JVC

MultiMediaNavigator

JLIP VIDEO CAPTURE/ JLIP VIDEO PRODUCER

ENGLISH

J JLIP

INSTRUCTIONS

LYT0381-002B

EN

JLIP VIDEO CAPTURE SOFTWARE SECTION .... *5 – 32*

JLIP VIDEO CAPTURE SOFTWARE SECTION

You can find the latest information (in English) on the provided software program at our World Wide Web Server.
http://www.jvc-victor.co.jp/english/index-e.html

Starting JLIP Video Capture

1 Turn on your PC and start up **MultiMediaNavigator**.

2 Move the mouse pointer over **JLIP Video Capture** and click to start the program.

• JLIP Video Capture starts up.

NOTE
• Close any other programs running on the PC.
• Disable any programs that run in the background, such as screen savers, e-mail applications, virus checkers, schedulers, etc.
• Turn off file and printer sharing.

CAUTION
• Do not disconnect the video source unit or turn it off while JLIP Video Capture is running.

HOW TO CLOSE THE PROGRAM

Click the Close button or select **File** — **Exit**.

SELECTING THE CONNECTED DEVICE

You can use the **JLIP Devices** window to select a video source unit connected to one of the COM ports (RS-232C) after starting up JLIP Video Capture, or when you connect a different video source unit.

1 Select **Window** — **DV Controller** in the **Index** window.

- The **JLIP Devices** window opens.
- You can also select **Preferences** — **Devices** in the **DV Controller** window to open the **JLIP Devices** window.
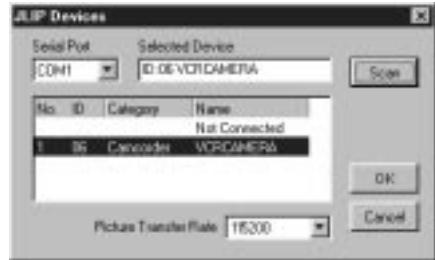
2 Select the **Serial Port** (**COM 1** to **COM 4**).

- Select the COM port the video source unit is connected to.

3 Click **Scan**.

- When the connected video source unit is detected, its name appears in the window.

4 Select the **Picture Transfer Rate**.

- Set it to 115200.
- Depending on your PC's specifications, the software may not function properly when this speed is selected. If an error occurs during use, set it to a slower rate (38400 or less).

5 Click **OK**.

- The **DV Controller** window appears after setting is completed.

NOTE
If the video source unit is not detected, follow the procedures below.

❶ Confirmed that the COM port the video source unit is connected to is selected in the **JLIP Devices** window.
❷ Check the connections.
❸ Set the video source unit's Power Dial to **PLAY** or **PLAY/PC**.
❹ Click **Scan** in the **JLIP Devices** window.
❺ If the video source unit appears in the window, click **OK** (setting is completed).

CAUTION
- If you are using a built-in modem or IrDA, the RS-232C COM port may be occupied. In this case, click the right button of the mouse to select **My Computer**, then select **Properties** — **System Properties** — **Device Manager**. Click **Ports (COM & LPT)** to confirm which COM port is available. If all the COM ports are occupied, set the COM port used by the modem or IrDA driver to **Invalid**.
- If a USB or Digital Still Camera driver is installed on your PC, you may not be able to use the RS-232C port.
- Depending on your PC's specifications, you may need to change the BIOS settings.

INDEX WINDOW

Index images are displayed as an album in the **Index** window.

1 **Toolbar**

Open button
Opens an album file or image file.

Save Album button
Saves images in the **Index** window as an album file.

DV Controller button
Opens the **DV Controller** window for control of the connected video source unit from your PC.

Image Viewer button
Opens the **Image Viewer** window and displays the captured image at full size.

2 **Index display section**

The captured images are displayed in this section.

3 **Index image**

Each index image consists of a thumbnail image and its time code.

NOTE
• Each toolbar button function can also be performed from the menu bar.
• To hide the toolbar, select **View** — **Toolbar**.

CAUTION
• The **DV Controller** window closes automatically when a slide show is started, or when **Edit** — **Open Editor** or **Edit** — **Copy in Image Viewer** is selected.
• When using the **Forward/Reverse Frame Advance** buttons to control a video source unit that has no Frame Playback function, the video source unit will initiate slow playback for a few seconds, then stop. On some video source units, each frame advance may not be the exact length of a proper frame.
• The **DV Controller** window may not correspond to the status of the video source unit if a remote control unit is used to control it.

DV CONTROLLER WINDOW

Select **Window** — **DV Controller** in the **Index** window to open the **DV Controller** window.
This window is used to capture still images from a video source unit.

```
┌─ DV Controller ──────── _ □ × ┐
│ File  Preferences  Window  Help │
│                                 │
│   00:00:36:07          ▭       │
│                                 │
│   ◀◀      ▷      ▷▷     📷      │
│                                 │
│   ◁|      ||      |▷    88:88   │
│                        📷      │
│   ◁||     ■      ||▷            │
└─────────────────────────────────┘
```

1 — Counter Indicator
2 — Operation Buttons
3 — Operation Buttons

1 **Counter Indicator (Time Code)**

The video source unit's time code is
displayed here.

2 **Operation Buttons for Video Source Unit**

Rewind	Play	Fast Forward
Reverse Slow	Pause	Forward Slow
Reverse Frame Advance	Stop	Forward Frame Advance

3 **Operation Buttons**

Power button
Displays the power status of the
connected video source unit.

Capture button
Captures the desired playback
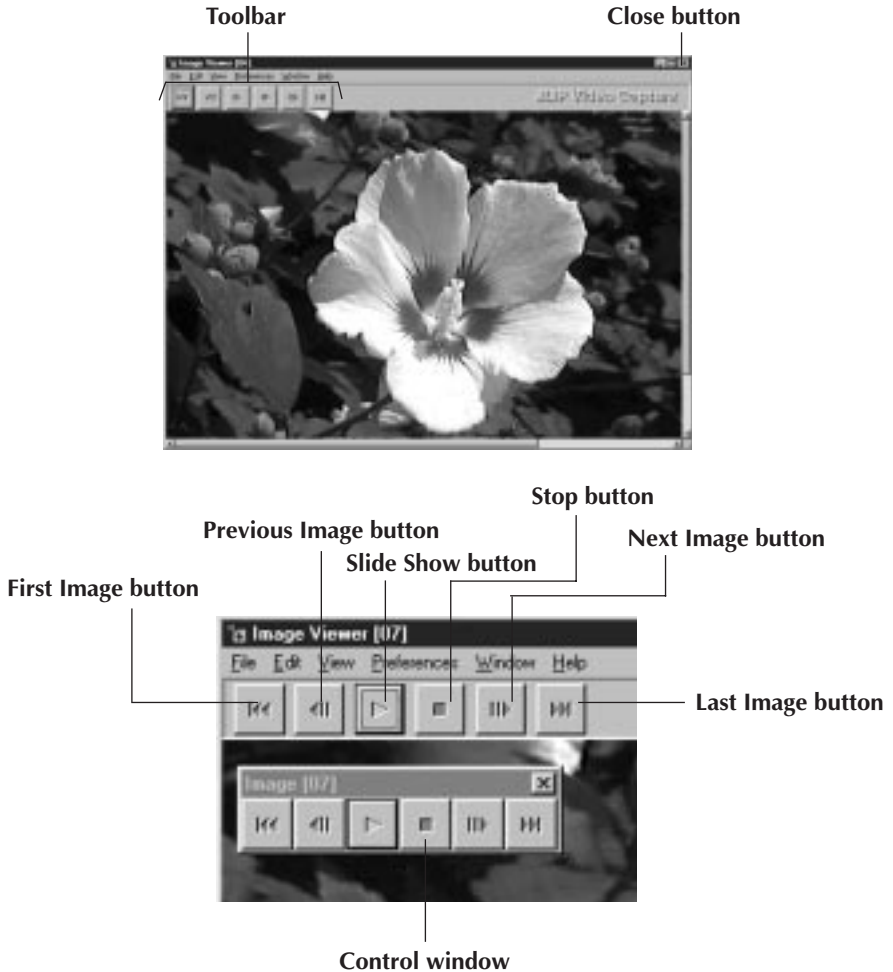image.

Automatic Capture button
Controls the playback of the video
source unit and captures specified
playback images.

CAUTION
• Use only the operation buttons in the **DV Controller** window to control the video source
  unit. If you operate the video source unit with its own operation buttons, the appearance
  of the **DV Controller** window may not correspond to the status of the video source unit, or
  it may cause a malfunction to occur in JLIP Video Capture.
• The **DV Controller** window may appear to still be operating the video source unit even
  after the videocassette automatically stops at the beginning or end of the tape. In this case,
  click the **Stop** button in the **DV Controller** window before performing another operation.
• If an image is captured in the Pause or Slow Play mode, some noise may appear on the
  captured image. In this case, capture the image during normal playback.
• If videotape being used is damaged, some noise may appear in the playback image in the
  DV Controller window.
• Automatic Capture cannot be performed in the time code range of 00:00:00:00 and
  00:00:30:00 in the **DV Controller** window.
• Depending on your PC's or video source unit's specifications, the **DV Controller** window
  may not function.

IMAGE VIEWER WINDOW

Select **Window** — **Image Viewer** in the **Index** window to open the **Image Viewer** window.
This window is used to display images at full size, and to present images in an album as a slide
show.

Toolbar   **Close button**

Stop button

Previous Image button   **Next Image button**

Slide Show button

First Image button

Last Image button

Control window

NOTE
• Each toolbar button function can also be performed from the menu bar.
• Clicking the right mouse button in the **Image Viewer** window brings up a menu of the
  toolbar functions.
• Select **Window** — **Button** to display a small **Control** window containing the toolbar
  buttons.
• To hide the toolbar, select **View** — **Toolbar**.

This section describes basic image capture operations. For more detailed instructions, see pages 13-15.

1 Set up your equipment.

- If using a video camera, insert a videocassette into it.
- Connect the video source unit to your PC, and turn both on.
- Start up JLIP Video Capture. (see page 6)

2 Start playback.

- Click **Window** — **DV Controller** to open the **DV Controller** window.
- Click the **Play** button in the **DV Controller** window.

The playback image will be displayed in the **DV Controller** window.

3 Capture the desired image.

- Click the **Capture** button when the image you want to capture appears. The image data will be transferred to your PC.
- When you are finished, click the **Stop** button and close the **DV Controller** window.

4 View the image in the **Image Viewer** window.

- Double-click the thumbnail image in the **Index** window.
- The image is displayed in the **Image Viewer** window at its captured size.
- Click the **Image Viewer** window's Close button to return to the Index window.

5 Save the image on your PC's hard drive.

- Click on the thumbnail image in the **Index** window to select it, then click **File** — **Save Image As**. For more details, refer to the Windows® 95/98 manual or your computer's manual.
- Enter a file name for the image and click **Save**.

File	
New	Ctrl+N
Open...	Ctrl+O
Save Album	Ctrl+S
Save Album As...	
Save Image As...	Ctrl+I
Make HTML Album...	Ctrl+H
Open HTML Album...	Ctrl+T
Exit	Ctrl+F4

6 Alternatively, you can save multiple images as an album.

- Click **File** — **Save Album As** from the **Index** window.
- Enter a file name for the album and click **Save**.

File	
New	Ctrl+N
Open...	Ctrl+O
Save Album	Ctrl+S
Save Album As...	
Save Image As...	Ctrl+I
Make HTML Album...	Ctrl+H
Open HTML Album...	Ctrl+T
Exit	Ctrl+F4

7 You can also modify or use images in various ways.

- You can create an HTML album of images using JLIP Video Capture. (see page 30)

NOTE
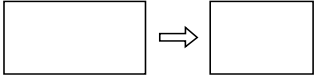- The following characters cannot be used in file names:
  \ / : * ? " < > |
- You can save images in JPEG, Bitmap (BMP) or DVF format. (see pages 20-22)

IMPORTED IMAGE

Squeeze/Cinema

You can select **Squeeze** or **Cinema** when adding widescreen images (with an aspect ratio of 16:9) to an album.

Squeeze
Squeezes the image's aspect ratio from 16:9 to 4:3.

Cinema
Inserts a black or white mask at the top and bottom of the image to convert its aspect ratio to 4:3.
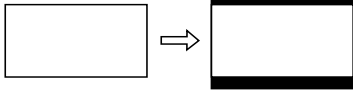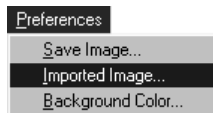
Preferences
  Save Image...
  Imported Image...
  Background Color...

2

Image Size Preferences

1 Click **Preferences** — **Imported Image** in the **Index** window.

2 Select **Squeeze** or **Cinema** in **Wide Image Format**.
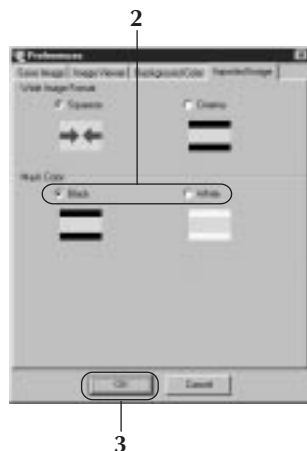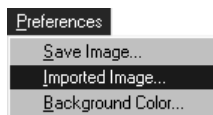
3 Click **OK**.

3

Mask Color (Black/White)

You can select the mask color when adding images whose aspect ratio is not 4:3 (except when **Squeeze** is selected in **Wide Image Format**) to an album.

| Black | White |

Preferences
  Save Image...
  Imported Image...
  Background Color...

2

Mask Color Preferences

1 Click **Preferences** — **Imported Image** in the **Index** window.

2 Select **Black** or **White** in **Mask Color**.

3 Click **OK**.

3

AUTOMATIC CAPTURE

You can capture images automatically according to your preferences.

Automatic Capture Preferences

1 Click the **Play** button in the **DV Controller** window.

2 Click the **Automatic Capture** button.

CAUTION
- Depending your PC's specifications and operating environment, the points where images are captured may not match what was set in the preferences.
- During automatic capture, do not move the **DV Controller** window, change its size, operate its scroll bars or access the menu, otherwise it may cause the points where images are captured to not match what was set in the preferences.
- If the videotape is damaged, the points where images are captured may not match what was set in the preferences.
- Automatic capture may not function properly if portions of the videotape are unrecorded.

Go To Time Code

You can specify the precise time code at which to capture an image. This function is useful for capturing images next to ones already captured.

1 Select **Go To Time Code** in the **Automatic Capture** window.

**2** Select the hour, minute, second and frame to go to.

3 Click **Execute**.
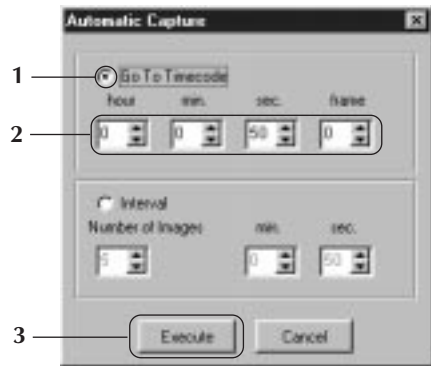
Interval

You can capture images at specified intervals. This function is useful for summarizing the contents of a tape, or for watching time-lapse movies using the slide show.

1 Select **Interval** in the **Automatic Capture** window.

2 Select the number of images to be captured.

3 Select the length of the interval (in minutes and seconds).

4 Click **Execute**.
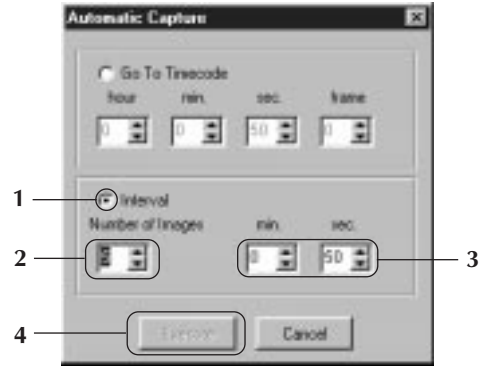
CAUTION
- Automatic capture stops when the number of images in the **Index** window reaches 99 or the videotape ends.
- This function doesn't work if there is no time code recorded on the videotape, or if the recording time is shorter than 1 minute.

SLIDE SHOW

Slide Show Preferences

You can select the display interval during a slide show.

1 Select **Preferences** — **Image Viewer** from the **Image Viewer** window.

2 Make sure the **Set Minimum** box is unchecked, and select the interval (in seconds) between images.

- Check the **Set Minimum** box when you want to display images one after another quickly.
- You can select from 0 to 30 seconds. The actual interval is equal to the sum of the selected time plus the time it takes your PC to load and display the images.

3 Click **OK**.

Slide Show Operation

You can view images in the **Index** window as a slide show.

1 Click the **Slide Show** button in the **Image Viewer** window, or select **View** — **Slide Show**.

- The slide show starts.

2 To stop the slide show, click the image currently being displayed, or click the **Stop** button in the **Image Viewer** window.

- The slide show stops automatically when a menu is accessed or a button is clicked.
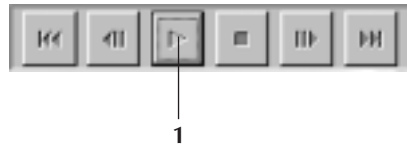
NOTE
- You can also start up the slide show by clicking the right mouse button in the **Image Viewer** window to bring up a menu of the toolbar functions.

IMAGE CORRECTION

1 Select **Preferences** — **Image Viewer** in the **Image Viewer** window.

2 When displaying images captured from a fast action sequence, select **Movement** in **Image Correction**.

- Images in the displayed album will be corrected for camera shake.
- To use less memory, select **Field**.
- To use no image correction, select **None**.
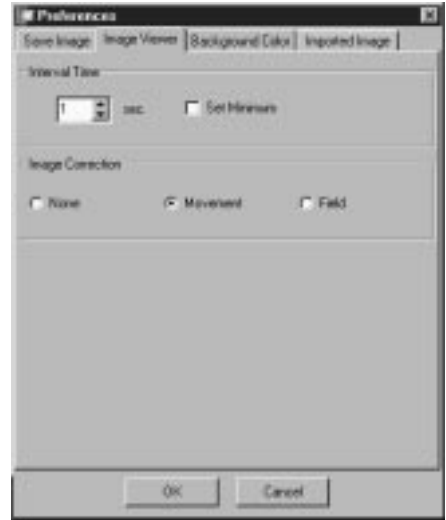
DISPLAY SIZE

You can select between normal and full-screen display.

1 For full-screen display, select **View** — **Size** — **Full Screen** in the **Image Viewer** window.

- For normal display, select **View** — **Size** — **Normal**.

CAUTION
• When your monitor resolution is 640 x 480 pixels, **Full Screen** cannot be selected.
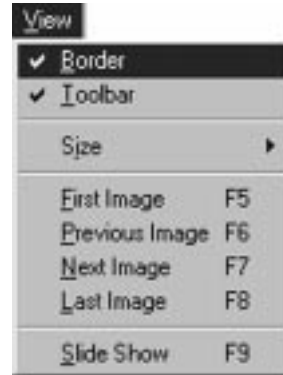
IMAGE VIEWER APPEARANCE

You can toggle the display of the border (window frame and menu bar) and toolbar in the **Image Viewer** window.

Hiding the Border

1 Select **View** — **Border** in the **Image Viewer** window to uncheck it. The window frame and menu bar disappear.

• You can toggle the border display by clicking the right mouse button in the **Image Viewer** window to bring up the **View** menu.

Hiding the Toolbar

1 Select **View** — **Toolbar** in the **Image Viewer** window to uncheck it. The toolbar disappears and a small **Control** window containing the toolbar buttons appears.

• Perform this step again to make the toolbar reappear.
• You can also toggle the toolbar display by clicking the right mouse button in the **Image Viewer** window to bring up the **View** menu.
• You can also select **Window** — **Button** in the **Image Viewer** window to make the **Control** window containing the toolbar buttons appear.
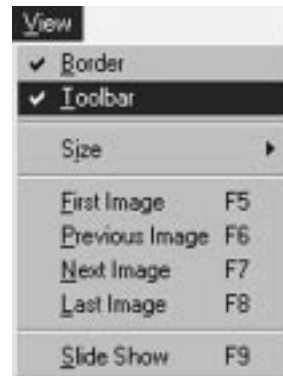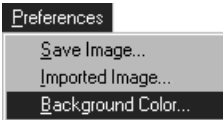
You can select the background color in the **Index** window.

1 Select **Preferences** — **Background Color** in the **Index** window or **Image Viewer** window.

2 Select the desired background color.

3 Click **OK**.

Preferences

Save Image...
Imported Image...
Background Color...

You can select JPEG, Bitmap (BMP) or DVF format for saving images, and adjust their settings.

JPEG Preferences

JPEG images are saved with a high compression rate, making them ideal for Internet web pages.

1 Select **Preferences** — **Save Image** in the **Index** window or **Image Viewer** window.

Preferences
Save Image...
Imported Image...
Background Color...

2 Select **JPEG** in **Image Format**.

3 Select an image size in **Image Size**.

• If the video footage was shot in the widescreen mode, the image width is greater than in the standard mode. Image width in the widescreen mode is shown in brackets.

4 Select the JPEG image quality using the **JPEG Quality** slider.

5 Select the type of image correction to use by selecting either **None**, **Movement** or **Field** in **Image Correction**.

• **Movement:** Image blur caused by camera shake is corrected.

• **Field:** Saves images to the hard drive faster than when **Movement** is selected.

6 You can preview your settings by clicking **Preview**. When you are finished, click **OK**.

7 Save images as desired. (see pages 12 and 23)

NOTE
• Moving the **JPEG Quality** slider to the right lowers the compression rate, resulting in higher image quality and increased file size. Moving the **JPEG Quality** slider to the left raises the compression rate, resulting in lower image quality and decreased file size.
• By using compression, you can fit more images onto a floppy disk, hard disk, etc.

Bitmap Preferences

Bitmap (BMP) is the standard format used by Windows®, and is supported by many software applications.

1 Select **Preferences** — **Save Image** in the **Index** window or **Image Viewer** window.

2 Select **Bitmap** in **Image Format**.

3 Select an image size in **Image Size**.

- If the video footage was shot in the widescreen mode, the image width is greater than in the standard mode. Image width in the widescreen mode is shown in brackets.

4 Select the number of colors in **Bitmap Colors**.

5 Select the type of image correction to use by selecting either **None**, **Movement** or **Field** in **Image Correction**.

- **Movement**: Image blur caused by camera shake is corrected.
- **Field:** Saves images to the hard drive faster than when **Movement** is selected.

6 You can preview your settings by clicking **Preview**. When you are finished, click **OK**.

7 Save images as desired. (see pages 12 and 23)
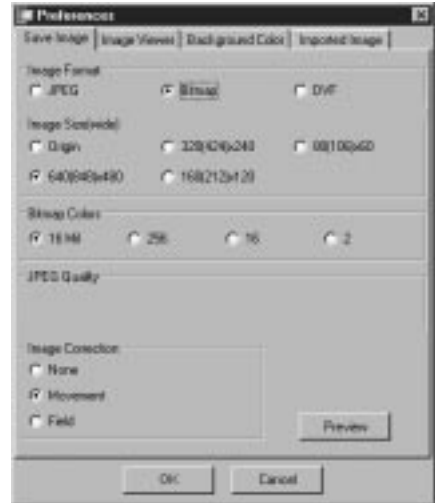
DVF Preferences

DVF is the native format for storing still images from digital videotape. DVF images are saved without changing the data, so there is no loss of quality.

1 Select **Preferences** — **Save Image** in the **Index** window or **Image Viewer** window.

2 Select **DVF** in **Image Format**.

3 Click **OK**.

**4** Save images as desired. (see pages 12 and 23)

SAVING INDEX IMAGES

You can save index images separately from their album file. Before saving an image, set the desired image format and preferences. (see pages 20-22)

1 Click the desired index image in the **Index** window.

- To select multiple index images, hold down the Ctrl key and click each index image that you wish to save.
- To select multiple sequential index images, click the first index image. Then, hold down the Shift key and click the last index image that you wish to save.
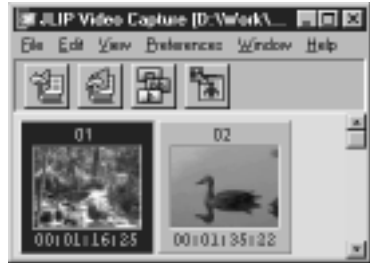
2 Select **File** — **Save Image As**.

3 Enter a file name and click **Save**.

- If you click **Yes** when asked **"Save all images with this default name?"**, an ID number will be appended to the selected default name.

SAVING IMAGES IN THE IMAGE VIEWER WINDOW

1 Select **File** — **Save Image As** in the **Image Viewer** window.

2 Enter a file name and click **Save**.

ADDING IMAGE FILES TO THE INDEX WINDOW

You can add JPEG, Bitmap (BMP) and DVF images to the **Index** window.
• To add images to the **Index** window directly from a video source unit, see page 11.

1 Select **File** — **Open**.

File	
New	Ctrl+N
Open...	Ctrl+O
Save Album	Ctrl+S
Save Album As...	
Save Image As...	Ctrl+I
Make HTML Album...	Ctrl+H
Open HTML Album...	Ctrl+T
Exit	Ctrl+F4

2 Select the desired image format in the **Files of type** field.

3 Select the desired file and click **Open**.

• You can select several files at a time.
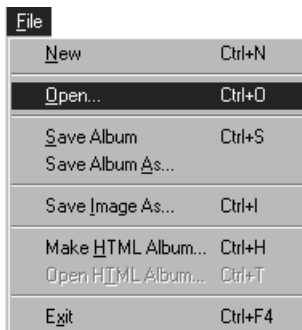
NOTE

• You can also drag & drop images into the **Index** window from folders or Windows Explorer. For more details, refer to the Windows® 95/98 manual or your computer's manual.
• When a JPEG or BMP image is added to the **Index** window, no time code is displayed.
• When any-sized JPEG or BMP image is added to the **Index** window, it is automatically resized to 720 x 480 (NTSC[1]) or 720 x 576 (PAL[2]) pixels.
• An image whose aspect ratio is not 4:3 will be automatically resized to 4:3 when it is added to the **Index** window or saved.

[1]: NTSC (National Television System Committee) is the video system used mainly in North America and Japan.
[2]: PAL (Phase Alternation by Line) is the video system used mainly in Western Europe and Asia.

SAVING IMAGES AS AN ALBUM

You can save the images in the **Index** window as an album.

1 To create a new album, click the **Save Album** button on the toolbar in the **Index** window.

2 Enter the desired file name and click **Save**.

• To save a modified album, select **File** — **Save Album**.

COPYING AN INDEX IMAGE

You can copy images within the **Index** window.
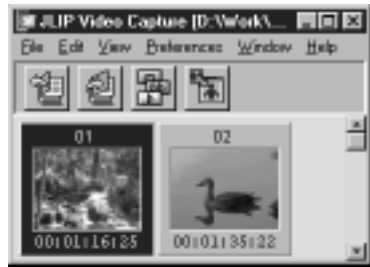
1 Click the image you wish to copy.

2 While holding down the Ctrl key, click and hold down the left mouse button on the index image you wish to copy, then drag it to the desired position.

DELETING AN INDEX IMAGE
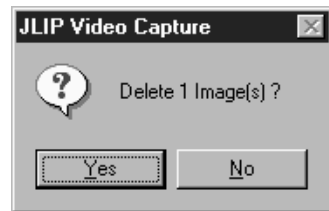
You can delete images in the **Index** window.

1 Click the image you wish to delete.

- To select multiple index images, hold down the Ctrl key and click each index image that you wish to delete.
- To select multiple sequential index images, click the first index image. Then, hold down the Shift key and click the last index image that you wish to save.

2 Select **Edit** — **Delete**.

- Alternatively, you can press the Del key.

3 At the **Delete (number) Image(s)?** prompt, click **Yes**.

MOVING AN INDEX IMAGE

You can move images within the **Index** window.

1 Click the image you wish to move.

2 Click and hold down the left mouse button on the index image you wish to move, then drag it to the desired position.

ADDING IMAGES TO AN ALBUM

You can add images to an album by capturing them from a video source unit or by importing them from your PC's hard disk (JPEG/Bitmap/DVF).

1 **To capture images from a video source unit...**
Open the album you wish to add images to, then capture the desired images (see pages 11, 14-15).

To import images from your PC's hard disk...
Drag the desired image files to the **Index** window. Each file is added to the end of the index.

NOTE
• When a JPEG or Bitmap image is added to the **Index** window, no time code is displayed.
• When a JPEG or Bitmap image is added to the **Index** window, it is automatically resized to 720 x 480 (NTSC) or 720 x 576 (PAL) pixels.

COPYING AN IMAGE INTO THE CLIPBOARD

You can copy an image displayed in the **Image Viewer** window into the clipboard for use in another application.

1 Select **Edit** — **Copy**.

• Alternatively, you can press Ctrl-C.

NOTE
• Image data copied into the clipboard is resized to 640 x 480 (standard) or 848 x 480 (wide) pixels.

PASTING AN IMAGE FROM THE CLIPBOARD

You can paste an image from the clipboard into another application.

1 In the desired application (such as an image editing program), press Ctrl-V to paste the image from the clipboard.
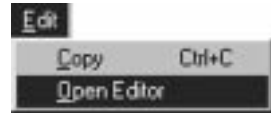
• For more details, refer to the application's instructions.

NOTE
• This function may not work if too many images are displayed on-screen at a time.
• Image data copied into the clipboard is resized to 640 x 480 (standard) or 848 x 480 (wide) pixels.
• Close JLIP Video Capture (MultiMediaNavigator) after loading the other application. If both programs are running at the same time, your PC may become unstable due to heavy memory consumption.

You can load an external image editor application to modify an image. Before using this function, an image editor application must be installed.

1 Select **Edit** — **Open Editor** in the **Image Viewer** window.

Edit
| Copy | Ctrl+C |
| Open Editor | |

CAUTION
- Refer to the image editor application's instructions for details about its operation.
- The most recently installed image editor application starts up when **Open Editor** is selected. If you wish to link to a different image editor application, refer to **Help** in Windows®.
- This function uses linking to load the proper application. Depending on the settings on your PC however, a different application may load instead.
- Select the image format to be used in **Preferences** — **Save Image**.
- If DVF format is selected, this function is unavailable. Select **JPEG** or **Bitmap** in **Preferences** — **Save Image** to use this function.
- Close JLIP Video Capture (MultiMediaNavigator) after loading the other application. If both programs are running at the same time, your PC may become unstable due to heavy memory consumption.

You can save images in the **Index** window as an HTML album, which can then be viewed using an Internet browser.

SAVING IMAGES IN HTML FORMAT

1 Select the images you would like to save in the **Index** window. (see page 23)

• If no index images are selected, all of them will be saved as an HTML album.

2 Select **File — Make HTML Album**.

3 Enter a name for the HTML file and click **Save**.

4 Enter a title for the HTML album in the **Title Input** field and click **OK**.

• An HTML file and a folder containing the individual images are saved. The HTML file and folder use the same name.

File	
New	Ctrl+N
Open...	Ctrl+O
Save Album	Ctrl+S
Save Album As...	
Save Image As...	Ctrl+I
Make HTML Album...	Ctrl+H
Open HTML Album...	Ctrl+T
Exit	Ctrl+F4

CAUTION
• Images saved in an HTML album are converted to JPEG format with a quality of 75.
• The background color of the HTML album is the same as that of the **Index** window when it is set to **Default** or **User Defined**.
• JLIP Video Capture cannot open an HTML album.
• When moving an HTML file and folder, make sure they are kept in the same place relative to each other. The HTML file uses a relative directory path to load the images.

VIEWING THE HTML ALBUM

1 Select **File — Open HTML Album** to open the HTML album in an Internet browser.

• HTML albums may also be posted on the Internet as web pages.

Problem	Cause	Page
The connected video source unit cannot be detected. The COM port cannot be set.	• Confirm that your video source unit is connected to the AC adapter correctly.	6, 7
	• Confirm that the cable is connected to your PC and video source unit correctly.	
	• Turn on the power of the video source unit before starting up JLIP Video Capture.	
	• If it is still not detected after clicking **Scan** in the **JLIP Devices** window two or three times, try turning off your PC and video source unit. Confirm the connection between them then turn them both back on.	
	• Confirm that the **JLIP Devices** window is operating properly after clicking **Scan**.	
	• If you are using a built-in modem or IrDA, the RS-232C COM port may be occupied. In this case, click the right button of the mouse to select **My Computer**, then select **Properties** — **System Properties** — **Device Manager**. Click **Ports (COM & LPT)** to confirm which COM port is available. If all the COM ports are occupied, set the COM port used by the modem or IrDA driver to **Invalid**.	
	• If a USB or Digital Still Camera driver is installed on your PC, you may not be able to use the RS-232C port.	
	• Depending on your PC's specifications, you may need to change the BIOS settings.	

Problem	Cause	Page
Automatic capture does not function correctly.	• This function may not operate correctly sometimes depending on your PC's specifications and operating environment.	6, 9, 11,14
	• This may occur if you move the **DV Controller** window, operate its scroll bars or perform a file operation while capturing images.	
	• This may occur if correct data is not being transmitted due to damage on the videotape.	
	• This may occur if a tape recorded in the LP mode is played back on a different video source unit. Play videotapes using the video source unit they were recorded on.	
	• There may be software running in the background. Confirm that there are no programs running in the background that may be using the processor at the same time as JLIP Video Capture.	

NOTE
When using a laptop PC, operation may be interrupted by a warning when the battery is nearly exhausted.

• If there is software which monitors the status of the battery running in the **StartUp** folder...
  Close the application, or delete/move its icon from the **StartUp** folder and reboot your PC.

• If you are using your PC's power management function...
  Click the right button to select **My Computer**, then select **Properties** —
  System Properties — **Device Manager** — **System Devices** — **Advanced Power Management Support**. Follow the appropriate procedure below.
For Windows® 95, click **Settings** and deselet **Enable power management support** (the check mark (√) next to it disappears).
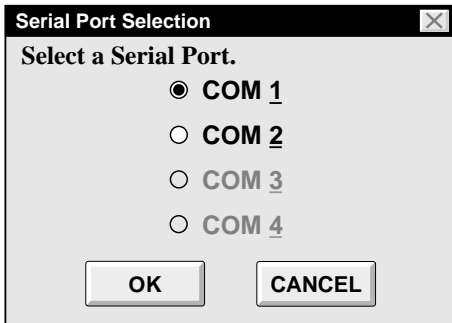For Windows® 98, select **Disable in this hardware profile** (a check mark (√) appears next to it).
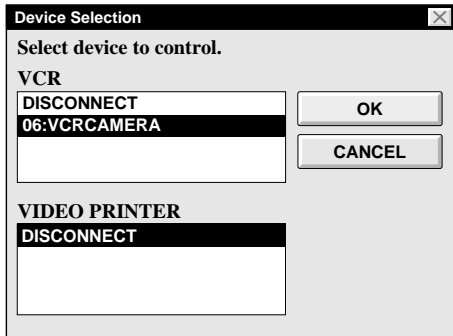
JLIP VIDEO PRODUCER SOFTWARE SECTION

You can find the latest information (in English) on the provided software program at our World Wide Web Server.
http://www.jvc-victor.co.jp/english/index-e.html

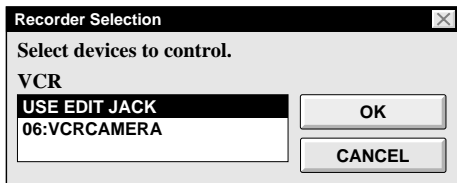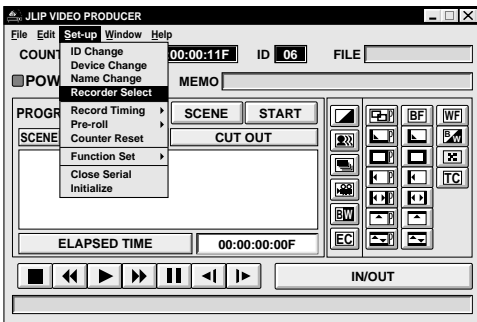## Starting JLIP Video Producer

JLIP VIDEO PRODUCER

1 Connect the video source unit to the PC using the JLIP connection cable, then turn the video source unit on.

2 Turn on your PC and start up **MultiMediaNavigator**.

3 Move the mouse pointer over **JLIP Video Producer** and click to start the program.

•JLIP Video Producer starts up.

4 When the **Serial Port Selection** dialog box appears, select the port number you are using to connect the PC to the video source unit.

•If the connectors on the PC are numbered A, B, C, etc., **A** corresponds to **1**.

Serial Port Selection ×

Select a Serial Port.

⦿ **COM 1**

○ **COM 2**

○ **COM 3**

○ **COM 4**

OK   **CANCEL**

Initializing JLIP ×

Now checking devices' ID ...

ID:10

5 Click **OK**.

•If the connection is correct, the **Device Selection** dialog box appears.
•The error message **"No devices detected to connect. Power ON all devices in system."** appears…

... when the wrong port number is selected.
... when the connection is wrong.
... when the video source unit's ID number is already in use.
... when the video source unit is not turned on.
... If this happens, check connections and the video source unit's power and try again.

•When all serial COM ports are occupied by other applications, the error message **"Error — This application will close. Check devices — Confirm that power is ON."** appears. Free a serial COM port before starting up JLIP Video Producer (refer to your computer's instruction manual for details).
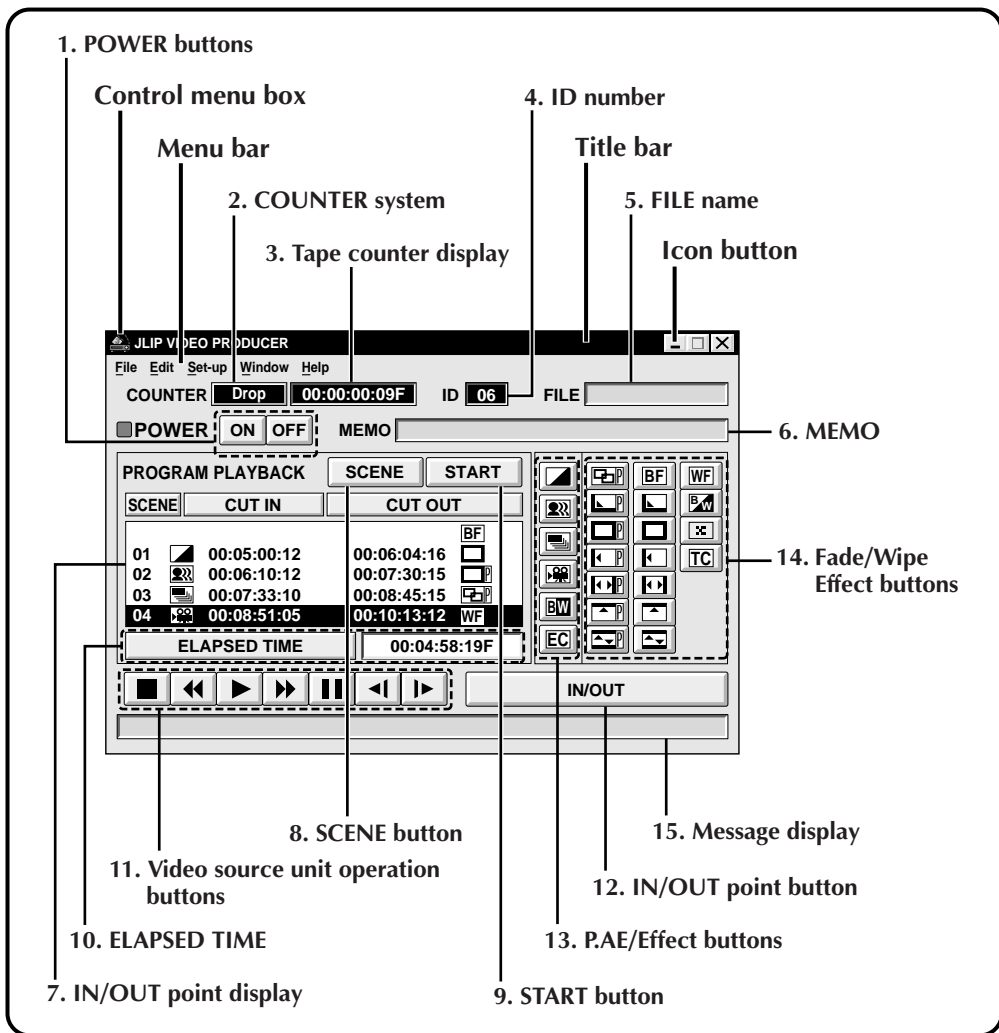
EN 35

Device Selection ✕

Select device to control.

VCR

DISCONNECT	**OK**
06:VCRCAMERA	
	CANCEL

VIDEO PRINTER

| DISCONNECT |

6 Select the name of the video source unit in the **Device Selection** dialog box, then click **OK** to go to the **JLIP VIDEO PRODUCER** window.

•It is possible to select a second video source unit of a different type simultaneously, but it is impossible to select two devices of the same type.

7 Select **Set-up — Recorder Select**. The **Recorder Selection** dialog box appears. Select **USE EDIT JACK** and click **OK**.

JLIP VIDEO PRODUCER — □ ✕

File Edit Set-up Window Help

COUNT	ID Change	00:00:11F	**ID** **06**	**FILE**
	Device Change			
■POW	Name Change	**MEMO**	
	Recorder Select		
PROGR	Record Timing ▶	**SCENE**	**START**
	Pre-roll ▶		
SCENE	Counter Reset	**CUT OUT**
	Function Set ▶	
	Close Serial	
	Initialize	

| **ELAPSED TIME** | **00:00:00:00F** |

■ ◄◄ ► ►► ‖ ◄‖ ‖► | **IN/OUT**

Recorder Selection ✕

Select devices to control.

VCR

USE EDIT JACK	**OK**
06:VCRCAMERA	
	CANCEL

1. POWER buttons

Control menu box

4. ID number

Menu bar

Title bar

2. COUNTER system

5. FILE name

3. Tape counter display

Icon button

JLIP VIDEO PRODUCER

File   Edit   Set-up   Window   Help

COUNTER   **Drop**   **00:00:00:09F**   **ID**   **06**   FILE

POWER   **ON**   **OFF**   MEMO ──── **6. MEMO**

PROGRAM PLAYBACK   **SCENE**   **START**

SCENE   **CUT IN**   **CUT OUT**

01	00:05:00:12	00:06:04:16
02	00:06:10:12	00:07:30:15
03	00:07:33:10	00:08:45:15
04	00:08:51:05	00:10:13:12

BF

14. Fade/Wipe Effect buttons

ELAPSED TIME   **00:04:58:19F**

IN/OUT

8. SCENE button

15. Message display

11. Video source unit operation buttons

12. IN/OUT point button

10. ELAPSED TIME

13. P.AE/Effect buttons

7. IN/OUT point display

9. START button

When connected to a digital video camera, the following cannot be operated:

● **Set-up — Counter Reset**
Since the digital video camera records its counter data on the tape as a time code, counter reset is not possible.

1. POWER buttons
• Turns the video source unit on and off.
• If power is not supplied to the video source unit beforehand, you cannot turn the video source unit on and off by clicking this button.
• Some video source unit cannot be turned on and off by clicking this button.

2. COUNTER system

3. Tape counter display
• Displays the current tape position.
ex.
 00:    01:   45:   10F
(Hours : Minutes : Seconds : Frames)

4. ID number
• Displays the video source unit's ID number.

5. FILE name
• Displays the file name when a program is loaded or saved.

 ex. travel

6. MEMO
• Displays a comment you entered. (see page 41)

 ex. Europe Tour

7. IN/OUT point display
• You can set up to 99 in/out points per file.

8. SCENE button
• Plays back a single programmed scene so that you can preview it.
• Operates the video source unit only.

9. START button
• Starts editing. Scenes are recorded in their numerical order. When editing begins, this button changes to **STOP**.

10. ELAPSED TIME
• Displays the total elapsed time of all the programmed scenes.

11. Video source unit operation buttons
• Operates the video source unit.

  ■ **Stop button**

  ◀◀ **REW/REW Search button**

  ▶ **Play button**

  ▶▶ **FF/FF Search button**

  ❚❚ **Pause button**

  ◀❙ **Reverse Slow button**

  ❙▶ **Forward Slow button**

• To start Reverse/Forward Slow-Motion Search, first click the Pause button and then click the Reverse/Forward Slow button.
• Functions your video source unit does not have cannot be performed by the above buttons.
• Select **Window** — **VCR Control** to the **VCR Control** window. You can control the video source unit from this window.

12. IN/OUT point button
• Registers the cut-in and -out points of the scene you want to dub.

13. P.AE/Effect buttons
• Selects one of the 5 P.AE/Effects available per programmed scene.
• To cancel the selected effect, press the **EC** (Effect Clear) button.

14. Fade/Wipe Effect buttons
• Selects one of the 7 Picture Wipes or 10 Fades/Wipes available per scene transition.
• To cancel the selected effect, press the **TC** (Transition Clear) button.

15. Message display
• Displays the video source unit mode, etc.

To close JLIP Video Producer, select File — Edit.

NOTE:
*If you need the **JLIP Video Producer Help** window, select **Help** — **Contents**.*

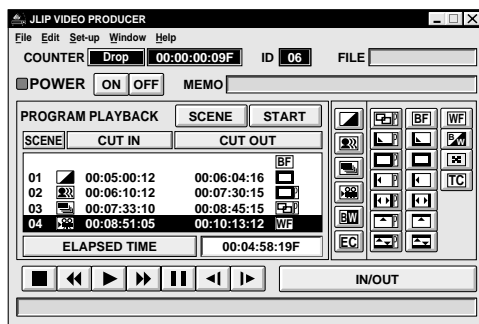## Operating the video source unit

1 Set the video source unit to the **Play** mode and insert a recorded tape.

2 Click ▶.
- The playback picture appears on the TV monitor.

Setting in/out points

1 Click ▶.
- The playback picture appears on the TV monitor.

2 Select **Set-up** — **Function Set** then select **Edit Tape**.

To set CUT IN/OUT points, click the **IN/OUT** button at the beginning and end of the scene you want to dub.

- Set CUT IN/OUT points so that the CUT OUT point comes after the CUT IN point.
- If a scene has no CUT OUT point, program playback and dubbing will be disabled for that scene.
- If you set a CUT IN point at the beginning of the tape or if you set a CUT OUT point at the end of the tape, editing may not function properly. If this happens, change previously registered CUT IN/OUT points slightly and try setting them again.
- The counters of digital video cameras cannot be reset.

Playing back one programmed scene
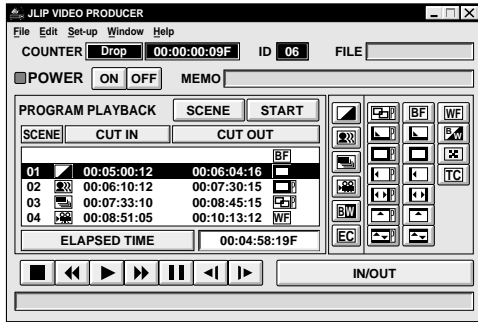
1 Click on the line where the CUT IN/OUT points you want to preview are displayed to highlight that line.

2 Click **SCENE**.
•The video source unit locates the scene by going to a point prior to the CUT IN point, then starts playback at the CUT IN point. Playback stops after the CUT OUT point is passed.

NOTE:
When a single programmed scene with a Fade/Wipe Effect is played back, the scene is played back without the Fade/Wipe Effect.

Playing back all programmed scenes
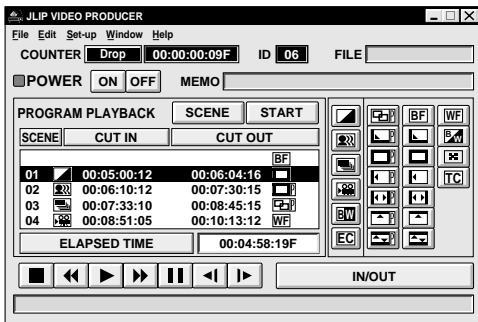
1 Click **START**.
•The video source unit plays back scenes in numerical order and stops immediately after the last scene's CUT OUT point.

NOTES:
● *During playback of programmed scenes, do not perform any operation other than pressing **STOP**.*
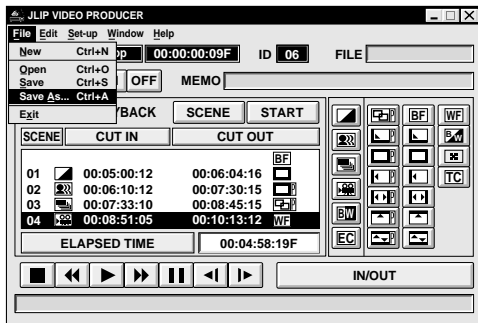*If other operations are performed, a malfunction may occur.*
● *If **SCENE** or **START** is clicked at the end of the tape, the video source unit will not function properly.*
● *If the source tape has any blank portions on it, scenes will not be edited properly.*

Dubbing

You can record all programmed scenes onto a tape in the recording deck.

```
┌──────────────────────────────────────────────┐
│ 🎞 JLIP VIDEO PRODUCER              _ □ X      │
│ File  Edit  Set-up  Window  Help               │
│ COUNTER  Drop  00:00:00:09F   ID 06  FILE      │
│ ■POWER  ON  OFF    MEMO                         │
│ PROGRAM PLAYBACK   SCENE   START    ◻ 📑 BF WF │
│ SCENE    CUT IN       CUT OUT                   │
│                                 BF              │
│ 01 ◻  00:05:00:12   00:06:04:16  ◻             │
│ 02 📷 00:06:10:12   00:07:30:15  ◻📷           │
│ 03 📠 00:07:33:10   00:08:45:15  📑            │
│ 04 📷 00:08:51:05   00:10:13:12  WF            │
│   ELAPSED TIME        00:04:58:19F  EC         │
│ ■ ◀◀ ▶ ▶▶ ❚❚ ◀❙ ❙▶      IN/OUT                 │
└──────────────────────────────────────────────┘
```
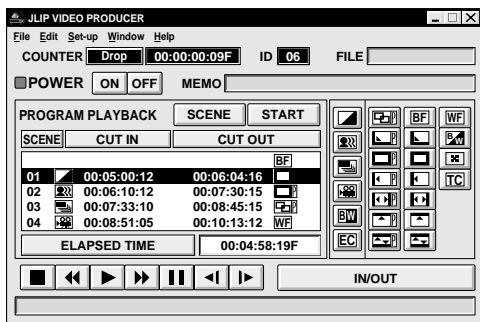
1 Make sure there is an erase protection tab on the tape. Insert it into the recording deck and set the recording deck to the Record-Pause mode.

2 Click **START**.

When editing stops, the video source unit enters the Stop mode and the recording deck enters the Record-Pause mode.

•During dubbing, do not perform any operation other than pressing **STOP**. If other operations are performed, a malfunction may occur.

3 Stop the recording deck.

NOTES:
● For more details, refer to the video source unit's instruction manual on dubbing.
● There may be a small margin between the CUT IN/OUT points you enter and those of the dubbed scenes.
● If there are disturbances in the images at the CUT IN/OUT points when using a recording deck with High-Speed (Turbo) Search, change the **Pre-roll** time setting from **Standard** to **Long**.

```
┌──────────────────────────────────────────────┐
│ 🎞 JLIP VIDEO PRODUCER              _ □ X      │
│ File  Edit  Set-up  Window  Help               │
│ COUNT  ID Change       00:00:11F  ID 06  FILE  │
│        Device Change                            │
│ ■POW   Name Change      MEMO                    │
│        Recorder Select                          │
│ PROGR  Record Timing ▶  SCENE   START  ◻ 📑BF WF│
│ SCENE  Pre-roll  ▶ ✓Standard                    │
│        Counter Reset  Long   JT OUT             │
│        Function Set  ▶                           │
│        Close Serial                             │
│        Initialize                               │
│   ELAPSED TIME        00:00:00:00F  EC         │
│ ■ ◀◀ ▶ ▶▶ ❚❚ ◀❙ ❙▶      IN/OUT                 │
└──────────────────────────────────────────────┘
```
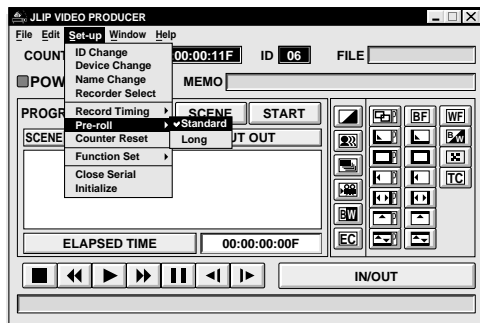
Saving the program list on a hard disk

It is possible to save all programmed scene information as a file on the PC.

JLIP VIDEO PRODUCER

File Edit Set-up Window Help

New	Ctrl+N
Open	Ctrl+O
Save	Ctrl+S
Save As...	Ctrl+A
Exit	
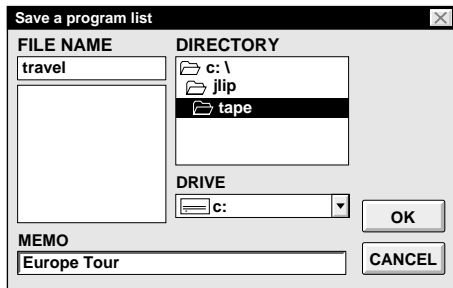
1 Select **File** — **Save As**.
•The **Save a program list** dialog box appears.

2 Enter a file name (up to 8 characters) in the **FILE NAME** field.
•The extension **.jlp** will be appended to the file name. ex.: travel.jlp
•You can also enter comments (up to 30 characters) in the **MEMO** field.

3 Click **OK** to save the file on the hard disk.

NOTE:
The programmed scene information that is saved includes only counter readings at IN/OUT points, Fade/Wipe Effects and P.AE/Effects. Images are not saved.

Save a program list

FILE NAME	DIRECTORY
travel	c: \
	jlip
	tape
	DRIVE
	c:
MEMO	OK
Europe Tour	CANCEL

Saving the program list on a floppy disk

Prepare a floppy disk by creating a directory named **JLIP** and a subdirectory named **tape** beforehand.

1 Click ▼ in **DRIVE** to select the floppy drive.

2 Click **tape** in **DIRECTORY**.

3 Click **OK**.

NOTE:
If you exit JLIP Video Producer before saving the file, it will be lost. Be sure to save the file before exiting JLIP Video Producer if you wish to keep it.

Opening a saved file

1 Select **File** — **Open**.
   • The **Open a program list** dialog box appears.

2 Saved file names appear in the **FILE NAME** field. Click on the file name you want so that it appears in the field above.

3 Click **OK** to load the file.
   • The **JLIP Video Producer** window returns.

Opening a file saved on floppy disk

1 Insert the floppy disk into the drive.

2 Click ▼ in **DRIVE** to select the floppy drive.

3 Open **tape** in **DIRECTORY**.

4 Follow steps **2** and **3** in **Opening a saved file** on the left.

JLIP VIDEO PRODUCER — □ ×

File Edit Set-up Window Help

New	Ctrl+N		00:00:00:09F	ID	06	FILE
Open	**Ctrl+O**					
Save	Ctrl+S	OFF	MEMO			
Save As...	Ctrl+A					

Exit		BACK	SCENE	START

SCENE	CUT IN	CUT OUT

				BF
01		00:05:00:12	00:06:04:16	
02		00:06:10:12	00:07:30:15	
03		00:07:33:10	00:08:45:15	
04		00:08:51:05	00:10:13:12	WF

ELAPSED TIME	00:04:58:19F

■ ◄◄ ► ►► ❚❚ ◄❙ ❙►   IN/OUT

Open a program list ×

FILE NAME	DIRECTORY
travel. jlp	📁 c: \
travel. jlp	📁 jlip
	📁 tape

DRIVE

📁 c:	▼	**OK**

MEMO

Europe Tour	**CANCEL**

Correcting and cutting programmed counter data

Correcting program counter data

1 Double-click on the scene you want to modify.

   OR . . .

   Click on the scene you want to modify and select **Edit** — **Modify**.
   • The **Modify Edit Points** dialog box appears. (see page 43)

2 Click on the part to be corrected and enter a new value. Click **OK**.

Cutting a scene

1 Click on the scene you want to cut.

2 Select **Edit** — **Cut**.
   • The message **"Scene No. (number) will be deleted."** appears.
   To cut the scene, click **OK**.

Cutting all programmed scenes

1 Select **Edit** — **All Clear**. The message **"OK to delete all programmed scenes?"** appears. To cut all the scenes, click **OK**.

Copying a programmed scene to an-other position

1 Click on the scene you want to copy.

2 Select **Edit** — **Copy**.

3 Click on the scene number which is before the point you want to copy the scene to.

4 Select **Edit** — **Paste**.

NOTE:
*It is not possible to paste a scene before scene **01**.*
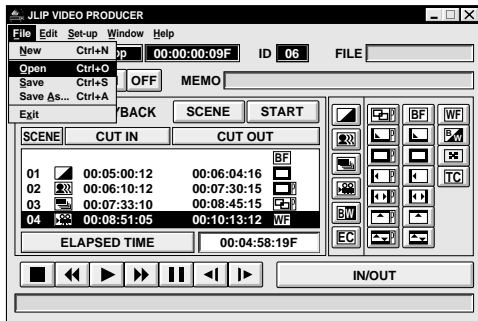
Transferring a programmed scene to another position

1 Click on the scene you want to transfer and select **Edit** — **Cut**.

•The message **"Scene No. (number) will be deleted."** appears.
To cut the scene, click **OK**.

2 Click on the scene number which is before the point you want to transfer the scene to.

3 Select **Edit** — **Paste**.
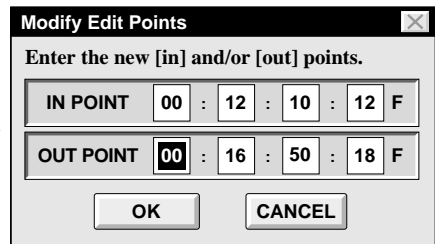
Overwriting a file

Saving a program using the same name as a previously saved program overwrites that file.

1 After opening a file and modifying counter data (see page 42), select **File** — **Save** and click **OK**.

•The message **"This file already exists. Do you want to overwrite it ?"** appears.
To overwrite the file, click **OK**.

BASIC OPERATIONS (cont.)

Selecting a P.AE/Effect

There are 5 P.AE/Effects available to spice up programmed scenes. You can select only one effect per programmed scene.

JLIP VIDEO PRODUCER — □ ×

File Edit Set-up Window Help

COUNTER **Drop** 00:00:00:09F ID **06** FILE

☐POWER **ON OFF** MEMO

PROGRAM PLAYBACK	SCENE	START
SCENE	CUT IN	CUT OUT

01	◤	00:05:00:12	00:06:04:16
02		00:06:10:12	00:07:30:15
03		00:07:33:10	00:08:45:15
04	▦	00:08:51:05	00:10:13:12 WF

| ELAPSED TIME | 00:04:58:19F |

■ ◄◄ ► ►► || ◄| |►   IN/OUT

1 Click on the scene where you want to use a P.AE/Effect.

2 Click the desired P.AE/Effect button. The selected effect indication is displayed to the left of the CUT IN point.

To cancel the selected P.AE/Effect . . .
Click on the scene which has the effect you want to cancel, then click the **EC** (Effect Clear) button.
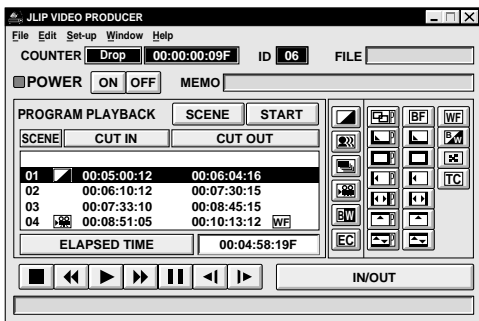
Selecting a Fade/Wipe Effect

There are 17 Fades/Wipes available for scene transitions.

JLIP VIDEO PRODUCER — □ ×

File Edit Set-up Window Help

COUNTER **Drop** 00:00:00:09F ID **06** FILE

☐POWER **ON OFF** MEMO

PROGRAM PLAYBACK	SCENE	START
SCENE	CUT IN	CUT OUT
		BF

01	00:05:00:12	00:06:04:16 ■
02	00:06:10:12	00:07:30:15
03	00:07:33:10	00:08:45:15
04 ▦	00:08:51:05	00:10:13:12 WF

| ELAPSED TIME | 00:04:58:19F |

■ ◄◄ ► ►► || ◄| |►   IN/OUT

1 Click on the scene where you want to use a Fade/Wipe.

2 Click the desired Fade/Wipe Effect button.

The selected effect indication is displayed to the right of the CUT OUT point.

• The Fade/Wipe is executed between the selected scene (the one clicked) and the following one.

To execute a Fade/Wipe Effect at the CUT IN point of scene 01 . . .
Click on the blank line above scene **01** and select the effect you want.

To cancel the selected Fade/Wipe Effect . . .
Click on the scene which has the effect you want to cancel, then click the **TC** (Transition Clear) button.
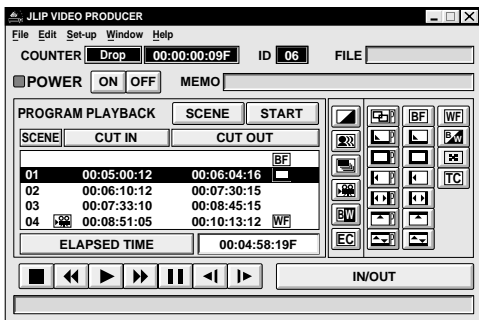
NOTE:
If you use the Sepia or Monotone P.AE/ Effects, you cannot use the Dissolve or Black & White Fader Fade/Wipe Effects.

P.AE/Effect and Fade/Wipe Effect buttons

P.AE/Effect buttons

SEPIA
Recorded scenes have a brownish tint like old photos. Combine this with the Cinema mode for a classic look.

VIDEO ECHO
Adds a "ghost" to the subject, giving your recording a "fantasy" feeling.

STROBE
Your recording looks like a series of consecutive snapshots.

CLASSIC FILM
Gives recorded scenes a strobe effect.

MONOTONE
Like classic black and white films, your footage is shot in B/W. Used together with the Wide Cinema function, it enhances the "classic film" effect.

EFFECT CLEAR
Cancels the selected P.AE/Effect.

Fade/Wipe Effect buttons

DISSOLVE
The new scene gradually appears as the old one gradually disappears.

CORNER WIPE
The new scene wipes in over the previous one from the upper right corner to the lower left corner.

WINDOW WIPE
The next scene gradually wipes in from the center of the screen toward the corners, covering the previous scene.

SLIDE WIPE
The next scene gradually wipes in over the previous one from right to left.

DOOR WIPE
The previous scene wipes out from the center to the right and left, like a door being pushed open to reveal the next scene.

SCROLL WIPE
The new scene wipes in over the last one from the bottom of the screen to the top.

Fade/Wipe Effect buttons

SHUTTER WIPE
The new scene wipes in over the previous one from the center toward the top and bottom of the screen.

BLACK FADER
Fade in or out with a black screen.

CORNER WIPE
Wipe in on a black screen from the upper right to the lower left corner, or wipe out from lower left to upper right, leaving a black screen.

WINDOW WIPE
The scene starts in the center of a black screen and wipes in toward the corners, or comes in from the corners, gradually wiping out to the center.

SLIDE WIPE
Wipe in from right to left, or wipe out from left to right.

DOOR WIPE
Wipe in as the two halves of a black screen open to the left and right, revealing the scene, or wipe out and the black screen reappears from left and right to cover the scene.

SCROLL WIPE
The scene wipes in from the bottom to the top of a black screen, or wipes out from top to bottom, leaving a black screen.

SHUTTER WIPE
Wipe in toward the center of a black screen from the top and bottom, or wipe out from the center toward the top and bottom, leaving a black screen.

WHITE FADER
Fade in or out with a white screen.

BLACK & WHITE FADER
Fade in to a color screen from a black and white screen, or fade out from color to black and white.

MOSAIC FADER
Fade in or out with a mosaic effect.

TRANSITION CLEAR
Cancels the selected fade/wipe effect.
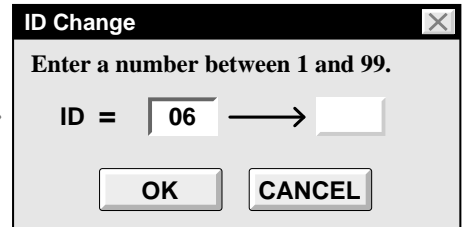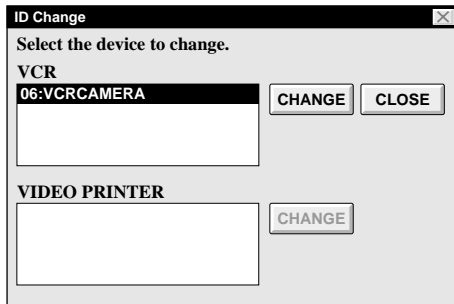
Changing the ID number

You can change the ID number of the connected unit.
The default ID number is **06**.

1 Select **Set-up** — **ID Change**.
The **ID Change** dialog box appears.

2 Click on the name of the device then click **CHANGE**.
•A dialog box appears to allow you to enter a new ID number.

3 Enter a new ID number.

4 Click **OK**.
•The message **"The device ID will be changed."** appears.
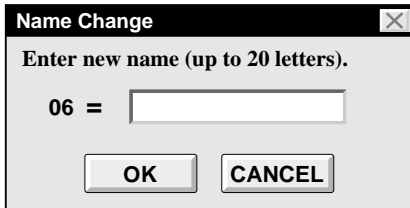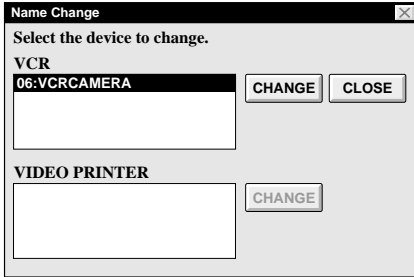Clicking **OK** again sets the new ID number.

5 Click **CLOSE**.

NOTE:
*Do not enter an ID number of **00** because JLIP Video Producer does not recognize **ID 00**.*

ID Change   ✕
Select the device to change.
VCR
06:VCRCAMERA | CHANGE | | CLOSE |

VIDEO PRINTER
                             | CHANGE |

ID Change   ✕
Enter a number between 1 and 99.

  ID = | 06 | ⟶ | |

         | **OK** | | **CANCEL** |

Connecting another device during operation

When connecting another device during operation, initializing is necessary to confirm the connected devices. (It is not necessary to run JLIP Video Producer from the beginning again.)

1 Select **Set-up** — **Initialize**.

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Changing the name of a device

Name Change ☒
Select the device to change.
VCR

06:VCRCAMERA	CHANGE	CLOSE

VIDEO PRINTER

	CHANGE

Name Change ☒

Enter new name (up to 20 letters).

06 = [   ]

OK   **CANCEL**

1 Select **Set-up** — **Name Change**.
•The **Name Change** dialog box appears.

2 Click on the name of the device then click **CHANGE**.
•A dialog box appears to allow you to enter a new name.

3 Enter a new name.

4 Click **OK**.
•The message **"Device name will be changed."** appears.
Clicking **OK** again sets the new device name and brings up the **Name Change** dialog box.

5 Click **CLOSE**.

Adjusting the gap between stored CUT IN/OUT points on the PC and dubbed ones on the recording deck

During dubbing, the beginning of the scene stored on the PC may be missed, or the scene prior to the transition you chose for the CUT IN/OUT points may be dubbed onto the recording deck.

When this occurs, adjust the gap for more accurate editing.

1 After dubbing (see page 40), play back the dubbed scene to check the in/out point timing.

2 To set the IN point, select **Set-up** — **Record Timing** — **Cut in point**.

• To set the OUT point, select **Set-up** — **Record Timing** — **Cut out point**.
• The **Record Time Correction** dialog box appears.

3 To adjust the IN point timing, enter a new value from 0.00 sec. to 2.60 sec.

IN point : when the scene starts too early, enter a smaller value than the present value.
IN point : when the scene starts too late, enter a larger value than the present value.
• The default setting is 1.30 sec.

To adjust the OUT point timing, enter a new value from –1.00 sec. to 1.00 sec.
OUT point : when the scene ends too late, enter a larger value than the present value.
OUT point : when the scene ends too early, enter a smaller value than the present value.
• The default setting is 0.00 sec.

4 Click **OK**.
• The new value is stored on the PC.

5 To check the corrected IN/OUT point timing, dub the stored scenes and play them back.

NOTE:

Even if the IN/OUT point timing is adjusted, there may still be a slight margin between adjusted IN/OUT points and those of the dubbed scenes.
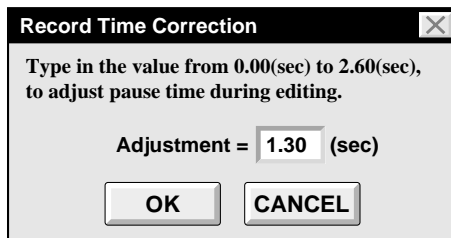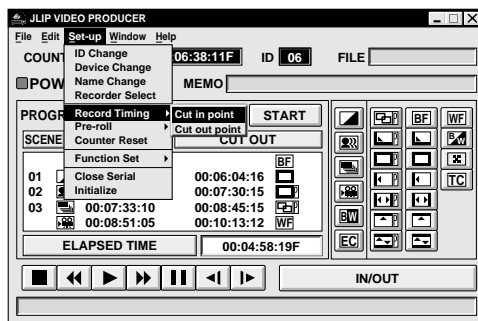
When using JLIP Video Capture

JLIP Video Producer and JLIP Video Capture cannot run simultaneously. When you want to run JLIP Video Capture, first select **Set-up — Close Serial**. To resume using JLIP Video Producer, click the **JLIP** button in JLIP Video Capture and select **File — Open**.

MESSAGE	● **POSSIBLE CAUSE** ■ **CORRECTIVE ACTION**
Error — This application will close. **Check devices — Confirm that power is ON.**	● The COM port used for the JLIP connector is not selected, or the COM port is selected but the connection is wrong. ■ Check the connected COM port and select it in the **Serial Port Selection** window. (see page 34)
No devices detected to connect. **Power ON all devices in system.**	● Power is not supplied or the connection is wrong. ■ Connect the video source unit correctly and turn it on.
Communication error (number) **Check cable connection.**	● The video source unit is not turned on or the cable is disconnected. ■ Connect the video source unit correctly and turn it on. ■ If the video source unit was turned off and on again during operation, click **OK**. The video source unit should function properly.
Select the device to control.	● No video source unit was highlighted. ■ Click on the desired video source unit then click **OK**. (see page 35)
No video cassette!! **Load a video cassette to ID (number).**	● There is no video cassette in the video source unit. When the video cassette is removed during operation, this message appears. ■ Insert a video cassette into the video source unit.
Invalid entry in scene (number) (IN point is greater than OUT point). Correct the time or delete the scene.	● The CUT OUT point is before the CUT IN point. ■ Set the CUT OUT point so that it comes after the CUT IN point. (see page 38)
Select a number between 0 and 29.	● When correcting CUT IN/OUT points, the value you set differs from the original by over 30 frames. ■ Select an integer number from 0 to 29. (see page 42)
This device has been selected as the player. Please select another device.	● You selected a video source unit already designated as the player to be the recorder. ■ Select another video source unit capable of playback. (see page 35)

The actual appearance of the application software may differ from that illustrated in this manual, depending on the operating environment of your PC.

MESSAGE	● POSSIBLE CAUSE ■ CORRECTIVE ACTION
Memory full — 99 events maximum.	● You tried programming over 99 scenes in a file. ■ First save the file currently opened, then begin programming scenes using a new file. (see page 41)
Enter correct value.	● You entered an incorrect ID number. ■ Enter an ID number between 1 and 99 which is not being used by another video source unit. (see page 46)
Your selection is not valid.	● The CUT OUT point is before the CUT IN point. ■ Set the CUT OUT point so that it comes after the CUT IN point. (see page 42)
Set a value from 0 to 59.	● You entered a value over 60. ■ Enter a value from 0 to 59. (see page 42, 43)
Picture Wipe/Dissolve functions and Black & White Fader cannot activate while Sepia or Monotone is used.	● It is impossible to execute certain combinations of P.AE/Effects and Picture Fade/Wipe Effects. ■ Cancel one of them or try another combination. (see page 44)
This effect cannot activate on the in point of scene No. 01.	● You tried to use a Picture Fade/Wipe Effect (button with a **P**) at scene **01**. ■ Use a Fade/Wipe Effect (button without a **P**) at scene **01**. (see page 45)

PROBLEM	● POSSIBLE CAUSE ■ CORRECTIVE ACTION
Dubbing does not go as programmed, or the programmed playback displays an image similar to a Fader effect (black fader, etc.).	● If the CUT IN point is programmed at the beginning of a tape and programmed playback is to be continued, the video source unit stops and programmed playback is aborted. ■ Program the CUT IN point so that the tape is forwarded/played back for approx. 20 to 30 sec. from the beginning of the first recorded scene on the tape. (see page 38) ● The counter may not be recognized due to dirt or abnormalities on the tape. ■ When there are audio/video disturbances during playback or when the scene's counter acts abnormally, delete the scene from the programmed playback or correct its CUT IN point. (see page 42)

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VICTOR COMPANY OF JAPAN, LIMITED

U/E Printed in Japan
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