The TSL Tally and
UMD Configuring Program

Importing and Exporting
Components
– this section is intended to be read in conjunction
with other sections

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

Contents

<div style="border:1px solid black; padding:10px;">

<u>Overview</u>

Import/export is designed to share components between TallyMan systems. Multicast, Unicast UDP, TCP/IP or serial connections may be used. In the case of non Multicast connections, the system would be restricted to only one pair of TM controllers importing/exporting between themselves.

For tally data only, tally IO components may be added and pairs of units may be linked over IP or serial connections.

</div>

1.0 Introduction

Two or more TallyMan systems may be set to import or export an Object so that, for example, one system may receive tallies from another system. This may be achieved via an Ethernet Multicast network or via serial links.
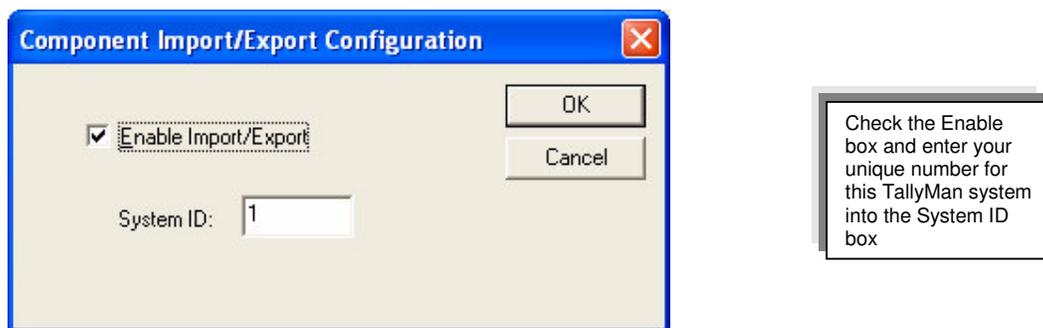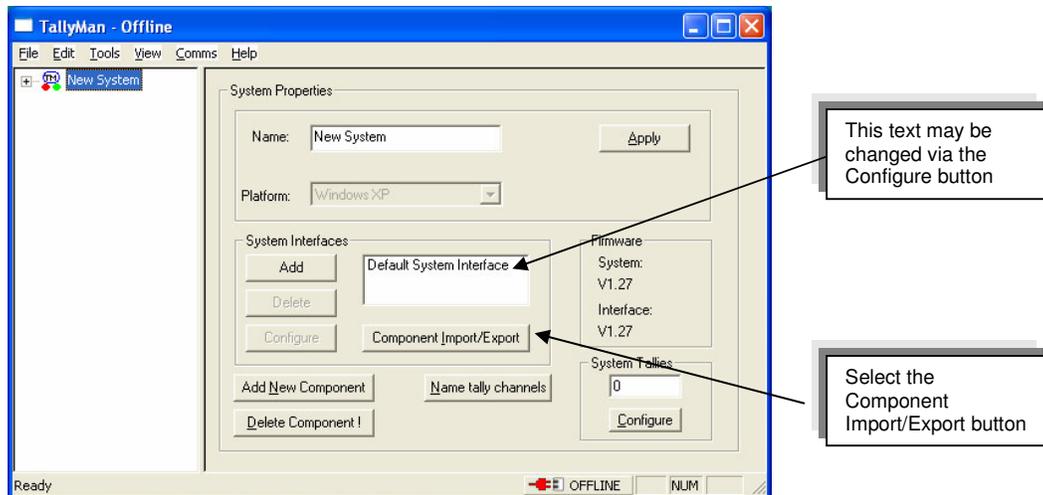
This would be used typically where one OB truck needs to receive tallies from another truck and use the tallies in a dynamic way.

Note: It is very important that each component that has an IP address has a unique IP address. It is illegal to have more than one item on a network with the same IP address.
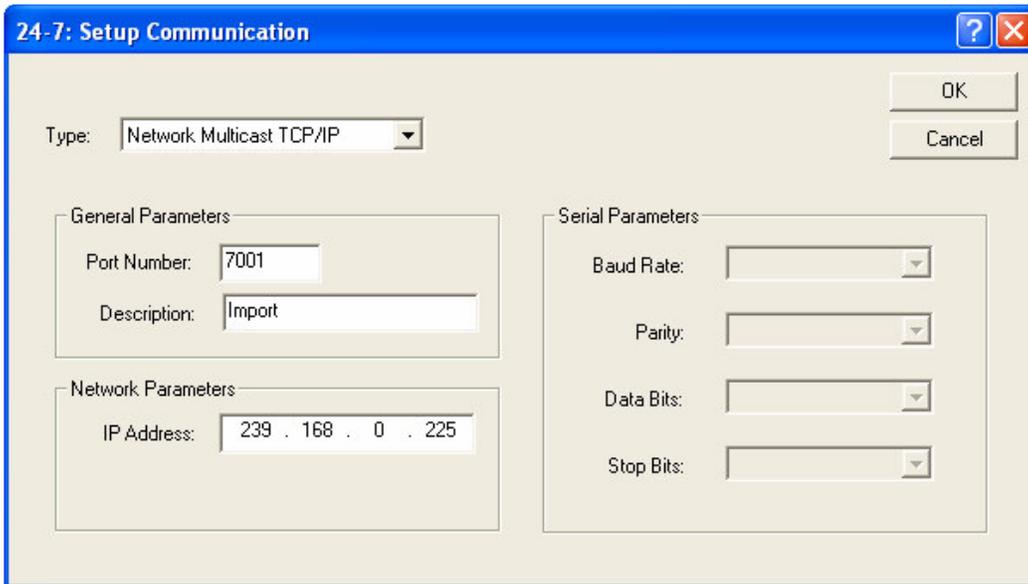
2.0 Importing and Exporting

Assume two TallyMan controllers. The local one has an ID of 1 and the remote one has an ID of 0.

Components may be imported or exported from / to another TallyMan system.

This text may be changed via the Configure button

Select the Component Import/Export button

Check the Enable box and enter your unique number for this TallyMan system into the System ID box
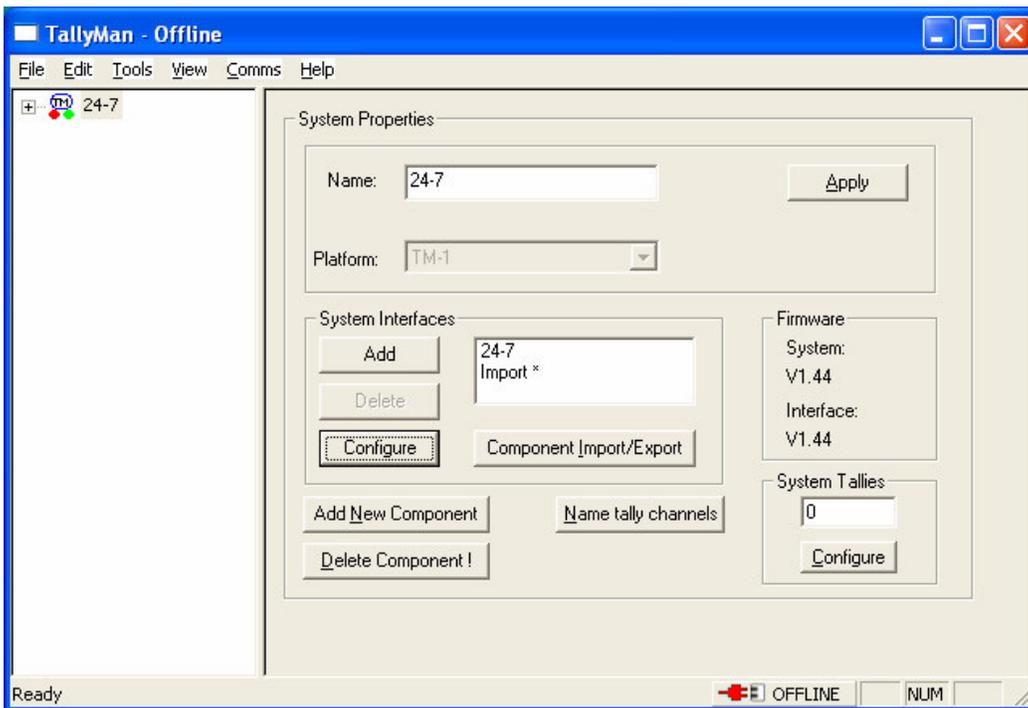
Enter your unique number for this TallyMan system into the System ID box. This can be any unique number you wish that corresponds to this TallyMan system.

OK this box.

Select a Multicast Address that is free in order to communicate with the other TallyMan system(s) which will have the same Multicast Address set.
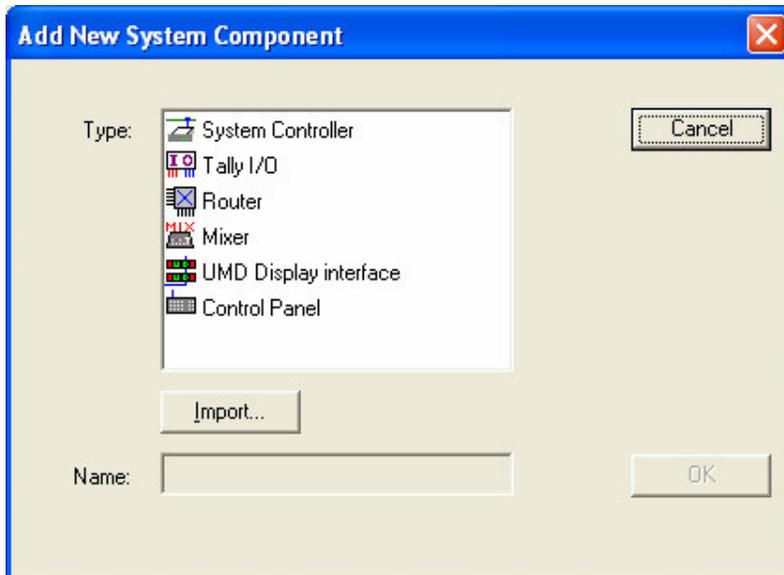
You will then see a new System Interface. The one shown is called **Import***.
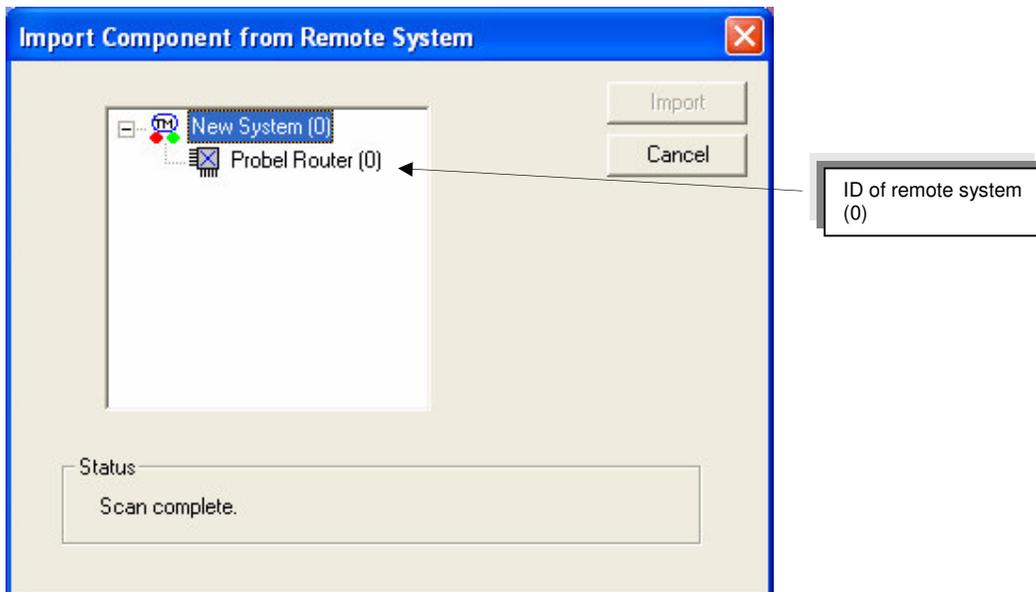

Note: Serial Ports may also be used for connecting TallyMan system together. Just enter the correct communications port.

2.1 Importing

On the receiving TallyMan controller, **Import** the **New System Component** via the screen.
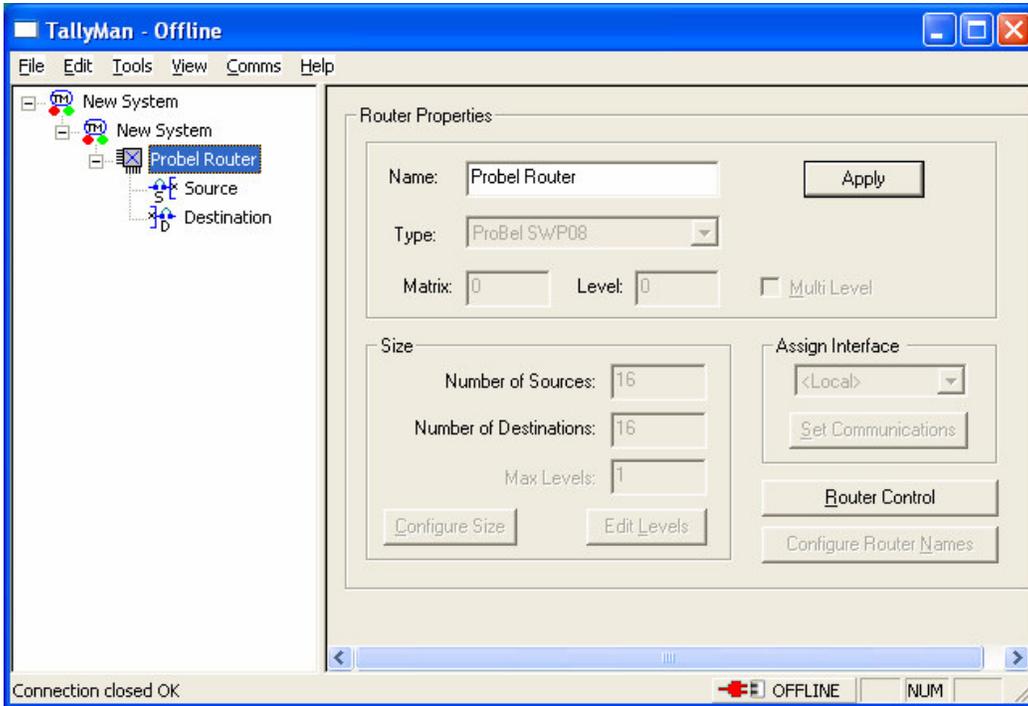

Press **Import**. The system will then scan those TallyMan systems on the common IP address or which are serially connected.

The object is now imported into the local system.

Note:

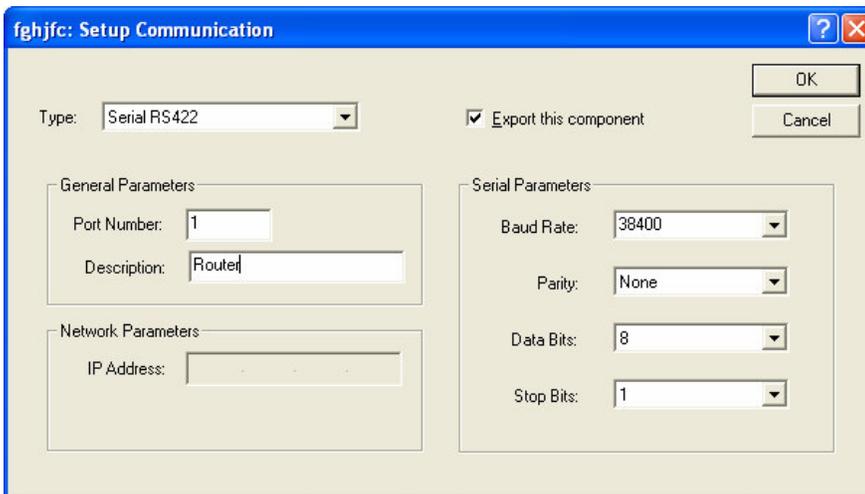- The IDs of the TallyMan controllers must be unique.

This then appears in the tree as another Object which is treated exactly like a "real" Object.

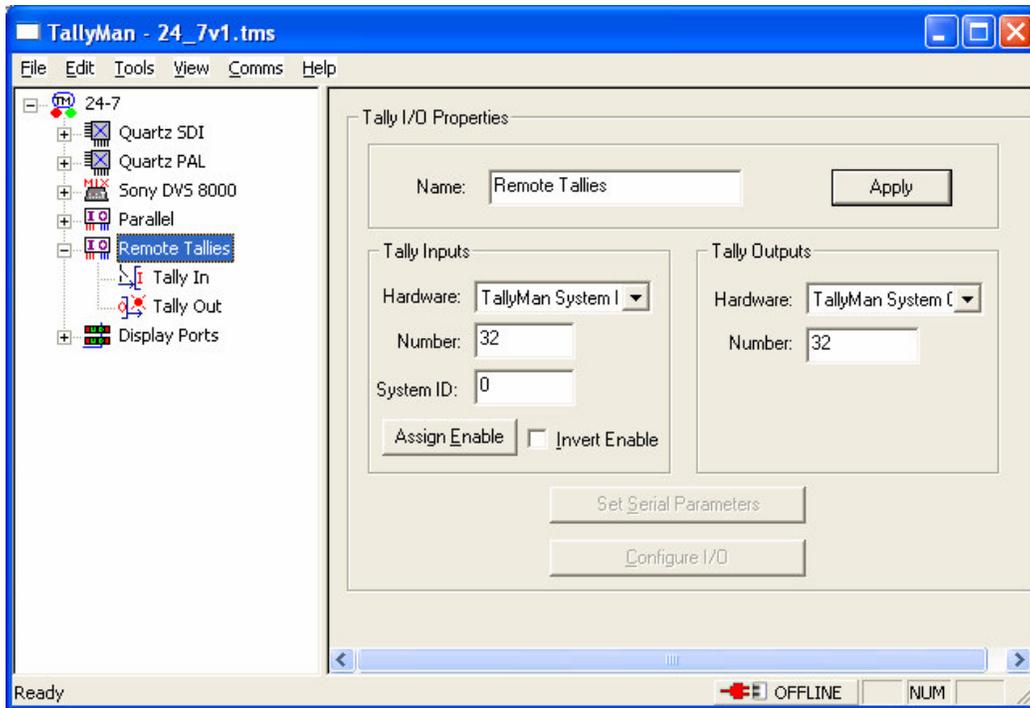This file may then be written to the local TallyMan unit and edited as any other Object.

2.2   Exporting

The Tallyman system will have components that are to be exported usually set via the Comms screen.

3.0   Importing and Exporting Tallies

A Tally Module must be entered and the Tally Inputs and Outputs be set as **TallyMan System**.

Here the Tally Module is called **Remote Tallies** and it has 32 incoming tallies* from another TallyMan system with an ID number of 0. It also has 32 outgoing tallies that are available to other TallyMan systems.

*Map these incoming tallies to the Tally outputs on the Parallel module as show above

Note

- Incoming Tallies lose the Tally Channels identity initially assigned. They default to Program. They may be assigned to any new Tally Channel.