



Tallyman Super-user Guide

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Quick configuration

Building Monitor stacks

Monitor stacks can be built very quickly using two key shortcuts. Once the first UMD is in:

- Add the next UMD by holding CTRL and right clicking
- Delete a display by holding shift and left clicking

Drag and drop display assignments

The majority of displays show one of two things;

- a fixed source name
- a dynamic source name representing the source assigned to a specific destination

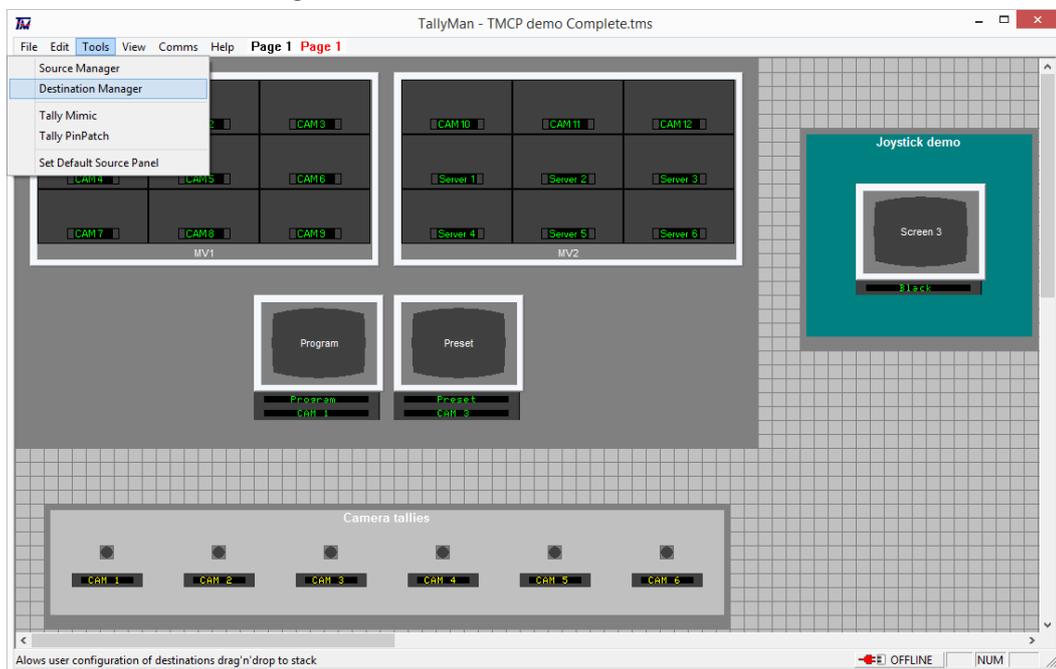
Displays can be assigned quickly and simply using two tools:

- **source manager**:- for fixed sources
- **Destination manager**: - for dynamic sources.

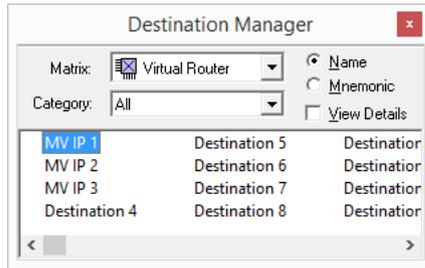
The operation is the same for both source and destination manager and is explained in the example below.

Example: assigning a display to follow a router destination

1. Select destination manager in the user screen.



2. The destination manager will open.



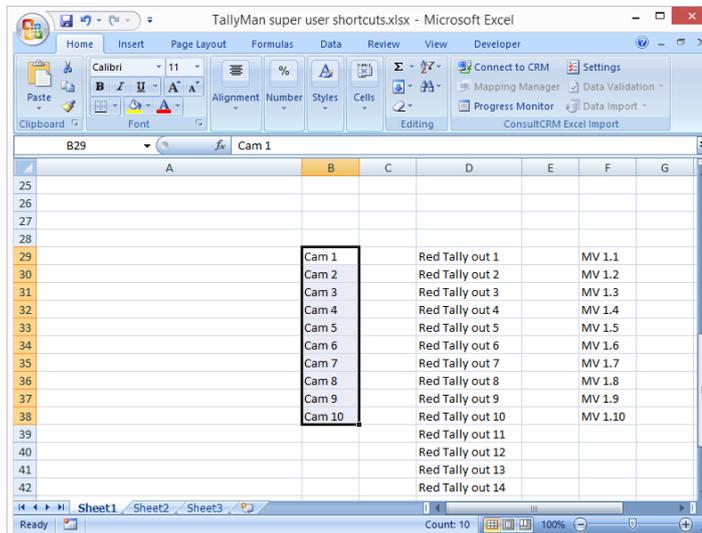
3. Click and drag the destination to the desired display, the display will update live.

Excel import/export

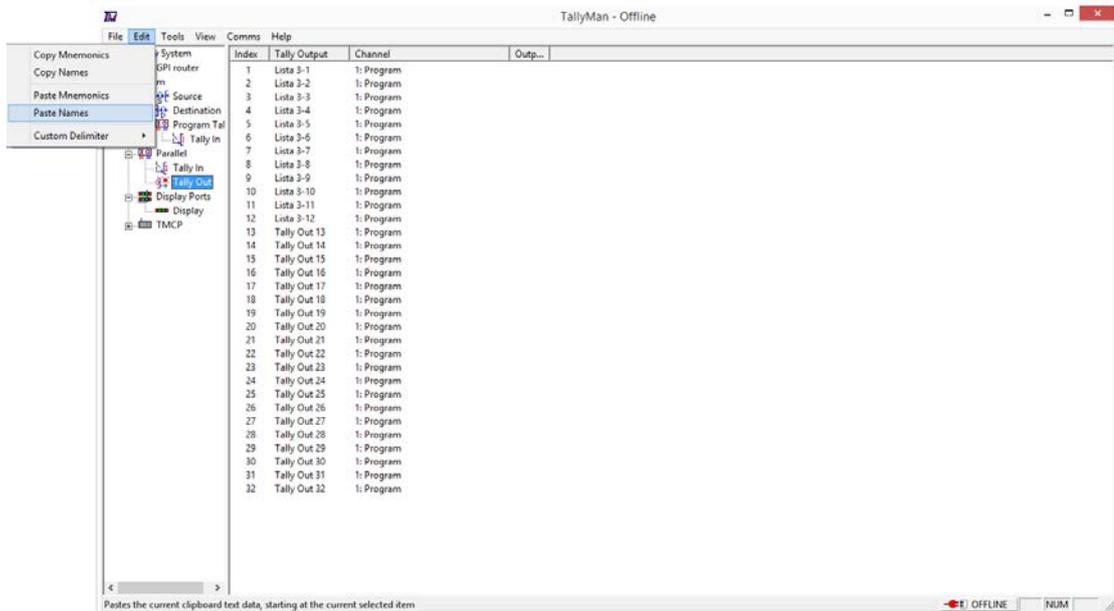
List of names may be imported and exported between many of the lists in TallyMan and excel using simple copy and paste functions.

Example: copying a list of names from excel and pasting to a list of GPI outputs

1. Copy names from a list in Excel (right click or CTRL-C).



2. Click the element you would like to copy the list to in TallyMan; this will highlight it in blue.
3. Select "Paste Names" under "Edit" in the navigation bar.

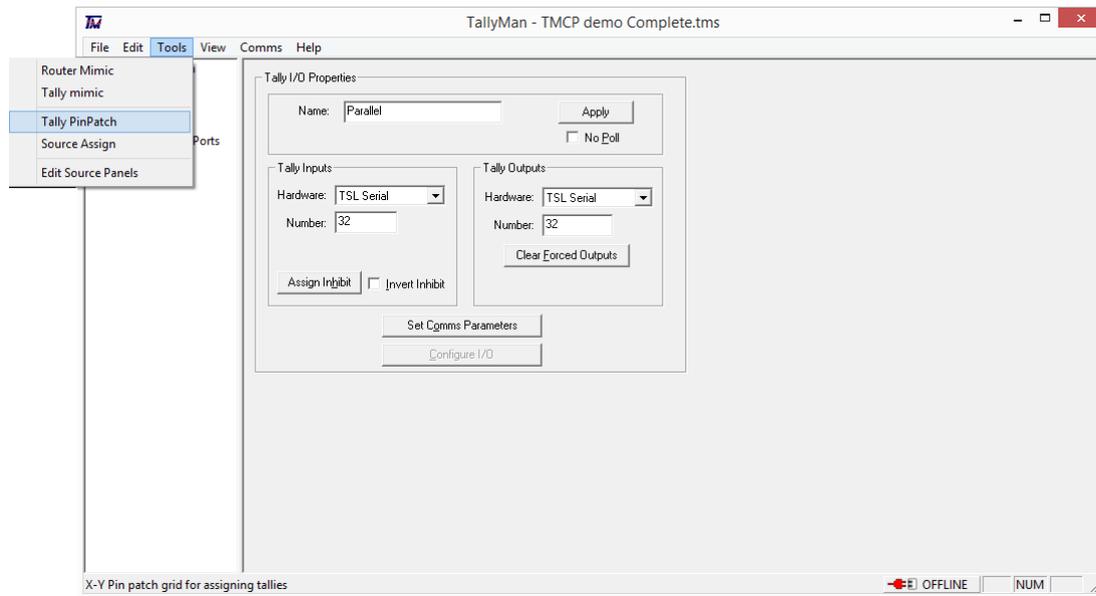


Quickly make logic assignments

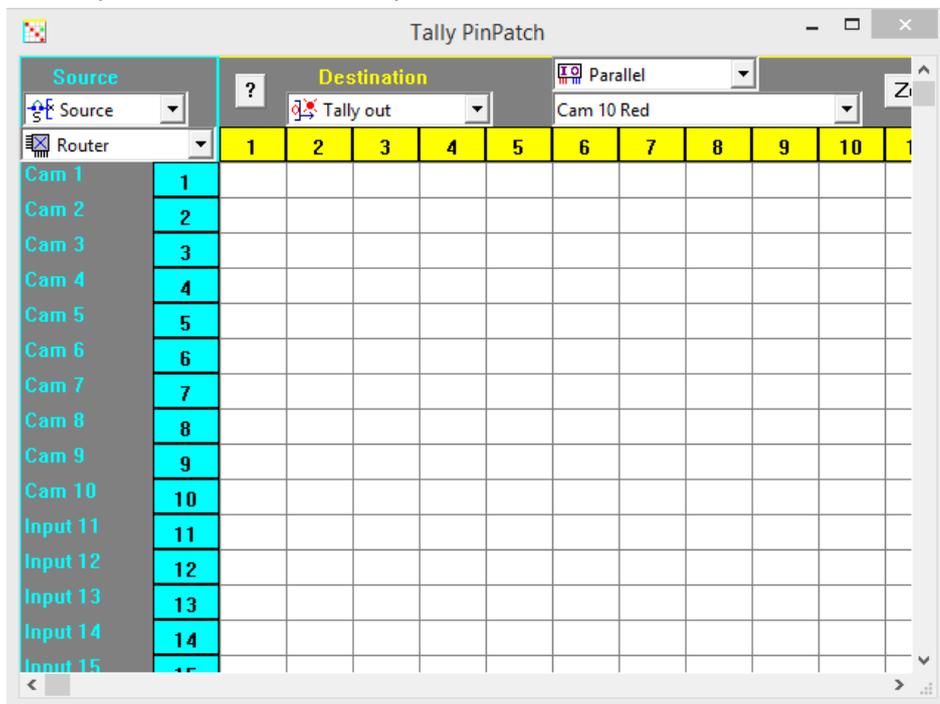
GPI elements with associated Tally (router sources for example) can be quickly linked using Tally PinPatch.

Example: patching router sources to GPI outputs. This will generate contact closures for cameras when the camera source in the router is tallied.

1. Open Tally PinPatch by navigating to TOOLS -> Tally PinPatch

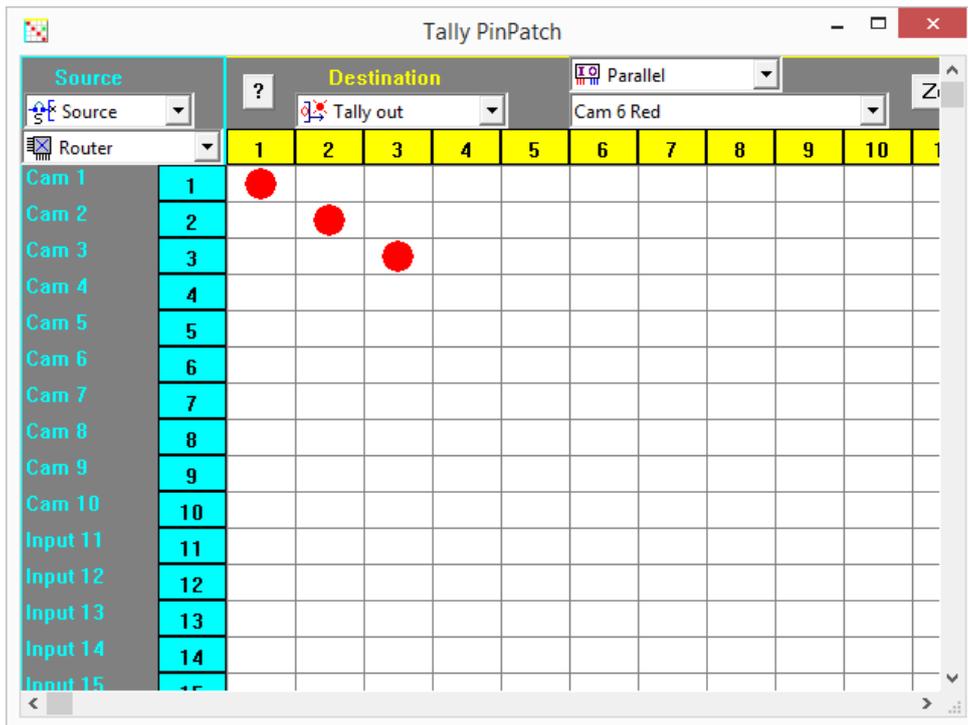


2. The Tally PinPatch window will open



3. Select the Router sources as the origin of the logic (source in this context) and Tally outs as the destination of the logic.

- Click the boxes on the grid to create the association



Boolean Logic from the PinPatch Window

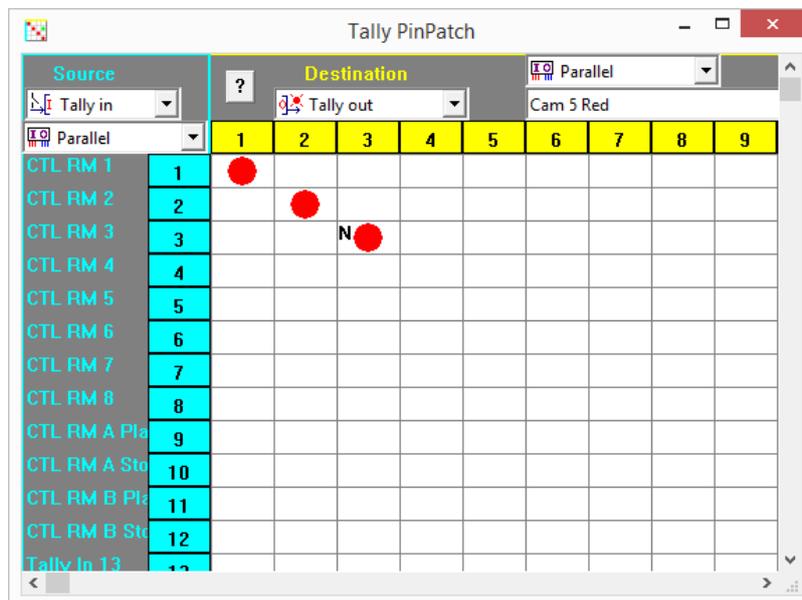
To apply Boolean logic while in the Tally PinPatch window there are two modifier keys

- a. CTRL = AND
- b. Shift = NOT

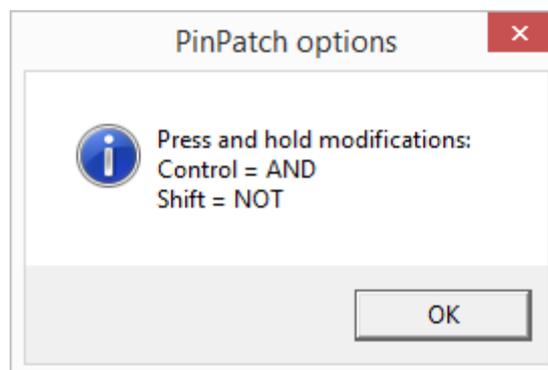
CTRL + Shift will give NAND

Hold one of these keys when clicking to apply the logic, the logic is displayed in the grid.

Example: the below will activate Tally out 1 or 2 when Tally in 1 or 2 is active but Tally out 3 has the NOT modifier (holding the Shift key while clicking). Tally out 3 will be active whenever Tally in 3 is NOT active.



A reminder prompt can be found by clicking the grey question mark box to the left of Destination.

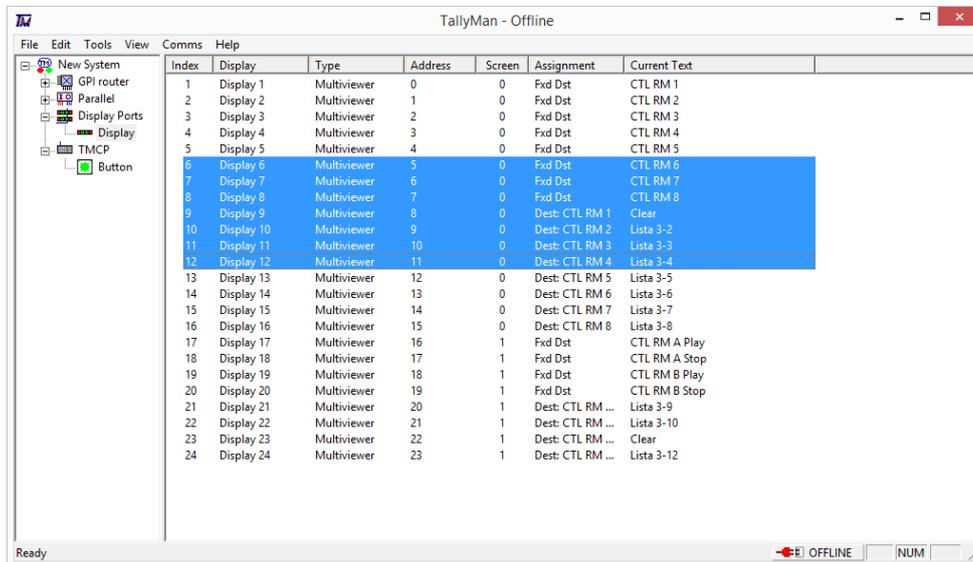


Mass editing

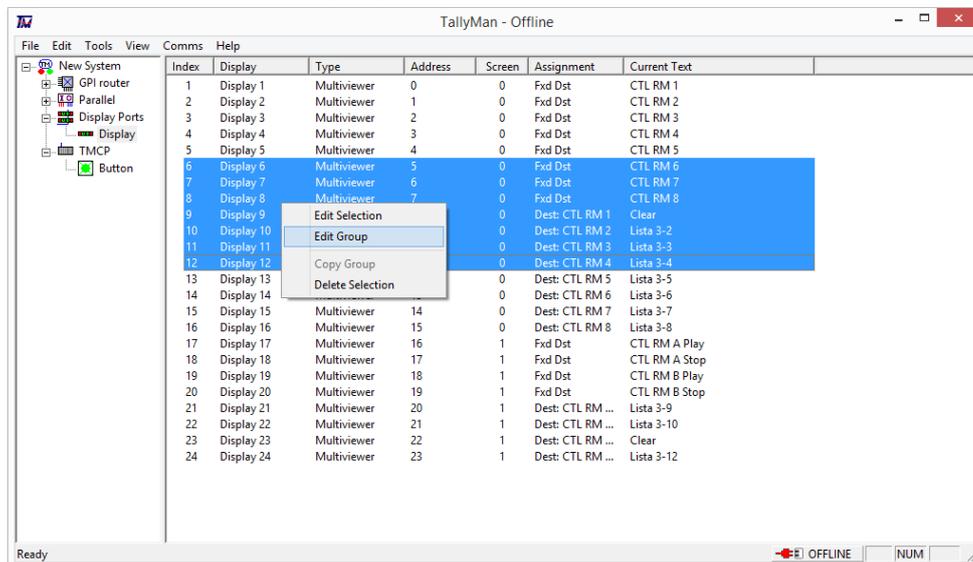
Many elements of the Tallyman configuration can be edited at once. This can be done by selecting multiple items in a list, right clicking and selecting “edit group”.

Example: changing multiple UMD from TSL UMD V3.1 to TSL UMD V4.0.

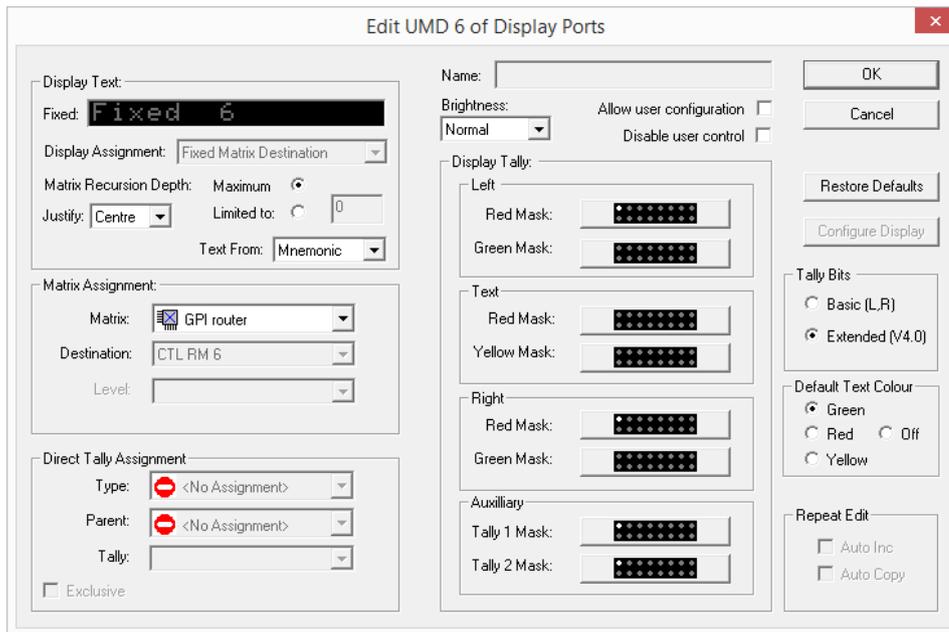
1. Select multiple entries (left click top entry, Shift + left click bottom entry)



2. Right click and select “edit group”



3. The edit window will show for the first entry. Change “Tally Bits” on the right hand side of the screen to “Extended (V4.0) and click Ok.



4. Changes will now be applied across all selected entries.

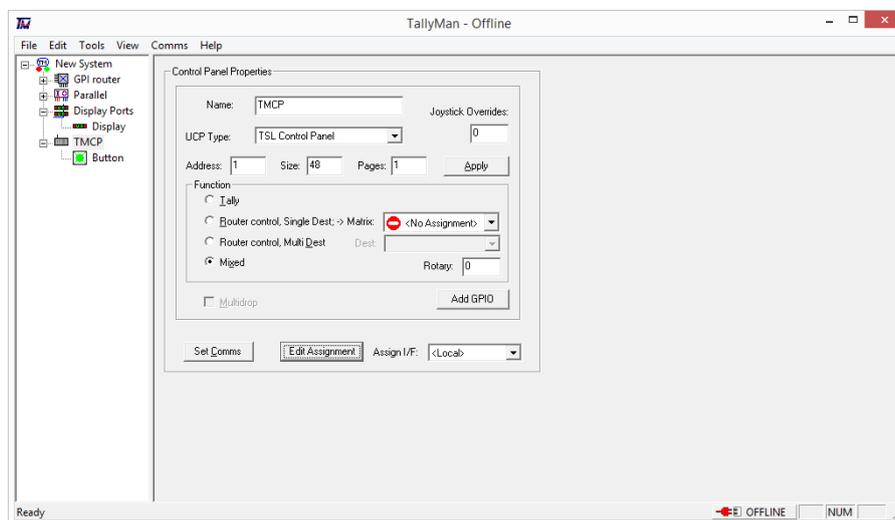
Any options that cannot be edited in group edit will be greyed out (Display assignment in this example).

Hardware Panel configuration

Hardware panels can be quickly configured via a graphical interface in TallyMan.



This can be accessed by clicking the edit assignment button in the TMCP object

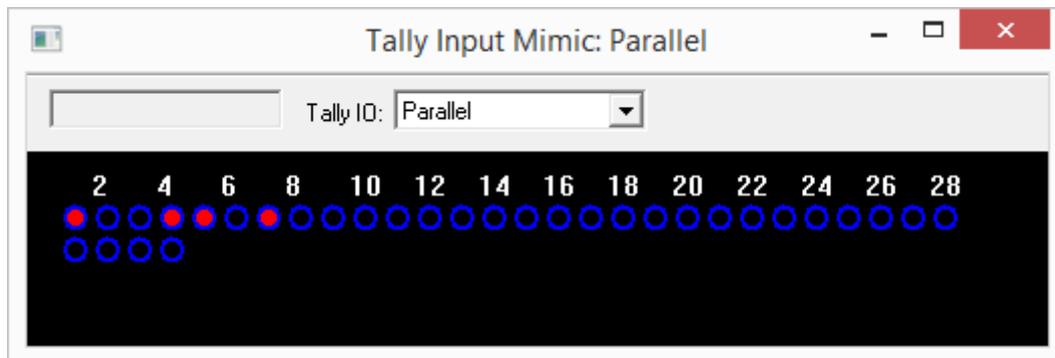


Colours and button types can be selected using the controls in the top left of the window and assigned to buttons by holding shift and left clicking the button.

Sources and destinations may be assigned to buttons configured as router buttons by dragging and dropping from the source/destination managers.

View and simulate incoming Tally and GPI

Incoming Tally and GPI may be monitored using the Tally Mimic window, accessed by navigating to TOOLS -> Tally Mimic.

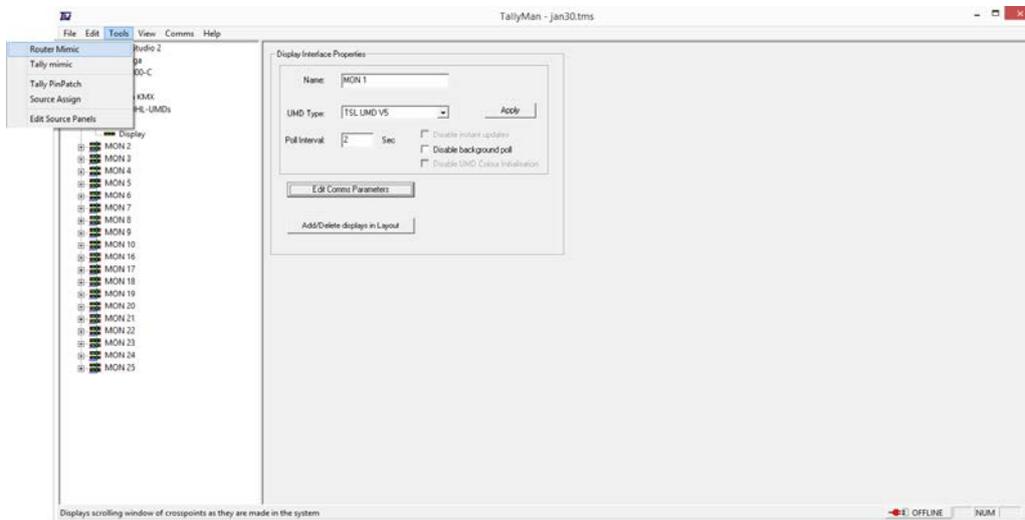


- Clicking in the blue circle simulates an incoming tally.
- Select the logical input using the drop down list.

View incoming routing information

Incoming routing updates, from Routers and Vision Switchers can be viewed in Router Mimic.

Router mimic is accessed by navigating to TOOLS -> Router Mimic



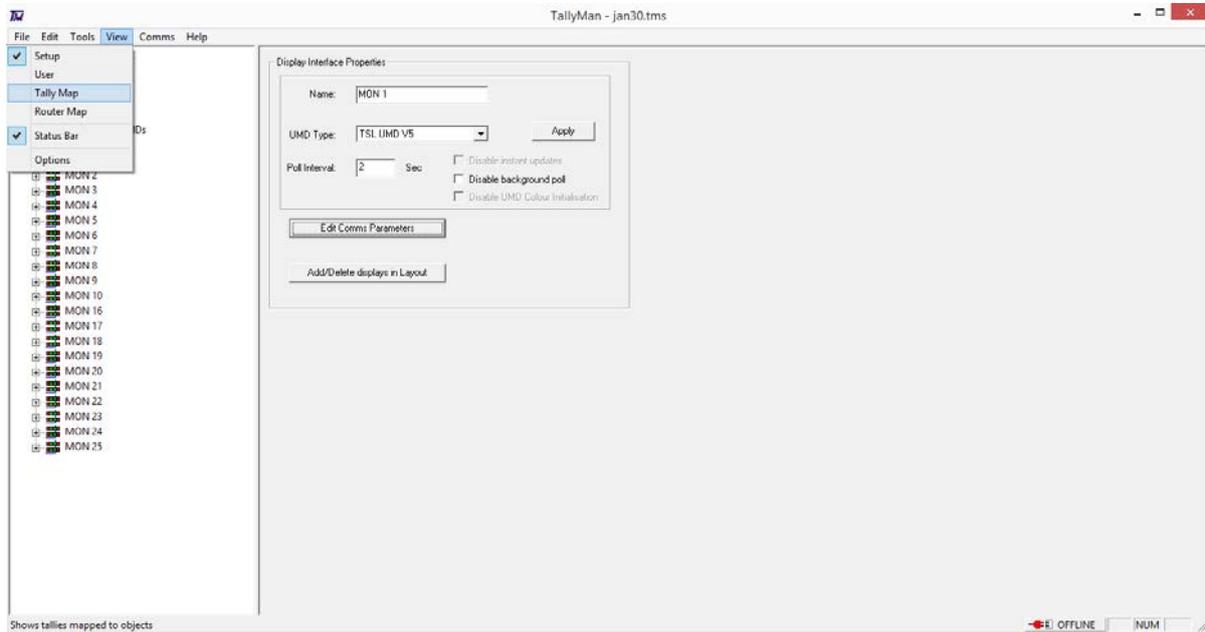
Initially you will be presented with a blank screen



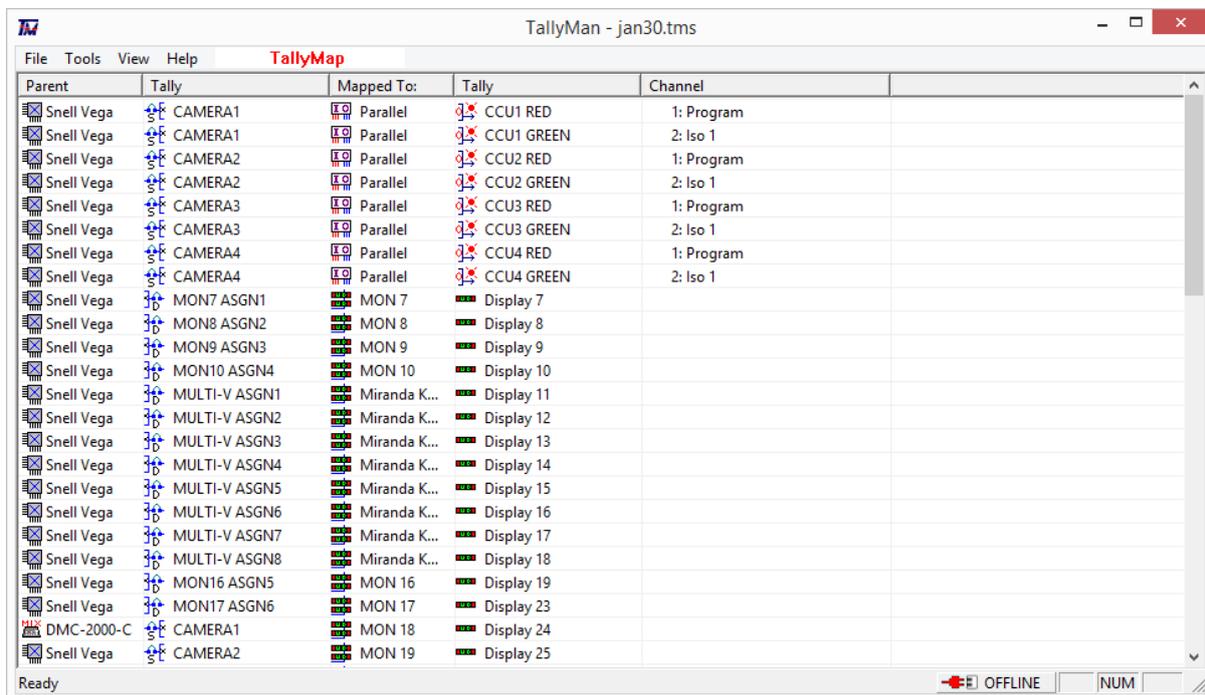
This screen will be populated with routing updates as they come in to the system.

See all Logic, Tally and source assignments

To see all logic, Tally and source assignments in TallyMan, navigate to VIEW -> Tally Map/Router Map



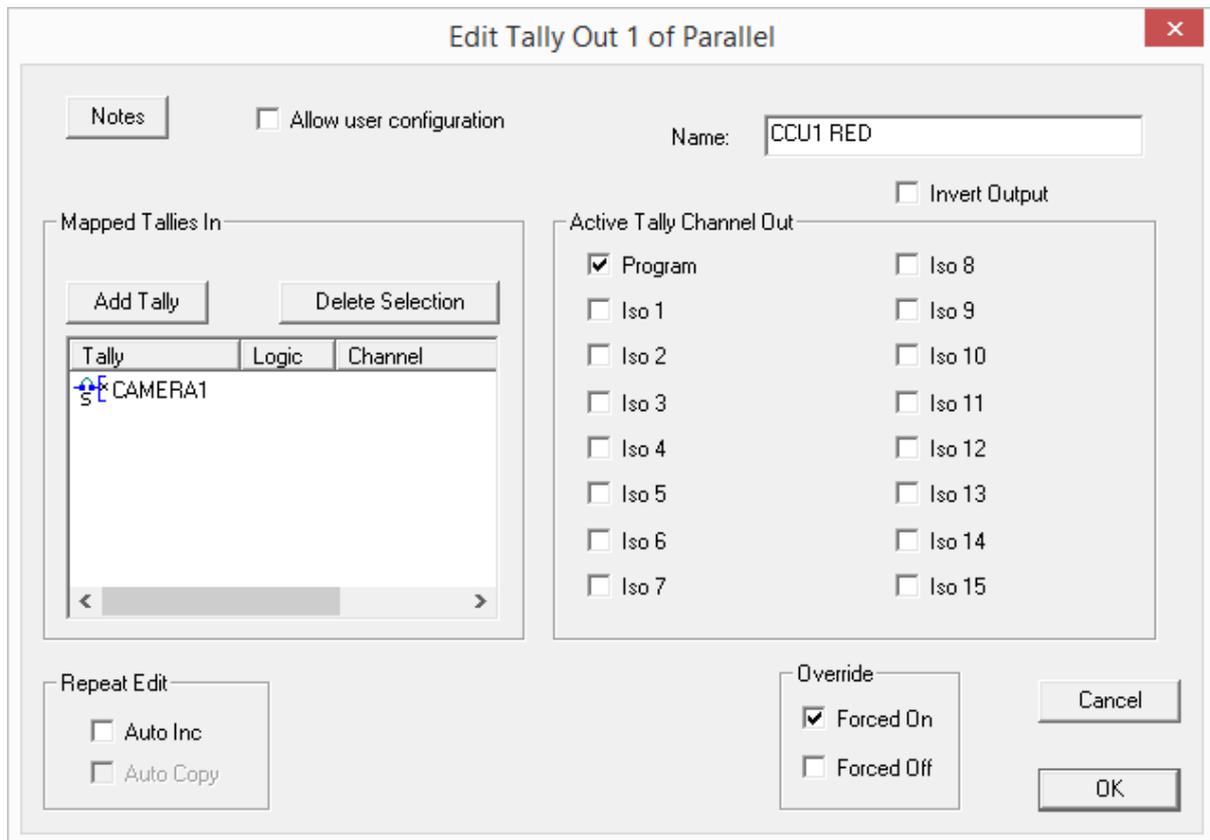
You will then be presented with all of the assignments in the system



Force on GPI outputs

GPI outputs can be forced on for testing of cabling.

Open a GPI output and select “Forced On” in the Override section.



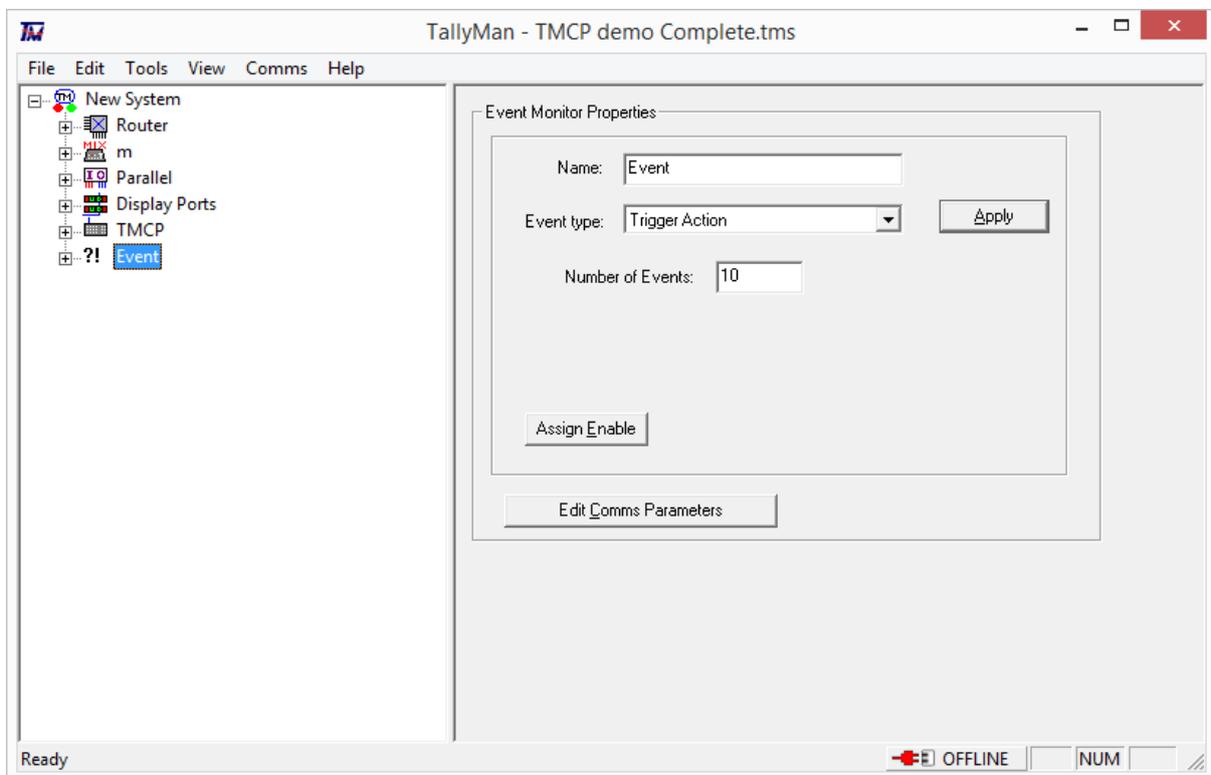
Little Known Features

Custom text string commands

String events can be extremely powerful in TallyMan allowing users to create custom ASCII and HEX strings to communicate with other devices in the system. They have been used across a variety of applications from control of Cisco switches to interacting with user's own custom software.

To make a string event:

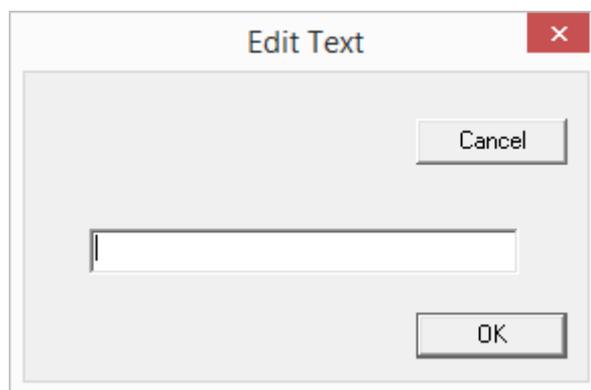
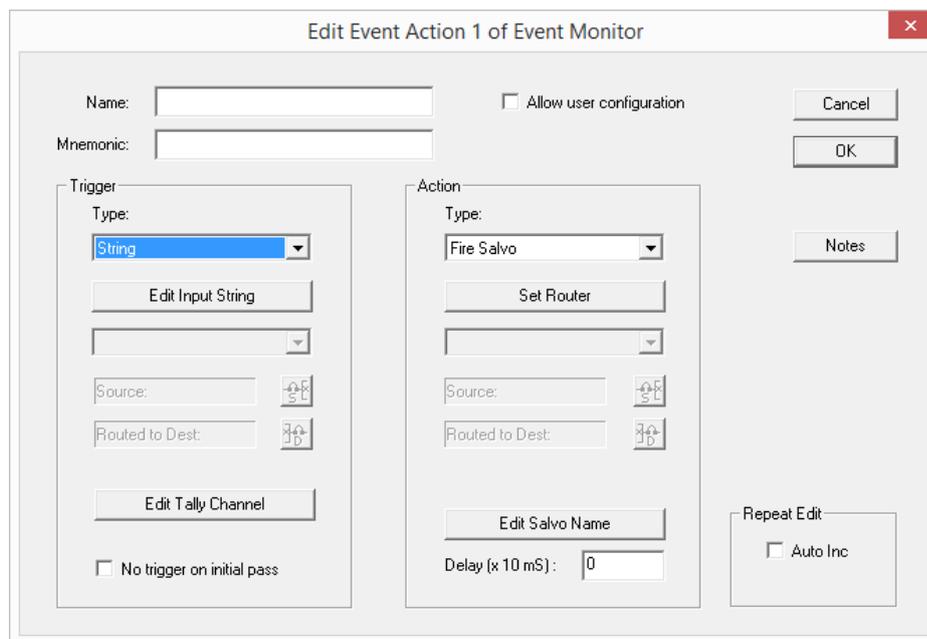
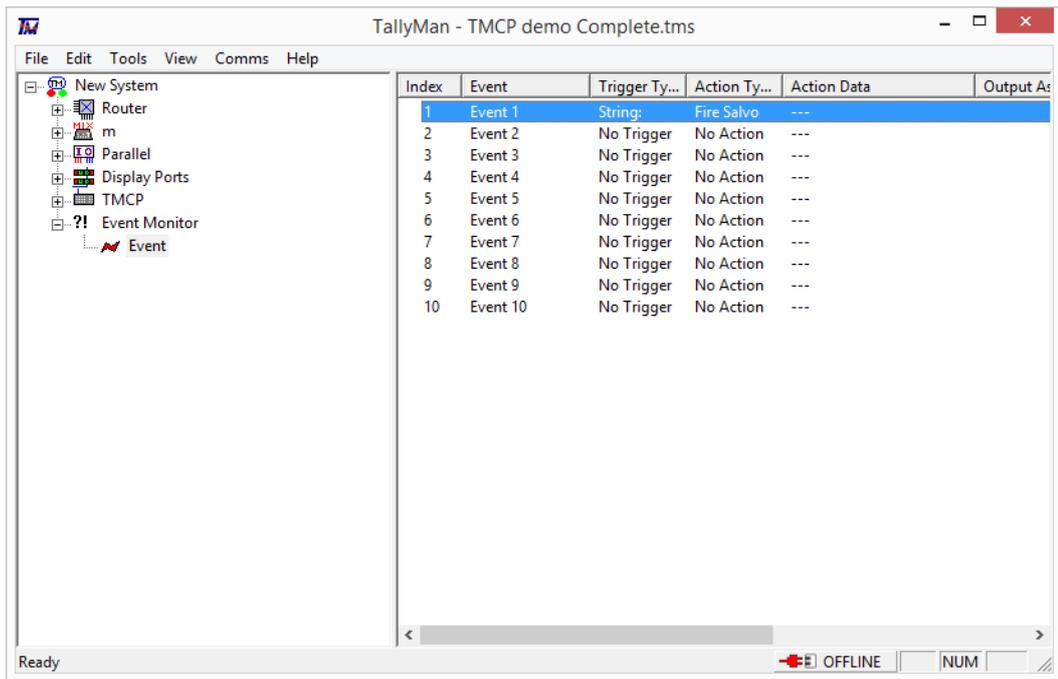
1. Add an "Event monitor" component
2. Select type "Trigger action"
3. Set a number of events.



4. Click "Edit comms parameters" and set the comms (UDP/TCP/Serial)
5. Open "Event" under the "Event Monitor" component to see the list of events and click on one of the events

In the event itself:

1. To have TallyMan respond to or generate a string set "String" under "Trigger" or "Action" and set the corresponding trigger or action under the other.
2. Click the "edit string" button to enter the string



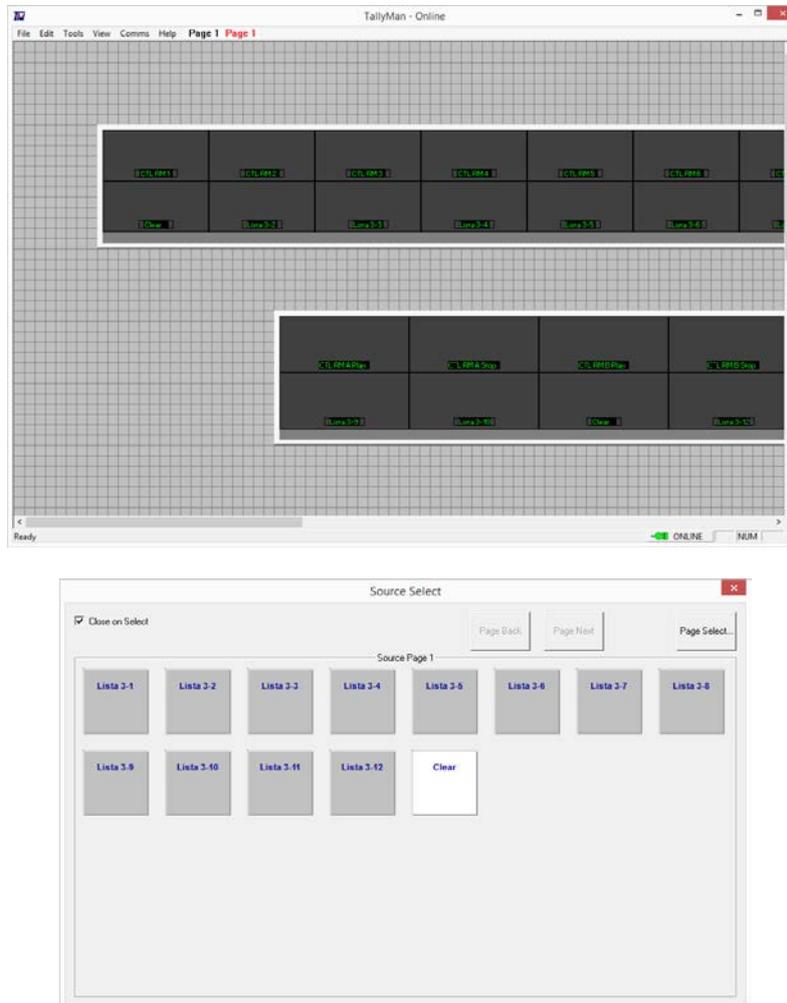
String commands:

- Strings are by default ASCII
- The breakout character from ASCII is backslash “\” followed by a modifier
 - “x” is the modifier for hex.
 - E.g. Hex command “4C” is entered as “\x4C”
 - To send a hex command capital letters are always used
 - “p” is the modifier for a pause in milliseconds
 - e.g. “Some text” \p250 “Some more text “
 - There are some special characters
 - “\n” – line feed
 - “\r” – carriage return
 - To enter backslash “\” itself into an ASCII string the hex may be used
 - To send “test\successful”
 - Use \x to breakout to hex and enter the hex for backslash (5C)
“test\x5Csuccessful”

If you specify several String Out events, all triggered by the same trigger, they will be executed in sequence.

Router control from the User Screen

If a router destination has been assigned to a multiviewer or UMD display users may control the routing to that bus directly from the TallyMan user screen by simply clicking on the display while the TallyMan configuration software is “online”

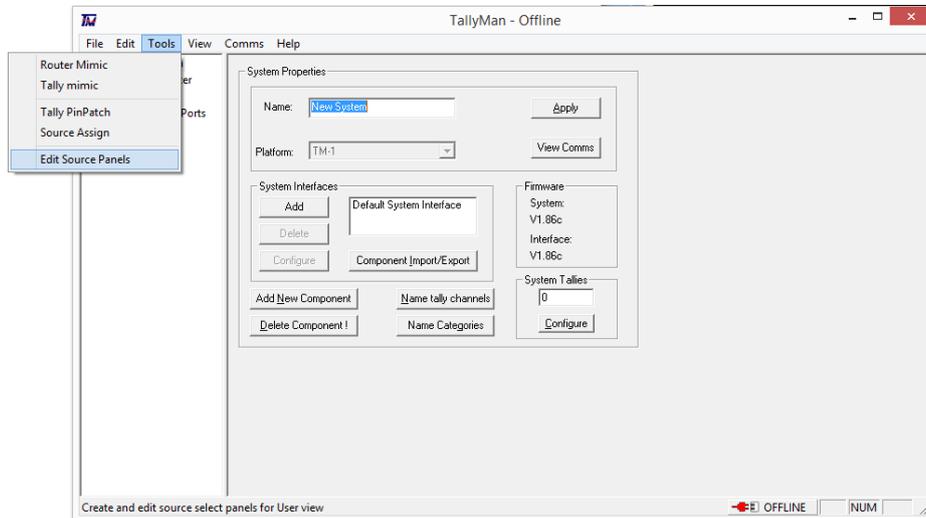


The user will be presented with a source panel showing the available sources on the router.

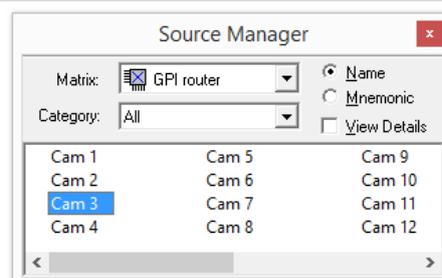
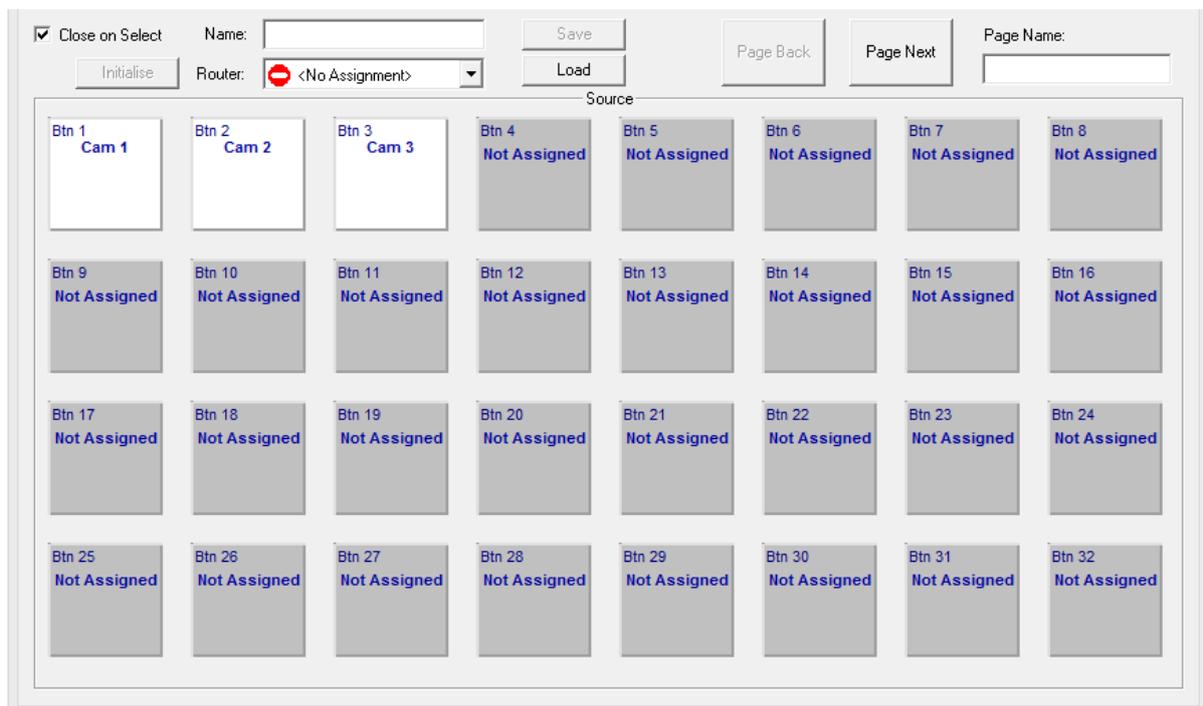
Custom User Screen Source Panels

For use in router control from the user screen, users may create their own source panels to limit available sources and present only those required.

1. To edit source panels navigate to TOOLS -> "Edit Source Panels" from the setup screen.



2. The panel editor and Source manager windows will open



3. Drag and drop sources into the panel
4. Name the panel in the “Name” field and save to your machine with the “Save” button
5. In the user screen, right click as display and select “source panel” -> “File” and browse to the panel you have created.