device category: <ul style="list-style-type: none"> <li>• <b>CAM:</b> Camera</li> <li>• <b>CG:</b> Character Generator</li> <li>• <b>Densité:</b> Denisté Frame (hosts the GPO card)</li> <li>• <b>MX:</b> Audio mixer</li> <li>• <b>SW:</b> Switcher</li> <li>• <b>VS:</b> Playout server</li> </ul> </li> </ul>
Display Clip Status?	<p>This property only applies to AMP devices.</p> <ul style="list-style-type: none"> <li>• Description not available at the time of publication.</li> </ul>
Enable Timer?	<p>This property only applies to AMP devices.</p> <ul style="list-style-type: none"> <li>• Description not available at the time of publication.</li> </ul>
Engineering Mode	<p>This property only applies to K-Frame devices.</p> <ul style="list-style-type: none"> <li>• This property can be set to <b>Yes</b> or <b>No</b> (default).</li> <li>• We recommend leaving this property set to <b>No</b> since it is intended for internal use and can cause slowness.</li> </ul>
Extended Folders List?	<p>This property only applies to AMP devices.</p> <ul style="list-style-type: none"> <li>• This property can be set to <b>Yes</b> or <b>No</b> (default).</li> <li>• We recommend setting this property to <b>Yes</b> if there is a large number of folders on the server. If the model used does not support this feature, this should be set to <b>No</b> and the number of folders should be kept low.</li> </ul>

Item	Description
IP Address	This property applies to all devices. <ul style="list-style-type: none"> <li>Specify the IP address used to remotely connect to the device.</li> </ul>
IP Port	This property applies to all devices. <ul style="list-style-type: none"> <li>Specify the port used to remotely connect to the device.</li> </ul>
Load and Play	This property only applies to Ross Xpression devices. <ul style="list-style-type: none"> <li>This property can be set to <b>Yes</b> (default) or <b>No</b>.</li> <li>If set to <b>Yes</b>, the Load function loads and plays the specified page.</li> <li>If set to <b>No</b>, the Load function loads the specified page and shows it in the preview display. A subsequent Take is required to play the page.</li> </ul>
Local Port	This property only applies to K-Frame devices. <ul style="list-style-type: none"> <li>Specify the local UDP Port opened by the switcher upon connection.</li> </ul>
Model	This property only applies to Yamaha and Lawo devices. <ul style="list-style-type: none"> <li>Select the model of the physical device that is to be used.</li> </ul>
Notes	This property applies to all devices. <ul style="list-style-type: none"> <li>This property provides a text field that allows you to enter notes for a device.</li> <li>The notes are only available on the server and cannot be accessed from a GV Pace client.</li> </ul>
Preroll Time (frames)	This property only applies to AMP devices. <ul style="list-style-type: none"> <li>Description not available at the time of publication.</li> </ul>
Remote Port	This property only applies to K-Frame devices. <ul style="list-style-type: none"> <li>Description not available at the time of publication.</li> </ul>
Root Folder	This property only applies to Chyron HyperX devices. <ul style="list-style-type: none"> <li>Specify the absolute path to the root folder containing the clips that will be recalled through GV Pace. For example: <code>C:\clip\</code></li> </ul>
Rundown Load Mode	This property only applies to VizRT devices. <ul style="list-style-type: none"> <li>Description not available at the time of publication.</li> </ul>
Serial Config Settings Note	This property only applies to Calrec, GV Cameraman and Radamec SCP devices. <ul style="list-style-type: none"> <li>This property displays read-only information from the device about the specificity of the serial connection to the device.</li> <li>This information can be useful when configuring a bridge between the server and the device.</li> </ul>
SnapShot	This property only applies to Lawo devices. <ul style="list-style-type: none"> <li>Select the default snapshot to be loaded upon connection.</li> <li>If set to <b>None</b>, no snapshot is loaded on connection.</li> </ul>

## Device Properties

Item	Description
Stop Button Action	<p>This property only applies to AMP devices.</p> <ul style="list-style-type: none"><li>• Select one of the following to determine the behavior of a stop command.<ul style="list-style-type: none"><li>• <b>Eject:</b> Ejects the clip after stopping it. Ejecting a clip can take up to 1 second on some models.</li><li>• <b>Stop:</b> (default) Stops the clip.</li></ul></li></ul>
Suite	<p>This property only applies to K-Frame devices.</p> <ul style="list-style-type: none"><li>• Select the default suite to be loaded upon connection.</li></ul>
Support Column Data	<p>This property only applies to Ross Xpression devices.</p> <ul style="list-style-type: none"><li>• Description not available at the time of publication.</li></ul>
Use Backup?	<p>This property only applies to Lawo devices.</p> <ul style="list-style-type: none"><li>• This property indicates if a backup device is to be used.</li><li>• Set to either <b>Yes</b> (default) or <b>No</b>.</li><li>• If set to <b>Yes</b>, GV Pace automatically creates a second connection to the same IP+1. The backup is used if the original device is unavailable. For example:<ul style="list-style-type: none"><li>• Original IP 127.0.0.1</li><li>• Backup IP 127.0.0.2</li></ul></li></ul>
Video Format	<p>This property only applies to AMP devices.</p> <ul style="list-style-type: none"><li>• Select the video format to be used by the device.</li></ul>
Wheatstone Mixer Model	<p>This property only applies to Wheatstone devices.</p> <ul style="list-style-type: none"><li>• Select the model of the physical device that is to be used.</li></ul>





## **Grass Valley Technical Support**

For technical assistance, contact our international support center, at 1-800-547-8949 (US and Canada) or +1 530 478 4148.

To obtain a local phone number for the support center nearest you, please consult the Contact Us section of Grass Valley's website ([www.grassvalley.com](http://www.grassvalley.com)).

An online form for e-mail contact is also available from the website.

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