



# Evertz Multiviewers and TallyMan

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#### Version History

Issue	Date	Change Details





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# Overview

## Function

• Tally and Mnemonics: From TallyMan to MVs







# Tally and Mnemonics

### 2. Detail

Protocol

- Official protocol name: TSL UMD v4.0
- Protocol name in Device: TSL UMD v4.0
- Protocol name in TallyMan: TSL UMD v4.0

#### Connection

- Comms: UDP/IP
- Default Port: 8900
- Component Type in TallyMan: UMD Display Interface
- Third party interface required: TSL UMD

#### Instructions

To begin connecting Tallyman to an Evertz Multiviewer, both devices must be powered on and connected to the network. TallyMan connects to the Multiviewer frame.

## 1. Find/change the UMD protocol and port number

TallyMan communicates to the Evertz MVs over UDP. To configure the Protocol and port number access the MV's webpage by entering the IP address of the device into your web browser. Once you're connected, access the "UMD Control" menu and select the Protocol type and port number you wish to use.

			admin
Menu	UMD Control		
System			
System Time Management	UMD Proxy Control		
Input Monitor			
Output Control	Reader		
UMD Control	Desta al	TOL & D CONTRACTOR	
System Notify	Protocol	8 900	
Video Notify		8,900	
Audio Notify	Main Port Connected	False	
Thumbnail Control	Redundant Port Connected	raise	
CBIO Control			
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Once you've changes the Protocol and port number parameters you will need to reboot the MV to commit those changes. You can do this by accessing the "System" menu and scrolling to the bottom of the System page, there you'll find the reboot button.

everlz	3067VIP-3G-36X4	C Refresh	C Auto Refresh	4 Apply	n Dynamic Apply		Logou
		TRAP Port Selec		Port 1		•	
				Control	Port		
				TDAD	P1		
				TRAP	P2		
		TRAP Destinatio	n IP Address	TRAP	P3		
				TRAP	P4		
				TRAP	P 5		
		Security C	Control				
		FTP Enable		Enable		•	
		Json Rpc TLS E	ncryption	Disable			
		Global Tin	ne Control				
		Global Timer IP	Address	20.0 20	.136		
		System Re	eboot				
				Rebor	H		
Evertz Microsystems							1 About InfoLogging Settings

## 2. Configuring TallyMan to send TSL UMD to the Evertz MV

Add a new "UMD Display Interface" by selecting "Add New Component" on the system properties page. To send TSL UMD, set UMD Type to "Multiviewer (TSL Protocol)" and hit Apply.

🕅 TallyMan - Untitled	TallyMan - Untitled - X
File Edit Tools View Comms Help	File Edit Tools View Comms Help
System Properties System Properties System Properties System Interfaces System Interfaces System Interfaces Configure Component Import/Expot Add New System Component Delete Component Add New System Component System Controller Concol Primer System Controller Concol Primer Concol Primer Concol Primer System Controller Concol Primer Concol Primer System Controller Concol Primer System Controller Concol Primer Concol Primer Concol Primer Concol Primer System Controller Concol Primer Concol Primer Concol Primer Concol Primer Concol Primer System Controller Concol Primer Concol Primer System Controller Concol Primer Concol Primer System Controller Concol Primer System Controller System Controller System Controller System Controller Concol Primer System Controller Concol Primer System Controller Concol Primer System Controller Concol Primer System Controller Concol Primer Concol Primer Conco	File       Edit       Tools       View       Comms       Hep         Image: System       Image: Display Interface Properties       Image: Display Interface Properties       Image: Display Interface Properties         Image: Display Interface Properties       Image: Display Interface Properties       Image: Display Interface Properties         Image: Display Interface Properties       Image: Display Interface Properties       Image: Display Interface Properties         Image: Display Interface Properties       Image: Display Interface Properties       Image: Display Interface Properties         Image: Display Interface Properties       Image: Display Interface Properties       Image: Display Interface Properties         Image: Display Interface Properties       Image: Display Interface Properties       Image: Display Interface Properties         Image: Display Interface Properties       Image: Display Interface Properties       Image: Display Interface Properties         Image: Display Interface Properties       Image: Display Interface Properties       Image: Display Interface Properties         Image: Display Interface Properties       Image: Display Interface Properties       Image: Display Interface Properties         Image: Display Interface Properties       Image: Display Interface Properties       Image: Display Interface Properties         Image: Display Interface Properties       Image: Display Interface Propertinstructure       Image: Display I

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Once Multiviewer (TSL protocol) is set and has been applied, select "Edit Comms Parameters", then set: <u>Type:</u> Network UDP

Port number: The number configured in the Evertz MV in Section 1.

IP Address: The IP of the Evertz MV frame.

Description: Helpful user readable label.

TallyMan - Untitled — 🗆 🗙	Evertz MV: Setup Communication	? ×
File Edit Tools View Comms Help	Type:       Network UDP         General Parameters       Serial Parameters         Port Number:       [3900]         Description:       Multiviewed         Network Parameters       Parity:         IP Address:       [192].         Set Backup comms parameters       Stop Bits:	OK Cancel
ready MUM /		

The comms are now set, to create UMDs to be sent to the Evertz MV, select "Add/Delete displays in Layout"

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File Edit Tools View Comms Help       Image: Sverz MV       Image: Sverz MV <t< td=""><td>🔝 TallyMan - Untitled</td><td>-</td><td><math>\Box \times</math></td><td>🐹 TallyMan - Untitled</td><td>– 🗆 ×</td></t<>	🔝 TallyMan - Untitled	-	$\Box \times$	🐹 TallyMan - Untitled	– 🗆 ×
Provide the second	File Edit Tools View Co	omms Help		File Edit Tools View Comms Help Page   Page	
	File Edit Tools View Co	Display Interface Properties         Name:       Evertz MV         UMD Type:       Multiviewer (TSL protocol)         Poll Interval:       200         ms       Disable instant updates         Disable UMD Colour Initialisation         Edit Comms Parameters         Add/Delete displays in Layout			
	Peady				>

To add Multiviewers, right click on the grey background of the User Screen, Select: Insert > Display > Multiviewer.

By right clicking on the Multiviewer created Pips can be added and arranged within the Multiviewer display.



To make matrix assignments to each of the Pips in the Multiviewer display created; from the toolbar at the top of the page select: Tools > Destination/Source Manager

Source Ma	nager		×	-	Destination	n Manager				×
Matrix: Category:	All	•	<ul> <li></li></ul>	_	Matrix: Category:	Router		•	• • •	<u>N</u> ame <u>M</u> nemonic ⊻iew Details
- Source 1		Source 25	Source 49	-	Destinat	ion 1	Destinatio	on 25		Destinatior-
Source 2	2	Source 26	Source 50	-	Destinat	ion 2	Destinatio	on 26		Destination
Source 3	3	Source 27	Source 51	-	Destinat	ion 3	Destinatio	on 27		Destination
Source 4	ļ.	Source 28	Source 52	-	Destinat	ion 4	Destinatio	on 28		Destination
Source S	j	Source 29	Source 53		Destinat	ion 5	Destinatio	on 29		Destination
Source	5	Source 30	Source 54	_	Destinat	ion 6	Destinatio	on 30		Destination
Source	7	Source 31	Source 55		Destinat	ion 7	Destinatio	on 31		Destination
Source 8	3	Source 32	Source 56	-	Destinat	ion 8	Destinatio	on 32		Destination-
- Source 9	)	Source 33	Source 57	-	Destinat	ion 9	Destinatio	on 33		Destinatior
Source	0	Source 34	Source 58		Destinat	ion 10	Destinatio	on 34		Destination
Source	1	Source 35	Source 59		Destinat	ion 11	Destinatio	on 35		Destination
Source	2	Source 36	Source 60		Destinat	ion 12	Destinatio	on 36		Destination
Source	3	Source 37	Source 61		Destinat	ion 13	Destinatio	on 37		Destination
Source	4	Source 38	Source 62		Destinat	ion 14	Destinatio	on 38		Destination
Source 1	5	Source 39	Source 63		Destinat	ion 15	Destinatio	on 39		Destinatior_
Source	6	Source 40	Source 64		Destinat	ion 16	Destinatio	on 40		Destinatior

Drag and drop the appropriate sources and destinations into the pips.

🜃 TallyMan - Untitled

📲 New System	Index	Display	Туре	Address	Screen	Assignment	Current Text
🕀 🔣 Router	1	Display 1	Multiviewer	0	0	Fixed	Fixed 1
+ Parallel	2	Display 2	Multiviewer	1	0	Fixed	Fixed 2
Evertz MV	3	Display 3	Multiviewer	2	0	Fixed	Fixed 3
Display	4	Display 4	Multiviewer	3	0	Fixed	Fixed 4
	5	Display 5	Multiviewer	4	0	Fixed	Fixed 5
	6	Display 6	Multiviewer	5	0	Fixed	Fixed 6
	7	Display 7	Multiviewer	6	0	Fixed	Fixed 7
	8	Display 8	Multiviewer	7	0	Fixed	Fixed 8
	9	Display 9	Multiviewer	8	0	Fixed	Fixed 9
	10	Display 10	Multiviewer	9	0	Fixed	Fixed 10
	11	Display 11	Multiviewer	10	0	Fixed	Fixed 11
	12	Display 12	Multiviewer	11	0	Fixed	Fixed 12
	13	Display 13	Multiviewer	12	0	Fixed	Fixed 13
	14	Display 14	Multiviewer	13	0	Fixed	Fixed 14
	15	Display 15	Multiviewer	14	0	Fixed	Fixed 15
	16	Display 16	Multiviewer	15	0	Fixed	Fixed 16

The Display interface created also presents the Pips in list format, the "Address" column is important as these addresses are used to map the Pips created in Tallyman to the UMD objects in the Evertz MV.





#### 3. Mapping Pips created in TallyMan to the Evertz Pips:

#### Note: To Configure Multiviewer layouts in Evertz, open SDVN in an internet browser.

The Evertz MV display editor below contains a layout made up of Pips, UMD objects and Tally lights. The Pips have been assigned router destinations.



For TallyMan to provide the correct matrix and mnemonic information the UMD objects and Tally lights must receive must be assigned the right source and destination.

As shown in section 2, Source/Destination manager are used for matrix assignments in TallyMan, the final step mapping them to the correct Pip in the Evertz MV.

e Edit Tools View	Comms	Help						Graphic	
🙀 New System	Index	Display	Туре	Address	Screen	Assignment	Current Text		
⊕	1	Display 1	Multiviewer	0	0	Fxd Srce	Src 1		
+ Parallel	2	Display 2	Multiviewer	1	0	Fxd Srce	Src 2		
Evertz MV	3	Display 3	Multiviewer	2	0	Fxd Srce	Src 3	Window Properties	
Display	4	Display 4	Multiviewer	3	0	Fxd Srce	Src 4	Font Face	Default (Bitstream Vera Sans-
in the second se	5	Display 5	Multiviewer	4	0	Fxd Srce	Src 5	Text Color	Default
	6	Display 6	Multiviewer	5	0	Fxd Srce	Src 6	Text Alignment	
	7	Display 7	Multiviewer	6	0	Fxd Srce	Src 7	Horizontal	Center
	8	Display 8	Multiviewer	7	0	Fxd Srce	Src 8	Vertical	Middle
	9	Display 9	Multiviewer	8	0	Fxd Srce	Src 9		
	10	Display 10	Multiviewer	9	0	Fxd Srce	Src 10	Text Orientation	Horizontal
	11	Display 11	Multiviewer	10	0	Fxd Srce	Src 11	UMD Protocol	Static Dynamic of
	12	Display 12	Multiviewer	11	0	Fxd Srce	Src 12	Protocol ID 14	
	13	Display 13	Multiviewer	12	0	Fxd Srce	Src 13	Line Select	1
	14	Display 14	Multiviewer	13	0	Fxd Srce	Src 14	Triggers	
	15	Display 15	Multiviewer	14	0	Fxd Srce	Src 15	Minor (0 Assigned)	Assign Triggers
	16	Display 16	Multiviewer	15	0	Fxd Srce	Src 16	Major [0 Assigned]	Assign Triggers
								Critical [0 Assigned]	Assign Triggers
								State 1 (Minor)	
								Background Color	Default

When a UMD or Tally light is selected in the UMD editor, the properties menu will appear in the bottom right hand side of the window. Set the UMD Protocol to "Dynamic" and assign a "Protocol ID". The "Protocol ID" is the equivalent of the UMD Address in TallyMan. The example shows that UMD object in Evertz has been given Protocol ID 14 and is therefore receiving the mnemonic and Tally information from UMD address 14 in TallyMan. The UMD will show the current text, in this case "Src 15".

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