



**Television
Systems Limited**

TallyMan

THE ONLY TALLY SYSTEM YOU'LL EVER NEED

Control Panel and Joystick Control

***– this section is intended to be read in conjunction
with the Introduction***

Television Systems Limited.
Vanwall Road, Maidenhead, Berkshire, SL6 4UB
Telephone +44 (0)1628 676200, FAX +44 (0)1628 676299

Control Panel

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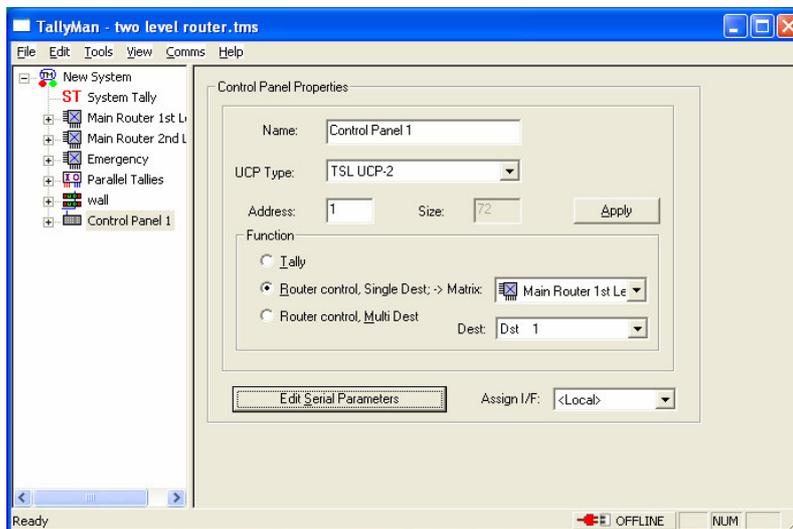
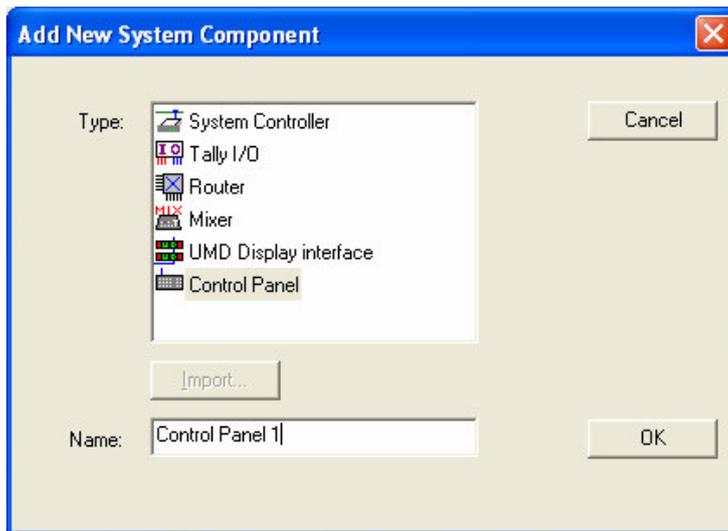
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1.0 Introduction

TSL's Universal Control Panels and the Quartz CM1000 panel may be used with a TM1 to provide tally switching and router switching.

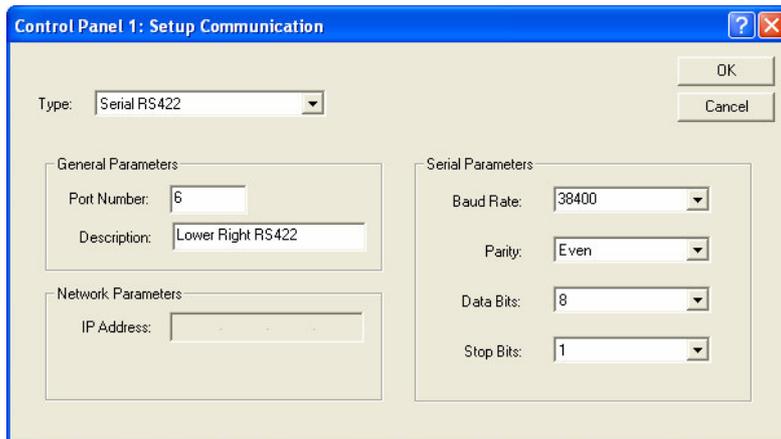
2.0 Adding Control Panels to the System

Via **Add New Component** from the main dialog screen, add a Control Panel.



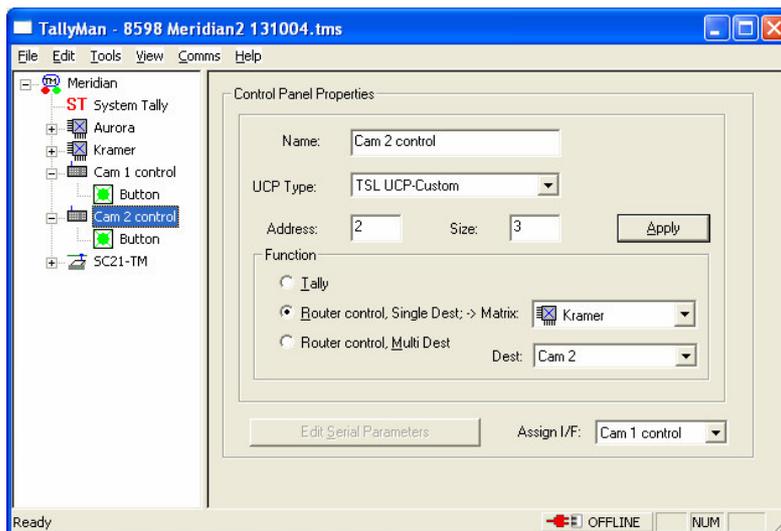
Select the UCP Type and set the desired **Function**.

Edit the Serial Parameters.



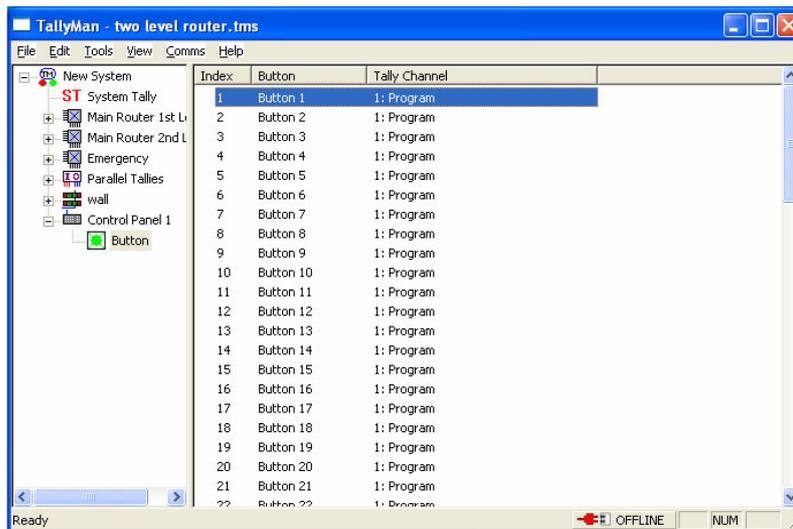
If there is more than on Panel in the system, they may have different addresses set on the panel and use the same communications port / interface – Assign Interface would be selected to the first Control Panel in the system.

Example.

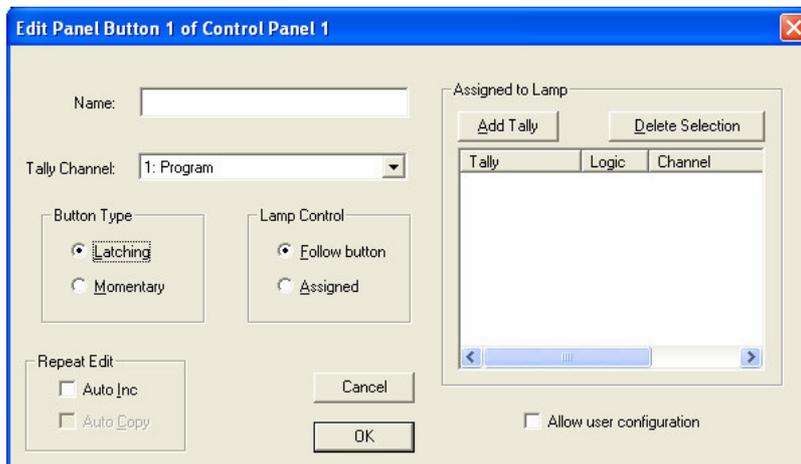


If there is more than one panel in the system and the second panel interface is not assigned to the first panel, a second communications port will be required on the TM1.

3.0 The button function is a Tally



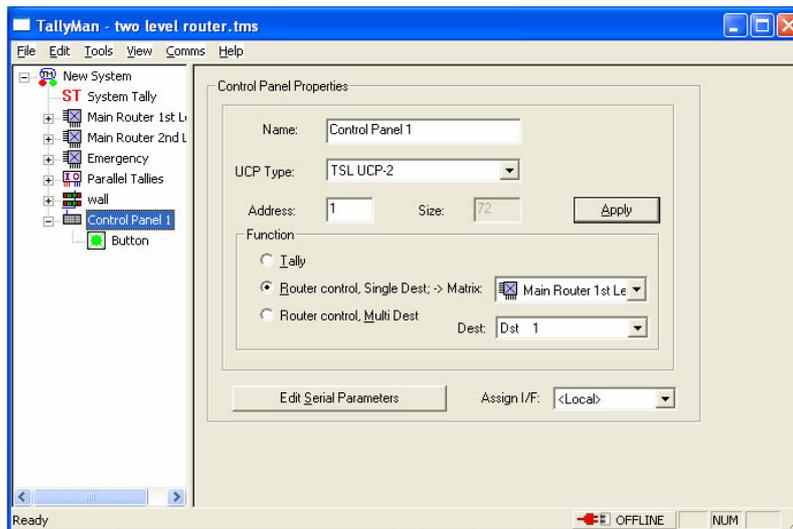
Double clicking on a Button line will show:



It will be seen that the lamp may be lit by any other Tally in the system.

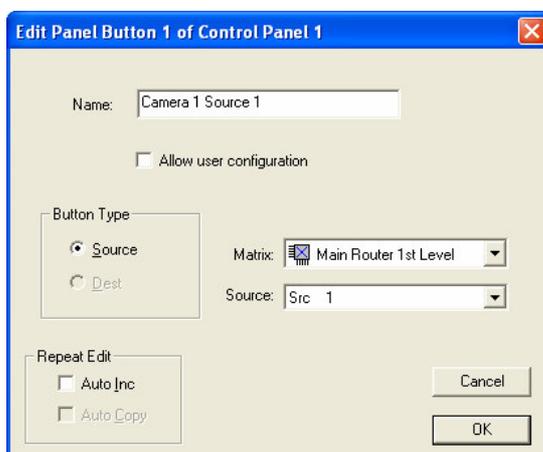
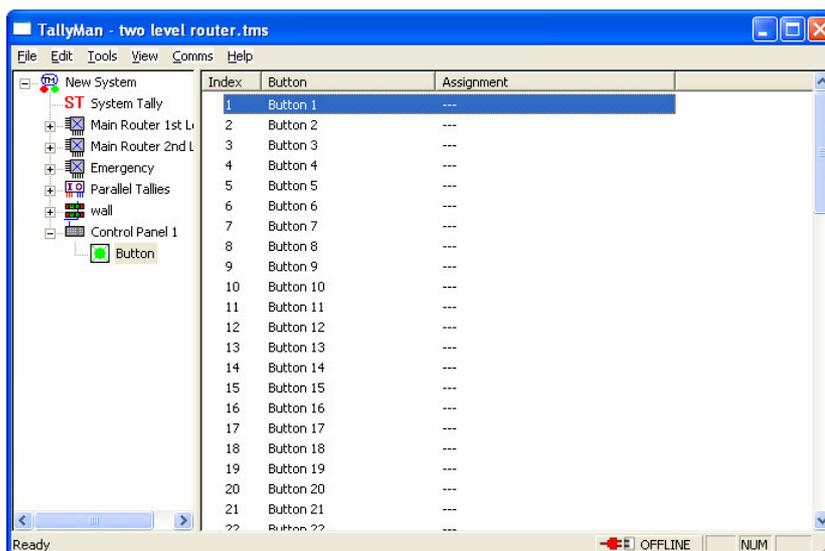
Please see the Tally Section 6 on the method of assigning tallirs.

4.0 The button is assigned for router control

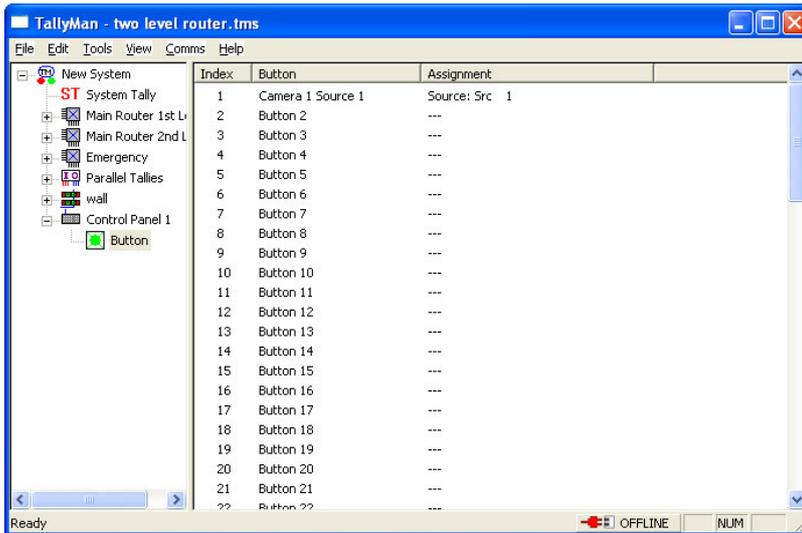


Assign the router and the destination that the button has to operate with.

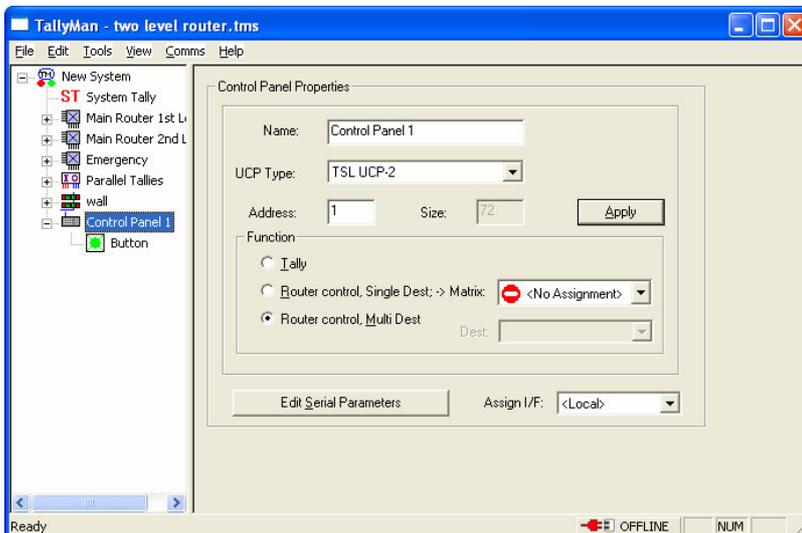
Double click on the Button:



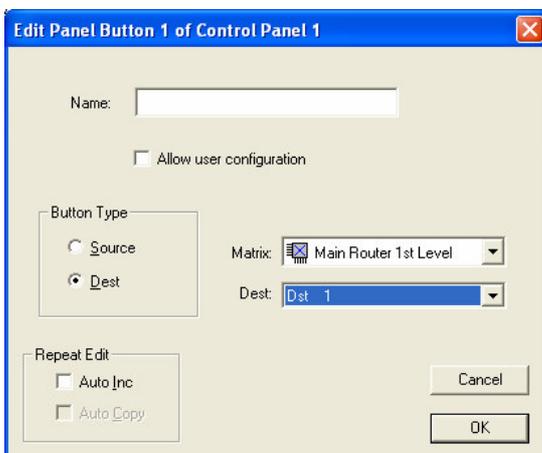
Confirm Matrix selection. It is possible to disable a button by giving it No Assignment.



4.1 The button is assigned for router control - multi destination.

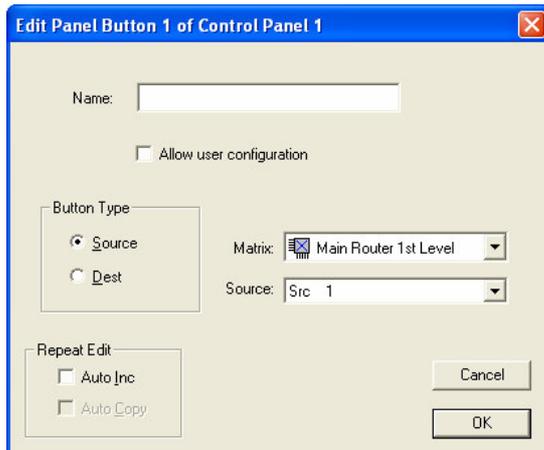


This control panel is now an X-Y panel.



This shows the button assigned to the Main Router selecting Dst 1.

This shows a button assigned to the Main Router selecting Source 1.



This works exactly as an X-Y Panel.

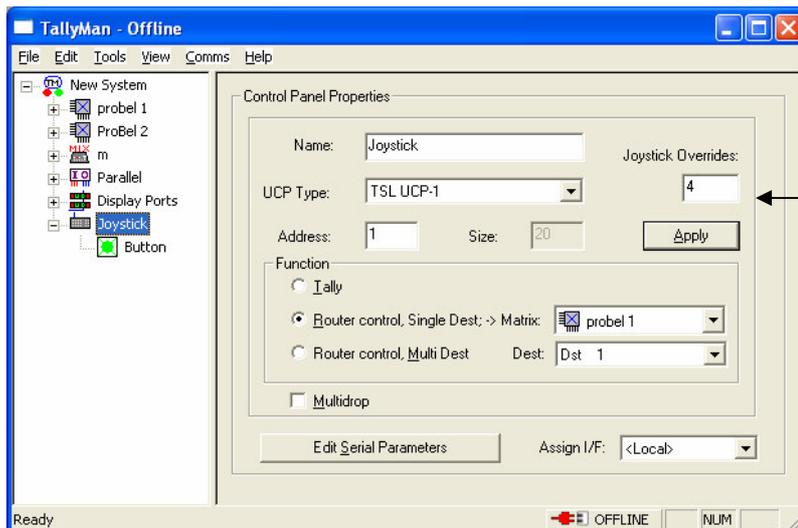
Use the destination buttons to select the destination that any of the common source buttons will operate.

5.0 Joystick Control

Control of a router for camera matching (Shading) is possible for those routers that allow serial control from TallyMan.

It is expected that the input from the RCP/OCP will be a parallel GPI (tally type input to ground on a D37 connection).

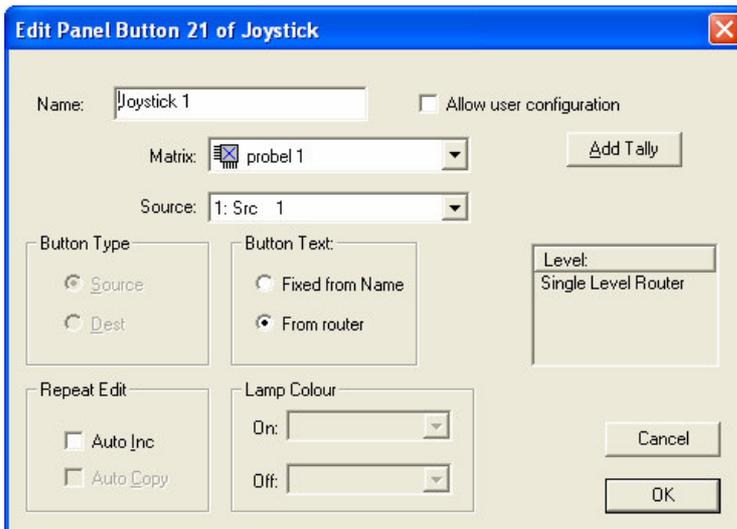
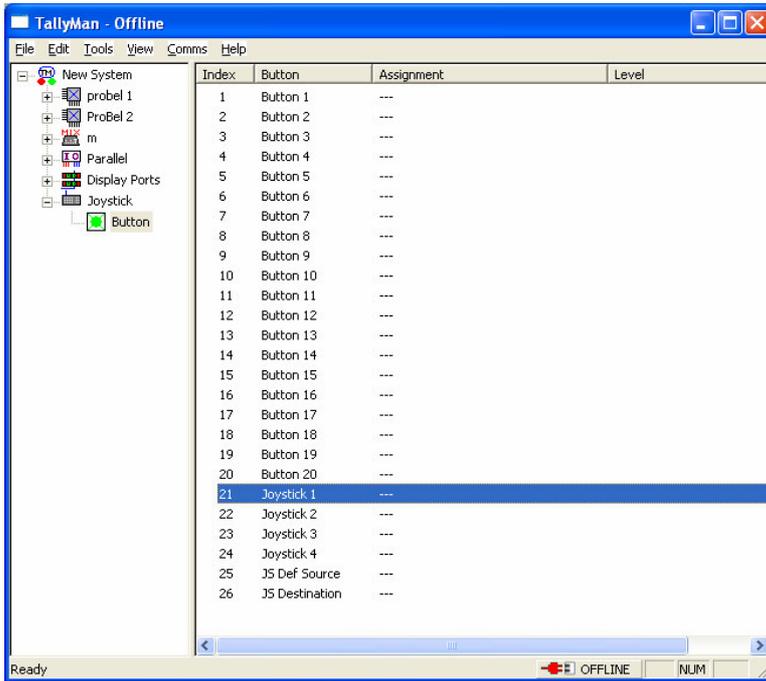
Set the panel (real or virtual – a physical panel does not have to be present) to a router destination.



Set the number of Joystick Overrides. Press **Apply**.

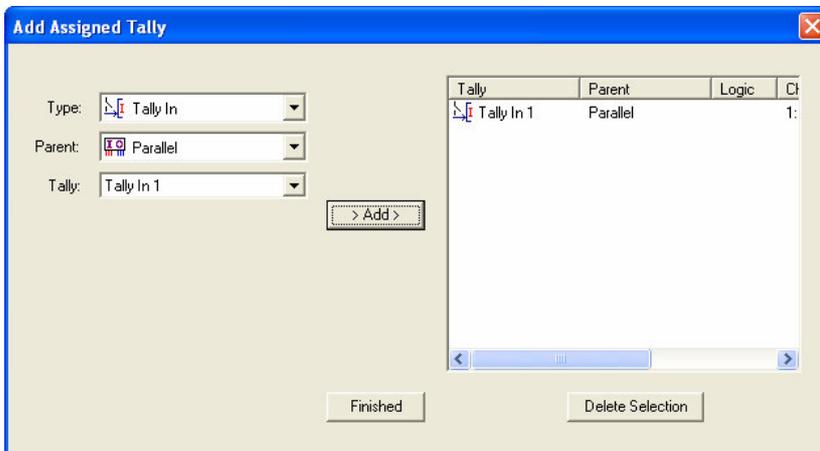
This shows 4 OCP/CCUs.

- Select Joystick 1.



Set the source to which the CCU OCP should select when held down.

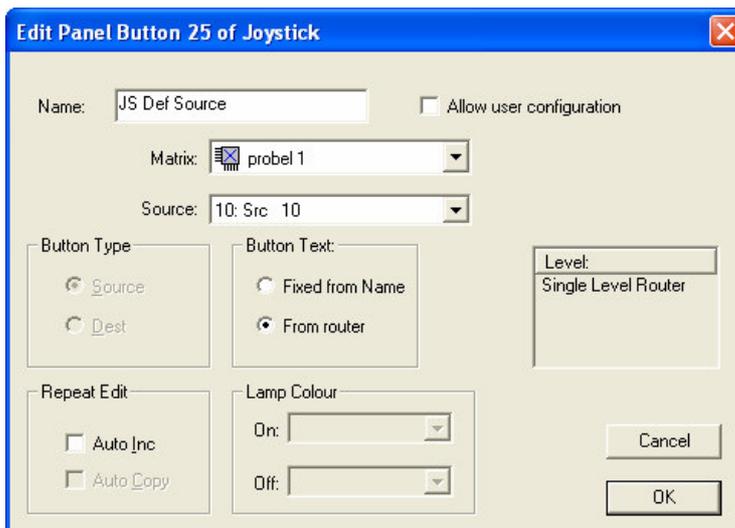
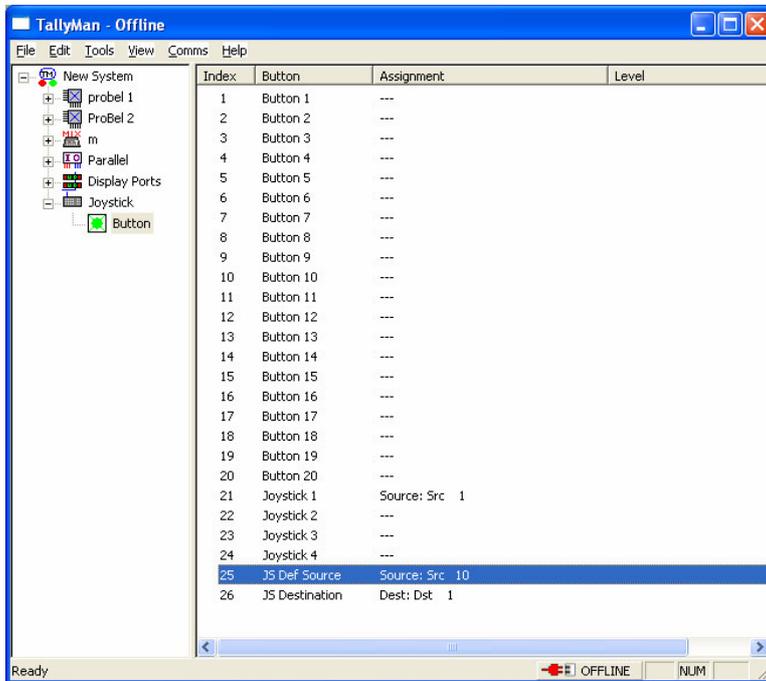
Add the Tally (GPI) that is the controlling GPI.



- Set the Default Source

This is the default TallyMan defined source that the router destination will select when the Joystick is released. Probably Studio Out.

If this is not set the default source will be the one set by the actual router panel by that destination. (From TallyMan software version V1.69).



The Joystick default Destination should be set as well as if there is a real panel in the system, the Joystick control could be set to a different Destination to that which the actual panel is assigned.

