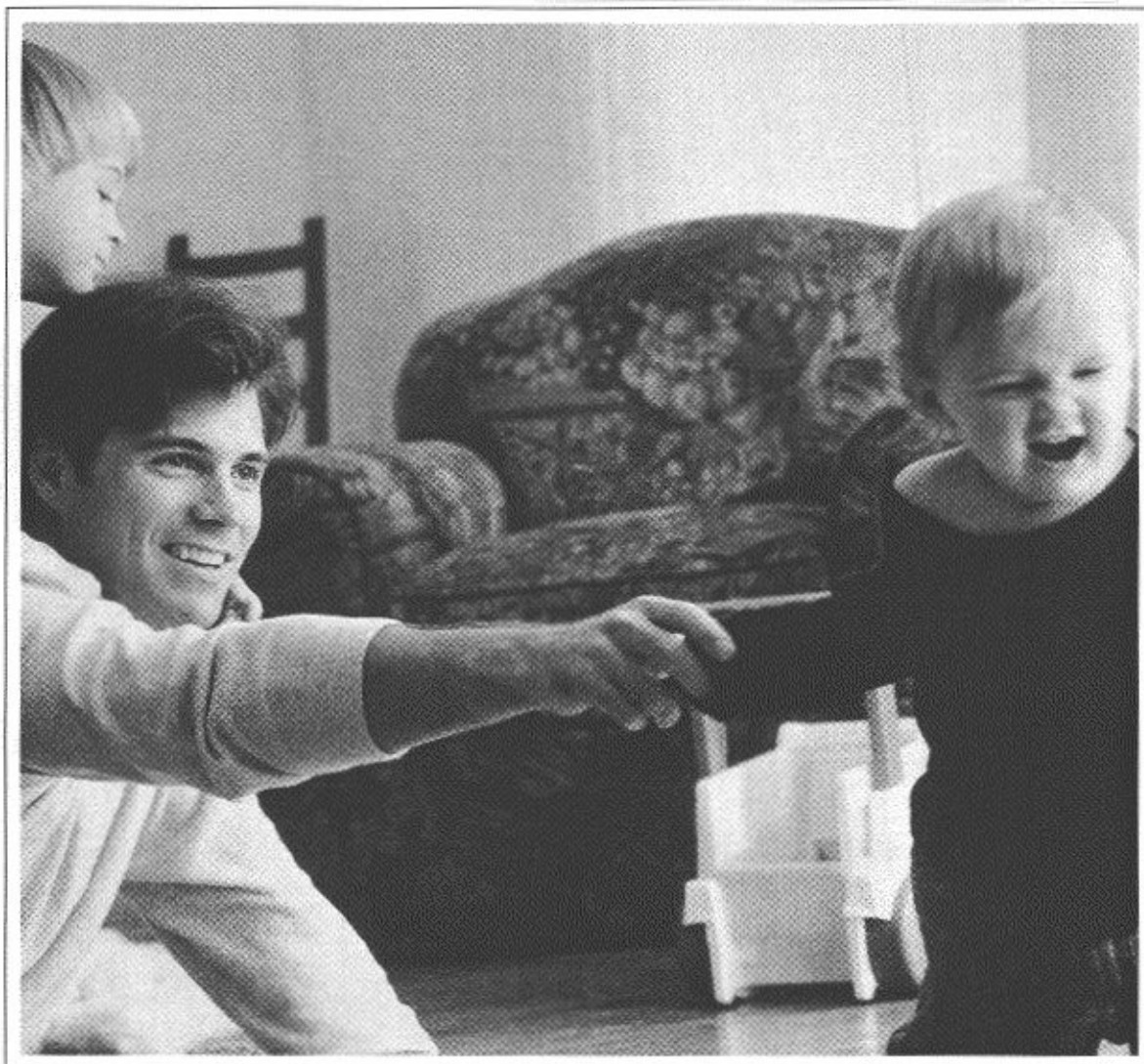


# Panasonic

## Digital Media Editor Operating Instructions

Model No. **PV-DS1000**



Basic Operation

Advanced Operation

For Your Information

Please read these instructions carefully before attempting to connect, operate or adjust this product. Please save this manual.



For assistance, call 1-888-843-9788

LSQT0198A

# Important Safeguards and Precautions

**FOR YOUR SAFETY, READ AND RETAIN ALL SAFETY AND OPERATING INSTRUCTIONS. HEED ALL WARNINGS IN THE MANUAL AND ON THE UNIT**

## INSTALLATION

### 1 POWER SOURCE CAUTION

Operate only from a power source indicated on the unit or in this manual. If necessary, have your Electric Utility Service Company or Video Products Dealer verify the power source in your home.

### 2 POLARIZED OR GROUNDING PLUG

As a safety feature, this Video product comes with either a polarized power cord plug (one blade is wider than the other), or a three-wire grounding type plug.

#### POLARIZED PLUG CAUTION:

This plug will only fit into an outlet one way. If you cannot fully insert the plug, try reversing it. If it still will not fit, have an electrician install the proper wall outlet. Do not defeat the safety feature by tampering with the plug.

#### GROUNDING PLUG CAUTION:

This plug will only fit into a three-hole grounding outlet. If necessary, have an electrician install the proper outlet. Do not defeat the safety feature by tampering with the plug.

### 3 POWER CORD

Make sure power cords are routed so that they are not likely to have anything rest on them, roll over them, or be in the way of walking traffic. If an extension cord is used, make sure it also has either a polarized or grounded plug and that the cords can be securely connected. Frayed cords, damaged plugs, and damaged or cracked wire insulation are hazardous and should be replaced by a qualified service technician. Overloaded outlets and extension cords are fire hazards and should be avoided.

### 4 DO NOT BLOCK VENTILATION HOLES

Ventilation openings in the cabinet release heat generated during operation. If they are blocked, heat built-up inside the unit can cause failures that may result in a fire hazard or heat damage to cassettes. For protection, follow these rules:

- Never cover ventilation slots or the unit while in use, or operate the unit when placed on a bed, sofa, rug, or other soft surface.
- Avoid built-in installation, such as a book case or rack, unless proper ventilation is provided.

### 5 AVOID EXTREMELY HOT LOCATIONS OR SUDDEN TEMPERATURE CHANGES

Do not place the unit over or near any kind of heater or regulator, in direct sunlight, inside a closed vehicle, etc.. Do not move the unit suddenly between areas of extreme temperature variation. If the unit is suddenly moved from a cold place to a warm place, moisture may condense in the unit and on the tape.

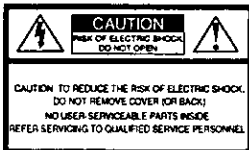
### 6 TO AVOID PERSONAL INJURY

- Do not place unsecured equipment on a sloping surface.
- Do not place this unit on any support that is not firm, level, and adequately strong. The unit could fall causing serious injury to a child or adult and damage to the unit.
- An appliance and cart combination should be moved with care. Quick stops, excessive force, and uneven surfaces may cause the appliance and cart combination to overturn.
- Carefully follow all operating instructions and use the manufacturer's recommended accessories when operating this unit or connecting it to any other equipment.



## Safety Precautions

**Warning: To prevent fire or shock hazard, do not expose this equipment to rain or moisture.**



This symbol warns the user that uninsulated voltage within the unit may have sufficient magnitude to cause electric shock. Therefore, it is dangerous to make any kind of contact with any inside part of this unit.



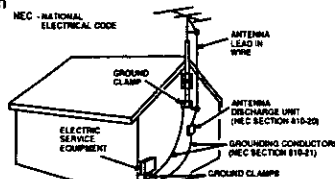
This symbol alerts the user that important literature concerning the operation and maintenance of this unit has been included. Therefore, it should be read carefully in order to avoid any problems.

## OUTDOOR ANTENNA INSTALLATION

### 1 SAFE ANTENNA AND CABLE CONNECTION

If an outside antenna or cable system is connected to the equipment, be sure the antenna or cable system is grounded so as to provide some protection against built up static charges and voltage surges.

Section 810 of the National Electrical Code, ANSI/NFPA 70 (in Canada, part 1 of the Canadian Electrical Code) provides information with respect to proper grounding of the mast and supporting structure, grounding of the lead-in wire to an antenna discharge unit, size of grounding conductors, location of antenna discharge unit, connection to grounding electrodes and requirements for the grounding electrode.



### 2 KEEP ANTENNA CLEAR OF HIGH VOLTAGE POWER LINES OR CIRCUITS

An outside antenna system should be located well away from power lines, electric light or power circuits and where it will never come into contact with these power sources if it should happen to fall. When installing an outside antenna, extreme care should be taken to avoid touching power lines, circuits or other power sources as this could be fatal. Because of the hazards involved, antenna installation should be left to a professional.

## USING THE VIDEO UNIT

If the unit has been in storage or moved to a new location, refer first to the INSTALLATION section of these safeguards.

### 1 KEEP THIS VIDEO UNIT AWAY FROM WATER OR MOISTURE OF ANY KIND.

**2 IF EQUIPMENT IS EXPOSED TO RAIN, MOISTURE, OR STRONG IMPACT**, unplug the unit and have it inspected by a qualified service technician before use.

### 3 DURING AN ELECTRICAL STORM

During a lightning storm, whether indoors or outdoors, or before leaving the unit unused for extended periods of time, disconnect all equipment from the power source as well as the antenna and cable system.

### 4 WHEN THE UNIT IS PLUGGED IN

- Never expose the unit to rain or water. **DO NOT OPERATE** if liquid has spilled into the unit. Immediately unplug the unit, and have it inspected by a service technician. Fire and shock hazards can result from electrical shorts caused by liquid contact inside.
- Never drop or push any object through openings in the unit. Some internal parts carry hazardous voltages and contact can cause electric shock or fire hazard.
- Avoid placing the unit directly above or below your TV set as this may cause electrical interference. Keep all magnets away from electronic equipment.

### 5 USING ACCESSORIES

Use only accessories recommended by the manufacturer to avoid risk of fire, shock, or other hazards.

### 6 CLEANING THE UNIT

Unplug the unit. Then, use a clean, dry, chemically untreated cloth to gently remove dust or debris. **DO NOT USE** cleaning fluids, aerosols, or forced air that could over-spray, or seep into the unit and cause electrical shock. Any substance such as wax, adhesive tape, etc. may mar the cabinet surface. Exposure to greasy, humid, or dusty areas may adversely affect internal parts.

## SERVICE

### 1 DO NOT SERVICE THIS PRODUCT YOURSELF

If, after carefully following the detailed operating instructions, this Video product does not operate properly, do not attempt to open or remove covers, or make any adjustments not described in the manual. Unplug the unit and contact a qualified service technician.

### 2 IF REPLACEMENT PARTS ARE REQUIRED

Make sure the service technician uses only parts specified by the manufacturer, or those having the same safety characteristics as the original parts. The use of unauthorized substitutes may result in fire, electric shock, or other hazards.

### 3 HAVE THE SERVICE TECHNICIAN PERFORM A SAFETY CHECK

After any service or repairs to the unit, request the service technician to conduct a thorough safety check as described in the manufacturer's service literature to insure that the video unit is in safe operating condition.

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Now!*

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Basic Operation

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Advanced Operation

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For Your Information

## CAUTION

Giving a shock to the Editor might be the biggest factor of damaging. Please note that the Editor is easily damaged even through small carelessness.

# Before Using

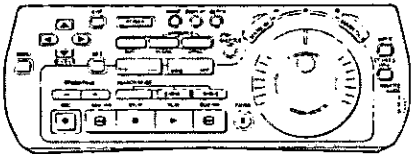
## Congratulations

on your purchase of one of the most sophisticated and reliable products on the market today. Used properly, it will bring you and your family years of enjoyment. Please fill in the information below. The serial number is on the tag located on the back of your Digital Media Editor.

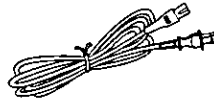
- Date of Purchase \_\_\_\_\_
- Dealer Purchased From \_\_\_\_\_
- Dealer Address \_\_\_\_\_
- Dealer Phone No. \_\_\_\_\_
- Model No. \_\_\_\_\_
- Serial No. \_\_\_\_\_

## Accessories

- Remote Control  
(EUR571506)



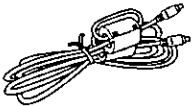
- AC Power Cord  
(VJAW0044)



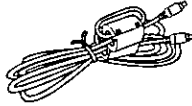
- S-VIDEO Cable  
(LSJA0260)



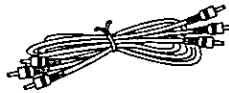
- IEEE1394 Cable  
(4-4 pin) (LSJA0266-1)



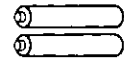
- IEEE 1394 Cable  
(4-6 pin) (LSJA0275-1)



- AV Cable  
(LSJA0261)

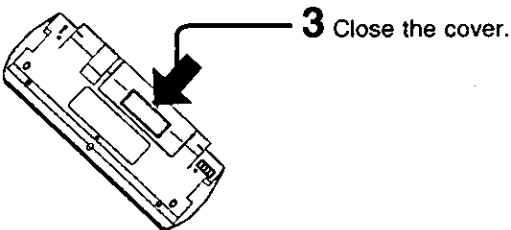
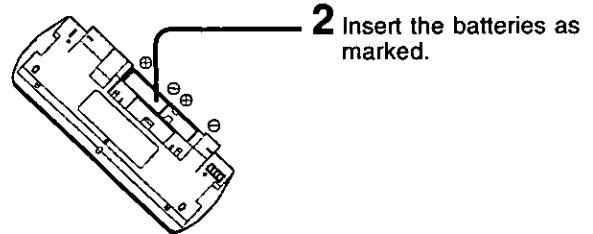
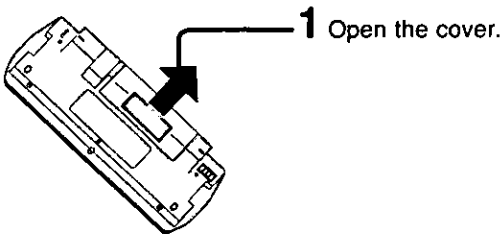


- AA Batteries



To order accessories, call toll free  
1-800-332-5368.

## Loading the Batteries



- Battery replacement caution
- Do not mix old and new batteries.
  - Do not mix alkaline with manganese batteries.

Apparatus Claims of U.S. Patent Nos. 4,631,603, 4,577,216, 4,819,098, and 4,907,093, licensed for limited viewing uses only.

This product incorporates copyright protection technology that is protected by method claims of certain U.S. Patents and other intellectual property rights owned by Macrovision Corporation and other rights owners. Use of this copyright protection technology must be authorized by Macrovision Corporation, and is intended for home and other limited viewing uses only unless otherwise authorized by Macrovision Corporation. Reverse engineering or disassembly is prohibited.

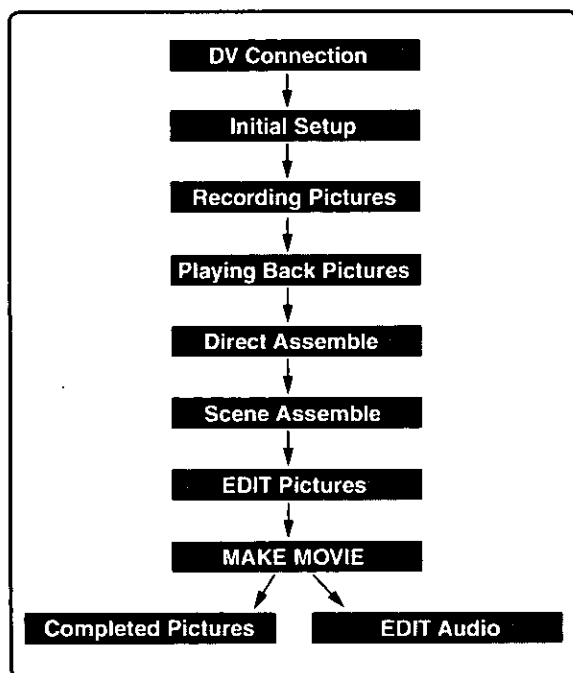
# Getting Started!

- **Complete Digital Non-Linear Editing Without the need for a PC**  
The PV-DS1000 Digital Media Editor enables you to edit your video tapes on its built-in hard disk digitally.
- **Hard Disk Memory**  
Unlike other editors, the PV-DS1000 lets you record first the A/V data in DV format onto its built-in hard disk so that all the editing can be made and stored on the same hard disk. As a result, you can select scenes quickly and easily.
- **Analog to Digital Conversion of A/V Signals**  
With the PV-DS1000, your analog A/V signals from any one of its three analog inputs are converted to digital signals before recording in the built-in hard disk.
- **IEEE1394 Cable**  
Using the industry standard IEEE 1394 interface, you can connect your PV-DS1000 to DV equipment, such as Panasonic digital video camera and a Personal Computer. This exceptional interface also allows you to produce duplicate copies of your Personal edited video without any loss in picture quality.
- **Wireless Remote Control**  
The PV-DS1000's remote control can be placed on top of a desk allowing you to use one of your hands to control your Video unit, Camera unit, or TV Monitor while using your other hand to control the PV-DS1000. You can select one of the 3 remote codes.
- **Rapid Access**  
The Search Mode in the PV-DS1000 helps you to quickly find and edit any desired scene recorded on the hard disk.
- **Jog/Shuttle Control**  
The Jog allows for precise location and isolation of single frames of picture. The shuttle dial controls multiple play speeds from slow motion to high-speed playback.

- **Thumbnail Screen**  
16 thumbnails are displayed on the screen to help you search and select quickly your desired scenes.
- **A/V Input/Output Terminals**  
There are three sets of A/V Input/Output jacks which allow you to connect your Video and Camera units to the Editor.
- **S-Video Input/Output Terminals**  
For even better results, three sets of S-Video Input/Output jacks are available to connect your Video and Camera units to the Editor (if your Video and Camera units have S-Video jacks.)

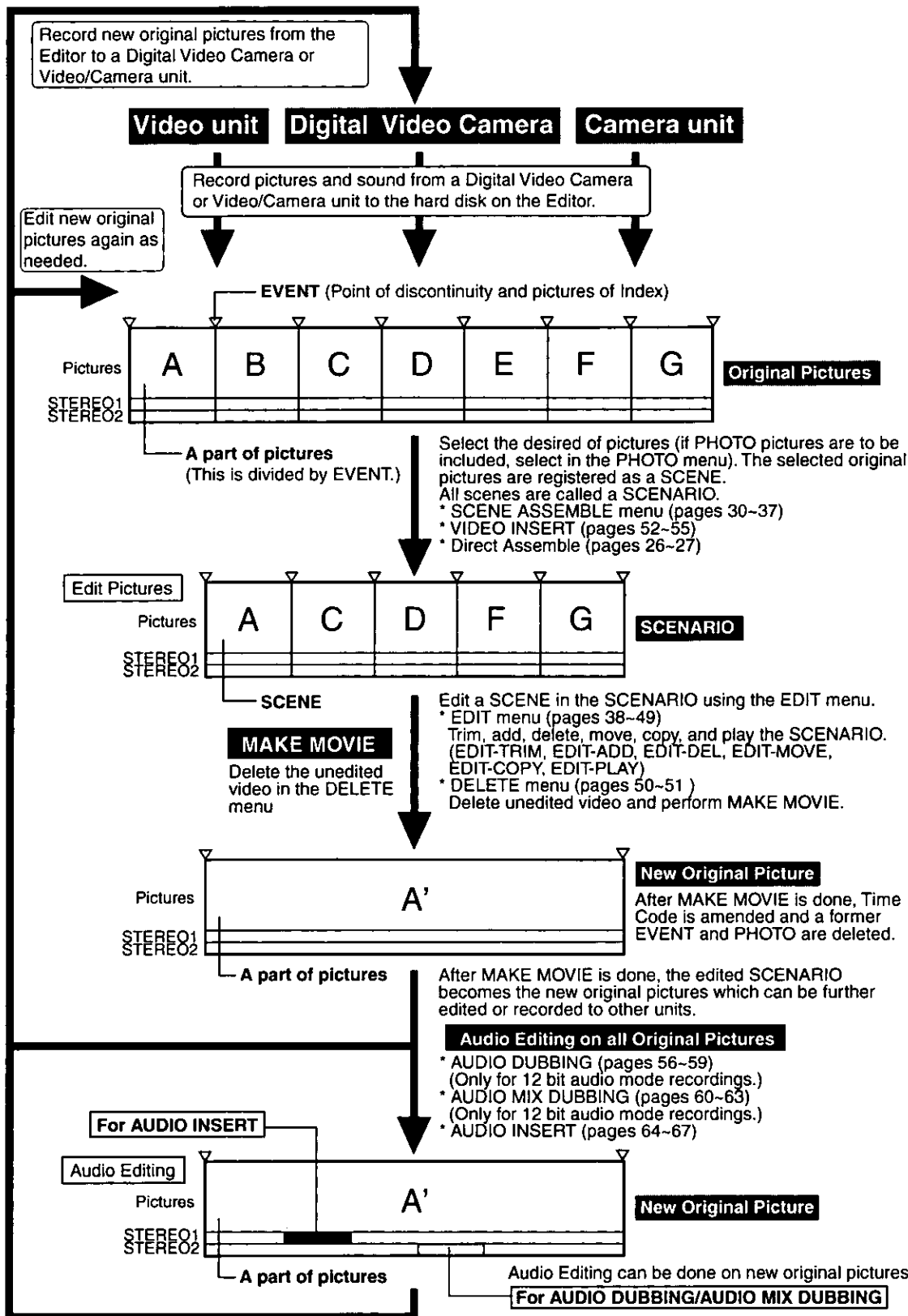
## Special Digital Media Editor

You can edit the pictures and sounds recorded on the hard disk.



# Special Digital Media Editor Feature

Pictures from various source units can be recorded to the hard disk of the Editor as original pictures to be edited. The edited pictures become new original pictures for audio editing. The edited new original pictures can then be recorded to other units or used for further editing.



## Editing the original pictures

Original pictures from a Video or Camera unit are recorded to the hard disk for editing.

- 1 Recording pictures from a Video or Camera unit to the Editor.**  
(pages 22~23).
  - Pictures recorded are the original pictures. Original pictures consist of a part of pictures divided by EVENT\*.
  - \* EVENT: Point of discontinuity and pictures of Index(You can do one-touch dubbing when connected to a Digital Video Camera using IEEE 1394 Cable.)

- 2 Selecting a part of pictures to be registered as a SCENE. All of these SCENES is called a SCENARIO.**  
You select a part of pictures from the original pictures and register a SCENE.
  - Direct Assemble (pages 26~27)  
Select your favorite scenes while viewing recorded pictures.
  - SCENE ASSEMBLE (pages 30~37)  
Select your favorite scenes using Thumbnail screen.
  - VIDEO INSERT (pages 52~55)  
Replace original pictures with new pictures.

- 3 Editing a SCENE using EDIT menu.**
  - EDIT-TRIM (pages 39~41)  
Adjust the scene start point and end point.
  - EDIT-ADD (pages 42~43)  
Add a new scene to the scenario.
  - EDIT-DEL (pages 44~45)  
Delete a scene from the scenario.
  - EDIT-MOVE (pages 46~47)  
Move a scene to your favorite place.
  - EDIT-COPY (pages 48~49)  
Make a copy of a scene in the scenario.
  - EDIT-PLAY (page 49)  
Playback the scenario.

- 4 After editing, deleting unedited video, and performing MAKE MOVIE.**  
(The edited pictures become original pictures. After performing MAKE MOVIE, EVENT, PHOTO and SCENE data are deleted.)
  - AUDIO DUBBING\* (pages 56~59)  
Add new audio to STEREO 2 track audio channel of the picture.
  - AUDIO MIX DUBBING\* (pages 60~63)  
Add new and original audio to STEREO 2 track audio channel of the picture.
  - AUDIO INSERT\* (pages 64~67)  
Replace original audio with new audio.

\* When editing, such as AUDIO DUBBING, AUDIO MIX DUBBING and AUDIO INSERT, MAKE MOVIE will be done on edited pictures automatically.

- EDIT CLEAR (page 68)  
Cancel your edit, and clear all scenes.

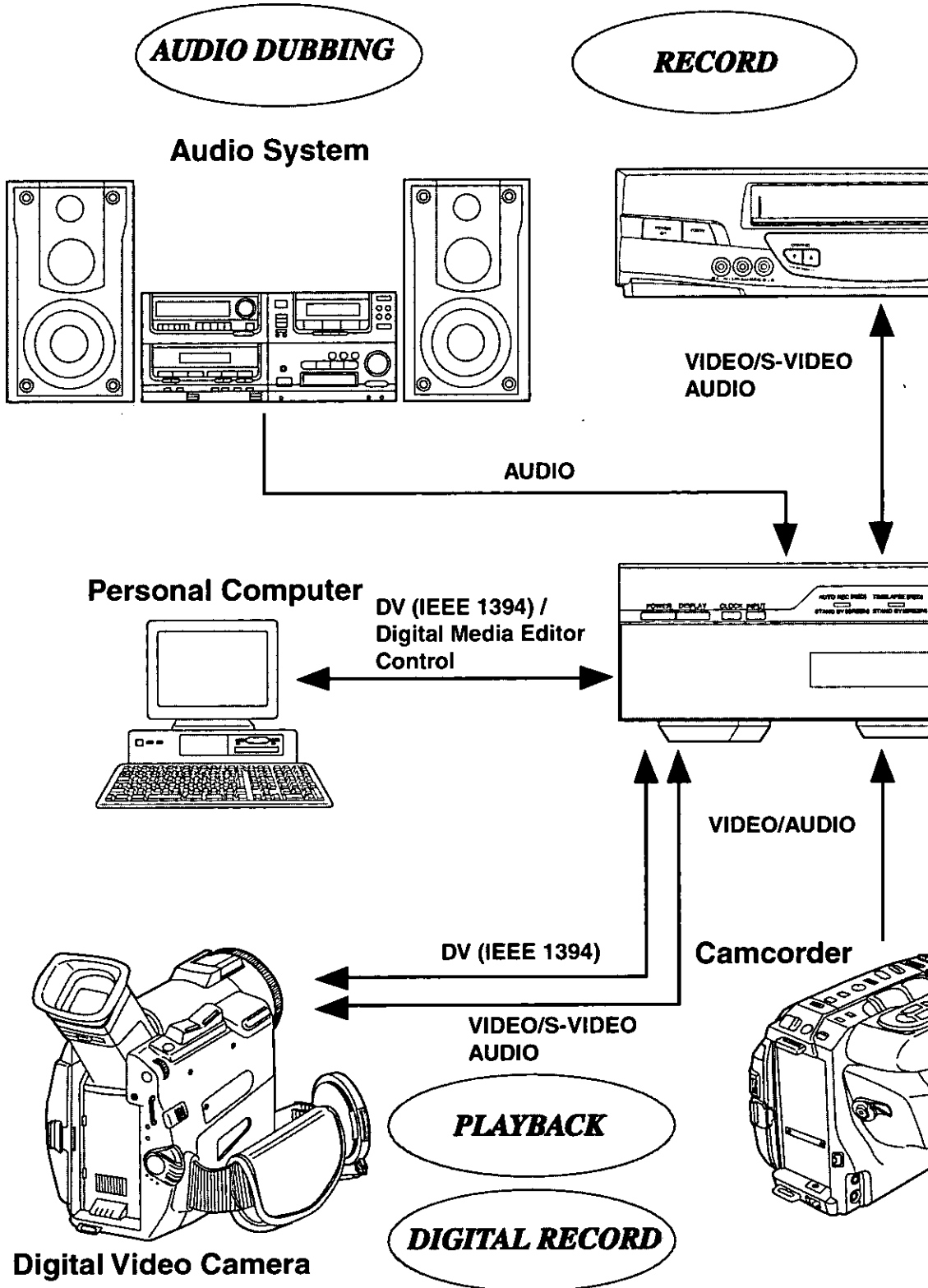
After MAKE MOVIE is done, the pictures become original pictures and they can be used for any further editing.

- 5 Recording original picture from the Editor to a Video or Camera unit.**

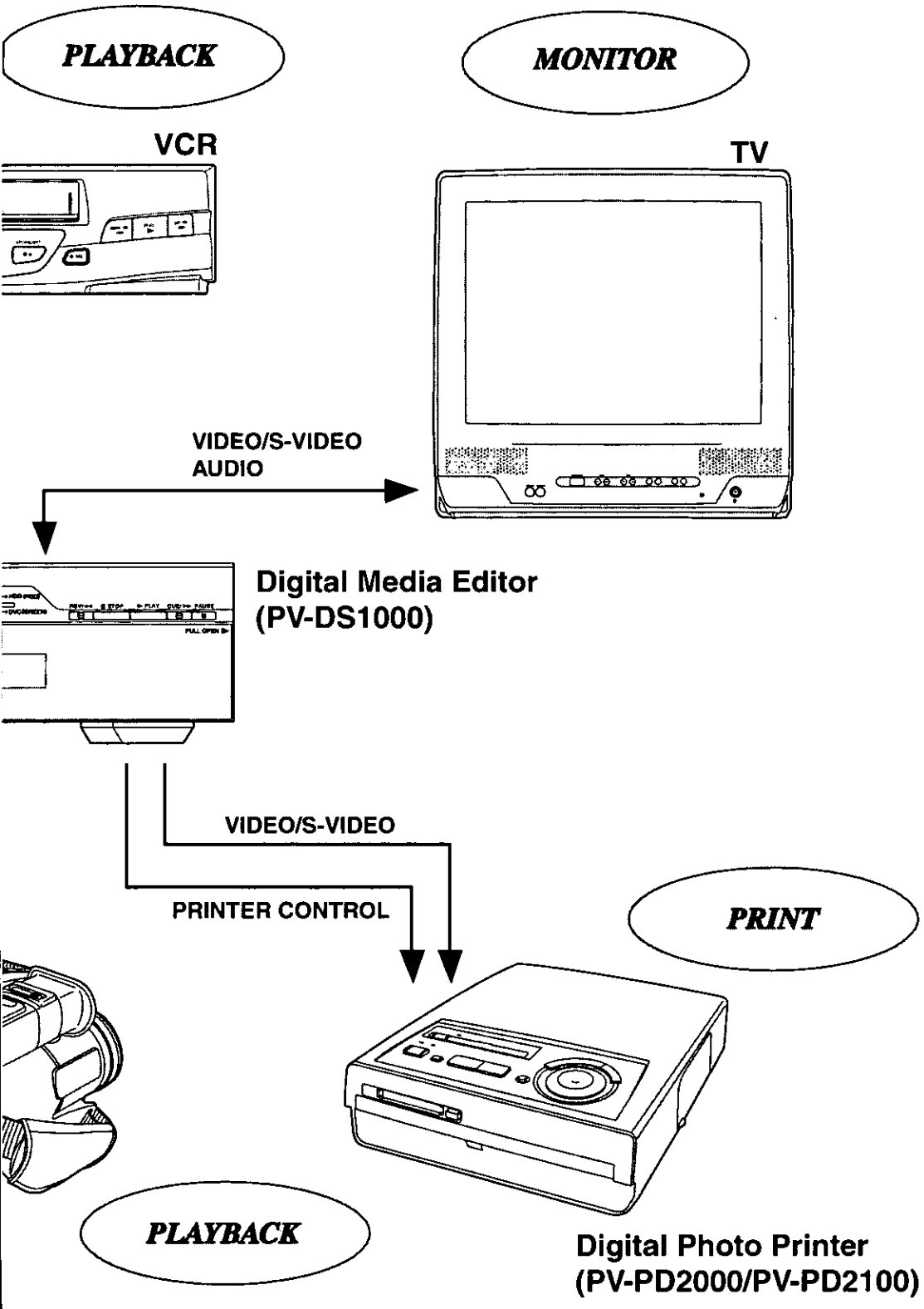
# Special Digital Media Editor Feature

You can connect the Editor and other units.

Please refer to "Basic Connection (DV Connection)" on pages 20-21, "A/V Connection" on page 78 and "Using a Printer" on pages 72-73.

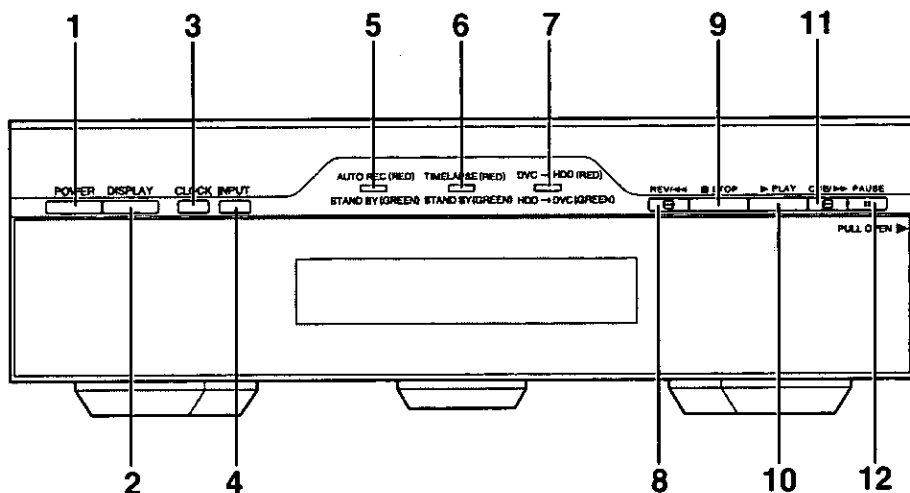






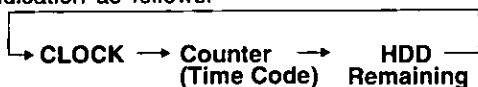
# Index of Controls

## Digital Media Editor Front View

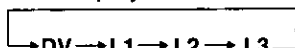


- 1 POWER** (pages 13, 21~23, 71~73, 79)  
To turn the Editor ON or OFF. The Editor is ON after approx.10 seconds POWER button is pressed.
- 2 DISPLAY** (pages 13, 17)  
To display Audio mode, Audio Track, Audio L/R, DVC Control mode, HDD mode of the Editor, Mode Display, Clock, HDD remaining indication, Time Code, and Search mode on the screen. (When the input is set to Analog and the hard disk is not played back, DISPLAY screen is not displayed.)

- 3 CLOCK** (pages 13, 15~17, 19)  
To change the display on Multi Function Display and the screen. To change CLOCK display indication as follows:



- 4 INPUT** (pages 14~15, 21, 23, 74, 76, 79)  
To change the input setting. This indicator is displayed on Multi Function Display. To change INPUT display indication as follows:

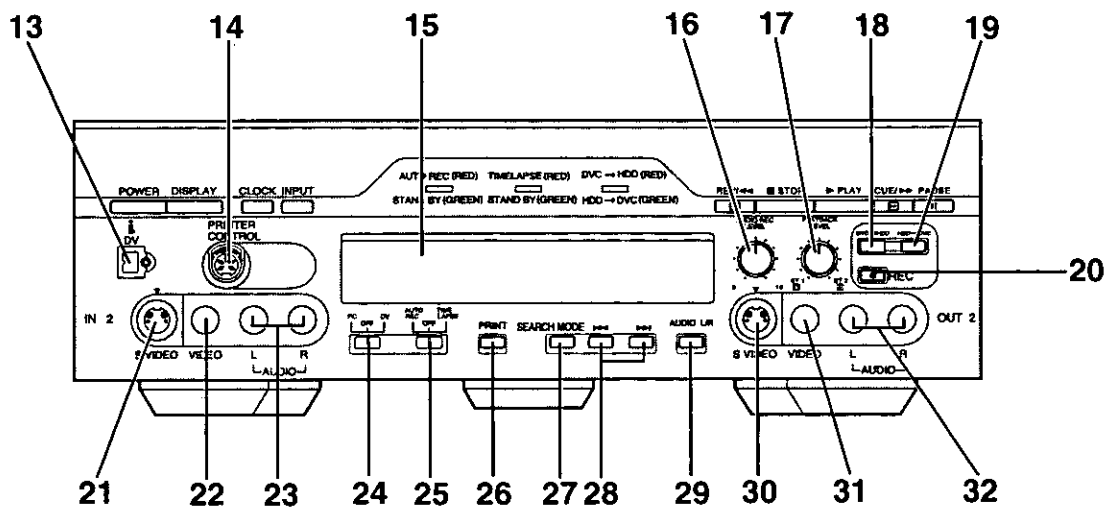


- When using AUTO REC, TIME LAPSE and audio editing, DV can not be selected.
- When PC/DV Switch is set to PC, you cannot select L1~L3.

- 5 AUTO REC** (pages 74~75)  
The signal from other units is recognized automatically and the pictures are recorded to the Editor.
  - Indicator lights green when auto recording is Stand by mode.
  - Indicator lights red when auto recording is in progress.

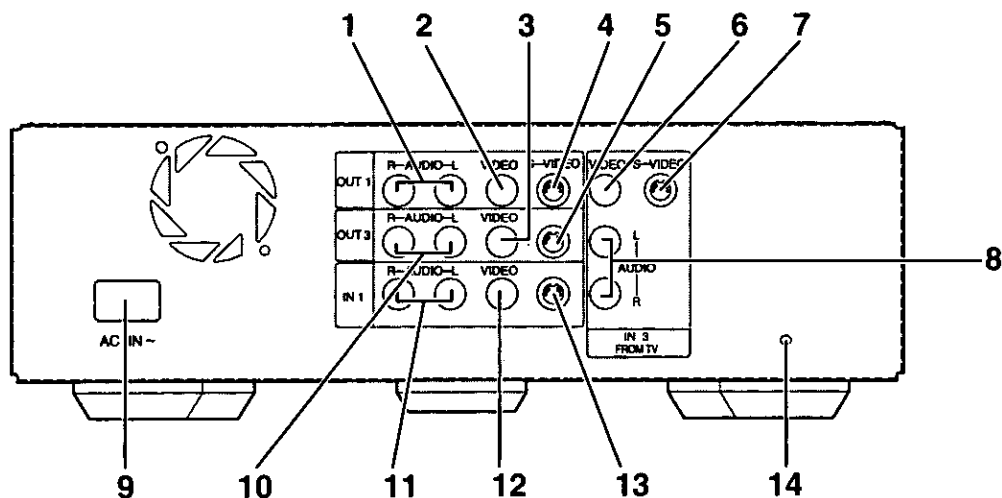
- 6 TIME LAPSE** (pages 76~77)  
Useful for observation, monitoring, and security.
  - Indicator lights green when time lapse is Stand by mode.
  - Indicator lights red when time lapse recording is in progress.
- 7 DVC → HDD (RED) / HDD → DVC (GREEN)** (pages 22, 69)
  - Indicator lights red when recording from Digital Video Camera to the Editor is in progress.
  - Indicator lights green when recording from the Editor to Digital Video Camera is in progress.
- 8 REV / ◀◀** (pages 13, 24)  
In Stop mode :Jump the beginning of pictures.  
In playback or still mode :Review playback at x8 standard speed.
- 9 STOP ■** (pages 13, 22~24)  
To stop playback or recording.
- 10 PLAY ▶** (pages 13, 24)  
To start playback.
- 11 CUE / ▶▶** (pages 13, 24)  
In Stop mode :Jump the end of pictures.  
In playback or still mode :Cue playback at x8 standard speed.
- 12 PAUSE ||** (pages 13, 24, 72~73)  
To pause recording or playback.

## Digital Media Editor Front View



- 13 DV Input/Output (i.LINK "i")** (pages 20, 22, 69)  
 • "i.LINK" is the name of the connector in accordance with International Standard IEEE 1394.  
 • "i" is the logo marked on products conforming with the "i.LINK" specifications.
- 14 PRINTER CONTROL** (pages 72~73)  
 To connect a Digital Photo Printer (Panasonic) and the Editor with System E cable.
- 15 Multi Function Display** (page 15)
- 16 AUDIO REC LEVEL** (pages 57, 63, 65)  
 To adjust the audio sound level when performing audio edit, and when recording audio with A/V connection. Press the button and release (unlock) for adjustment. This button must be in the locked (in) position when closing the cover.
- 17 PLAYBACK LEVEL** (page 63)  
 To adjust the sound level of the original audio (STEREO 1) during Audio Mix dubbing.  
 To adjust the mix balance between STEREO 1 and STEREO 2 audio during playback of a hard disk recorded in 12 bit audio mode. In DV input, use this button when a 12 bit signal is input. Press the button and release (unlock) for adjustment. This button must be in the locked (in) position when closing the cover.
- 18 DVC → HDD** (page 22)  
 To record pictures from Digital Video Camera to HDD. (This only applies for DV Connection via an IEEE 1394 Cable and when PC/DV switch is set to DV.) You can do a one-touch dubbing.
- 19 HDD → DVC** (page 69)  
 To record pictures from HDD to Digital Video Camera. (This only applies for DV Connection via an IEEE 1394 Cable and when PC/DV switch is set to DV.) You can do a one-touch dubbing.
- 20 REC** (pages 13, 15, 23, 71, 75, 77)  
 To start recording.
- 21 S-VIDEO IN (IN2)** (page 78)  
 To connect an S-Video Cable to a Video or Camera unit that has an S-Video Output.
- 22 VIDEO IN (IN2)** (page 78)  
 To connect a Video Cable to a Video or Camera unit.
- 23 AUDIO IN (IN2)** (page 78)  
 To connect the Audio Cable to a Video or Camera unit. When only L is input, the sound will be monaural. (For IN2 only).
- 24 PC/DV switch** (pages 20~22, 70, 74, 76, 79)  
 PC : To control the Editor from a PC.  
 OFF : To control the Editor only.  
 DV : To control Digital Video Camera from the Editor.
- 25 AUTO REC/TIME LAPSE switch** (pages 74, 76)  
 To select auto recording, time lapse recording, or OFF.
- 26 PRINT** (pages 13, 72~73)  
 To start printing after connecting a Digital Photo Printer (Panasonic). PRINT button lights red when printing.
- 27 SEARCH MODE** (pages 14, 24~27)  
 To change the search mode when using EDIT menu or during HDD playback.
- 28 I◀ / ▶I** (pages 14, 24~25, 27, 37, 43, 54, 57)  
 For search of EVENT, PHOTO, TIME INTERVAL and SCENE.
- 29 AUDIO L/R** (pages 15, 17)  
 To change the sound output.
- 30 S-VIDEO OUT (OUT2)** (pages 70, 72)  
 To connect an S-Video Cable to a monitor or another Video unit that has an S-Video input.
- 31 VIDEO OUT (OUT2)** (pages 70, 72)  
 To connect a Video Cable to a monitor or another Video unit.
- 32 AUDIO OUT (OUT2)** (pages 70, 72)  
 To connect an Audio Cable to a monitor or another Video unit.

## Digital Media Editor Rear View



### 1 AUDIO OUT (OUT1)

To connect an Audio Cable to a monitor or another Video unit.

### 2 VIDEO OUT (OUT1)

To connect a Video Cable to another Video or Camera unit.

### 3 VIDEO OUT (OUT3) (pages 20, 70, 78)

To connect a Video Cable to a TV monitor input.

### 4 S-VIDEO OUT (OUT1)

To connect an S-Video Cable to another Video or Camera unit that has an S-Video input.

### 5 S-VIDEO OUT (OUT3) (pages 20, 70, 78)

To connect an S-Video Cable to a TV monitor input that has an S-Video input.

### 6 VIDEO IN (IN3)

To connect a Video Cable to a TV monitor output.

### 7 S-VIDEO IN (IN3)

To connect an S-Video Cable to a TV monitor output that has an S-Video output.

### 8 AUDIO IN (IN3)

To connect an Audio Cable to a TV Audio output.

#### Note

Picture from IN3 cannot be output to OUT3.

### 9 AC IN~ (pages 20, 70, 78)

Connect AC Power Cord (supplied) to this terminal.

### 10 AUDIO OUT (OUT3) (pages 20, 70, 78)

To connect an Audio Cable to a TV audio input.

### 11 AUDIO IN (IN1)

To connect an Audio Cable to a Video or Camera unit.

### 12 VIDEO IN (IN1)

To connect a Video Cable to a Video or Camera unit.

### 13 S-VIDEO IN (IN1)

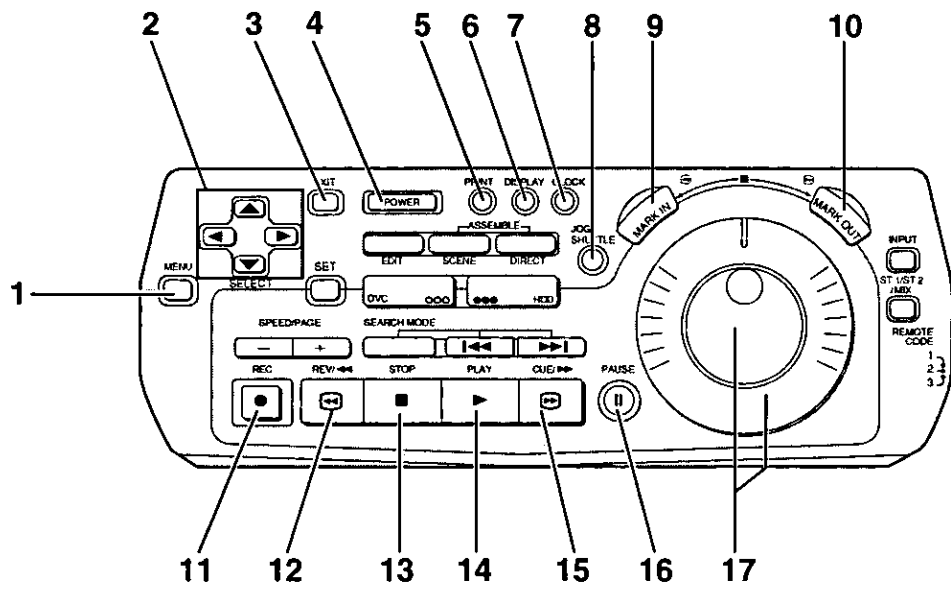
To connect an S-Video Cable to a Video or Camera unit that has an S-Video output.

### 14 Reset Switch Hole (page 81)

#### Caution

- To avoid signal looping, do not use the Editor's IN1/OUT1 or IN2/OUT2 jacks to connect your TV monitor's A/V OUT and A/V IN jacks. The TV monitor should be connected to the IN3/OUT3 jacks only.
- Do not unplug the Editor's AC Power Cord during POWER is on.

**Remote Control Buttons**

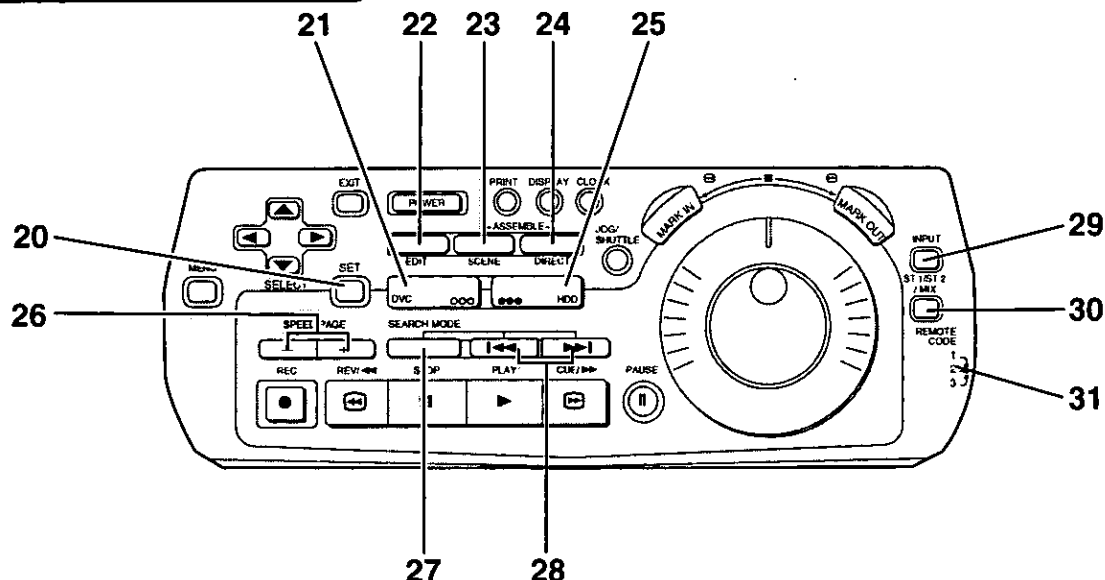


- 1 MENU** (pages 16, 19, 31)  
To display the MENU screen. When each MENU screen is displayed, use this button to return to the previous screen.
- 2 ▲▼◀▶** (pages 19, 31)  
To make selections from a MENU screen.
- 3 EXIT** (pages 19, 33)  
To exit each MENU screen.
- 4 POWER** (pages 13, 21~23, 71~73, 79)  
To turn the Editor ON or OFF. The Editor is ON after approx. 10 seconds POWER button is pressed.
- 5 PRINT** (pages 11, 72~73)  
To start printing after connecting a Digital Photo Printer (Panasonic). PRINT button on the Editor lights red when printing.
- 6 DISPLAY** (pages 10, 17)  
To display Audio mode, Audio Track, Audio L/R, DVC Control mode, HDD mode of the Editor, Mode Display, Clock, HDD remaining indication, Time Code, and Search Mode on the screen. (When the input is set to Analog and the hard disk is not played back, DISPLAY screen is not displayed.)
- 7 CLOCK** (pages 10, 15~17, 19)  
To change display on the Multi Function Display and the screen. To change CLOCK display indication as follows:  

CLOCK	→	Counter	→	HDD
		(Time Code)		Remaining
- 8 JOG/SHUTTLE** (pages 24~25)  
To switch to the Jog/Shuttle mode. When pressing this switch, it lights red.
  - If there is no operation for approx. 30 seconds, this red lamp turns off and Jog/Shuttle mode is canceled.
- 9 MARK IN** (pages 15, 26, 40)  
To set edit start points for each editing.
- 10 MARK OUT** (pages 27, 41)  
To set edit end points for each editing.
- 11 REC** (pages 11, 15, 23, 71, 75, 77)  
To start recording.
- 12 REV/◀◀** (pages 10, 24)  
In Stop mode :Jump the beginning of pictures.  
In playback or still mode :Review playback at x8 standard speed.
- 13 STOP ■** (pages 10, 22~24)  
To stop playback or recording.
- 14 PLAY ▶** (pages 10, 24)  
To start playback.
- 15 CUE/▶▶** (pages 10, 24)  
In Stop mode :Jump the end of pictures.  
In playback or still mode :Cue playback at x8 standard speed.
- 16 PAUSE ||** (pages 10, 24, 72~73)  
To pause recording or playback.
- 17 Jog Dial/Shuttle Ring** (pages 24~27)  
Operate after pressing JOG/SHUTTLE to switch to JOG/SHUTTLE mode.  
**Jog Dial (inner dial):** To locate desired frame with utmost precision.  
**Shuttle Ring (outer ring):** To adjust forward or reverse playback speed.

# Index of Controls

## Remote Control Buttons



**20 SET** (pages 31~37, 39, 42~51, 53, 55, 57, 59, 61, 63, 65, 67~68)  
To start editing, and to set selections from each MENU screen.

**21 DVC** (pages 15, 17, 22, 69)  
To operate the Digital Video Camera when connected to the Editor using IEEE 1394 Cable (supplied). (Applies only when PC/DV switch is set to DV.)

**22 EDIT** (pages 16, 39)  
To display EDIT MENU screen.

**23 SCENE ASSEMBLE** (pages 17, 31, 34)  
To display SCENE ASSEMBLE menu. In this menu, you can select EVENT, PHOTO, TIME INTERVAL, and SCENE.

**24 DIRECT ASSEMBLE** (page 26)  
To register original pictures as a SCENE while watching a monitor during recording (DV input only) and playback.

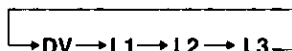
**25 HDD** (page 17)  
To operate the Editor when connected to a Digital Video Camera using IEEE 1394 cable. Press HDD to operate the Editor. (Applies only when PC/DV switch is set to DV.)

**26 SPEED/PAGE +/-** (pages 15, 24~27)  
To change forward and reverse playback speed. Playback speed: x1/32, x1/8, x1/4, x1, x2, x8, x32

**27 SEARCH MODE** (pages 11, 24~27)  
To change the search mode when using EDIT menu or during HDD playback.

**28 I<<</>>>I** (pages 11, 24~25, 27, 37, 43, 54, 57)  
For search of the EVENT, PHOTO, TIME INTERVAL and SCENE.

**29 INPUT** (pages 10, 15, 21, 23, 74, 76, 79)  
To change the input setting. This indicator is displayed on Multi Function Display. To change INPUT display indication as follows:



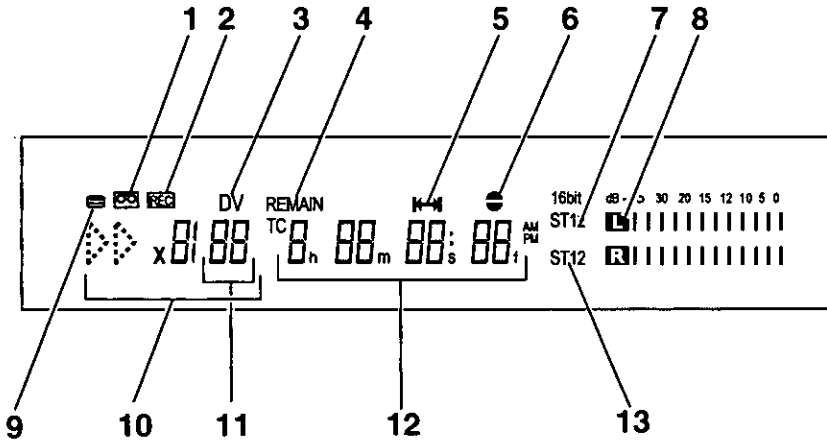
- When using AUTO REC, TIME LAPSE and audio editing, DV can not be selected.
- When PC/DV Switch is set to PC, you cannot select L1~L3.

**30 ST 1/ST 2/MIX** (pages 15, 17)  
To select the audio track (STEREO 1/STEREO 2) on the hard disk was recorded in 12 bit audio mode. During playback, each time the button is pressed, the sound changes as follows:



**31 REMOTE CODE 1/2/3** (pages 16, 20, 70, 78)  
To change the remote control code when another unit is operated by the Editor's remote control. You can select one of the 3 remote codes (page 16) (Remote Code is set to CODE 3 as the factory setting).

## Multi Function Display



- 1 **DVC Indicator** (page 14)  
Shows Digital Video Camera is operated by this remote control. When pressing DVC button on the remote control, this indicator will be displayed.
- 2 **REC REC Indicator** (pages 22~23, 75, 77)  
Lights when REC button is pressed and during recording.
- 3 **DV Indicator** (pages 10, 14)  
Shows DV input is selected.
- 4 **REMAIN Indicator** (pages 22~23)  
Shows recording time remaining on the hard disk.
- 5 **MARK IN Indicator** (pages 13, 26)  
Lights when MARK IN is pressed in DIRECT ASSEMBLE menu. Turns off when MARK OUT is pressed.
- 6 **Audio dubbing indicator**  
Lights when audio dubbing, audio mix dubbing, or audio insert editing is performed.
- 7 Displays the audio data (sound mode/sound track) that is to be recorded, or the audio data on the hard disk that has already been recorded. The audio recording mode can be set in the MENU screen (A/V input only) (page 16).
- 8 **AUDIO L/R indicator** (page 11)  
Shows the sound output. Each time AUDIO L/R button is pressed on the Editor changes indicator as follows:  

LR	→	L	→	R
----	---	---	---	---

L :L recorded sound is output from L and R.  
R :R recorded sound is output from L and R.  
LR :L recorded sound is output from L.  
R recorded sound is output from R.

- 9 **Editor Indicator** (page 14)  
Shows that the Editor is operating. Lights while the Editor is selected. Flashes when the Editor is turned on or off. Also flashes when PC/DV Switch is changed from PC to DV or OFF.  
**Note**  
Do not unplug the Editor's AC Power Cord while Editor is lighting to avoid damaging the hard disk. Also, do not subject the unit to mechanical shock while the hard disk indicator is lighting.
- 10 Display the playback speed (x1/32, x1/8, x1/4, x2, x8, x32) and status when SPEED/PAGE +/- button on this remote control is pressed (page 14).
- 11 Each time the INPUT button is pressed on the Editor or remote control changes indicator as follows:  

→	→ L1	→ L2	→ L3
---	------	------	------

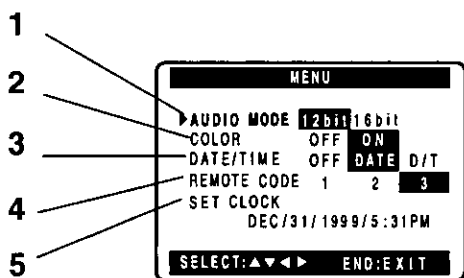
(pages 10, 14)
- 12 This numerical value shows clock, recording time remaining on the hard disk, and Time Code. Press CLOCK to change indicator (pages 10, 13).
- 13 Displays the selected audio track (sound mode/sound track) that is to be played back. Each time the ST 1/ST 2/MIX button is pressed, sound track is changed. In 16 bit mode, this indicator is not displayed (page 14).

ST1	: ST1
ST2	: ST2
MIX	: ST12

# Display

## MENU Display

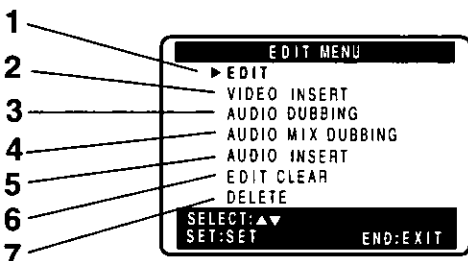
When MENU button on the remote control is pressed, the screen below is displayed (page 13).



- 1 AUDIO MODE** (pages 20, 23)  
You can select the audio mode (12 bit or 16 bit) when recording (A/V input only) from a Video or Camera unit.
- 2 COLOR**  
Select color or black-and-white. Normally set to ON.
- 3 DATE/TIME** (page 17)  
Select to display the date and time.  
Set to D/T : Date/Time is displayed on the screen.  
Set to DATE : Date is displayed on the screen.  
Set to OFF : Date/Time is not displayed on the screen.
- 4 REMOTE CODE** (page 14)  
When changing the remote code, select 1, 2, or 3 on the MENU screen and exit the menu. Then, change the code on the remote control. The factory remote code setting of this remote control is CODE3.
- 5 SET CLOCK** (pages 10, 13, 19)  
Set the current time and date. Press CLOCK button to display clock on-screen and in the Multi Function Display.

## EDIT menu

When EDIT button is pressed, the screen below is displayed. EDIT menu is not displayed when original pictures are not recorded on the hard disk.

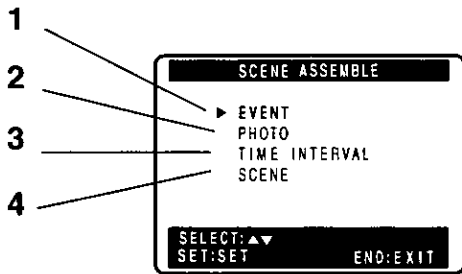


- 1 EDIT** (pages 38-49)  
You can edit the registered SCENE using EDIT-TRIM, EDIT-ADD, EDIT-DEL, EDIT-MOVE, EDIT-COPY, or EDIT-PLAY.
- 2 VIDEO INSERT** (pages 52-55).  
You can replace original pictures with other pictures in this menu.
- 3 AUDIO DUBBING** (pages 56-59)  
In this menu, new sound can be recorded onto the STEREO 2 track of recorded data as long as original sound is recorded in 12 bit audio mode. The original sound is preserved on the STEREO 1 track.
- 4 AUDIO MIX DUBBING** (pages 60-63)  
In this menu, original sound recorded in 12 bit audio mode, can be mixed with new sound from an external source. And the mixed sound is recorded on the STEREO 2 track.
- 5 AUDIO INSERT** (pages 64-67)  
Original sound recorded in 12 bit and 16 bit audio mode can be replaced with new sound in this menu.
- 6 EDIT CLEAR** (page 68)  
You can clear all of registered scenes scene in this menu.
- 7 DELETE** (pages 50-51)  
In this menu, you can delete the unedited video (Make Movie) to make new original pictures. Or, delete all video so that you can start the editing process again.



## SCENE ASSEMBLE menu

When SCENE ASSEMBLE button on the remote control is pressed, the screen below is displayed (page 14).



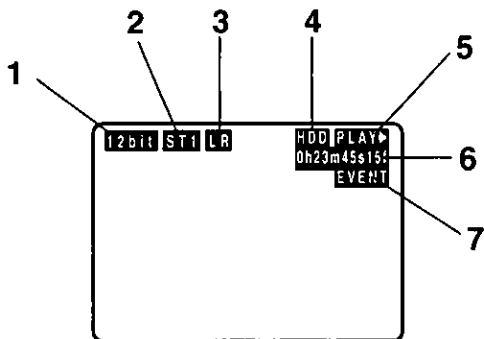
- 1 EVENT** (pages 6, 30~33)  
You can select a part of pictures from the original pictures you recorded on the hard disk, and register it as a SCENE in the SCENARIO.
- 2 PHOTO** (pages 30~33)  
PHOTO is a picture taken with PHOTO SHOT on a Digital Video Camera. In this menu, you can select photo shot data recorded on the hard disk, and register it as a SCENE in the SCENARIO.
- 3 TIME INTERVAL** (pages 30~33)  
TIME INTERVAL is pictures displayed at approx. 2 minute intervals from a Digital Video Camera, Video, or Camera unit. You can select a part of pictures divided into approx. 2 minutes recorded on the hard disk, and register it as a SCENE in the SCENARIO.
- 4 SCENE** (pages 34~37)  
In this menu, the SCENE registered is displayed and you can confirm it.

## On Screen Display Order

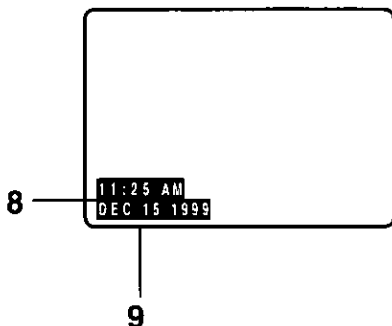
When DISPLAY button is pressed, the screen below is displayed. (pages 10, 13)

### Note

- When the input is Analog and the hard disk is not played back, DISPLAY screen is not displayed. When the hard disk is in Slow, high speed, Still, Cue, or Rev mode, 1~3 (Audio mode, Audio track, Audio L/R) is not displayed. When the input is DV or the hard disk is played back, all indications are displayed.



When DATE or D/T (Date and Time) is selected in the MENU screen, the recorded Date or Date/Time is always displayed on the screen.



- 1 Audio Mode**  
Shows the Audio mode (12 bit or 16 bit) of the pictures being played back. When input is set to DV, the Audio Mode of the input signal from a Digital Video Camera is displayed instead.
- 2 Audio Track** (page 14)  
Shows ST 1, ST 2, or MIX. To change the audio track, press ST 1/ST 2/MIX button on the remote control (12 bit audio mode only). This indication is displayed when playing back recorded pictures or when input is set to DV.
- 3 Audio L/R** (page 11)  
Shows sound output. To change sound output, press AUDIO L/R button on the Editor. This indication is displayed when playing back recorded pictures or when input is set to DV or A/V.
- 4 HDD/DVC Mode** (page 14)  
Shows the unit being operated from the Editor, HDD (the Editor) or DVC (Digital Video Camera). Press DVC or HDD button on the remote control to switch between DVC and HDD.
- 5 Mode Display**  
Shows PLAY ▶, PLAY ◀, SLOW ▶, SLOW ◀, CUE, REV, PAUSE, REC, STILL, or STOP mode.
- 6 Clock** (pages 10, 13).  
Shows time code, clock, or recording time remaining on the hard disk. Press CLOCK button to change the indication.
- 7 Search Mode** (pages 11, 14)  
Shows search mode during hard disk playback of EVENT, PHOTO, TIME, or SCENE. When you operate the Digital Video Camera, Search Mode is not displayed.
- 8 Recorded Time** (page 19)  
Shows recorded time when input is set to A/V or when playing back the DVC tape (input set to DV). If recorded time is not set, "--:--" is displayed.
- 9 Recorded Date** (page 19)  
Shows recorded date when input is set to A/V or when playing back the DVC tape (input set to DV). If the date is not set, "--:--" is displayed.

# Warning Indications

The following warning displays on the screen.

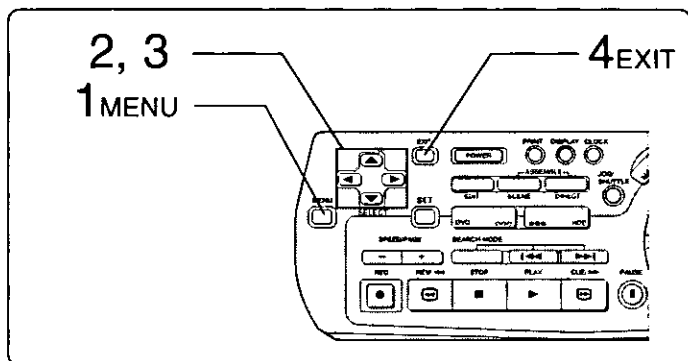
OSD	Warning Indications	OSD	Warning Indications
PROCEEDING	Appears while the features below are in progress: VIDEO INSERT AUDIO DUBBING AUDIO MIX DUBBING AUDIO INSERT MAKE MOVIE	THIS OPERATION WILL DELETE UNEDITED VIDEO. ARE YOU SURE YOU WANT TO CONTINUE?	Appears if a SCENE is registered. When YES is selected, all unedited video will be deleted, and MAKE MOVIE will start.
HARD DISK HAS NO AREA TO RECORD	Appears when original pictures are recorded and there is no free hard disk space.	EDITED VIDEO IS TOO LONG	Appears if you make a SCENARIO that exceeds disk capacity and attempt to perform MAKE MOVIE.
CAN NOT RECORD COPY PROTECTED SIGNAL	Appears if recording of a copy protected signal is attempted.	AUDIO SIGNAL ERROR	Appears if the original pictures were recorded in 16 bit audio mode and audio dubbing or audio mix dubbing is attempted.
INCORRECT DATA SETTING	Warning indication appears if MARK IN and MARK OUT points are reversed in the features below: EDIT-TRIM, EDIT-ADD DIRECT ASSEMBLE VIDEO INSERT AUDIO DUBBING AUDIO MIX DUBBING AUDIO INSERT	PRINTER ERROR	Appears if the PRINT button is pressed and an error is detected from the Digital Photo Printer. Please check the printer for the cause of the error.
	Appears if the setting between MARK IN and MARK OUT point is under 2 seconds in the features below: AUDIO DUBBING AUDIO MIX DUBBING AUDIO INSERT	INVALID OPERATION OR CONNECTION	Appears if the DVC button on the remote control is pressed and the Editor and the DVC are not connected properly with the IEEE 1394 Cable, or PC/DV Switch is not set to DV.
	Appears if any part of the selected original pictures overlaps the selected edit pictures in the features below: VIDEO INSERT		Appears if the DVC → HDD or HDD → DVC button is pressed on the Editor and the DVC are not connected properly with the IEEE 1394 Cable, or PC/DV Switch is not set to DV.
SCENE FULL	Appears if the number of registered scenes exceeds 80.		Appears if the Editor controls another unit (e.g. a DVC) via the IEEE 1394 Cable, and trouble occurs in the other unit.
NO DATA	Appears when original pictures do not exist on the hard disk. Record original pictures to the hard disk.		Appears if the DVC → HDD or HDD → DVC button is pressed on the Editor, and trouble occurs in the other unit connected via the IEEE 1394 Cable.
EDIT REGION IS REGISTERED IN SCENES. ARE YOU SURE YOU WANT TO CONTINUE?	Appears when an existing registered scene and the VIDEO INSERT position overlap. When YES is selected, the pictures in the existing scene will be replaced.		
THIS OPERATION WILL DELETE ALL VIDEO. ARE YOU SURE YOU WANT TO CONTINUE?	Appears when AUTO REC or TIME LAPSE is performed. Does not appear if no pictures exist on the hard disk.		

# Setting the Clock

**Check list before you begin.**

All connections are made (pp. 20, 78).

Once the current time and date are set, you can select DATE or D/T on the DATE/TIME item in the MENU screen to display the date and date/time continually on the screen (A/V input only) (page 16).

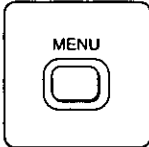
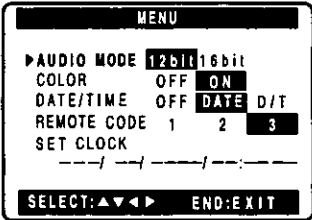
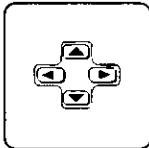
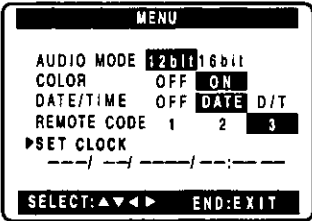
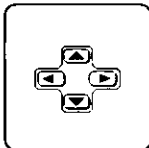
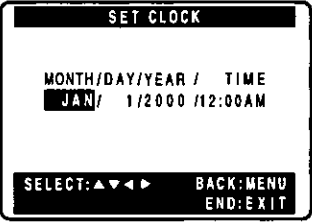
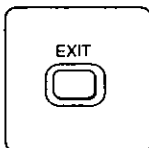


**Note**

- The date and time are calculated, including leap year, from MAR 1, 1988 to FEB 29, 2088.
- Set clock before recording pictures. TIME/DATE will not be recorded (page 19) if clock is not set (A/V input only).

Warning and Clock

Warning Indications and Setting the Clock

1	<p><b>Press MENU</b> to display the MENU screen.</p>		
2	<p><b>Press ▼ or ▲</b> to select SET CLOCK, and then <b>press ◀ or ▶</b> to display the SET CLOCK menu.</p>		
3	<p><b>Press ◀▶ and ▼▲</b> to select and set the MONTH, DAY, YEAR, and TIME. <b>To Make corrections,</b> repeatedly press ◀ or ▶ to move the cursor to the incorrect entry and make the correction.</p> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>• The default setting is JAN 1, 2000 at 12:00 AM.</li> </ul>		
4	<p><b>Press EXIT</b> to fix clock entries and end MENU mode.</p> <ul style="list-style-type: none"> <li>• You can display time on the screen and in the Multi Function Display by pressing CLOCK.</li> </ul>		

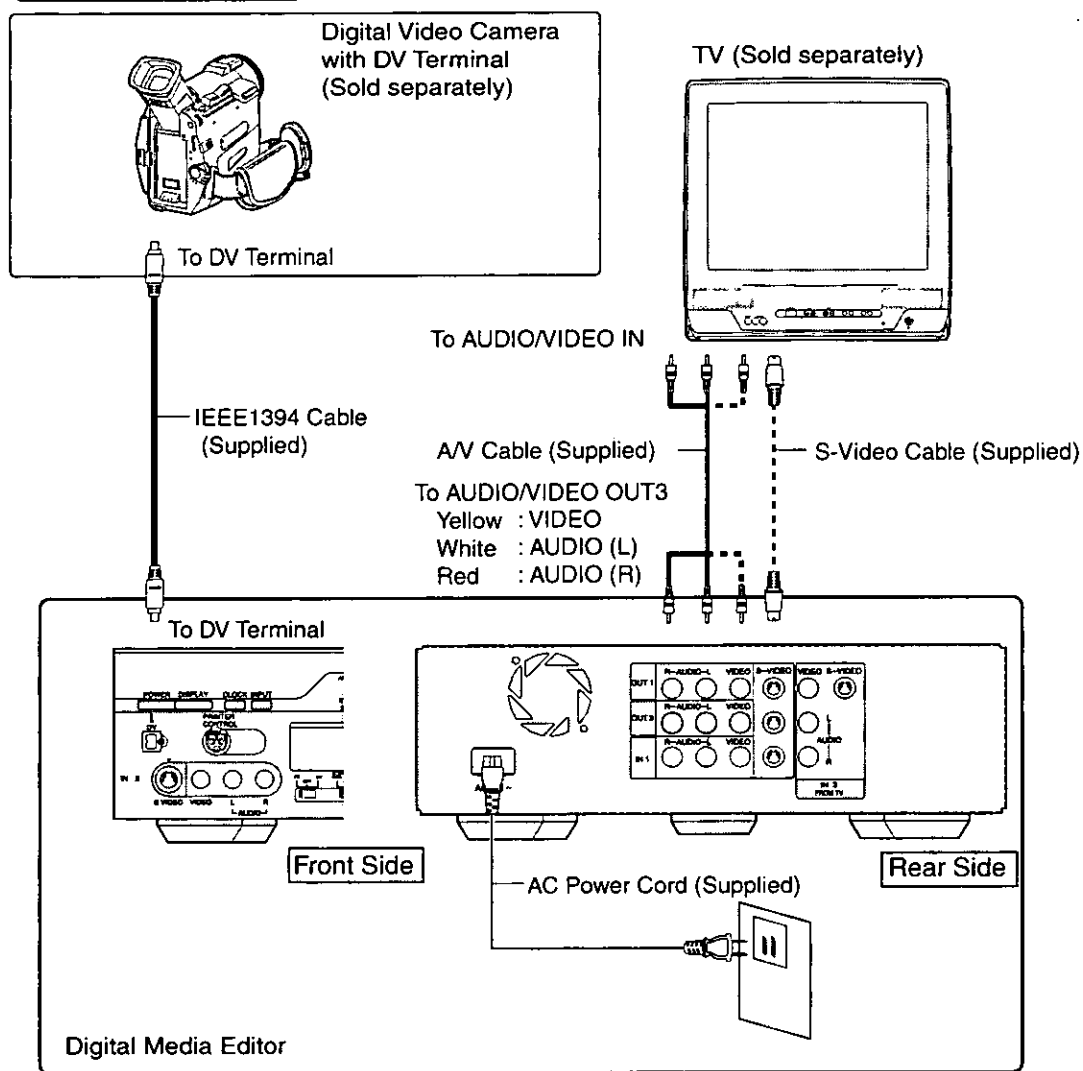
# Basic Connection (DV Connection)

When connecting the Editor and a Digital Video Camera with DV terminal using an IEEE 1394 Cable, please follow these instructions and illustrations. Pictures and sound can be input to the Editor from a Digital Video Camera via an IEEE 1394 Cable. And the Editor can control a Digital Video Camera.

## Note

- The sound data from the Digital Video Camera is recorded in the Editor in the same mode as it was originally recorded in the Camera. Therefore, you can not select the sound mode (12 bit or 16 bit). When the sound mode is 16 bit, you can not do AUDIO DUBBING and AUDIO MIX DUBBING. If you want to do AUDIO DUBBING and AUDIO MIX DUBBING, use "A/V Connection" on page 78 and select 12 bit of the audio mode in the MENU (page 16).

## Playing (source) unit



## Note

- Before connecting all the cables, first make sure that the power to any unit is off.
- Use of an AC adaptor as the power source for the Digital Video Camera is recommended to avoid camera shut down due to low battery power.
- Please read the operating instruction of the playing (source) unit.
- Set PC/DV switch to DV (page 11).
- Do not unplug the Editor's AC Power Code during POWER is on.

## Recording (Editing) unit

### When connecting a Digital Video Camera (Panasonic)

- The normal key operation may not be possible between remote controls of the same system and the Editor. In this case, do editing operation after changing either remote code (pages 14, 16).

**Playing (source) unit**

1

**Set playing (source) unit to VCR mode.**

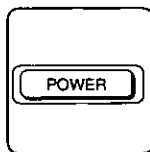
**Note**

- Refer to playing (source) unit manual and set it to VCR mode and stop mode.

**Recording (Editing) unit : PV-DS1000**

1

**Turn the Editor on.  
Press POWER.**

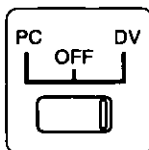


2

**Set PC/DV switch to DV (page 11).**

**Note**

- If PC/DV switch is not set to DV, the playing (source) unit will not be controlled by the Editor.

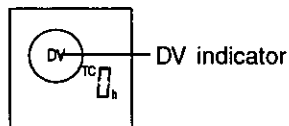
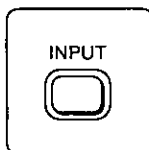


3

**Press INPUT to select DV (pages 10, 14).**

**Note**

- DV indicator lights on Multi Function Display (page 15).



**Note**

**Pictures from IN3 cannot be output to OUT3.**

- To avoid signal looping, do not use the Editor's IN1/OUT1 or the IN2/OUT2 jacks to connect your TV monitor's A/V OUT and A/V IN jacks. The TV monitor must be connected to the IN3/OUT3 jacks only.

# Recording Pictures

Check list before you begin.

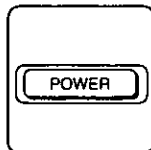
All connections are made (pp. 20, 78).

To use the Editor, you must first record the data from a Digital Video Camera, Video, or Camera unit to the hard disk.

## When recording the pictures from a Digital Video Camera to the Editor using DV Terminal

When connecting the Editor and a Digital Video Camera using IEEE 1394 Cable, you can do one-touch dubbing.

**1** Turn the Digital Video Camera, TV, and the Editor on. Press **POWER**.

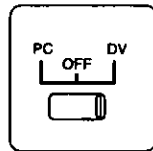
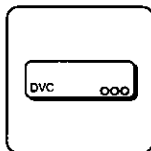
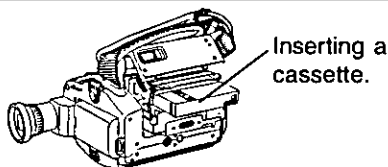


**2** Insert a cassette recorded with pictures into Digital Video Camera.

• Place DVC tape in desired playback position.

**Note**

- Set the Digital Video Camera to VCR mode.
- Set PC/DV switch to DV (page 11).
- You can control a Digital Video Camera from the Editor when DVC button is pressed on the remote control.

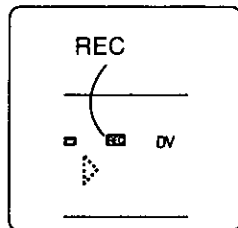
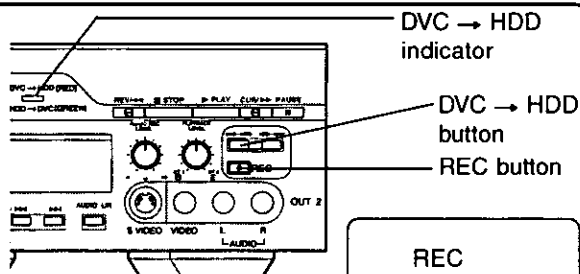


**3** Press **DVC → HDD** to record pictures from the Digital Video Camera to the Editor.

- DVC → HDD indicator lights red (page 11).
- Digital Video Camera starts playback and the Editor starts recording almost at the same time.
- REC indication is displayed on the screen when DISPLAY Button is pressed.
- REC lights on the Multi Function Display.

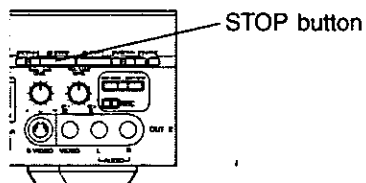
**Note**

- Press REC instead of DVC → HDD when recording selected pictures (pages 11, 13).
- Up to 68 minutes can be recorded on the Editor.
- The Editor will go to REC PAUSE mode when there is no picture from the Digital Video Camera and if picture is still not available after 5 minutes the Editor will go to STOP mode.



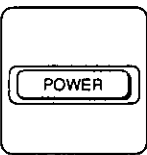
**4** Press **STOP** to stop recording.

• Pressing STOP will also stop the Digital Video Camera.



**When recording pictures from a Video or Camera unit to the Editor using AUDIO IN, S-VIDEO IN, and VIDEO IN Terminal**

**1** Turn the Video or Camera unit, TV, and the Editor on. Press **POWER**.

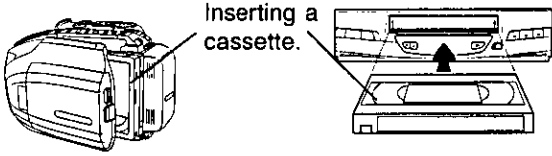


**2** Insert a cassette recorded with pictures into the Video or Camera unit.

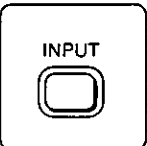
**Note**

- Press INPUT to select L1, L2, or L3 (pages 10, 14).
- Select 12 bit or 16 bit audio mode in the MENU screen (page 16).

**If Camera unit is set to Camera mode:**  
The picture from the Camera unit lens is displayed on the TV screen.



Inserting a cassette.

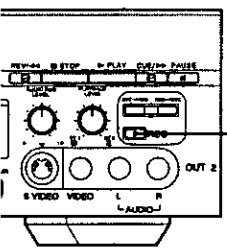


**3** Press **PLAY** on the Video or Camera unit, and then press **REC**.

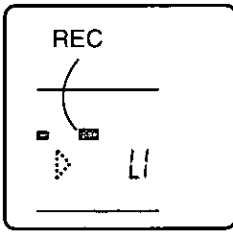
- **REC** lights on the Multi Function Display.

**Note**

- The Editor cannot control the Video or Camera unit.
- Up to 68 minutes can be recorded on the Editor.
- DISPLAY screen is not displayed.

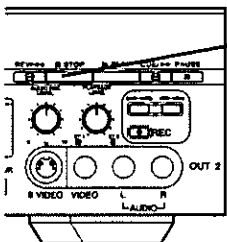


REC button



**4** Press **STOP** to stop recording.

- You must also press STOP on the Video or Camera unit to stop playback.



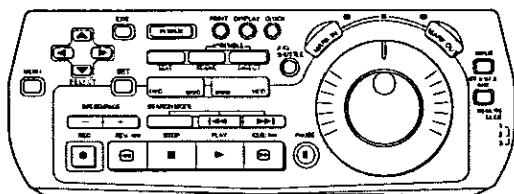
STOP button

**Recording Features**

To use AUTO REC or TIME LAPSE, please refer to "Recording Features" on pages 74-77.

# Playing Back Pictures

- Check list before you begin.
- All connections are made (pp. 20, 78).
  - Pictures are recorded on the hard disk (pp. 22-23).



## Normal Playback

Press **PLAY ▶** to playback the recorded pictures.

### Note

- Pictures are played back, and they are displayed on a monitor.
- Press **STOP ■** to stop playing back.
- Press **PAUSE ▢** to pause playing back.
- Press **CUE / ▶▶** to cue playing back in standard speed x 8.
- Press **REV / ◀◀** to review playing back in standard speed x 8.

## Playback using SPEED/PAGE +/-

Press **PLAY ▶** to playback the recorded pictures. Then, press **SPEED/PAGE +/-** button.

- Press **+** button to forward playback speed.
- Press **-** button to reverse playback speed.

### Note

- Playback speed is x1/32, x1/8, x1/4, x1, x2, x8, and x32.
- Press **STOP ■** to stop playing back.

## Playback using Jog Dial/Shuttle Ring

Press **PLAY ▶** to playback the recorded pictures. Then, press **JOG/SHUTTLE** button.

- Turn **Jog Dial** to locate desired frame with utmost precision.
- Turn **Shuttle Ring** to adjust forward or reverse playback speed.

### Note

- Press **JOG/SHUTTLE** to use the Jog/Shuttle mode.
- Press **STOP ■** to stop playing back.
- If there is no operation for approx. 30 seconds, this red lamp turns off and Jog/Shuttle mode is canceled.

There are four ways you can playback the recorded pictures as described below.

## Playback using SEARCH MODE

**1 Press SEARCH MODE** to select **EVENT**, **(PHOTO)**, **TIME INTERVAL**, and **(SCENE)**.

- When connecting the Digital Video Camera and the Editor with IEEE 1394 Cable, **PHOTO** can be recorded on the hard disk.

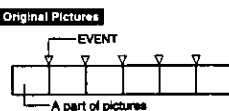
### Note

- If the Editor is currently playing back the pictures, press **STOP** to stop playback.
- Each time the **SEARCH MODE** button is pressed, "EVENT" or "TIME" is displayed on the screen, and "E" or "C" is displayed on the Multi Function Display, and in case of **PHOTO** or **SCENE**, "P" or "SC" is displayed.

**EVENT** (Up to 999 images can be registered.)  
The original pictures are divided by **EVENT**.

**EVENT** is the point where...

- **REC** button is pressed to record pictures to the hard disk.
- The recorded **Date/Time** is discontinued.

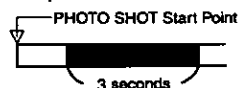


- Index mark is detected.

In this menu, you can select a part of pictures and register them as a **SCENE**.

**PHOTO** (Up to 999 images can be registered.)

**PHOTO** is a picture captured with **PHOTO SHOT** on a Digital Video Camera. Photo pictures are recorded for 3 seconds shortly after the **PHOTO SHOT** start point. In this menu, you can select desired photo pictures and register them as a **SCENE**.



**TIME INTERVAL**

**TIME INTERVAL** pictures are those recorded every approx. 2 minutes from a Digital Video Camera, Video, or Camera unit.

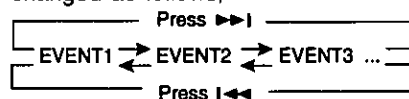
**SCENE** (Up to 80 images can be registered.)

**SCENE** is registered picture in **EVENT**, **PHOTO**, and **TIME INTERVAL**.

**2 Press I◀◀ or ▶▶I** to select pictures.

### Note

- If you select **EVENT**, the display indication is changed as follows,



**3 Press PLAY ▶** to playback the selected pictures.

### Note

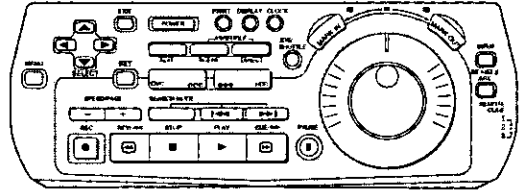
- If you press **SEARCH MODE** while playing back, the picture will go to **STILL** mode.
- Press **STOP ■** to stop playback.



**Check list before you begin.**

- All connections are made (pp. 20, 78).
- Pictures are recorded on the hard disk (pp. 22~23).

You can use SEARCH MODE in the EDIT MENU screen. This feature is useful for selecting IN/OUT (Start/End) of pictures.



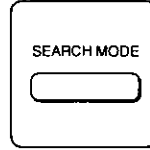
**You can select the IN/OUT (start/end) points easily:**

1

**Press SEARCH MODE** on the remote control to select search mode.

**Note**

- If no PHOTO or SCENE signal exists, registering does not take place.
- Each time the SEARCH MODE button is pressed, the indicator will change to EVENT, PHOTO, TIME, and SCENE (see below).

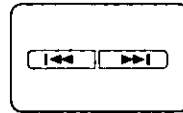


2

**Press I◀◀ or ▶▶I** to search pictures of the EVENT, PHOTO, and TIME INTERVAL.

**Note**

- Each time the I◀◀ or ▶▶I button is pressed, the pictures in the IN or OUT screen changes with each search point.
- The Time Code of IN/OUT screen also changes.

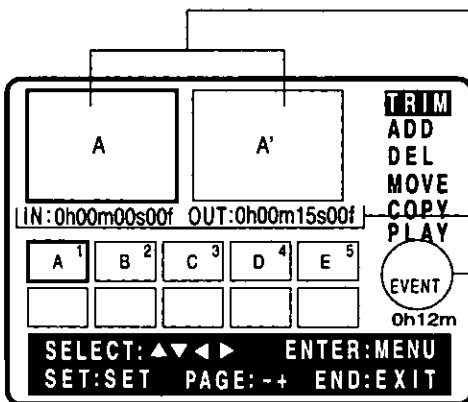


**Note**

You can use Jog Dial/Shuttle Ring, REV, CUE, and SPEED/PAGE +/- button.

- Select IN/OUT screen, and then press PLAY. And then, press REV, CUE, SPEED/PAGE +/- button, and turn Jog Dial/Shuttle Ring (page 24). Press JOG/SHUTTLE button before using Jog Dial.

**EX. EDIT Menu (TRIM)**  
(page 39)



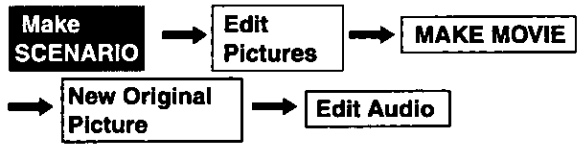
The start point and end point of a picture is displayed in the IN and OUT screens.

Time Code of start point/end point.

Shows the selected mode is EVENT, PHOTO, and TIME (TIME INTERVAL). Each time the SEARCH MODE button is pressed, this indicator changes. Each picture is easy to find. (Only when setting start/end point.)

# Direct Assemble

- Check list before you begin.
- All connections are made (pp. 20, 78).
- Pictures are recorded on the hard disk (pp. 22-23).

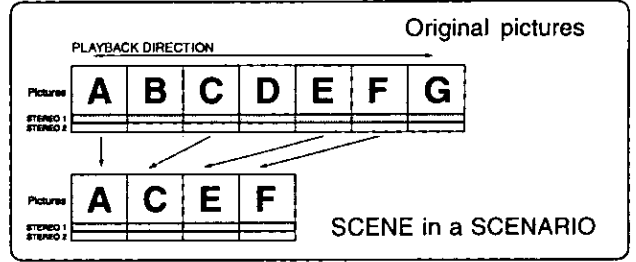


## Direct Assemble

In this menu, you can directly select the desired original picture from those recorded on the Editor while they are played back. And you can use this menu when recording pictures from a Digital Video Camera (DV input only). The pictures are then registered as a SCENE in the SCENARIO.

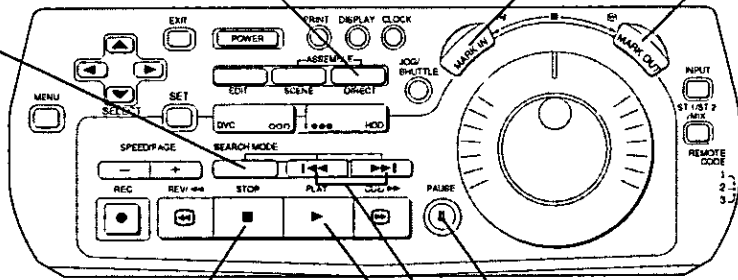
### Note

- When recording pictures with A/V input, you can not do DIRECT ASSEMBLE.
- When no operation in STILL mode for 5 minutes, the unit will return to stop mode automatically.



1, 4 DIRECT ASSEMBLE

A SEARCH MODE



2 MARK IN

3 MARK OUT

4 STOP

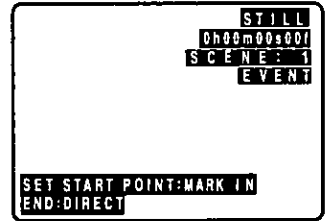
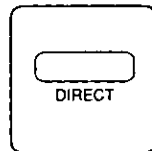
B 2, 3 PAUSE  
2, C PLAY

### EX. playback

1

Press **DIRECT** on the remote control to do Direct Assemble.

- The screen is STILL mode.
- Press **SEARCH MODE** to select **EVENT**, **PHOTO**, **TIME**.

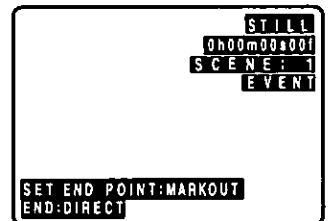
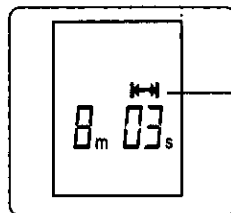
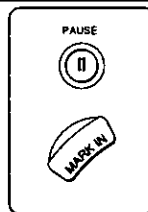


2

Select the desired pictures using **PLAY**, **SPEED PAGE +/-** button, **Jog Shuttle** mode, **CUE**, **REV**, **PAUSE**, and **SEARCH MODE**. Press **PAUSE** and **MARK IN** to decide the start point.

### Note

- The **MARK IN** lights on the Multi Function Display.
- When **SEARCH MODE** button is pressed, the mode changes.
- Search for **SCENE** can not be used.
- If the number of registered scene exceeds 80, "SCENE FULL" will be displayed on the screen.



MARK IN indicator

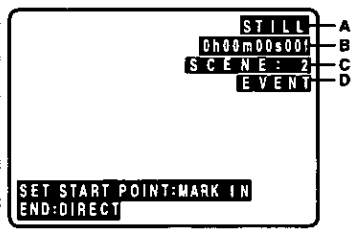
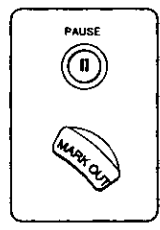
3

Select the desired pictures using PLAY, SPEED PAGE +/- button, Jog Shuttle mode, CUE, REV, PAUSE, and SEARCH MODE. Press PAUSE and MARK OUT to decide the end point.

**Note**

- The selected pictures are recorded as "SCENE 1".
- If MARK IN and MARK OUT points are reversed, "INCORRECT DATA SETTING" is displayed on the screen.
- Set end point at least 3 seconds after start point.

To do Direct Assemble again... Repeat steps 2-3 as desired.



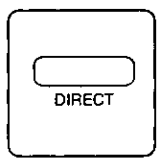
- A: Shows Mode Display (page 17).
- B: Shows Time Code (page 17).
- C: The scene number for registration.
- D: Shows the selected mode is EVENT, PHOTO, or TIME.

4

Press DIRECT to end this mode.

**Note**

- Press STOP to end this mode and stop playback.



**Playing back registered Pictures**

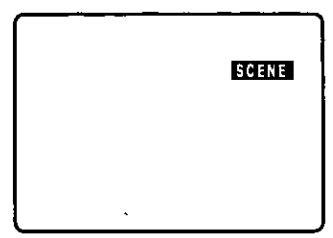
You can playback the registered pictures using SEARCH MODE.

A

Press SEARCH MODE on the Editor or on the remote control to select SCENE.

**Note**

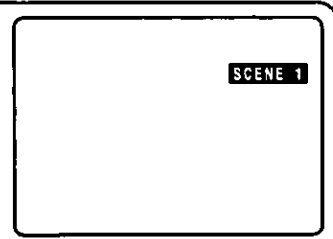
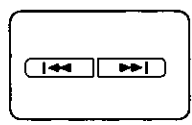
- Each time the SEARCH MODE button is pressed, "EVENT", "PHOTO", "TIME" and "SCENE" is displayed on the screen.



B

Press I◀◀ or ▶▶I to search pictures in the SCENE.

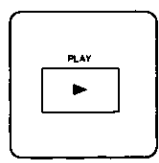
- "SCENE1", "SCENE2"..... is displayed on the screen.



C

Press PLAY to playback the scenes.

- Scenes are played back.
- You can use SPEED/PAGE +/- button, Jog/ Shuttle mode, CUE, REV, and PAUSE (pages 24~25).
- To stop playback, press STOP on the Editor or on the remote control.
- You can press I◀◀ or ▶▶I for search while playing back scenes. The screen is in STILL mode.



# Editing Features

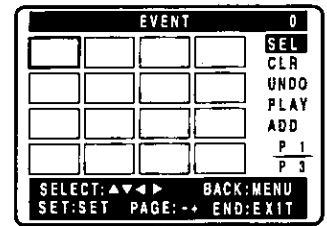
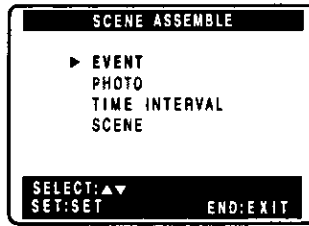
You can edit original pictures using the following menus/functions.

## SCENE ASSEMBLE, EDIT MENU

Please refer to "Display" on pages 16~17 for more about EDIT and SCENE ASSEMBLE menus.

### SCENE ASSEMBLE menu

You can select the desired pictures (pictures and sound) from those recorded on the Editor's hard disk, and assemble them as desired (pages 30~37).

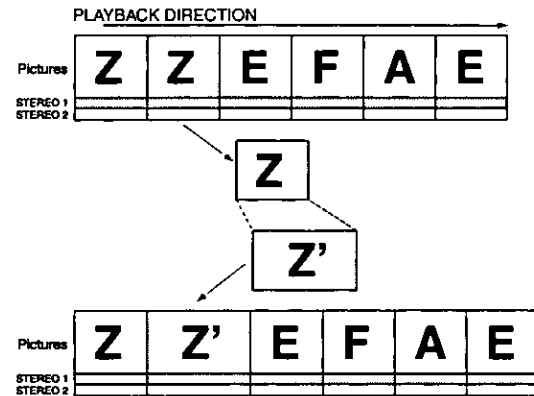


### EDIT in the EDIT menu

You can trim, move, copy and delete a scene (pages 38~49).

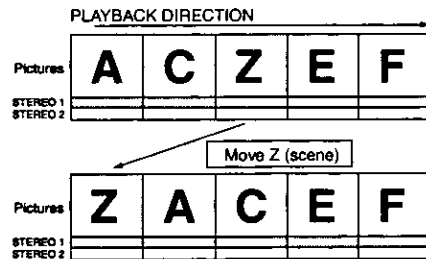
#### EDIT-TRIM

Trimming a SCENE (pages 39~41).



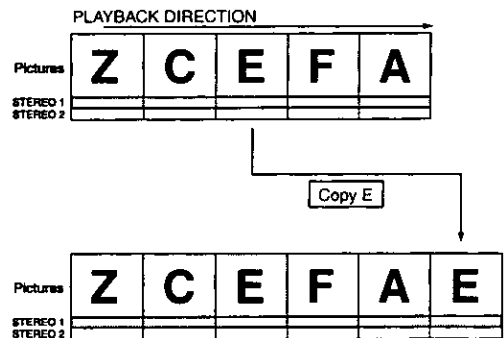
#### EDIT-MOVE

Moving a scene (pages 46~47).



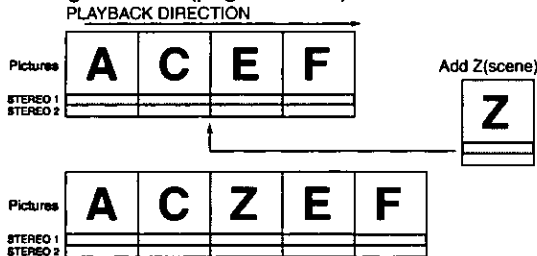
#### EDIT-COPY

Copying a scene (pages 48~49).



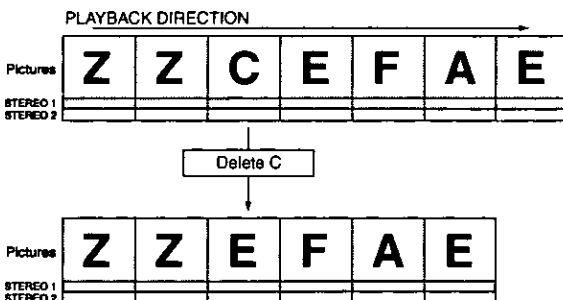
#### EDIT-ADD

Adding a scene (pages 42~43).



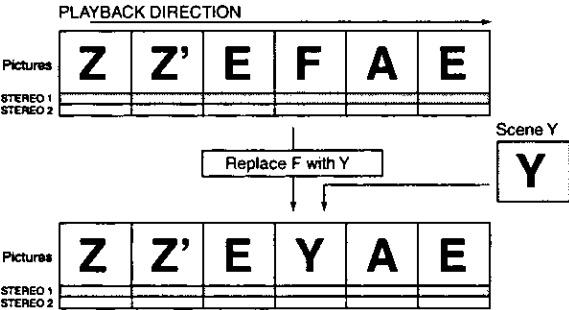
#### EDIT-DEL

Deleting a scene (pages 44~45).



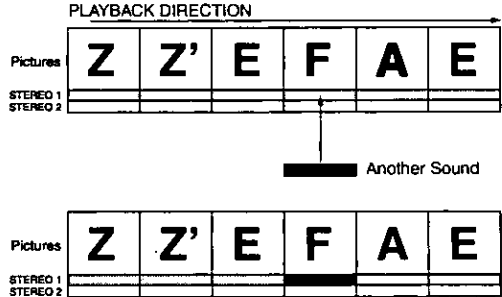
### VIDEO INSERT in the EDIT menu

You can replace original pictures with another picture while keeping the original sound (pages 52-55).



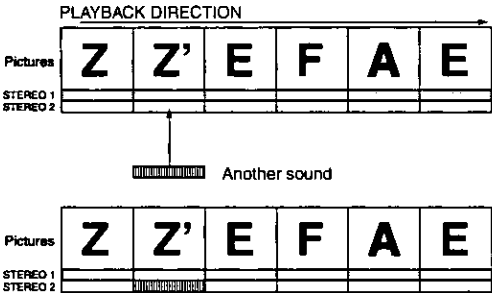
### AUDIO INSERT in the EDIT menu

This feature lets you insert another sound into the original sound track regardless of whether the original sound track was recorded in 12 bit or 16 bit mode (pages 64-67).



### AUDIO DUBBING in the EDIT menu

If the original sound was recorded in 12 bit mode, this function enables you to record a new sound on the STEREO 2 track and still keep the original sound (pages 56-59).



### EDIT CLEAR in the EDIT menu

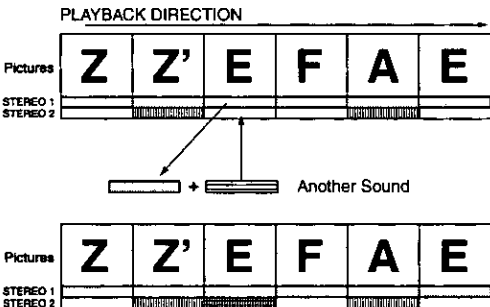
You can clear the edited scene. And you can edit the original pictures at the beginning (page 68).

### DELETE in the EDIT menu

In this menu, you can delete the unedited video (those not used for editing) and all video (original pictures and edited scene). You can do MAKE MOVIE (pages 50-51).

### AUDIO MIX DUBBING in the EDIT menu

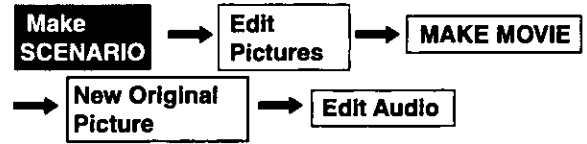
In this menu, original sound recorded in 12 bit audio mode, can be mixed with new sound from an external source. And the mixed sound is recorded on the STEREO 2 track (pages 60-63).



# Making a SCENARIO

- Check list before you begin.
- All connections are made (pp. 20, 78).
- Pictures are recorded on the hard disk (pp. 22~23).

## Process of Making A New Original Picture



## SCENE ASSEMBLE

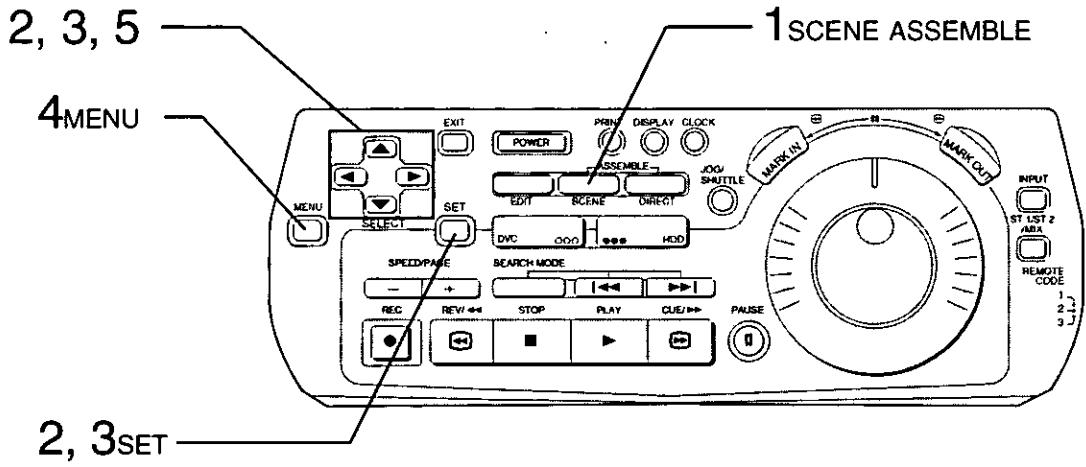
You can select a group of pictures from the original pictures in the EVENT menu, photo pictures in the PHOTO menu, or 2 minute interval pictures in the TIME INTERVAL menu, and register them as a scene in the SCENARIO. The registered scene in the SCENARIO can then be edited in the SCENE menu.

### Note

- When connecting the Digital Video Camera and the Editor with IEEE 1394 Cable, EVENT and PHOTO are recorded on the hard disk.
- This function cannot be done when no picture is recorded on the hard disk.

<b>EVENT</b>	<p>(Up to 999 images can be registered.) The original pictures are divided by EVENT. EVENT is the point where...</p> <ul style="list-style-type: none"> <li>• REC button is pressed to record pictures to the hard disk.</li> <li>• the recorded Date/Time is discontinued.</li> <li>• index mark is detected.</li> </ul> <p>In this menu, you can select a group of pictures and register them as a SCENE.</p>	
<b>PHOTO</b>	<p>(Up to 999 images can be registered.) PHOTO is a picture captured with PHOTO SHOT on a Digital Video Camera. Photo pictures are recorded for 3 seconds shortly after the PHOTO SHOT start point. In this menu, you can select desired photo pictures and register them as a SCENE.</p>	
<b>TIME INTERVAL</b>	<p>TIME INTERVAL pictures are those recorded every approx. 2 minutes from a Digital Video, Digital Camera, Video, or Camera unit.</p>	
<b>SCENE</b>	<p>(Up to 80 images can be registered.) SCENE is registered picture in EVENT, PHOTO, and TIME INTERVAL.</p>	

## ■ To select group of pictures (EVENT menu)



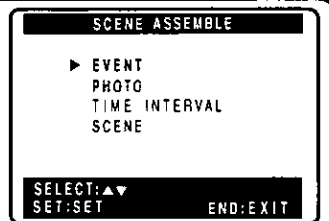
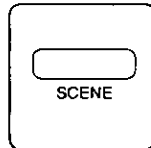
## Selecting SEL in the EVENT menu

Use to select a group of original pictures from those recorded on this Editor hard disk.

1

Press **SCENE ASSEMBLE** to display **SCENE ASSEMBLE** menu.

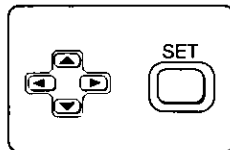
- If PHOTO and SCENE do not exist, they cannot be selected.



2

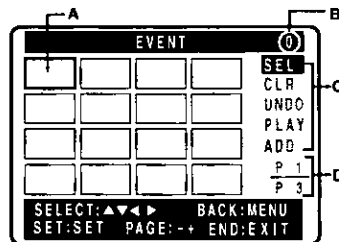
Press **▲▼** to select **EVENT**, and press **SET** to display the **EVENT** menu.

- Or, press **▲▼** to select **PHOTO** or **TIME INTERVAL**, and press **SET** to display the **PHOTO** or **TIME INTERVAL** menu.
- If **PHOTO** and **SCENE** are not registered, you can not select them.
- A group of original pictures is displayed in a **Thumbnail** screen.
- The first picture of the group is framed in red.



**Note**

- A: Thumbnail pictures.
- B: Total number of Thumbnails selected.
- C: Index items (SEL, CLR, UNDO, PLAY, ADD)
- D: Each Thumbnail screen page contains up to 16 pictures. When more than 1 page, press **SPEED/PAGE +/-** button to move to the next or previous page.



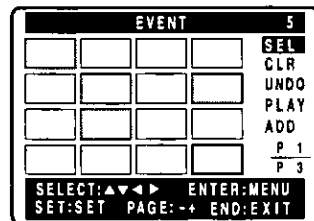
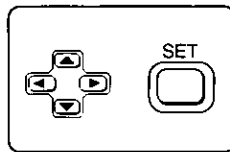
3

Press **▲▼◀▶** to move to the desired **Thumbnails**, then press **SET** to select them.

- Selected **Thumbnails** are framed in yellow.

**Note**

- Before pressing **SET**, you can preview the selected thumbnails (framed in red) by pressing **PLAY**.
- You can select thumbnails up to 80.
- If 80 registered scenes already exist, or if the previously registered scenes added to the thumbnails selected with **SEL** exceeds 80, "SCENE FULL" will be displayed on the screen and **ADD** function will not be selected.

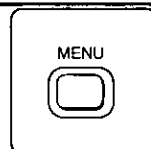


4

Press **MENU** to select the **Index Item**.

**Note**

- When any thumbnail is not selected, go back to **SCENE ASSEMBLE** menu.

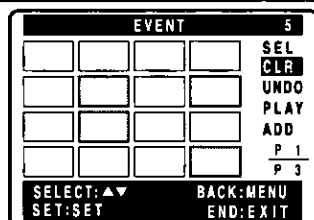
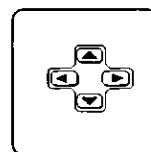


## Selecting CLR after selecting pictures with SEL

You can cancel pictures selected in **SEL**.

5

Press **▲▼** to select **CLR**.



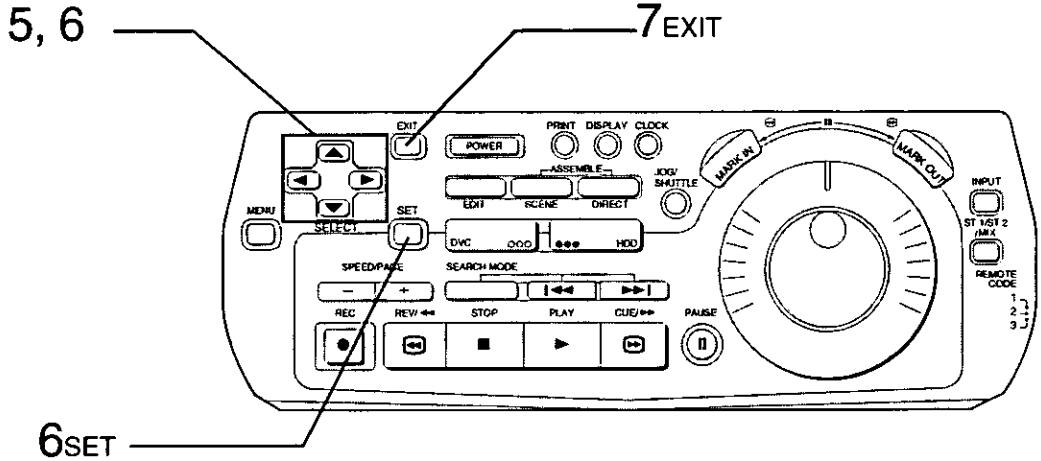
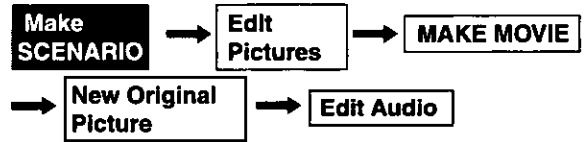
Scene Assemble

Making a scene

Continued on next page.

# Making a SCENARIO (Continued)

## Process of Making A New Original Picture



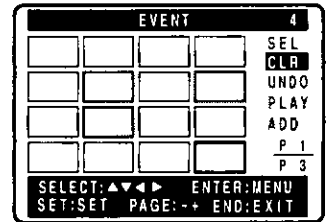
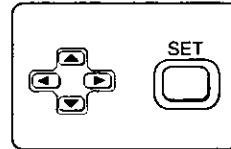
6

Press **SET**. Press **▲▼◀▶** to move to the Thumbnails to be canceled, then **press SET**.

- The selection is canceled.
- The total number of Thumbnails selected, top right, decreases.

**Note**

- Press **MENU** to redisplay **SCENE ASSEMBLE** menu (step 1) if no Thumbnails are selected. If Thumbnails are selected, press **MENU** to select an Index item (step 4).

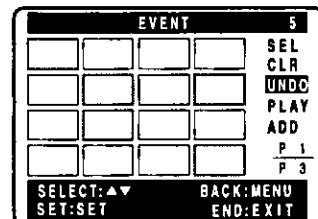
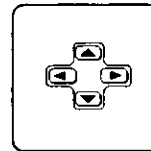


### Selecting UNDO after selecting pictures with SEL

You can cancel entire group of pictures selected with SEL.

5

Press **▲▼** to select **UNDO**.



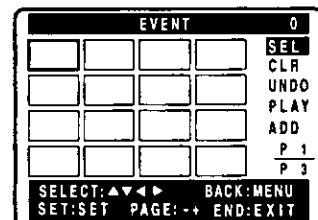
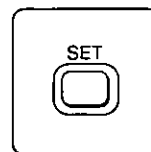
6

Press **SET** to cancel all selections.

- All selections are canceled.

**Note**

- Press **MENU** to go back to the **SCENE ASSEMBLE** menu.

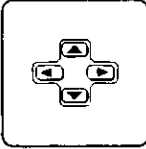
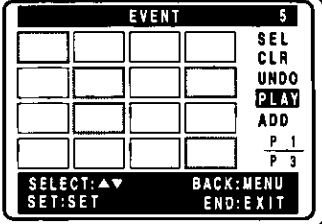




## Selecting PLAY after selecting pictures with SEL

You can playback and confirm all selected pictures selected with SEL before registering them as a scene in the SCENARIO.

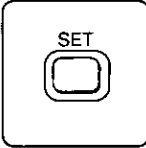
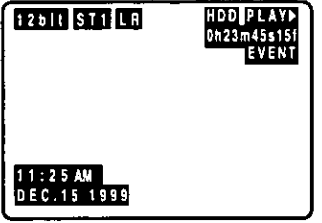
**5** Press ▲▼ to select PLAY.

The EVENT menu screen shows a 4x4 grid of thumbnails. On the right side, the following options are listed: SEL, CLR, UNDO, **PLAY**, ADD, P 1, P 3. At the bottom, the controls are: SELECT: ▲▼, SET: SET, BACK: MENU, END: EXIT.

**6** Press SET to playback all selections. All selections are played back.

- You can use SPEED/PAGE +/- button, Jog/Shuttle mode, CUE, REV, and PAUSE (page 24~25).
- When finished playback, the previous screen is displayed.
- To stop playback, press STOP on the Editor or on the Remote Control. The EVENT menu screen will be displayed.

The HDD PLAY screen shows '12bit ST LR' and 'HDD PLAY' with 'DN23m45s15f' and 'EVENT' below it. At the bottom, it displays '11:25 AM' and 'DEC. 15 1999'.

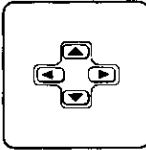
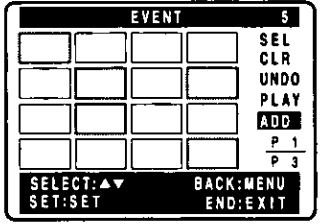
## Selecting ADD after selecting pictures with SEL

You can register entire group of pictures selected with SEL as a scene in the SCENARIO.

**5** Press ▲▼ to select ADD.

**Note**

- If 80 registered scenes already exist, or if the previously registered scenes added to the thumbnails selected with SEL exceeds 80, ADD function will not be selected.

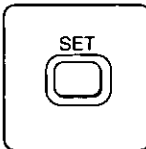
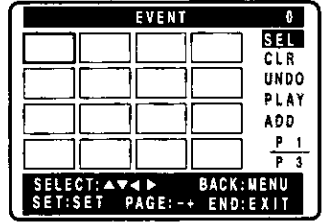
The EVENT menu screen shows a 4x4 grid of thumbnails. On the right side, the following options are listed: SEL, CLR, UNDO, PLAY, **ADD**, P 1, P 3. At the bottom, the controls are: SELECT: ▲▼, SET: SET, BACK: MENU, END: EXIT.

**6** Press SET. All selections with SEL are registered as scenes in the SCENARIO.

- You can use EDIT menu, and edit those scenes.

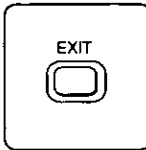
**Note**

- Press MENU to go back to the SCENE ASSEMBLE menu.

The EVENT menu screen shows a 4x4 grid of thumbnails. On the right side, the following options are listed: SEL, CLR, UNDO, PLAY, ADD, P 1, P 3. At the bottom, the controls are: SELECT: ▲▼▶, SET: SET, PAGE: -+ , BACK: MENU, END: EXIT.

**7** Press EXIT to end the SCENE ASSEMBLE menu.



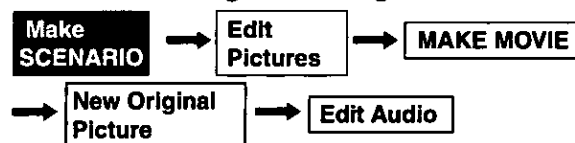
**Note**

- Registering photo pictures in the PHOTO menu, and approx. 2 minute interval pictures in the TIME INTERVAL menu as a SCENE in the SCENARIO is done in the same way.

# Confirming a SCENARIO

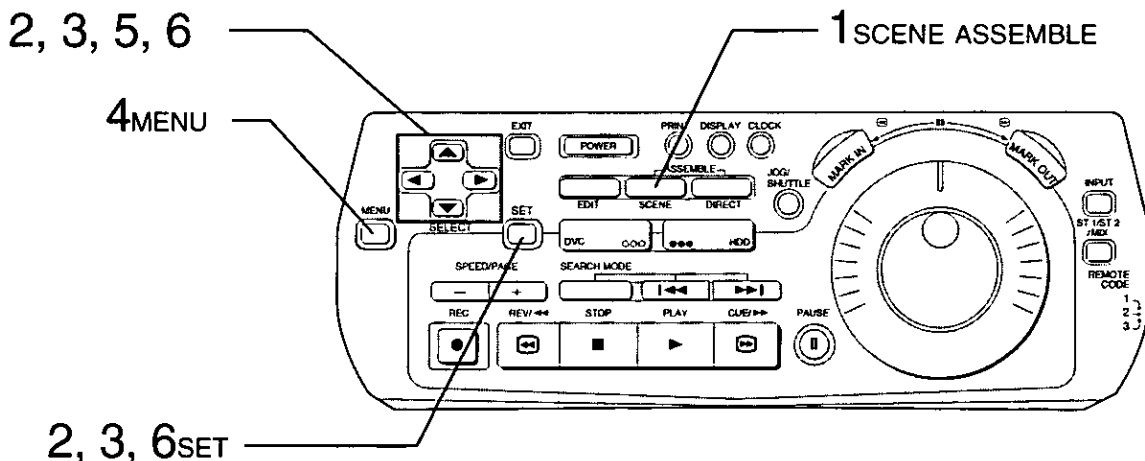
- Check list before you begin.
- All connections are made (pp. 20, 78).
- Pictures are recorded on the hard disk (pp. 22-23).

## Process of Making A New Original Picture



## ■ To confirm a registered SCENE (SCENE menu)

You can confirm a registered scene in SCENE menu.



## Selecting SEL in the SCENE menu

You can select and add a scene to the SCENARIO with SEL.

1

**Press SCENE ASSEMBLE** to display the SCENE ASSEMBLE menu.

SCENE ASSEMBLE

▶ EVENT  
PHOTO  
TIME INTERVAL  
SCENE

SELECT:▲▼  
SET:SET

END:EXIT

2

**Press ▲▼** to select SCENE, and **press SET** to display the SCENE menu.

- Or, press ▲▼ to select PHOTO or TIME INTERVAL, and press SET to display the PHOTO or TIME INTERVAL menu.
- If PHOTO and SCENE are not registered, you can not select them.
- A group of original pictures is displayed in a Thumbnail screen.
- The first picture of the group is framed in red.

**Note**

A:Thumbnail pictures.

B:Total number of Thumbnails selected.

C:Index items (SEL, CLR, UNDO, PLAY, ADD)

D:Each Thumbnail screen page contains up to 16 pictures. When more than 1 page, press SPEED/ PAGE +/- button to move to the next or previous page.

SCENE ASSEMBLE

EVENT  
PHOTO  
TIME INTERVAL  
▶ SCENE

SELECT:▲▼  
SET:SET

END:EXIT

34

For assistance, call 1-888-843-9788

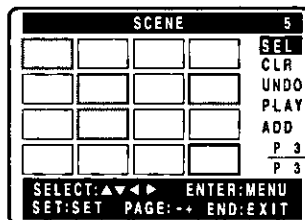
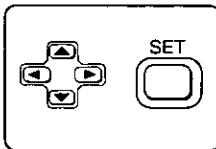
3

Press ▲▼◀▶ to move to the desired Thumbnails, then press SET to select them.

• Selected Thumbnails are framed in yellow.

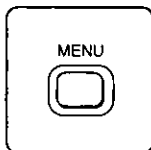
**Note**

• You can confirm playback of the Thumbnail selected with ▲▼◀▶ (framed in red) using PLAY button before pressing SET button.



4

Press MENU to select the Index Item.

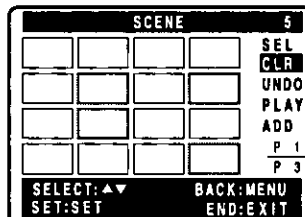
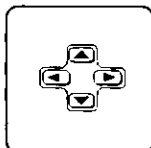


**Selecting CLR after selecting a SCENE with SEL**

You can cancel scenes selected in SEL.

5

Press ▲▼ to select CLR.



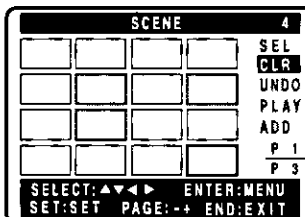
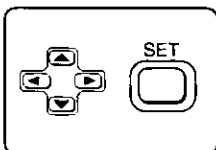
6

Press SET. Press ▲▼◀▶ to move to the Thumbnails to be canceled, then press SET.

• The selection is canceled.  
• The total number of Thumbnails selected, top right, decreases.

**Note**

• Press MENU to go back to the SCENE ASSEMBLE menu when the Thumbnail is not selected. Press MENU to go back to the step 4 when the Thumbnail is selected.

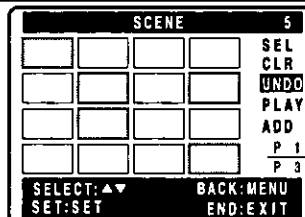
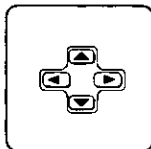


**Selecting UNDO after selecting a SCENE with SEL**

You can cancel all scenes selected with SEL at once.

5

Press ▲▼ to select UNDO.



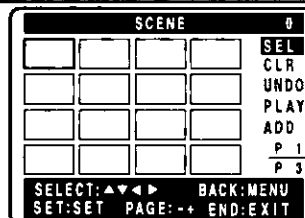
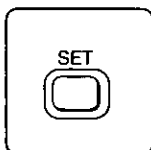
6

Press SET to cancel all selections.

• All selections are canceled.

**Note**

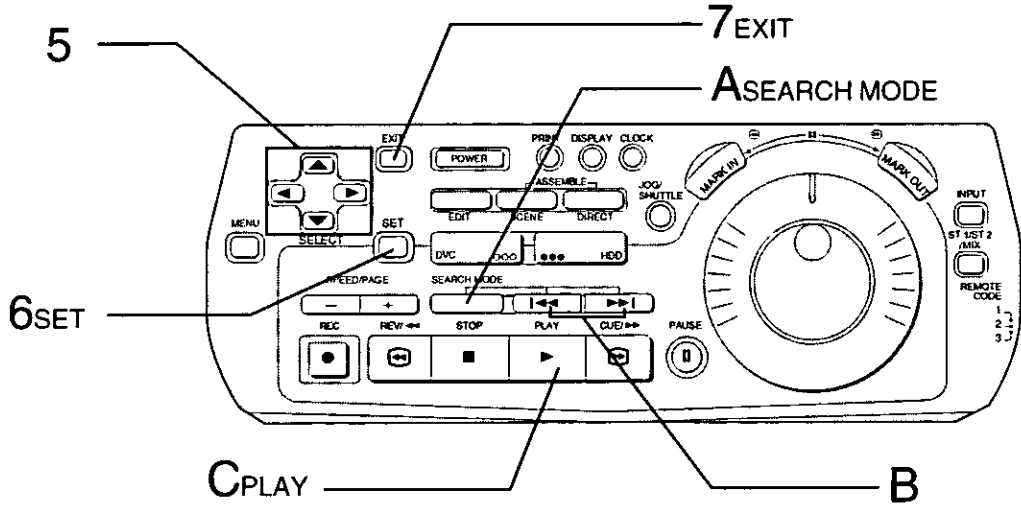
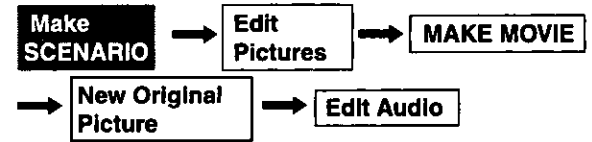
• Press MENU to go back to the SCENE ASSEMBLE menu.



Continued on next page.

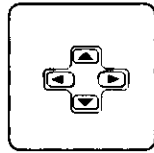
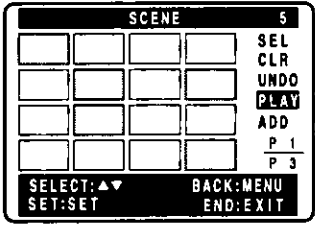
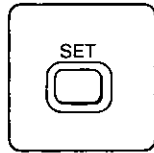
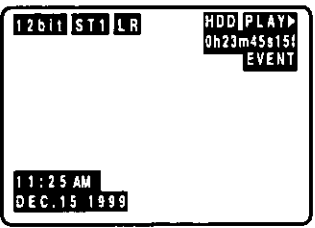
# Confirming a SCENARIO (Continued)

## Process of Making A New Original Picture



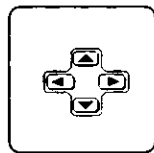
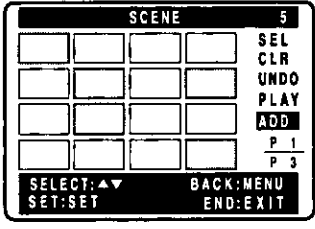
### Selecting PLAY after selecting a scene with SEL

You can play and confirm all scenes selected with SEL.

5	<p>Press ▲▼ to select PLAY.</p> 	
6	<p>Press SET to playback all selections. All selections are played back.</p> <ul style="list-style-type: none"> <li>You can use SPEED/PAGE +/- button, Jog/Shuttle mode, CUE, REV, and PAUSE (page 24~25).</li> <li>When finished playback, the previous screen is displayed.</li> <li>To stop playback, press STOP on the Editor or on the Remote Control. The SCENE menu screen will be displayed.</li> </ul> 	

### Selecting ADD after selecting a scene with SEL

You can copy all scenes selected with SEL.

5	<p>Press ▲▼ to select ADD.</p> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>If 80 registered scenes already exist, or if the previously registered scenes added to the thumbnails selected with SEL exceeds 80, ADD function will not be selected.</li> </ul> 	
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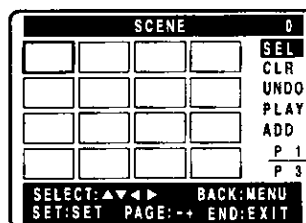
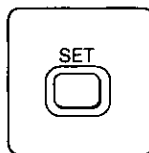
6

**Press SET.** All selections with SEL are copied.

- The copied scenes will be displayed after the last scene in the Thumbnail screen.

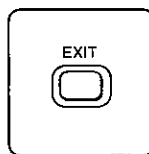
**Note**

- Press MENU to go back to the SCENE ASSEMBLE menu.



7

**Press EXIT** to end the SCENE ASSEMBLE menu.

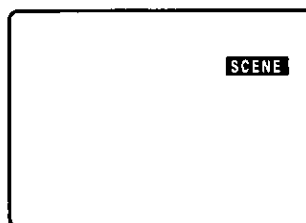
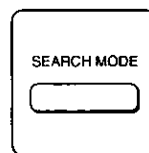


**Playing back the registered scene**

You can playback the registered scene using SEARCH MODE.

A

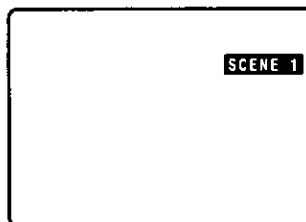
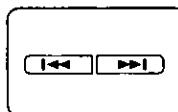
**Press SEARCH MODE** on the Editor or on the remote control to select SCENE.



B

**Press <left><right>** to search pictures in the SCENE.

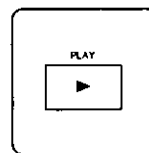
- "SCENE1", "SCENE2"..... is displayed on the screen.



C

**Press PLAY** to playback the scenes.

- Scenes are played back.
- You can use SPEED/PAGE +/- button, Jog/ Shuttle mode, CUE, REV, and PAUSE (pages 24~25).
- To stop playback, press STOP on the Editor or on the remote control.
- You can press <left><right> or <left><right> for search while playing back scenes. The screen is in STILL mode.



Scene Assemble

Confirming a scene

# Edit Pictures



Check list before you begin.

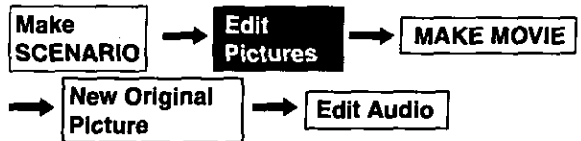
- All connections are made (pp. 20, 78).
- Pictures are recorded on the hard disk (pp. 22-23).

## EDIT menu

You can edit scenes (pictures) in the scenario using the Index items: TRIM, ADD, DEL, MOVE, COPY, and PLAY in the EDIT menu.

**EDIT-TRIM, EDIT-ADD, EDIT-DEL, EDIT-MOVE, EDIT-COPY, EDIT-PLAY can be used as many times as needed.**

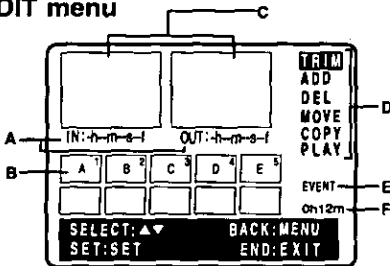
## Process of Making A New Original Picture



### Note

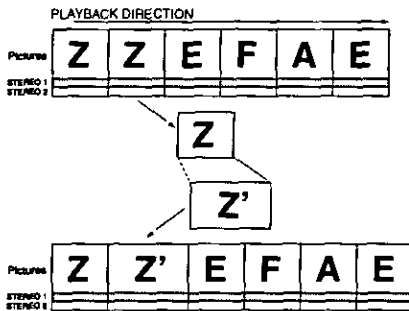
EDIT menu is not displayed when original pictures are not yet recorded on the hard disk.

### EDIT menu

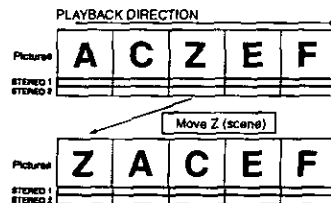


- A : Time Code of start point/end point.
- B : Thumbnail screen of scenes in the scenario.
- C : The start point and end point of a scene is displayed in the IN and OUT screens.
- D : You can select the TRIM, ADD, DEL, MOVE, COPY, and PLAY Index item.
- E : Shows the selected mode is EVENT, PHOTO, or TIME.
- F : Shows the total time of the selected scene.

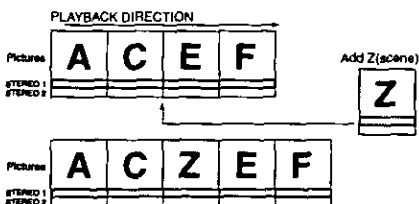
### EDIT-TRIM (pages 39-41)



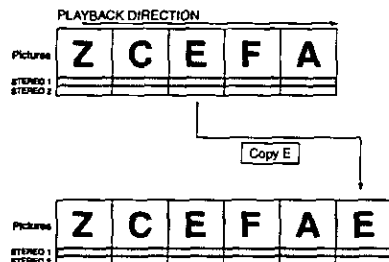
### EDIT-MOVE (pages 46-47)



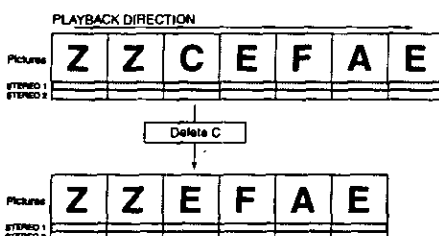
### EDIT-ADD (pages 42-43)



### EDIT-COPY (pages 48-49)

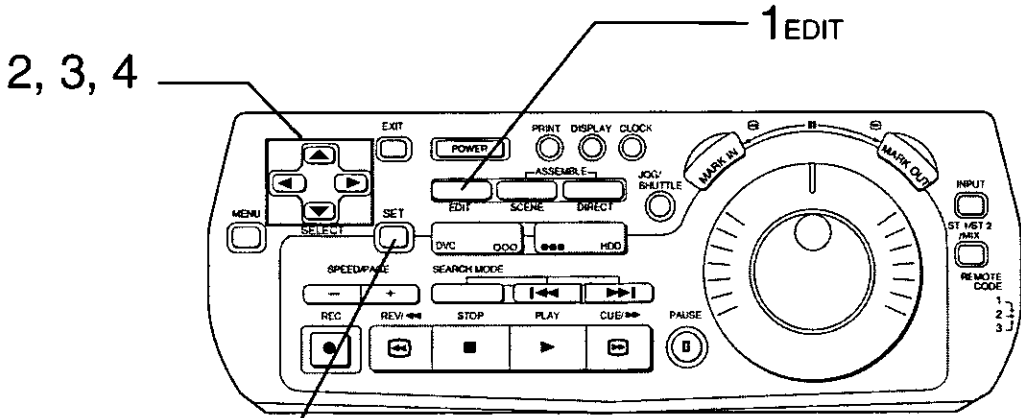


### EDIT-DEL (pages 44-45)

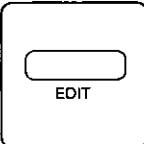
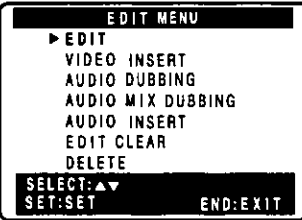


# EDIT-TRIM

You can trim the start point/end point of each selected scenes in the SCENARIO.



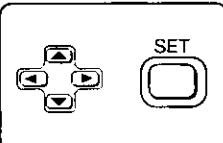
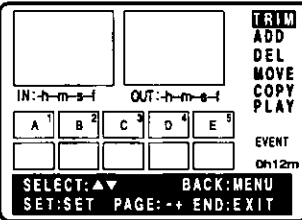
**1** Press **EDIT** to display the **EDIT MENU** screen.

**2** Press **▲▼** to select **EDIT**, and then press **SET** to display the **EDIT** screen.

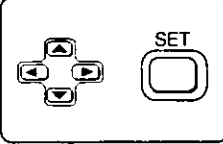
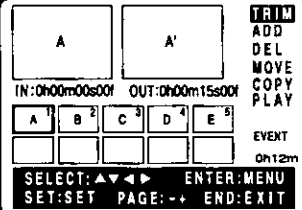
**Note**

- Thumbnail screen of scenes in the **SCENARIO** is displayed.
- Each page contains up to 10 Thumbnails.

**3** Press **▲▼** to select **TRIM**, and press **SET**.

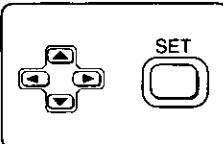
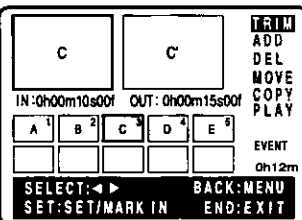
- The selected scene is framed in red, and the start/end point of the scene is displayed.

**4** Press **▲▼◀▶** to select the **SCENE** to trim, and then press **SET**.

**Note**

- The selected **SCENE** is framed in yellow.
- The start and end points of the selected **SCENE** are displayed.
- **IN** screen is framed in red.
- Press **◀▶** to select **IN** or **OUT** screen.

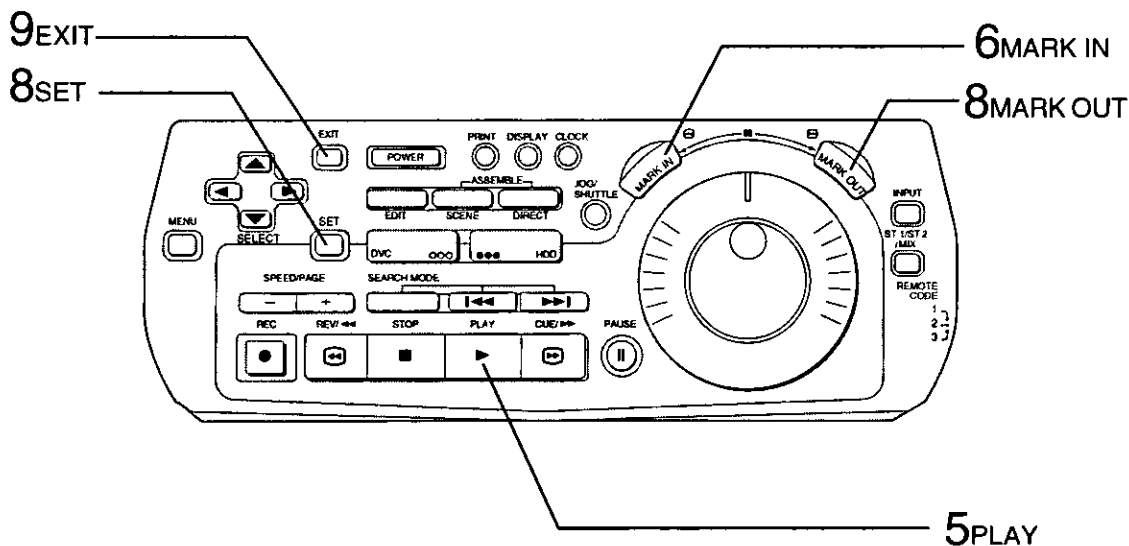
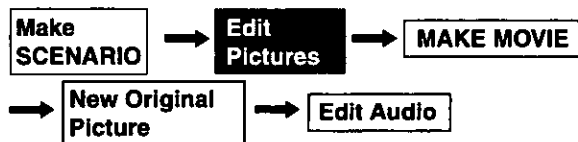



**Edit Pictures (EDIT-TRIM)**  
 Adjust start/end point of a scene

Continued on next page.

# Edit Pictures (Continued)

## Process of Making A New Original Picture



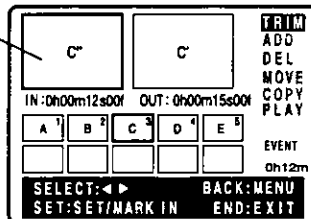
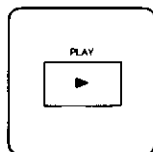
5

Press **PLAY** ▶ to playback the selected pictures.

**Note**

- You can use SPEED/PAGE +/- button, Jog/Shuttle mode, CUE, REV, and SEARCH MODE (pages 24-25).

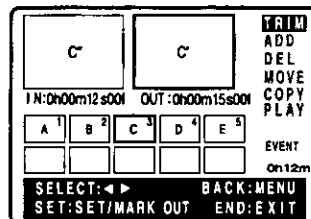
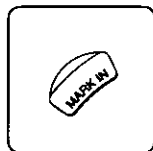
Motion picture



6

Press **MARK IN** to decide the start point.

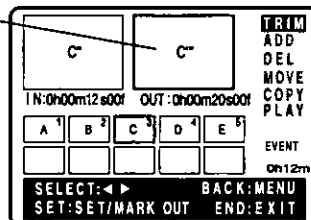
- The end point screen is framed in red after MARK IN is pressed.



7

Repeat step 5 to decide the end point.

Motion picture





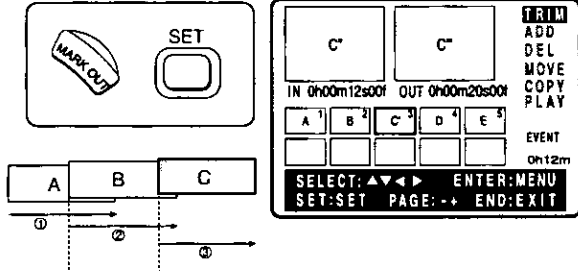
8

Press **MARK OUT** to decide the end point, and then **press SET**.

- The trimmed scene is registered to the Thumbnail screen.
- Repeat steps 3~8 to redo EDIT-TRIM.
- Press MENU to select the Index item.

**Note**

- If scenes overlap, they are played back as shown at the right.

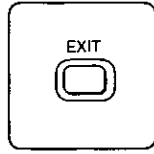


9

Press **EXIT** to end the EDIT menu.

**Note**

- Press MENU to go back to the previous screen.
- After confirming the edited SCENE, select PLAY to playback it (page 49).



Edit Pictures (EDIT-TRIM)

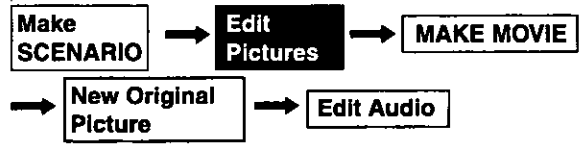
Adjust start/end point of a scene

# Edit Pictures



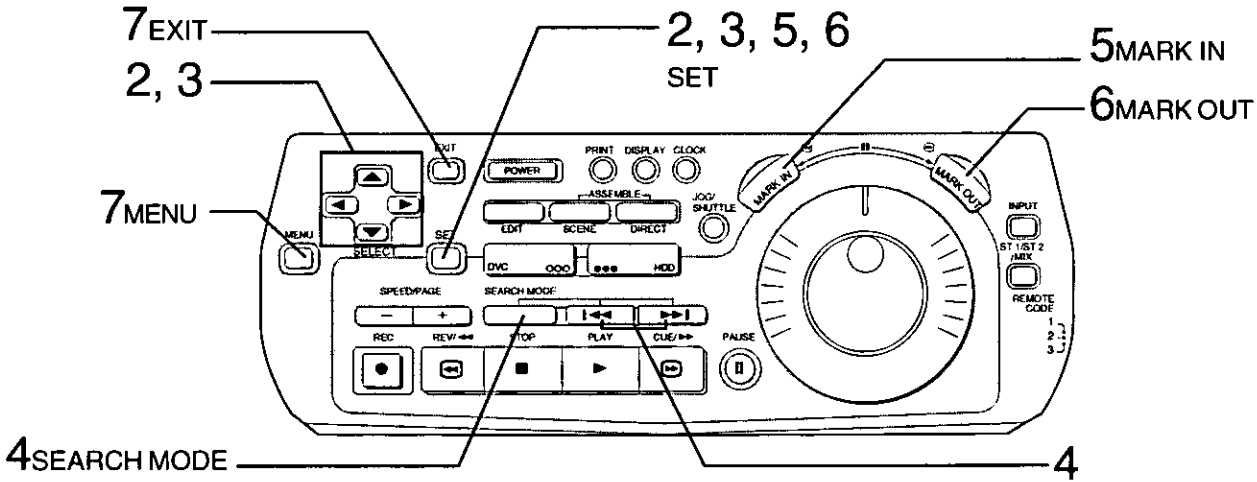
- ☑ Check list before you begin.
- ☐ All connections are made (pp. 20, 78).
- ☐ Pictures are recorded on the hard disk (pp. 22~23).

## Process of Making A New Original Picture



## EDIT-ADD

You can add a scene to the SCENARIO.



**1** Repeat steps 1~2 on page 39 to display the EDIT screen.

**2** Press ▲▼ to select ADD, and press SET.

**Note**

- The red bar showing the ADD position is displayed.

**3** Press ▲▼◀▶ to move the bar to the position where the scene is to be added, and press SET.

- You can select Easy Operation For ADD or Manual Operation For ADD.
- Yellow bar will appear.
- The start point and end point of the pictures selecting by Search Mode are displayed.

## Easy Operation For ADD

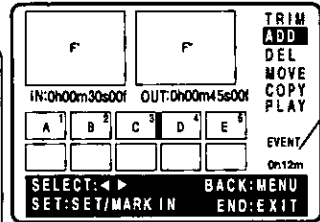
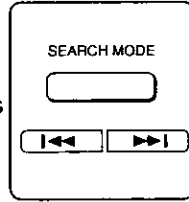
4

Press **SEARCH MODE** to select **EVENT**, **PHOTO**, and **TIME**. Press **◀◀** or **▶▶** to select pictures.

- 1 frame is 1/30 sec.

**Note**

- Each time the **SEARCH MODE** button is pressed, the indicator will change to **EVENT**, **PHOTO**, and **TIME**. If **PHOTO** data does not exist, **PHOTO** will not be displayed.

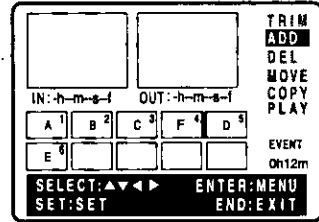
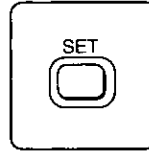


EVENT  
PHOTO  
TIME

5

Press **SET** to add the scene.

- If you add more scenes, go to step 3.
- If you end this menu, go to step 7.



## Manual Operation For ADD

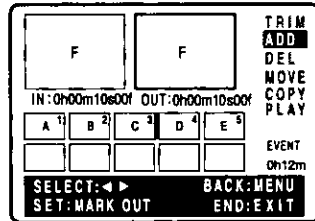
4

Select the desired picture using **PLAY**, **SPEED PAGE +/-** button, **Jog Shuttle** mode, **CUE**, **REV**, **PAUSE**, and **SEARCH MODE** keys.

5

Press **MARK IN** to decide the start point.

- The end point screen is framed in red when **MARK IN** is pressed.



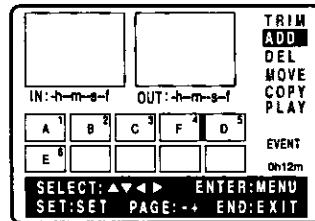
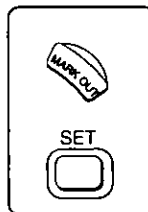
6

Press **MARK OUT** to decide the end point, and then press **SET**.

- The new scene is added to the Thumbnail screen.

**Note**

- Repeat steps 3-6 to add more scenes.

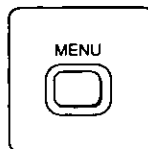


7

Press **MENU** to select the Index items.

**Note**

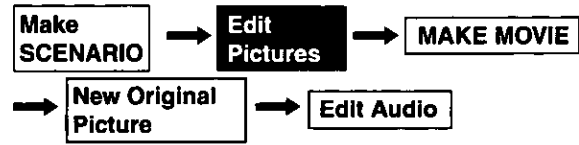
- Press **EXIT** to end the **EDIT** menu.
- After confirming the Edited **SCENE**, select **PLAY** to playback it (page 49).



# Edit Pictures

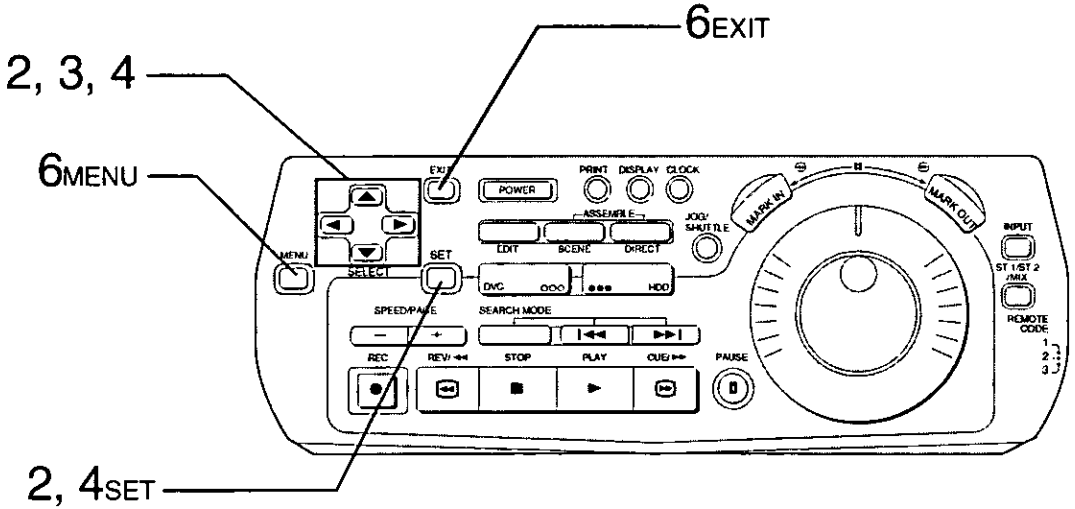
- Check list before you begin.
- All connections are made (pp. 20, 78).
- Pictures are recorded on the hard disk (pp. 22-23).

## Process of Making A New Original Picture



### EDIT-DEL

You can delete the selected scene.



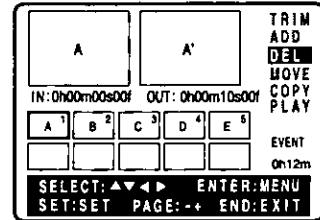
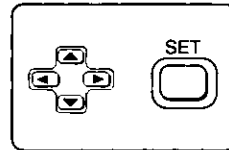
# 1

Repeat steps 1-2 on page 39 to display the EDIT screen.

# 2

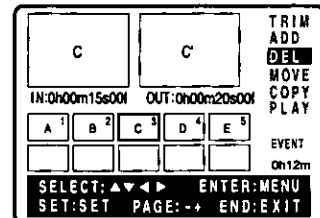
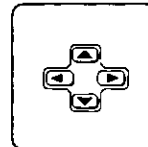
Press **▲▼** to select DEL, and press **SET**.

- The selected scene is framed in red, and the start/end points of the scene is displayed.



# 3

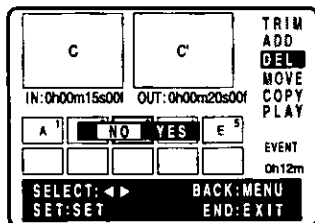
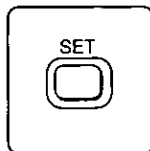
Press **▲▼◀▶** to move to the scene you want to delete.



4

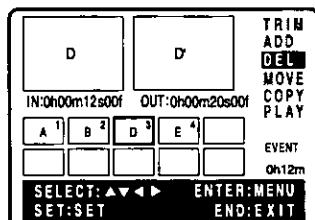
**Press SET** to delete the selected scene.

- Press ◀ or ▶ to select NO/YES, and then SET to set.
- YES : The selected scene is deleted.
- NO : The selected scene is not deleted.



5

**Repeat steps 3-4** to delete other scenes.

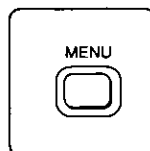


6

**Press MENU** to select the Index items.

**Note**

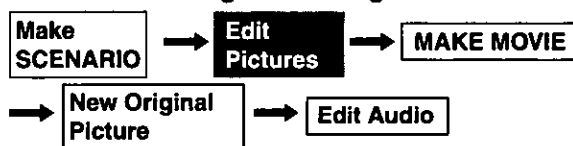
- Press EXIT to exit the EDIT menu.
- After confirming the edited SCENE, select PLAY to playback it (page 49).



# Edit Pictures

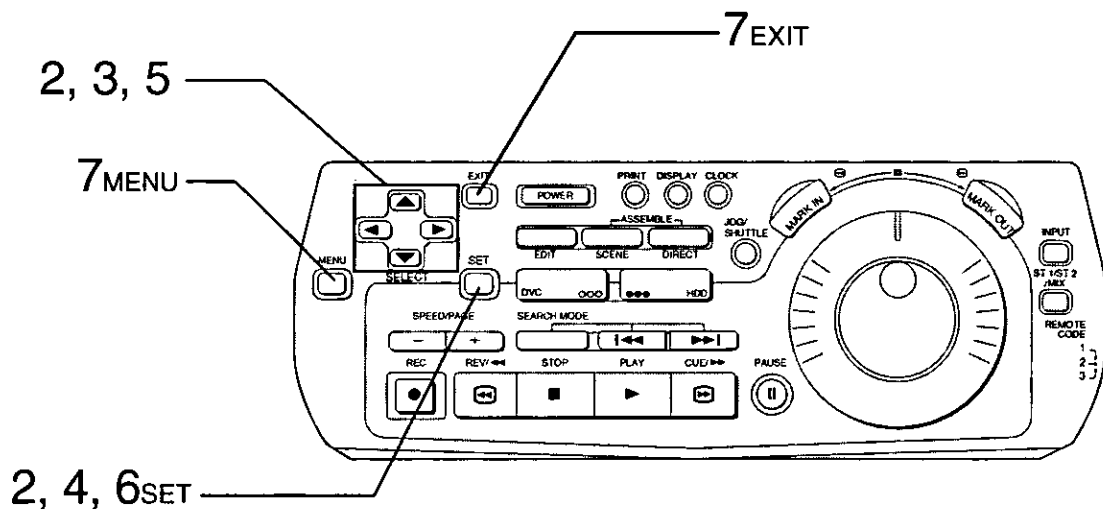
- Check list before you begin.
- All connections are made (pp. 20, 78).
- Pictures are recorded on the hard disk (pp. 22~23).

## Process of Making A New Original Picture



## EDIT-MOVE

You can change the scene order by moving scenes.



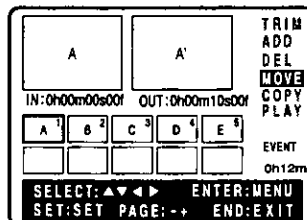
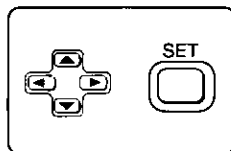
# 1

Repeat steps 1~2 on page 39 to display the EDIT screen.

# 2

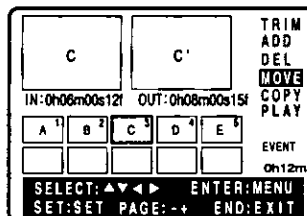
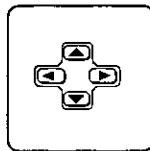
Press **▲▼** to select MOVE, and press **SET**.

- The selected scene is framed in red, and the start/end points of the scene is displayed.



# 3

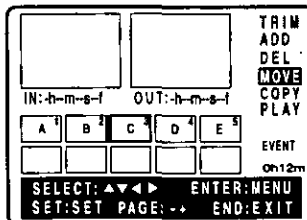
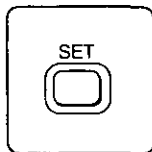
Press **▲▼◀▶** to select a scene you want to move.



4

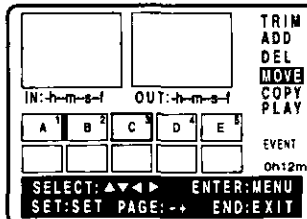
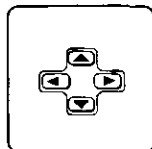
**Press SET.**

- The selected scene is framed in yellow.
- The red bar showing the MOVE position is displayed.



5

**Press ▲▼◀▶** to move the bar to the position where the scene is to be moved.



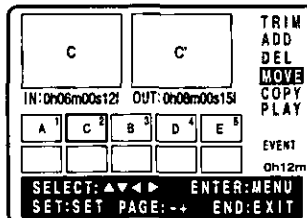
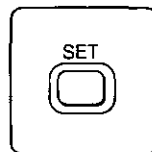
6

**Press SET** to move the selected scene.

- When a scene is moved, the scene order is changed automatically.

**Note**

- Repeat steps 3-6 to move other scenes.

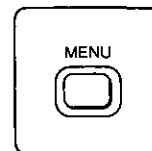


7

**Press MENU** to select the Index items.

**Note**

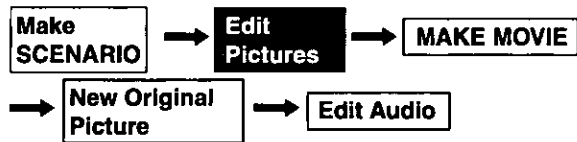
- Press EXIT to exit the EDIT menu.
- After confirming the edited SCENE, select PLAY to playback it (page 49).



# Edit Pictures

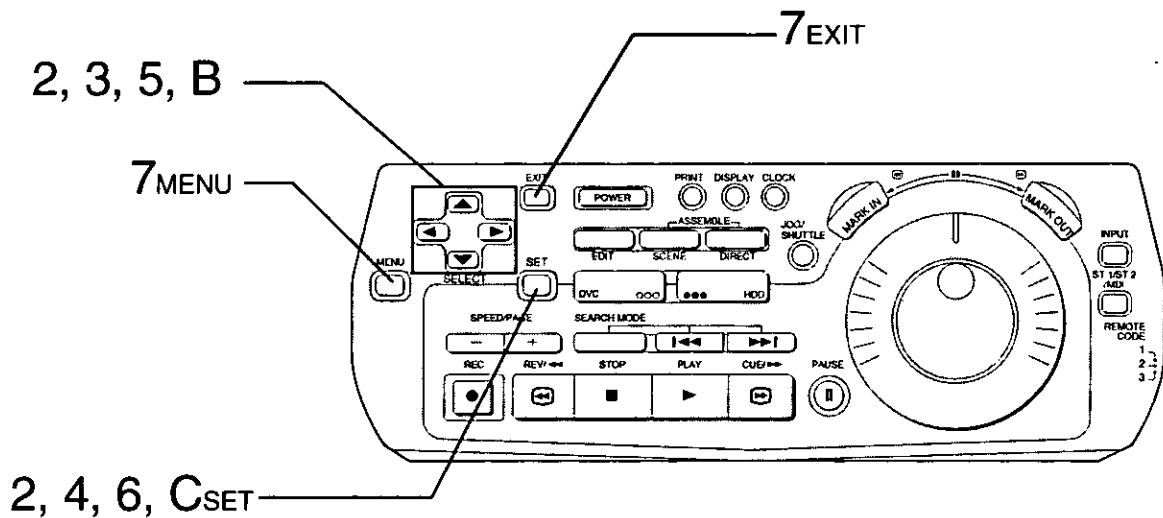
- Check list before you begin.
- All connections are made (pp. 20, 78).
- Pictures are recorded on the hard disk (pp. 22~23).

## Process of Making A New Original Picture



### EDIT-COPY

You can copy a SCENE, and insert the copied scene to the position you want to paste.



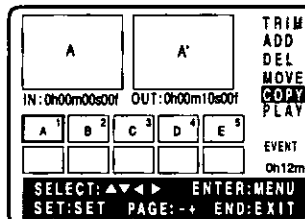
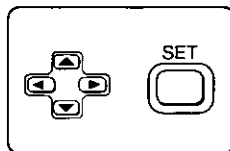
1

Repeat steps 1-2 on page 39 to display the EDIT screen.

2

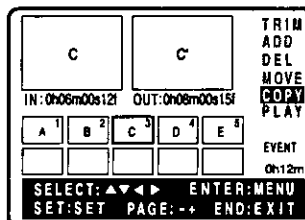
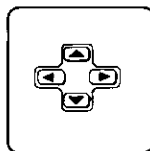
Press **▲▼** to select COPY, and press **SET**.

- The selected scene is framed in red, and the start/end points of the scene is displayed.



3

Press **▲▼◀▶** to select a scene you want to copy.

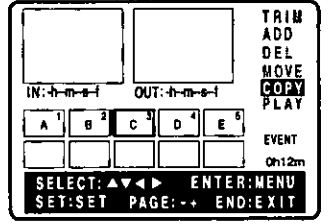
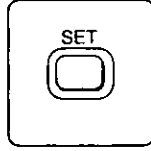




4

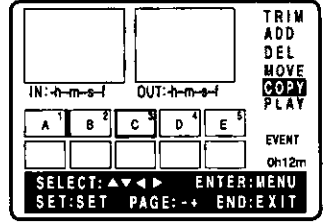
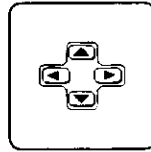
**Press SET.**

- The selected scene is framed in yellow.
- The red bar showing the copy position is displayed.



5

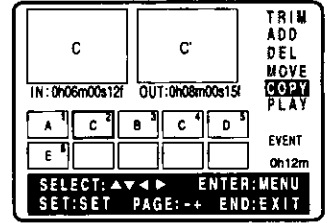
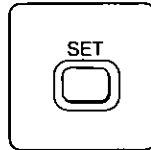
**Press ▲▼◀▶ to move the bar to the position where the scene is to be copied.**



6

**Press SET to copy the selected scene.**

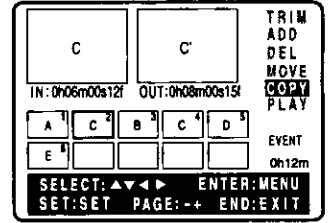
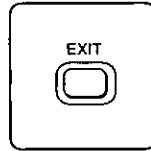
- The selected scene is copied, and the scene is displayed in the Thumbnail screen.
- Note**
- Repeat steps 3~6 to copy other scenes.



7

**Press EXIT to exit the EDIT menu.**

- Note**
- Press MENU to go back to the previous screen.
  - After confirming the edited SCENE, select PLAY to playback it (see below).



**Playing edited scene**

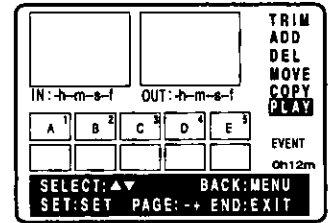
To playback edited scenes, follow the steps below.

A

**Repeat steps 1~2 on page 39 to display the EDIT screen.**

B

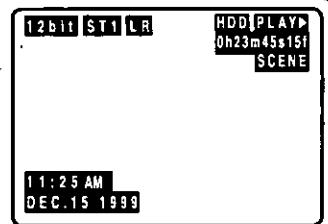
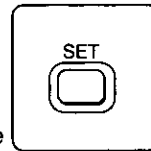
**Press ▲▼ to select PLAY.**



C

**Press SET.**

- All edited scenes are played back from the beginning.
- Press MENU to go back to the previous screen.
- To stop playback, press STOP.
- You can use SPEED/PAGE +/- button, Jog/Shuttle mode, CUE, and REV (pages 24~25).
- The previous screen is displayed after playback.



# DELETE

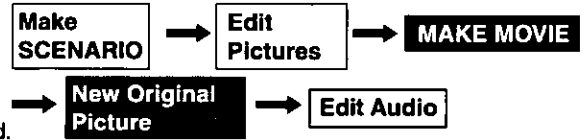
Check list before you begin.

- All connections are made (pp. 20, 78).
- Pictures are recorded on the hard disk (pp. 22-23).

**Note**

- All of registered EVENT, PHOTO, and SCENE are deleted.

## Process of Making A New Original Picture

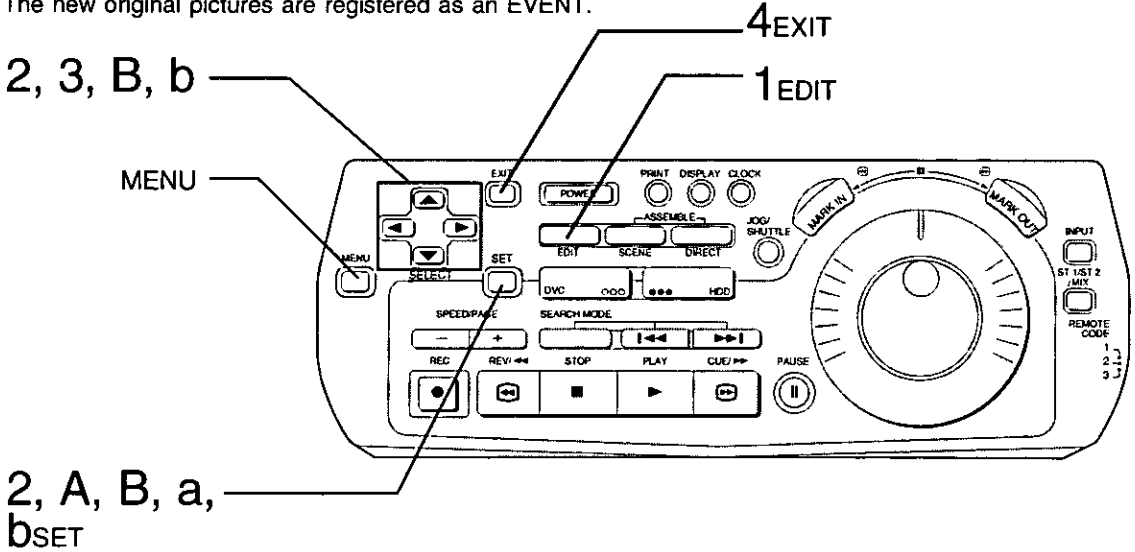


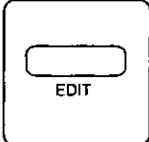

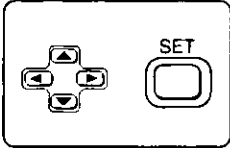

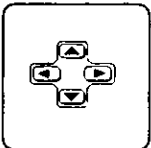
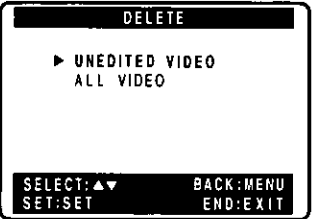
## Making a New Original Picture

You can convert edited pictures in the scenario into new original pictures (Make Movie) by deleting all unedited original pictures (those not used for editing). Or, you can delete all video (original pictures).

**Note**

- The new original pictures are registered as an EVENT.



<b>1</b>	<p>Press <b>EDIT</b> to display the EDIT menu.</p>		
<b>2</b>	<p>Press <b>▲▼</b> to select DELETE, and then press <b>SET</b> to display the DELETE menu.</p>		
<b>3</b>	<p>Press <b>▲▼</b> to select UNEDITED VIDEO or ALL VIDEO.</p> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>• If a scene is not registered, you can not select UNEDITED VIDEO.</li> </ul>		

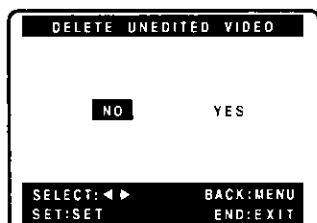
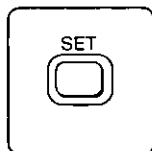
## To delete unedited video (MAKE MOVIE)

When all unedited video (those not used for editing) is deleted, Make Movie is performed.

**Note** Make Movie can not be performed if any scene is not registered.

A

Select UNEDITED VIDEO, and then **press SET** to display the DELETE UNEDITED VIDEO menu.

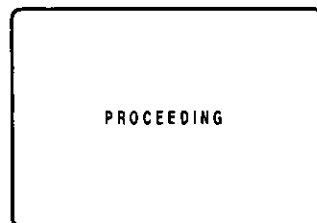
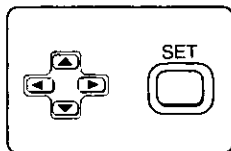


B

**Press ◀▶** to select YES, and then **press SET** to delete the unedited video.  
• "PROCEEDING" is displayed on the screen.

**Note**

- "-----" on the Multi Function display flashes from the left.
- It may take approx. 60 minutes to finish.
- When finishing this operation, exist the menu automatically.
- All key operations are prohibited.
- If you select NO or press MENU, the previous screen is displayed.

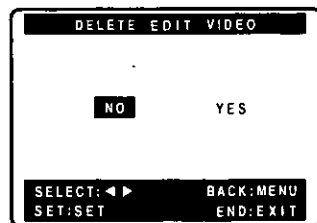
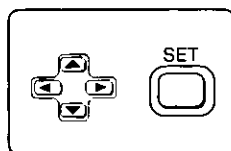


## To delete all video

Selecting ALL VIDEO will delete all video (original pictures). You can then begin the editing process once again by recording pictures to the Editor.

a

Select ALL VIDEO, and then **press SET** to display the DELETE ALL VIDEO menu.

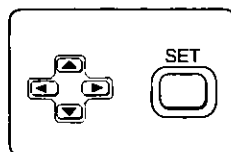


b

**Press ◀▶** to select YES, and then **press SET** to delete all video.

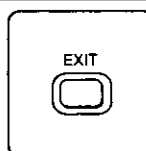
**Note**

- When finishing this operation, exist the menu automatically.
- Start the editing process again by recording pictures from a Digital Video Camera or a Video/Camera unit to the Editor.
- If you select NO or press MENU, the previous screen is displayed.



4

**Press EXIT** to end this menu.



MAKE MOVIE

Delete Unedited or All Video

# VIDEO INSERT

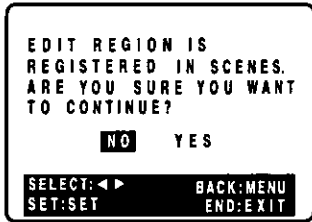
Check list before you begin.

- All connections are made (pp. 20, 78).
- Pictures are recorded on the hard disk (pp. 22-23).

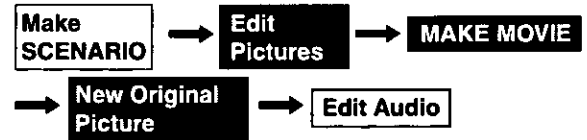
You can insert original pictures in the place of other original pictures.

## Note

- You can use Video Insert feature for all original pictures. If the registered scene and the position to do video insert overlaps, the screen below is displayed. When selecting YES, the registered scene is replaced by the inserted picture.



## Process of Making the Scenario



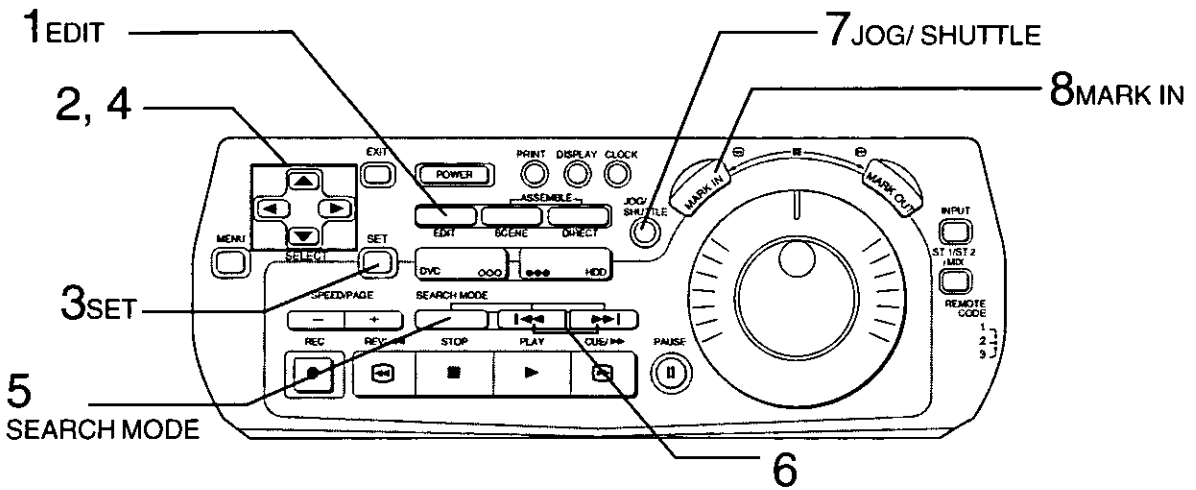
**A** : In these screens, you select the start/end point of the original pictures.

**B** : This counter is Time Code of start/end point.

**C** : Select original pictures to be inserted.

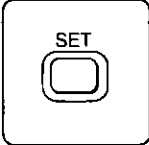
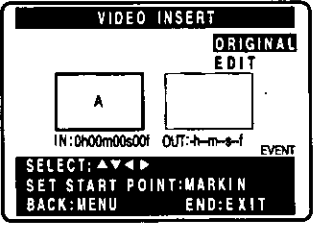
**D** : Select the position to insert.

**E** : Shows the selected SEARCH MODE (EVENT, PHOTO, or TIME).

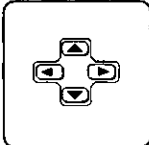
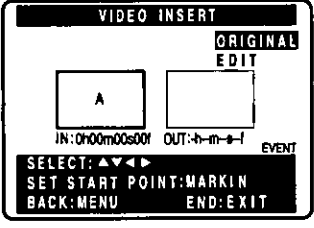


1	<p>Press <b>EDIT</b> to display the <b>EDIT MENU</b> screen.</p>		
2	<p>Press <b>▲▼</b> to select <b>VIDEO INSERT</b>.</p>		


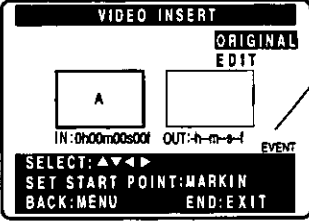
**3** Press **SET** to display the VIDEO INSERT menu.

**4** Press **▲▼** to select ORIGINAL, and select the start point of the pictures to insert.

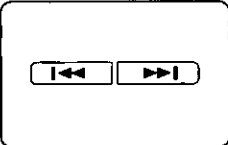
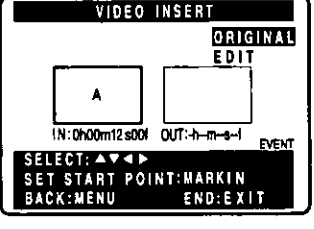



**5** Press **SEARCH MODE** to select EVENT, PHOTO, and TIME.


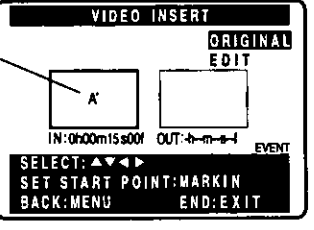
EVENT  
PHOTO  
TIME

**6** Press **I◀◀** or **▶▶I** to select pictures.


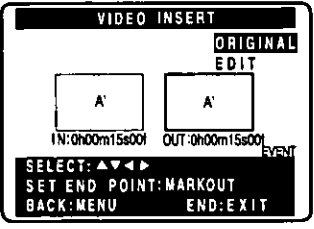
**7** Press **JOG/SHUTTLE** button to search your desired picture.

**Note**  
• You can use PLAY, SPEED/PAGE +/- button, CUE, REV, and PAUSE.

Motion picture

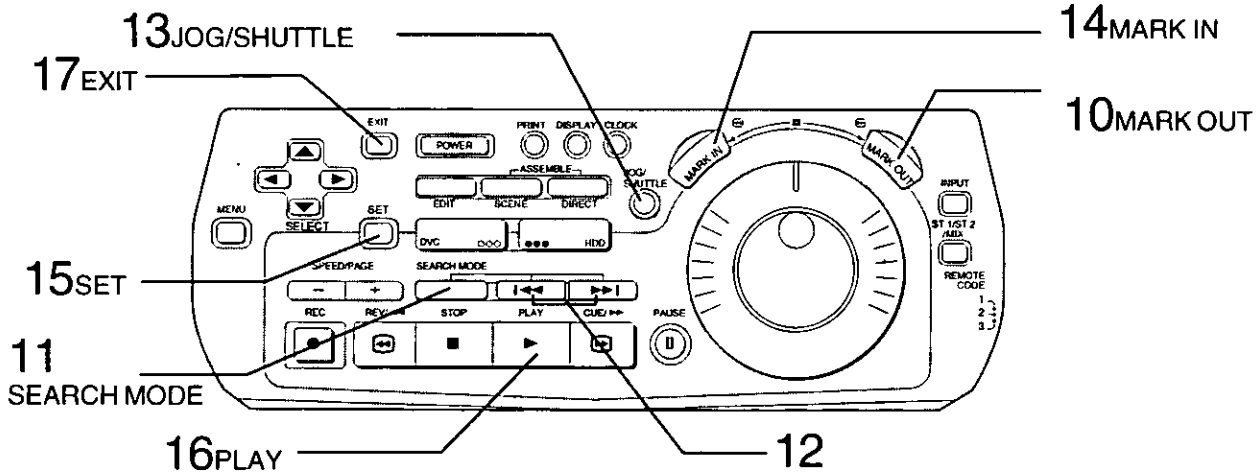
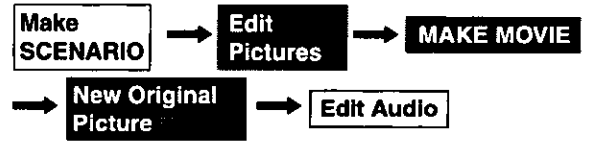
**8** Press **MARK IN** to decide the start point of pictures to insert.

Continued on next page.

# VIDEO INSERT (Continued)

## Process of Making the Scenario



**9** Repeat steps 5-7 to select the end point of pictures.

Motion picture

**10** Press **MARK OUT** to decide the end point of original pictures to insert.

- EDIT is selected automatically.

**11** Press **SEARCH MODE** to select EVENT, PHOTO, and TIME.

EVENT PHOTO TIME

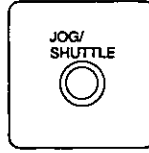
**12** Press **I<<<** or **>>>I** to select pictures.

# 13

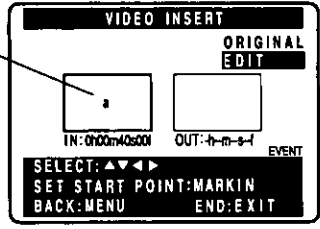
Press **JOG/SHUTTLE** button to search your desired picture.

**Note**

- You can use **PLAY**, **SPEED/PAGE +/-** button, **CUE**, **REV**, and **PAUSE**.

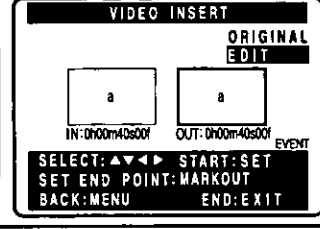
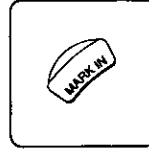


Motion picture



# 14

Press **MARK IN** to decide the start point to insert the selected part of pictures in **ORIGINAL** menu.

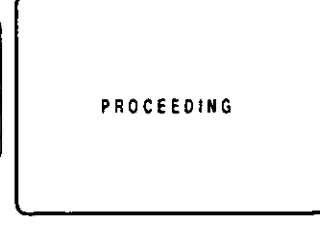
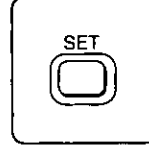


# 15

Press **SET** to start **VIDEO INSERT**.

**Note**

- You can not stop **VIDEO INSERT** half way. **KEY** operation is prohibited during doing **VIDEO INSERT**.
- "-----" on the Multi Function display flashes from the left.
- It may take approx. 60 minutes to finish **VIDEO INSERT**.
- "INCORRECT DATA SETTING" appears if **MARK IN** and **MARK OUT** points are reversed, or any part of the selected original pictures overlaps the selected edit pictures.

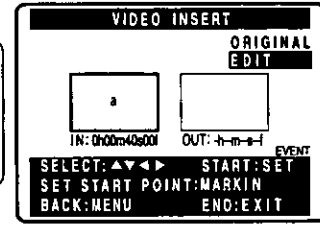
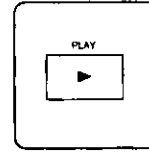


# 16

Press **PLAY** to review pictures.

**Note**

- You can use **SPEED PAGE +/-** button, **JOG/SHUTTLE**, **CUE**, **REV**, **PAUSE**, and **STOP**.

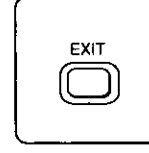


# 17

Press **EXIT** to end the **VIDEO INSERT** menu.

**Note**

- Press **MENU** to go back to the **EDIT MENU**.



**Note**

- You can do **VIDEO INSERT** by setting the start point of the **ORIGINAL** and the start/end points of the **EDIT**.

**VIDEO INSERT**

Replace Original Picture with New Picture

# AUDIO DUBBING

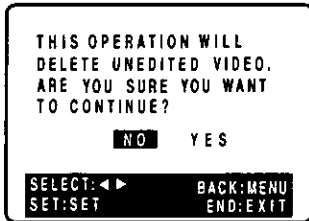
Check list before you begin.

- All connections are made (p. 78).
- Pictures are recorded on the hard disk (pp. 22~23).

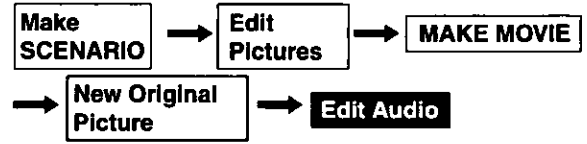
You can add a new sound to the STEREO 2 track of a recorded data if it was recorded in 12 bit audio mode. The original sound is preserved on the STEREO 1 track.

## Note

- Audio dubbing can be done on all original pictures recorded in 12 bit mode.
- If the sound of the original pictures was recorded in 16 bit, you can not do audio dubbing. Please record the pictures from another unit by using A/V Connection (page 78).
- If MAKE MOVIE was not done, the screen below is displayed. When selecting YES, MAKE MOVIE starts.



## Process of Making the Scenario



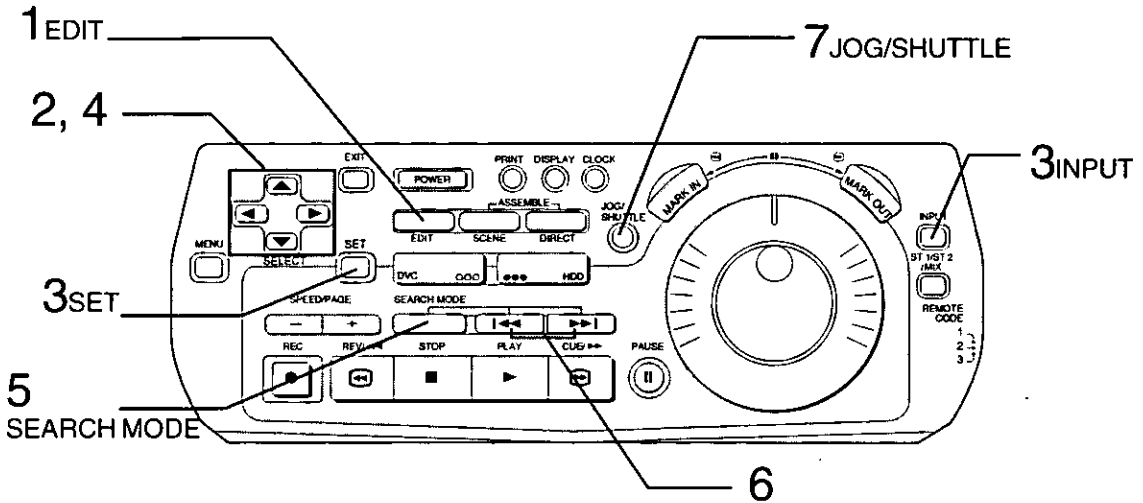
**A** : The start/end point of the original pictures is displayed.

**B** : This counter is Time Code of start/end point.

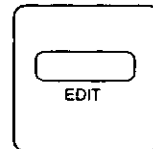
**C** : In this menu, you can rehearse audio dubbing.

**D** : In this menu, you can do audio dubbing.

**E** : Shows the selected mode is EVENT, PHOTO, or TIME.



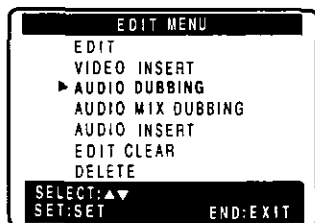
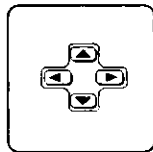
**1** Press **EDIT** to display the **EDIT MENU** screen.





2

Press ▲▼ to select AUDIO DUBBING.

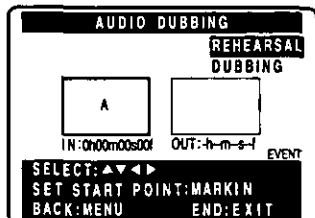
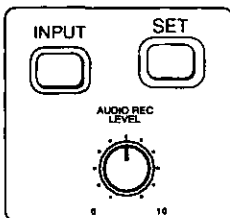


3

Press SET to display the AUDIO DUBBING menu, and select the INPUT mode (L1/L2/L3).

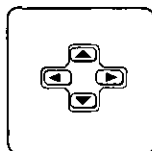
**Note**

- You cannot select DV input mode.
- Adjust the audio sound with AUDIO REC LEVEL.



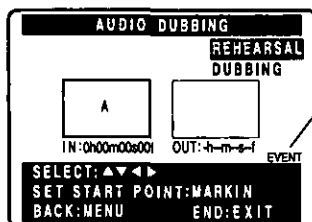
4

Press ▲▼ to select REHEARSAL, and select the start point of the original picture to do dubbing.



5

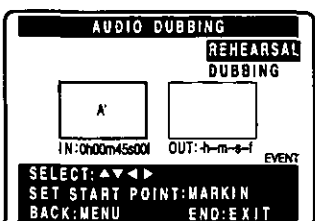
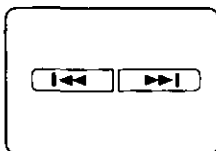
Press SEARCH MODE to select EVENT, PHOTO, or TIME.



EVENT  
PHOTO  
TIME

6

Press I◀◀ or ▶▶I to select pictures.



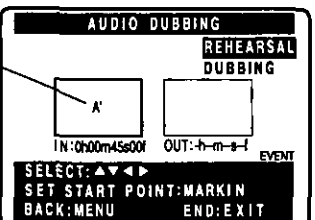
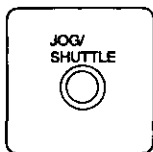
7

Press JOG/SHUTTLE button to search your desired picture.

**Note**

- You can use PLAY, SPEED/PAGE +/- button, CUE, REV, and PAUSE.

Motion picture



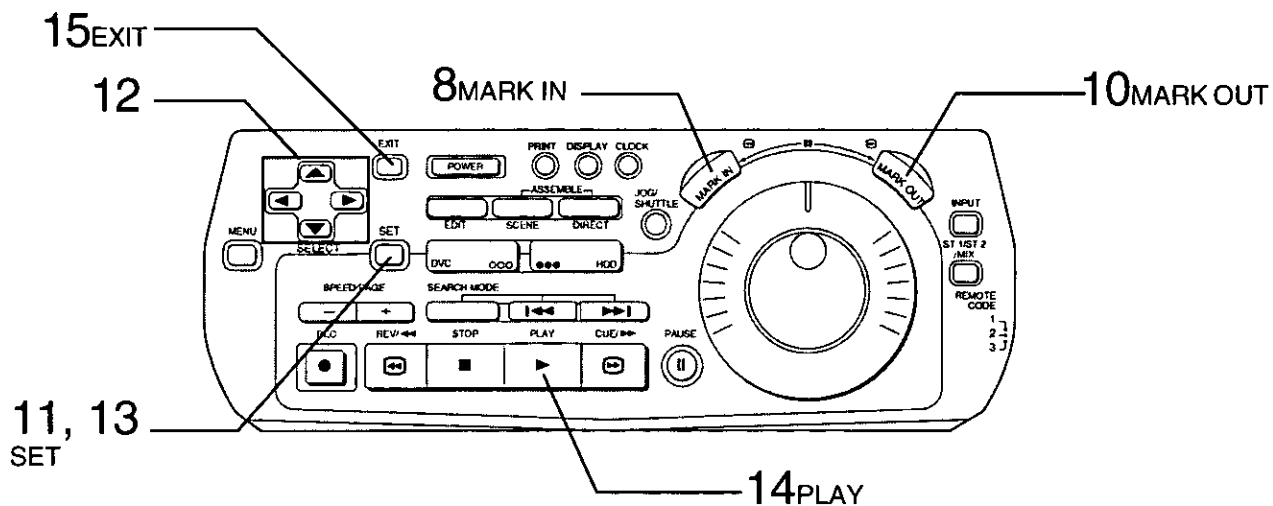
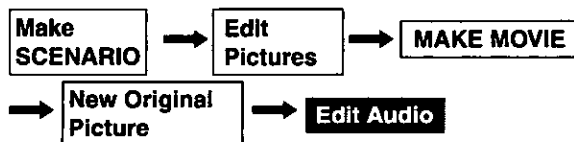
AUDIO DUBBING

Add new audio to STEREO 2 track of the pictures

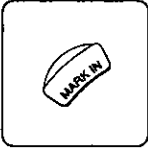
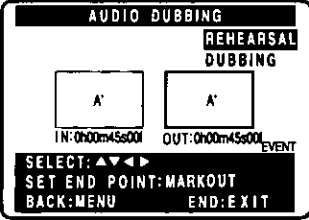
Continued on next page.

# AUDIO DUBBING (Continued)

## Process of Making the Scenario



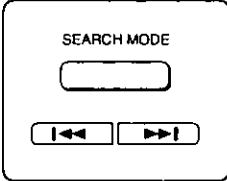
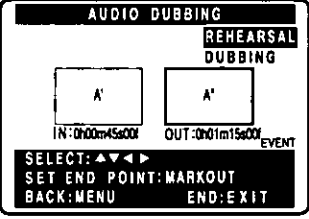
**8** Press **MARK IN** to decide the start point of original pictures to do dubbing.

**9** Repeat steps 5~7 to select the end point of original picture to do dubbing.

**Note**


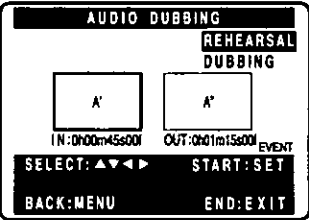
- Set the end point at least 2 seconds after start point.

**10** Press **MARK OUT** to decide the end point of original pictures to do dubbing.

**Note**

- "INCORRECT DATA SETTING" appears if MARK IN and MARK OUT points are reversed or the setting between MARK IN and MARK OUT point is under 2 seconds.

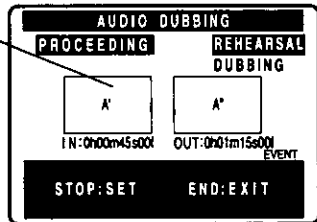
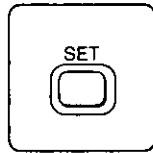



11

Press **SET** on the remote control and **PLAY** button on the audio equipment to start **REHEARSAL**.

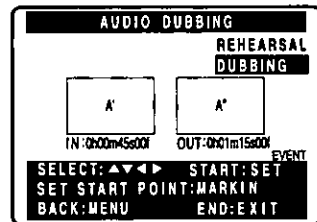
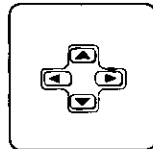
- "PROCEEDING" is displayed on the screen.
- If you want to stop **REHEARSAL**, press **SET**. And then the previous screen is displayed.
- When finishing **REHEARSAL**, the previous screen is displayed.

Motion picture



12

Press **▼** to select **DUBBING**.

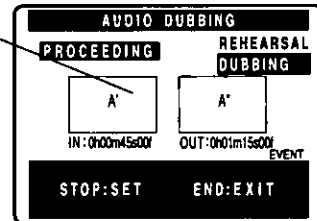
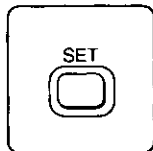


13

Press **SET** on the remote control and **PLAY** button on the audio equipment to start doing **AUDIO DUBBING**.

- "PROCEEDING" is displayed on the screen.
- If you want to stop **DUBBING**, press **SET**. And the previous screen is displayed.
- When finishing **DUBBING**, the previous screen is displayed.

Motion picture

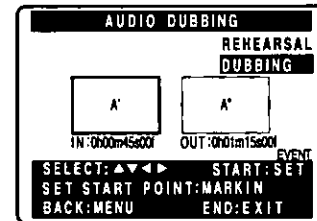
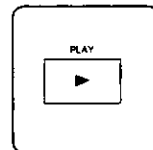


14

Press **PLAY** to review picture and sound.

**Note**

- You can use **SPEED PAGE -/+** button, **JOG/SHUTTLE**, **CUE**, **REV**, **PAUSE**, and **STOP**.

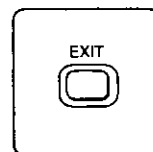


15

Press **EXIT** to end **AUDIO DUBBING** menu.

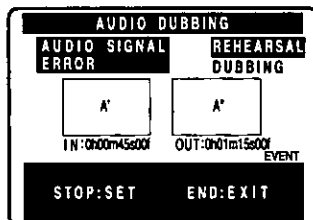
**Note**

- Press **MENU** to go back to **EDIT MENU**.



**Note**

- If the audio mode is 16 bit in the original pictures, please record the pictures in 12 bit from another unit by using **A/V** connection.
- If the audio mode is 16 bit, "AUDIO SIGNAL ERROR" is displayed in process of **REHEARSAL** or **DUBBING** and then **REHEARSAL** or **DUBBING** is stopped.



AUDIO DUBBING

Add new audio to STEREO 2 track of the pictures

# AUDIO MIX DUBBING

## ✓ Check list before you begin.

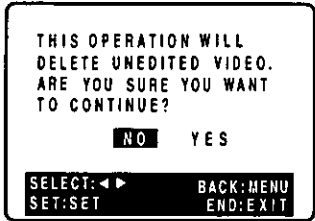
- All connections are made (p. 78).
- Pictures are recorded on the hard disk (pp. 22-23).

You can mix the original sound on the STEREO 1 track with new sound from the external recording source and record the mixed sound on the STEREO 2 track of recorded data as long as the sound was recorded in 12 bit sound mode.

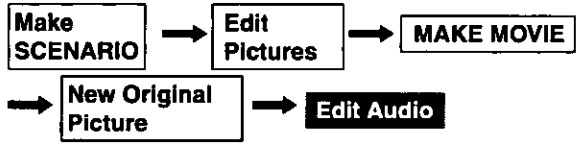
The original sound is preserved on STEREO 1 track.

### Note

- Audio mix dubbing can be done on all original pictures recorded in 12 bit mode.
- If the sound of the original pictures was recorded in 16 bit, you can not do audio mix dubbing. Please record the pictures from another unit by using A/V Connection (page 78).
- If MAKE MOVIE was not done, the screen below is displayed. When selecting YES, MAKE MOVIE starts.



## Process of Making the Scenario



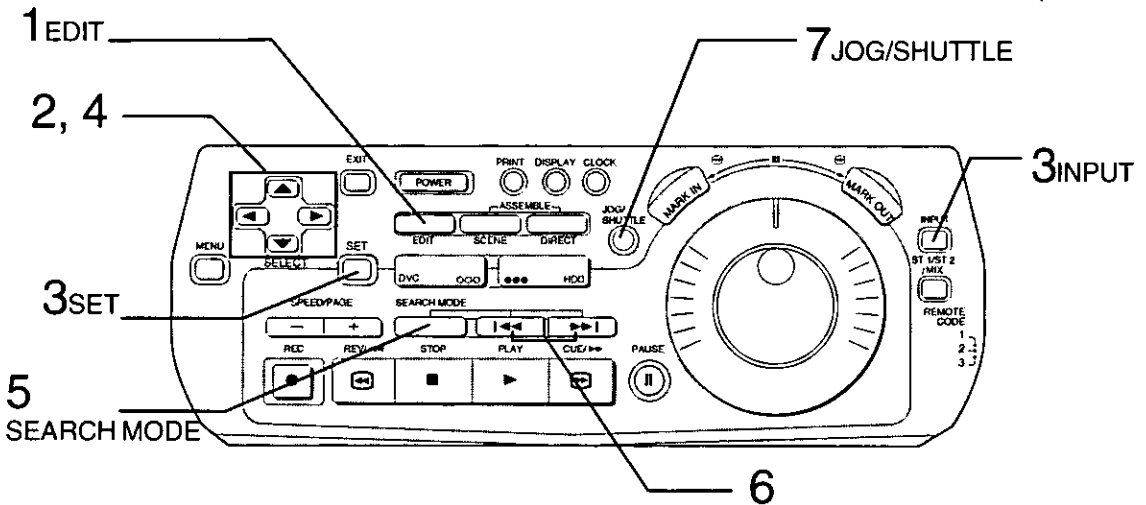
**A** : The start/end point of the original pictures is displayed.

**B** : This counter is Time Code of start/end point.

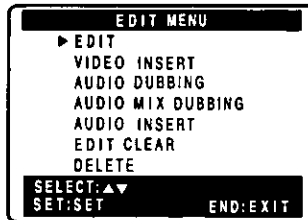
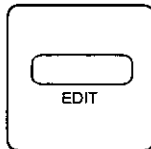
**C** : In this menu, you can rehearse audio mix dubbing.

**D** : In this menu, you can do audio mix dubbing.

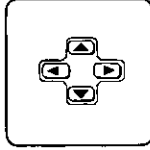

**E** : Shows the selected mode is EVENT, PHOTO, or TIME.



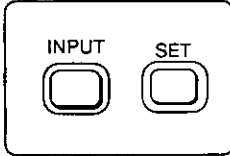
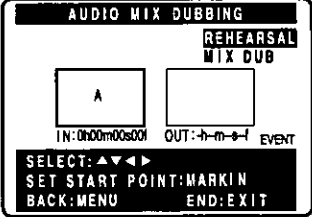
**1** Press **EDIT** to display the **EDIT MENU** screen.



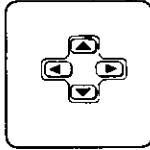

**2** Press ▲▼ to select AUDIO MIX DUBBING.



**3** Press SET to display the AUDIO MIX DUBBING menu, and select the INPUT mode (L1/L2/L3).  
**Note**  
 • You cannot select DV input mode.

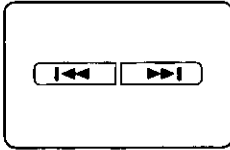

**4** Press ▲▼ to select REHEARSAL, and select the start point of the original picture to do mix dubbing.

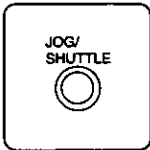

**5** Press SEARCH MODE to select EVENT, PHOTO, or TIME.

**6** Press I◀◀ or ▶▶I to select pictures.

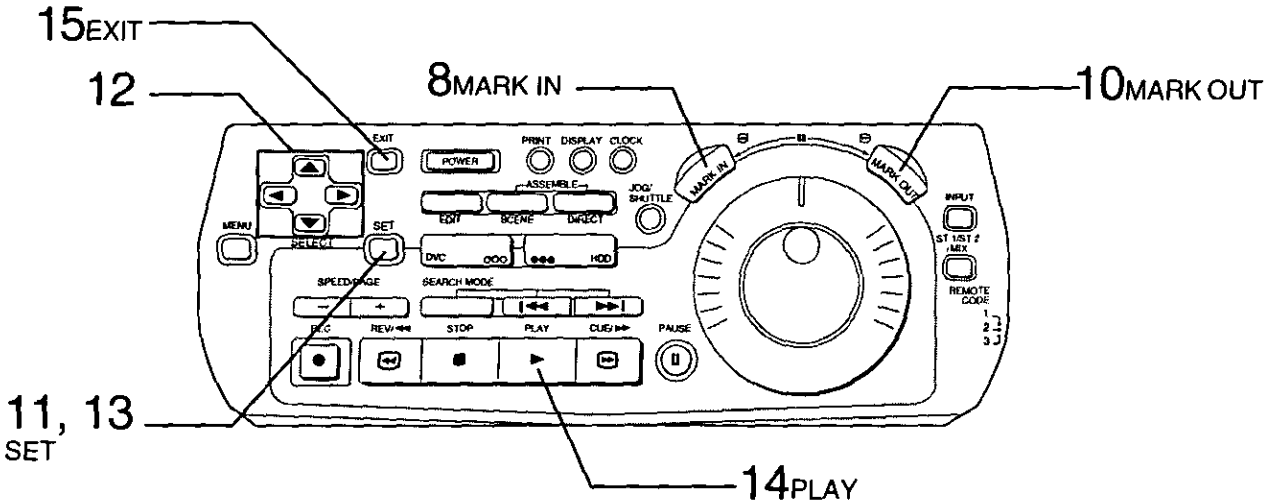
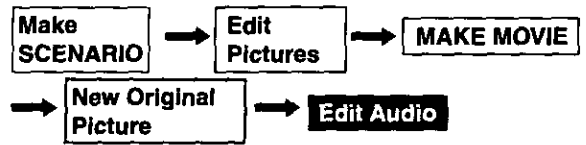
**7** Press JOG/SHUTTLE button to search your desired picture.  
**Note**  
 • You can use PLAY, SPEED/PAGE +/- button, CUE, REV, and PAUSE.

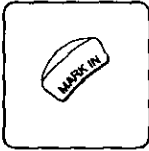
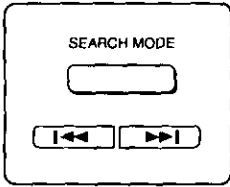




Continued on next page.

# AUDIO MIX DUBBING (Continued)

## Process of Making the Scenario



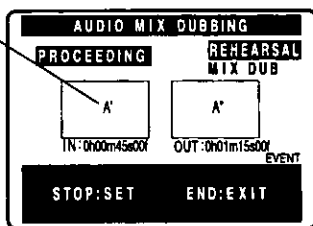
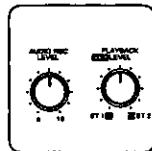
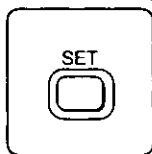
- |    |  |   |  |
|----|--|---|--|
| 8  | <p>Press <b>MARK IN</b> to decide the start point of original pictures to do mix dubbing.</p>  |  | <p style="text-align: center;">AUDIO MIX DUBBING</p> <p style="text-align: center;">REHEARSAL MIX DUB</p> <div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; padding: 2px;">A'</div> <div style="border: 1px solid black; padding: 2px;">A'</div> </div> <p style="font-size: 0.8em;">IN: 0h00m45s00f    OUT: 0h00m45s00f    EVENT</p> <p style="font-size: 0.8em;">SELECT: ▲▼▶▶    SET END POINT: MARKOUT<br/>BACK: MENU    END: EXIT</p> |
| 9  | <p>Repeat steps 5-7 to select the end point of original picture to do mix dubbing.</p> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>Set the end point at least 2 seconds after start point.</li> </ul>  |  | <p style="text-align: center;">AUDIO MIX DUBBING</p> <p style="text-align: center;">REHEARSAL MIX DUB</p> <div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; padding: 2px;">A'</div> <div style="border: 1px solid black; padding: 2px;">A'</div> </div> <p style="font-size: 0.8em;">IN: 0h00m45s00f    OUT: 0h01m15s00f    EVENT</p> <p style="font-size: 0.8em;">SELECT: ▲▼▶▶    SET END POINT: MARKOUT<br/>BACK: MENU    END: EXIT</p> |
| 10 | <p>Press <b>MARK OUT</b> to decide the end point of original pictures to do mix dubbing.</p> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>"INCORRECT DATA SETTING" appears if MARK IN and MARK OUT points are reversed or the setting between MARK IN and MARK OUT point is under 2 seconds.</li> </ul> |  | <p style="text-align: center;">AUDIO MIX DUBBING</p> <p style="text-align: center;">REHEARSAL MIX DUB</p> <div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; padding: 2px;">A'</div> <div style="border: 1px solid black; padding: 2px;">A'</div> </div> <p style="font-size: 0.8em;">IN: 0h00m45s00f    OUT: 0h01m15s00f    EVENT</p> <p style="font-size: 0.8em;">SELECT: ▲▼▶▶    START: SET<br/>BACK: MENU    END: EXIT</p>             |

### 11

Press **SET** on the remote control and **PLAY** button on the audio equipment to start REHEARSAL.

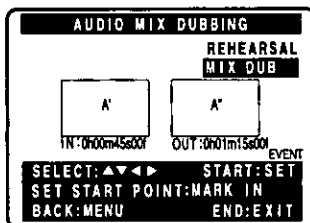
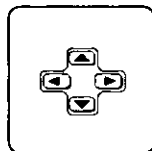
- "PROCEEDING" is displayed on the screen.
- If you want to stop REHEARSAL, press SET. And then the previous screen is displayed.
- When finishing REHEARSAL, the previous screen is displayed.
- Adjust the audio sound from the audio equipment with AUDIO REC LEVEL.
- Adjust the audio playback level of ST 1 on the hard disk with PLAYBACK LEVEL.

Motion picture



### 12

Press **▼** to select MIX DUB.

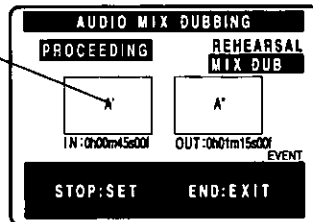
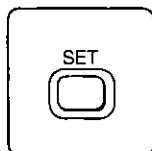


### 13

Press **SET** on the remote control and **PLAY** button on the audio equipment to start doing MIX DUB.

- "PROCEEDING" is displayed on the screen.
- If you want to stop MIX DUB, press SET. And the previous screen is displayed.
- When finishing MIX DUB, the previous screen is displayed.

Motion picture

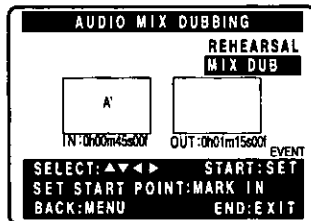
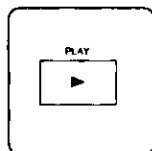


### 14

Press **PLAY** to review picture and sound.

**Note**

- You can use SPEED PAGE +/- button, JOG/SHUTTLE, CUE, REV, PAUSE, and STOP.

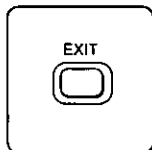


### 15

Press **EXIT** to end AUDIO MIX DUBBING menu.

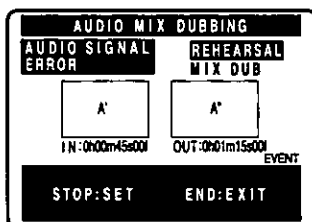
**Note**

- Press MENU to go back to EDIT MENU.



**Note**

- If the audio mode is 16 bit in the original pictures, please record the pictures in 12 bit from another unit by using A/V connection.
- If the audio mode is 16 bit, "AUDIO SIGNAL ERROR" is displayed in process of REHEARSAL or DUBBING and then REHEARSAL or MIX DUB is stopped.



# AUDIO INSERT

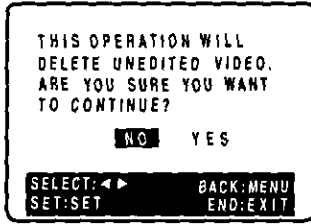
## ✓ Check list before you begin.

- All connections are made (p. 78).
- Pictures are recorded on the hard disk (pp. 22-23).

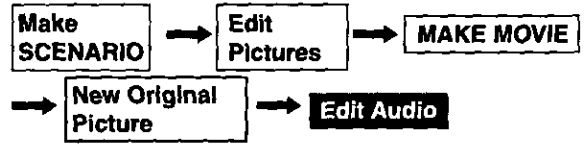
You can insert new sound to the STEREO 1 track in 12 bit audio mode. You can also insert in 16 bit mode. The original sound is replaced.

### Note

- If MAKE MOVIE was not done, the screen below is displayed. When selecting YES, MAKE MOVIE starts.



## Process of Making the Scenario



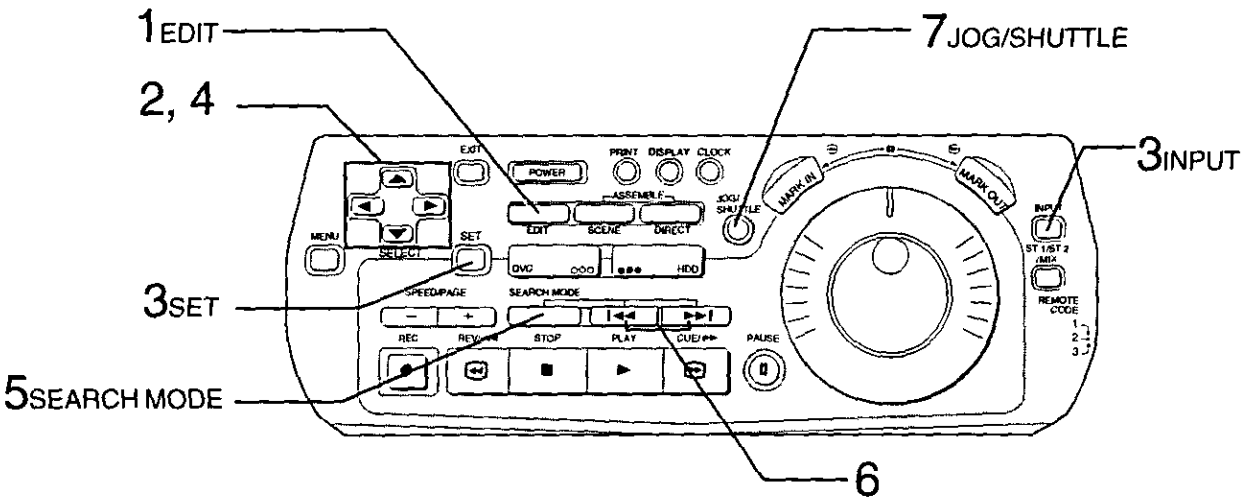
**A** : In these screens, you select the start/end points of the original pictures (the position and picture you want to insert).

**B** : This counter is Time Code of start/end point.

**C** : In this menu, you can rehearsal audio insert.

**D** : In this menu, you can do audio insert.

**E** : Shows the selected mode is EVENT, PHOTO, or TIME.



1

**Press EDIT to display EDIT MENU screen.**

EDIT

EDIT MENU

▶ EDIT

VIDEO INSERT

AUDIO DUBBING

AUDIO MIX DUBBING

AUDIO INSERT

EDIT CLEAR

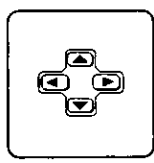
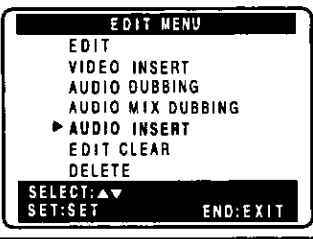
DELETE

SELECT: < >

SET: SET            END: EXIT



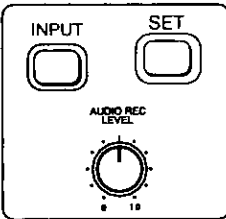
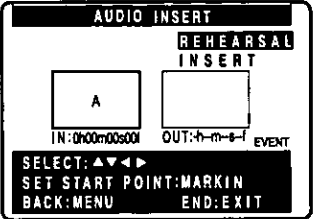
**2** Press ▲▼ to select AUDIO INSERT.

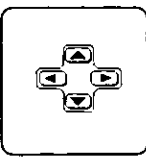
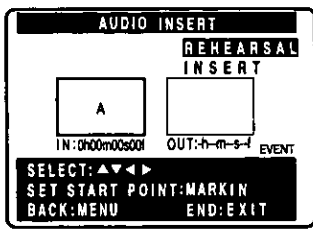
**3** press SET to display the AUDIO INSERT menu, and select INPUT mode (L1/L2/L3).

**Note**

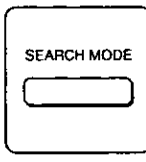
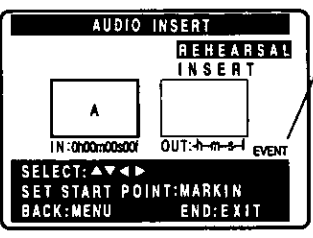
- You cannot select DV input mode.
- Adjust the audio sound with AUDIO REC LEVEL.

**4** Press ▲▼ to select REHEARSAL and select the start point of the original picture to do audio insert.

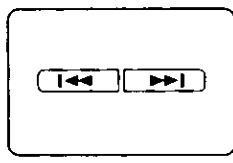
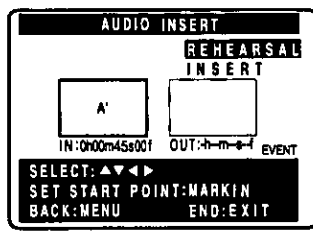



**5** Press SEARCH MODE to select EVENT, PHOTO, or TIME.

EVENT  
PHOTO  
TIME

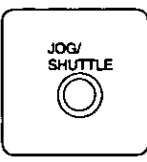
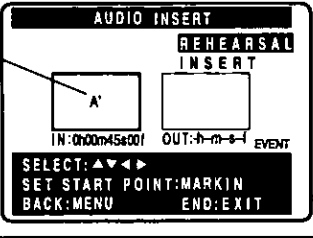
**6** Press I◀◀ or ▶▶I to select pictures.

**7** Press JOG/SHUTTLE Button to search your desired picture.

**Note**

- You can use PLAY, SPEED/PAGE +/- button, CUE, REV, and PAUSE.

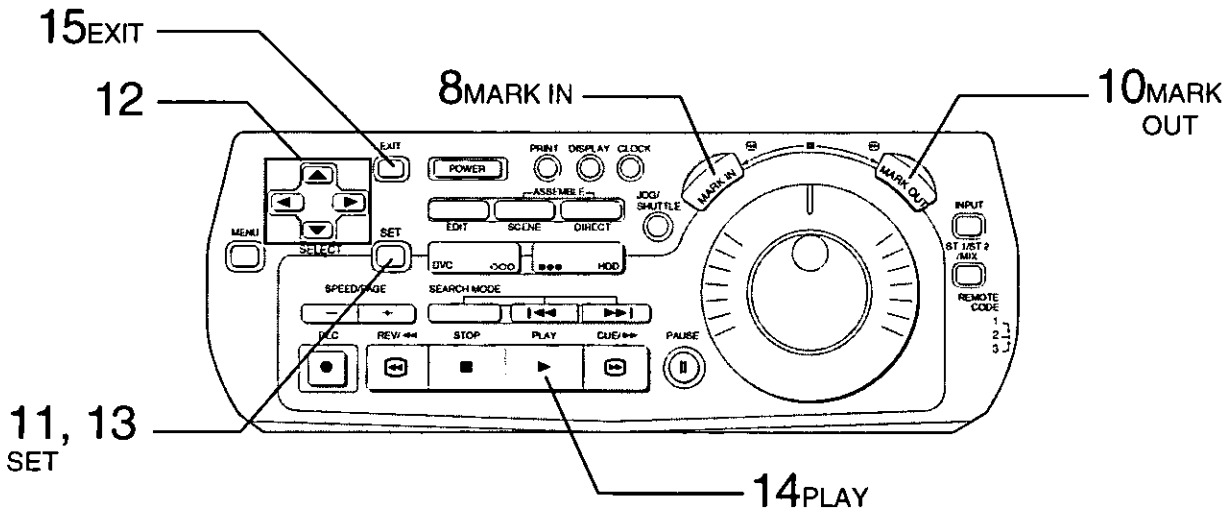
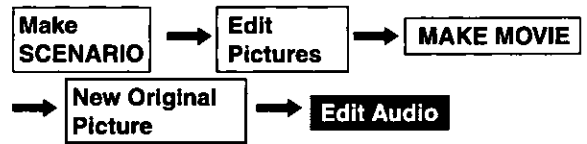



Motion picture

Continued on next page.

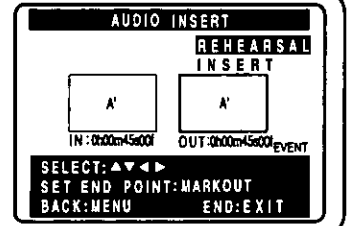
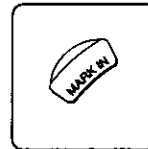
# AUDIO INSERT (Continued)

## Process of Making the Scenario



8

**Press MARK IN** to decide the start point of original pictures to do audio insert.



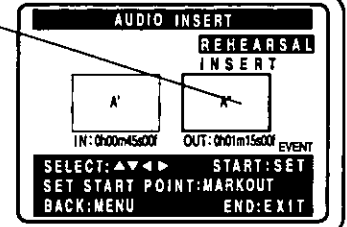
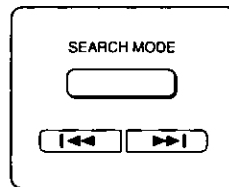
9

**Repeat steps 5~7** to select the end point of original picture to do audio insert.

**Note**

- Set the end point at least 2 seconds after start point.

Motion picture

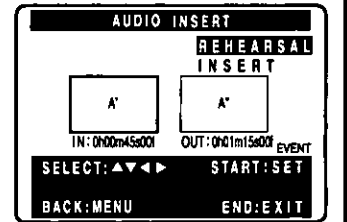


10

**Press MARK OUT** to decide the end point of original pictures to do audio insert.

**Note**

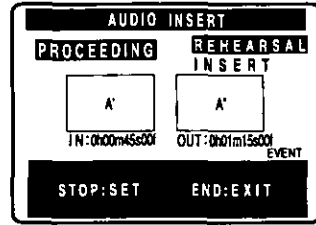
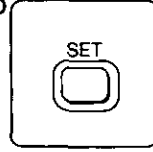
- "INCORRECT DATA SETTING" appears if MARK IN and MARK OUT points are reversed or the setting between MARK IN and MARK OUT point is under 2 seconds.



11

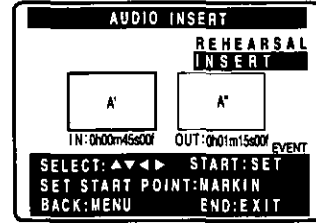
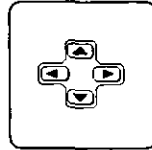
Press SET on the remote control and PLAY button on the audio equipment to start REHEARSAL.

- "PROCEEDING" is displayed on the screen.
- If you want to stop REHEARSAL, press SET. And then the previous screen is displayed.
- When finishing REHEARSAL, the previous screen is displayed.



12

Press ▼ to select INSERT.

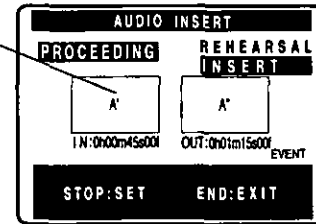
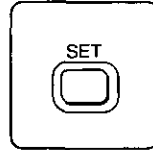


13

Press SET on the remote control and PLAY button on the audio equipment to start doing AUDIO INSERT.

- "PROCEEDING" is displayed on the screen.
- If you want to stop INSERT, press SET. And the previous screen is displayed.
- When finishing INSERT, the previous screen is displayed.

Motion picture

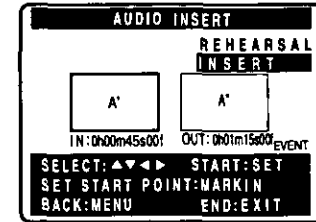
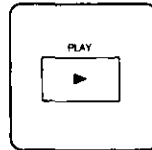


14

Press PLAY to review picture and sound.

Note

- You can use SPEED PAGE +/- button, JOG/SHUTTLE, CUE, REV, PAUSE, and STOP.

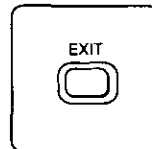


15

Press EXIT to end AUDIO INSERT menu.

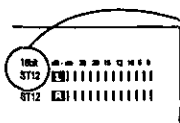
Note

- Press MENU to go back to EDIT MENU.



Note

- If you select the place 12 bit and 16 bit audio mode are mixed, the Multi Function Display may not be displayed correctly.



AUDIO INSERT

12 bit: ST 1 or ST 2

16 bit: 16 bit

AUDIO MIX DUBBING or AUDIO DUBBING

12 bit: ST 1 or ST 2

16 bit: 16 bit

- Even if the audio mode is changed (ex. from 12 bit to 16 bit), the insert function is continued in the same audio mode.

AUDIO INSERT

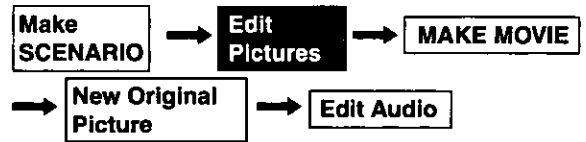
Replace original audio with new audio

# EDIT CLEAR

Check list before you begin.

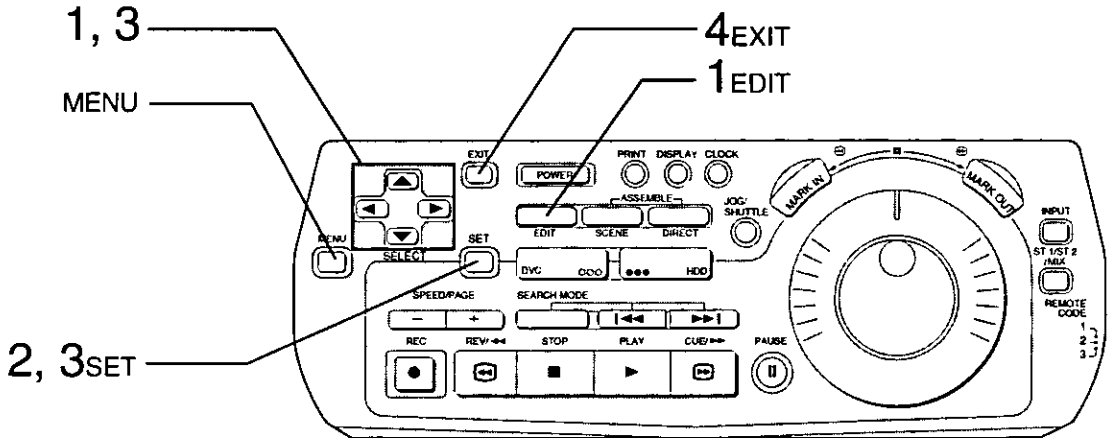
- All connections are made (pp. 20, 78).
- Pictures are recorded on the hard disk (pp. 22~23).

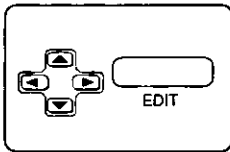

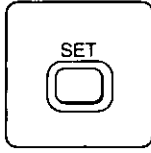
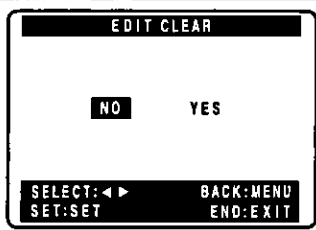
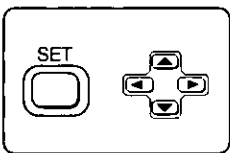

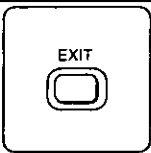
## Process of Making A New Original Picture



## EDIT CLEAR

If you want to edit the original pictures from the beginning after clearing the edited scene:



<b>1</b>	<p>Press <b>EDIT</b> to display <b>EDIT MENU</b> screen, and press <b>▲▼</b> to select <b>EDIT CLEAR</b>.</p>		
<b>2</b>	<p>Press <b>SET</b> to display the <b>EDIT CLEAR</b> menu.</p>		
<b>3</b>	<p>Press <b>◀▶</b> to select <b>YES</b> or <b>NO</b>, and then press <b>SET</b>.</p> <p><b>Note</b></p> <ul style="list-style-type: none"> <li>• If you select <b>YES</b>, all of registered scenes are cleared. If you want to cancel this menu, select <b>NO</b> or press <b>MENU</b> button to go back to the previous screen.</li> </ul>		
<b>4</b>	<p>Press <b>EXIT</b> to end <b>EDIT MENU</b>.</p>		

# Recording Pictures (DV Terminal)

Check list before you begin.

All connections are made (p. 20).

To record the edited original pictures from the Editor to a Digital Video Camera unit.

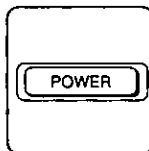
Recording edited pictures to a Digital Video Camera

## When recording the pictures from the Editor to a Digital Video Camera using DV Terminal

When connecting the Editor and a Digital Video Camera using IEEE 1394 Cable (page 20), you can do one-touch dubbing.

1

Turn a Digital Camera unit, TV, and the Editor on.  
Press **POWER**.

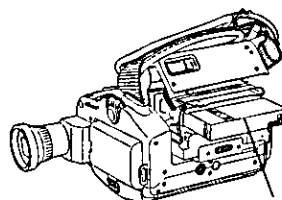
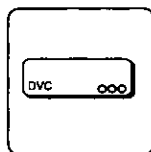


2

Insert a cassette with record tab in place into the Digital Camera unit.

**Note**

- Set PC/DV switch to DV (page 11).
- You can control and select the place to record from this Editor.
- Set the Digital Video Camera to VCR mode.
- Some equipments cannot be controlled.



Inserting a cassette.

3

Change the Search Mode for **EVENT**.

**Note**

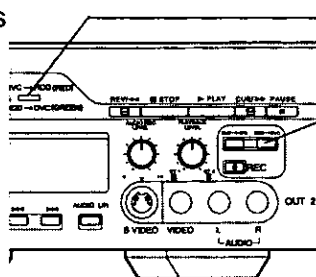
- When **SCENE** was selected in Search Mode, all of registered scenes are recorded from the beginning to the end.



4

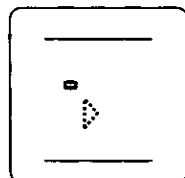
Press **HDD → DVC** to record pictures from the Editor to a Digital Video Camera.

- You can record all pictures (**ALL VIDEO**) from the beginning to the end.
- The Digital Camera unit becomes the recording side, and the Editor becomes the playback side.
- **HDD → DVC** indicator lights green (page 10).



HDD → DVC indicator

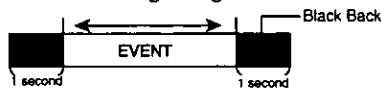
HDD → DVC button



5

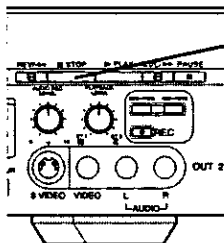
When playback was finished, this operation is finished automatically.

- The black back screen is recorded for approx. 1 second before the beginning and after the end.



**Note**

- If you want cancel this operation, press **STOP** and then black back screen after the end is not recorded.
- When **STOP** is pressed on the Editor, the Digital Video Camera will stop.



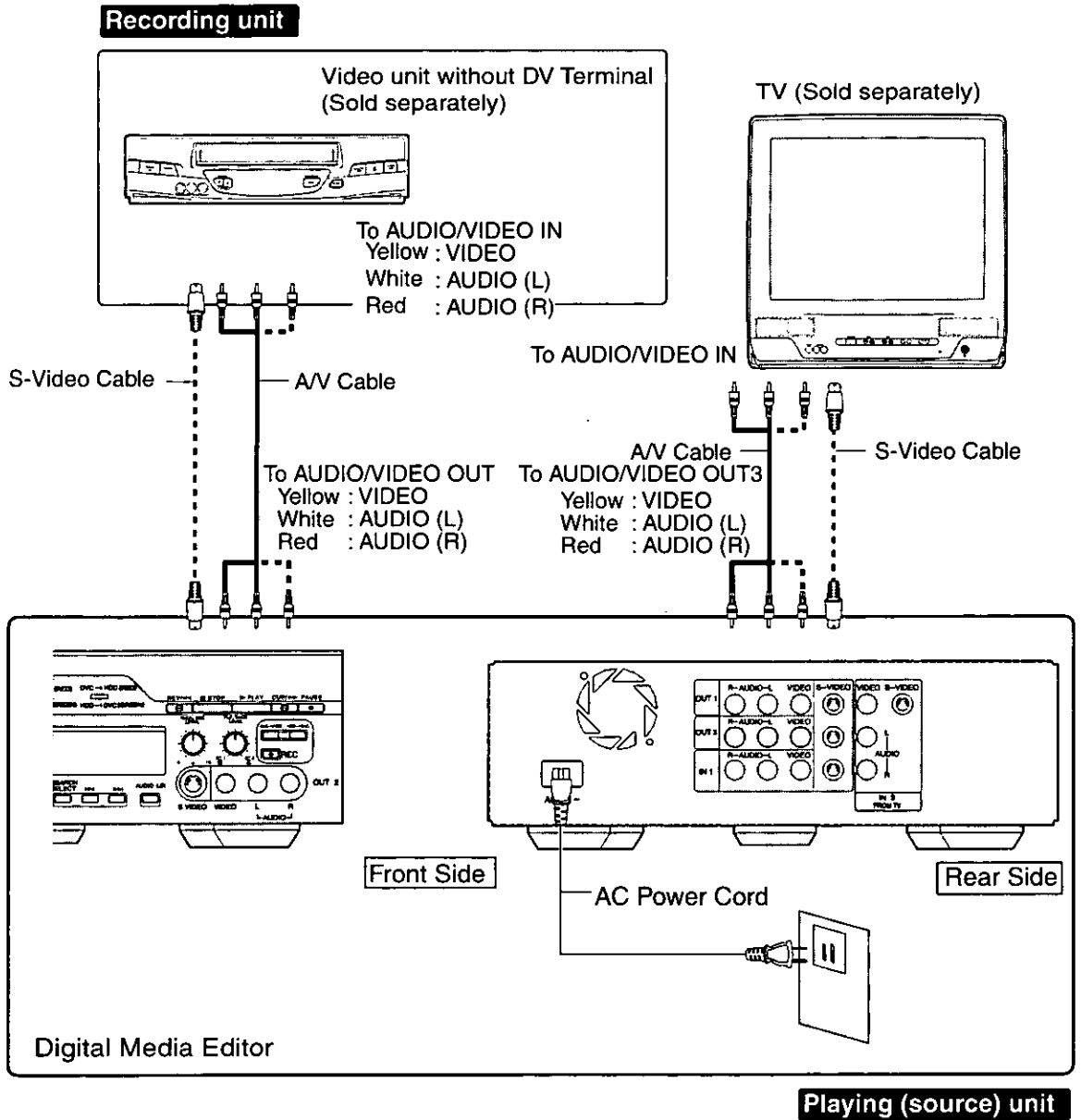
STOP button

EDIT CLEAR and Recording

Cancel your edit, and clear all scenes

# Recording Pictures (A/V Terminal)

When recording the pictures from the Editor to a Video unit using AUDIO IN/OUT and VIDEO IN/OUT Terminal



## Note

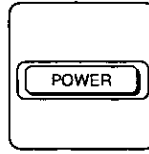
- Before connecting all the cables, first make sure that the power to any unit is off.
- Please read the operating instruction of the recording unit.
- Set PC/DV switch to DV or OFF (page 11).
- Do not unplug the Editor's AC Power Cord during POWER is on.

## When connecting a Video unit (Panasonic)

- The normal key operation may not be possible between remote controls of the same system and this unit. In this case, do editing operation after changing either remote code (pages 14, 16).

1

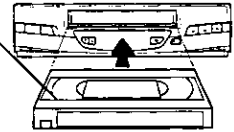
Turn Video unit, TV, and the Editor on.  
Press **POWER**.



2

Insert a cassette with record tab in place to a Video unit.

Inserting a cassette.



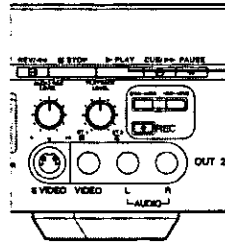
3

Press **PLAY**, and then press **REC** on the Video unit.

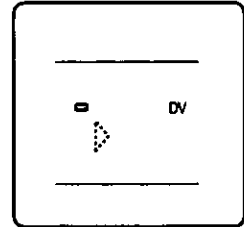
• The pictures are recorded from the Editor to a Video unit.

**Note**

• When using A/V Connection, the Editor can not control a Video unit.



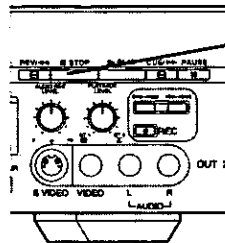
PLAY button



4

Press **STOP** to stop playback.

• You must also press **STOP** on the Video unit to stop recording.



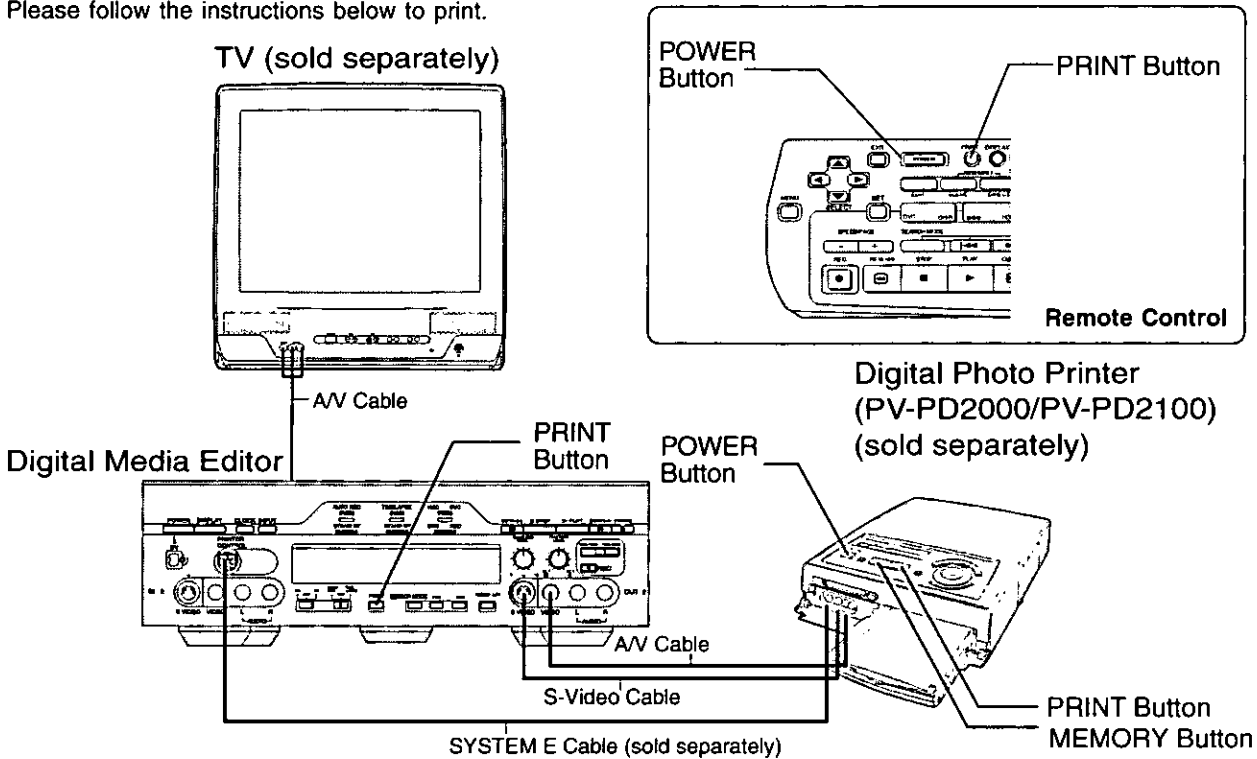
STOP button

Recording

Recording edited pictures to a Video unit

# Using the Printer

You can print your images using a printer (Panasonic). Please follow the instructions below to print.



## When using SYSTEM E Cable and Video or S-Video Cable

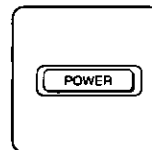
When using SYSTEM E Cable, the Digital Photo Printer can be operated by the Editor. You can not control the Editor connecting extra-controller.

1

**Connect the Editor and a Digital Photo Printer using a AV Cable or S-Video Cable and a SYSTEM E Cable.**

2

**Turn the Editor, TV, and Digital Photo Printer ON. Press POWER.**

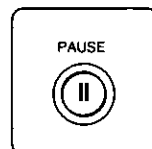


3

**Set the INPUT SELECT Switch on the Digital Photo Printer to the VIDEO position.**

4

**Play the pictures, and then press PAUSE to do STILL mode.**



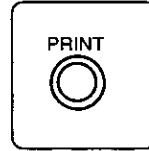


5

Press **PRINT** button to start printing.

**Note**

- The PRINT button on the Editor lights red.
- Please refer to the printer's operating instructions for details on printing.

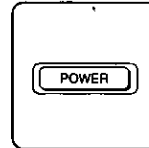


1

Connect the Editor and a Digital Photo Printer using a A/V Cable or S-Video Cable.

2

Turn the Editor, TV, and Digital Photo Printer **ON**.  
Press **POWER**.

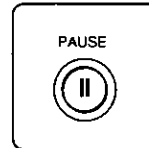


3

Set the **INPUT SELECT** switch on the Digital Photo Printer to the **VIDEO** position.

4

Play the pictures, and then press **PAUSE** to do STILL mode.



5

Press **MEMORY** on the Digital Photo Printer to memorize the picture to be printed.

6

Press **PRINT** on the Digital Photo Printer to print.

# Recording Features

## ■ To select AUTO REC or TIME LAPSE

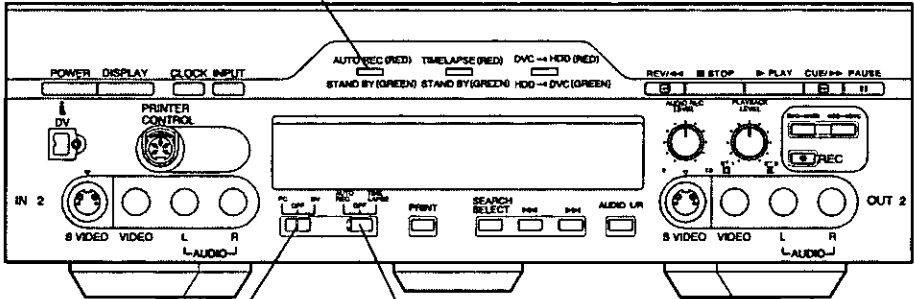
You can select AUTO REC or TIME LAPSE.

- Check list before you begin.
- All connections are made (p. 78).

### Note

- Time Lapse and Auto recording can only be used when PC/DV switch is set to OFF or DV.

AUTO REC indicator



PC/DV switch

AUTO REC/TIME LAPSE switch

## When selecting AUTO REC

AUTO REC recognizes the Video signal from the other unit automatically, and records the pictures. This is only used when using A/V Connection.

### CAUTION

- When this feature is used, all video are deleted.
- Do not connect anything to DV terminal.

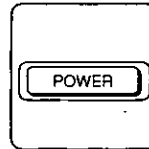
THIS OPERATION WILL  
DELETE ALL VIDEO.  
ARE YOU SURE YOU WANT  
TO CONTINUE?

**NO** YES

SELECT: ◀ ▶  
SET: SET END: EXIT

1

Turn the Editor and the Playing (source) unit on. Press POWER.

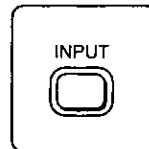


2

Press INPUT to select L1, L2, or L3.

### Note

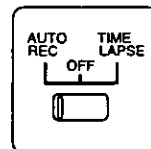
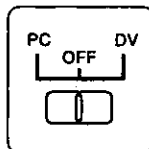
- You cannot select DV input.



3

Set PC/DV switch to OFF and AUTO REC/TIME LAPSE switch to AUTO REC.


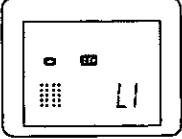
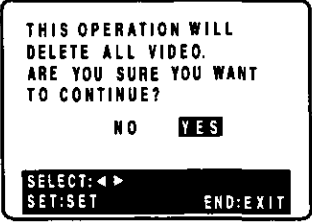
- When auto recording is set, the indicator lights green.



**4** **Press REC to set AUTO REC.**

**Note**

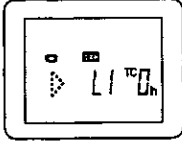
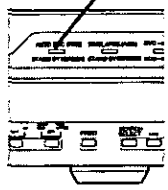
- If recorded, the warning screen at right is displayed. If YES is selected, all video will be deleted.
- **REC** and PAUSE indicators light on the Multi Function Display as the unit goes into REC PAUSE mode.
- Key operation on the Editor is prohibited.

**5** **When the Video Signal is input from the playing (source) unit, AUTO REC will start.**

**Note**

- Indicator lights red, and AUTO REC starts when video signal comes for approx. 3 seconds.
- **REC** and PLAY indicators light on the Multi Function Display.

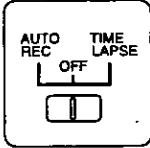



Indicator lights red.

**6** **To stop AUTO REC, set AUTO REC/ TIME LAPSE switch to OFF.**

**Note**

- If there is no Video signal input during over 5 seconds after AUTO REC started, AUTO REC goes to REC PAUSE. If Video signal is input again over 3 seconds, the Editor will start to REC mode.



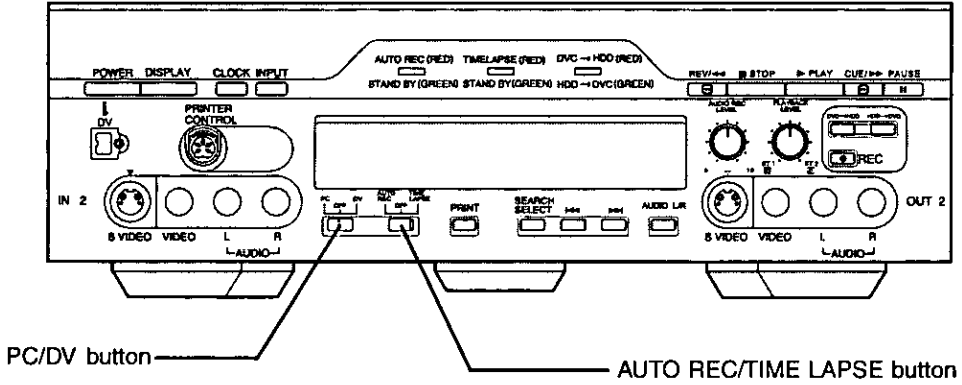
# Recording Features (Continued)

## ■ To select AUTO REC or TIME LAPSE

You can select AUTO REC or TIME LAPSE.

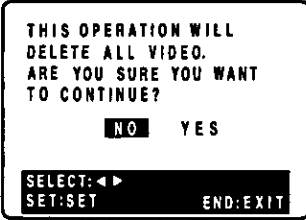
### Note

- Time Lapse and Auto recording can only be used when PC/DV switch is set to OFF or DV.
- With pictures recorded in Time Lapse mode, audio editing cannot be performed rightly.



## When selecting TIME LAPSE

### CAUTION



- When this feature is used, all video are deleted.
- Do not connect anything to DV terminal.

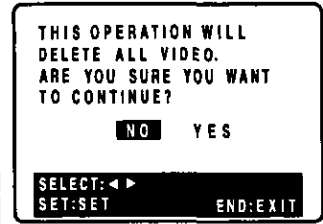
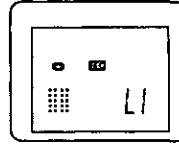
<b>1</b>	<p>Turn the Editor and the Playing (source) unit on. Press <b>POWER</b>.</p>	
<b>2</b>	<p>Press <b>INPUT</b> to select L1, L2 or L3.</p>	
<b>3</b>	<p>Set PC/DV switch to OFF and AUTO REC/TIME LAPSE switch to TIME LAPSE.</p> <ul style="list-style-type: none"> <li>• When time lapse recording is set, the indicator lights green.</li> </ul>	

4

Press REC to set TIME LAPSE.

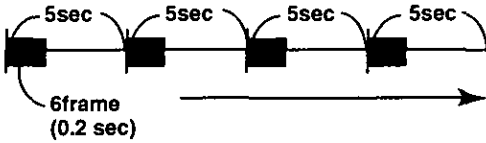
**Note**

- If recorded, the warning screen at right is displayed. If YES is selected, all video will be deleted.
- **REC** and PAUSE indicators light on the Multi Function Display as the unit goes into REC PAUSE mode.
- Key operation on the Editor is prohibited.



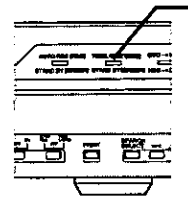
5

Pictures are recorded at 6 frames every 5 seconds.

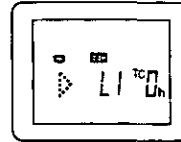


**Note**

- Indicator lights red, and Time Lapse recording starts after for approx. 3 seconds.
- **REC** and PLAY indicators light on the Multi Function Display while pictures are recorded at 6 frames every 5 seconds.
- The sound cannot be recorded in TIME LAPSE feature.
- Even if there is no Video signal, TIME LAPSE feature is performed.

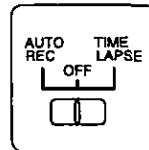


Indicator lights red.



6

To stop TIME LAPSE, set AUTO REC/ TIME LAPSE switch to OFF.



TIME LAPSE Recording

Set to TIME LAPSE

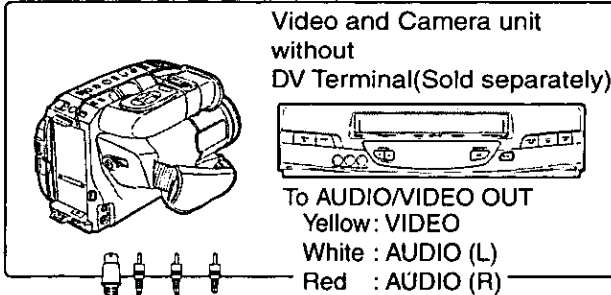
# A/V Connection

When connecting the Editor to an analog Video or Camera unit A/V Cable and/or S-Video Cable, please follow these instructions and illustrations. Pictures and sound can be input to the Editor from a Video or Camera unit via a Video Cable and S-Video Cable, but the Editor cannot control the Video or Camera unit.

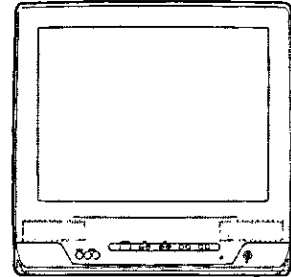
## CAUTION

- Do not connect anything to DV terminal.

### Playing (source) unit



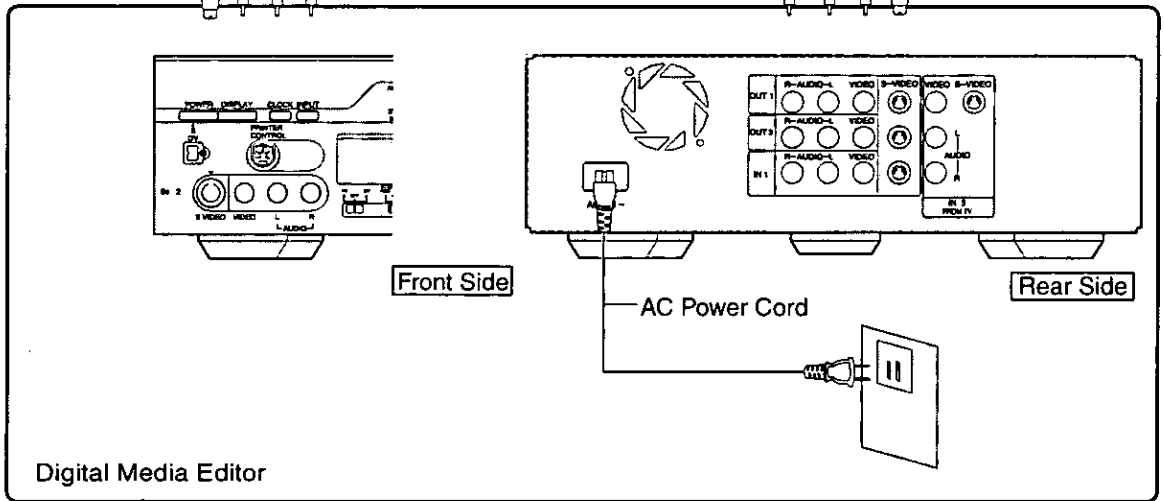
### TV (Sold separately)



S-Video Cable

To AUDIO/VIDEO IN  
Yellow: VIDEO  
White: AUDIO (L)  
Red: AUDIO (R)

To AUDIO/VIDEO IN  
To AUDIO/VIDEO OUT3  
Yellow: VIDEO  
White: AUDIO (L)  
Red: AUDIO (R)



### Recording (Editing) unit

#### Note

- Before connecting all the cables, first make sure that the power to any unit is off.
- Use of an AC adaptor as the power source for the Video Camera unit is recommended to avoid camera shutdown due to low battery power.
- Please read the operating instruction of the playing (source) unit.
- Set PC/DV switch to OFF or DV (page 11).
- Do not unplug the Editor's AC Power Cord during POWER is on.

#### When connecting a Video or Camera unit (Panasonic)

- The normal key operation may not be possible between remote controls of the same system and this unit. In this case, do editing operation after changing either remote code (pages 14, 16).

## Playing (source) unit

**1** Turn playing (source) unit on.  
Press POWER.

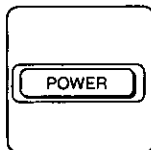
**2** Set playing (source) unit to VCR or CAMERA mode.

**Note**

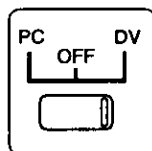
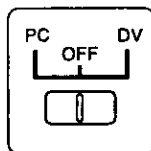
- Refer to playing (source) unit manual and set it to VCR or Camera mode.

## Recording (Editing) unit

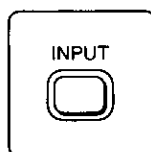
**1** Turn the Editor on.  
Press POWER.



**2** Set PC/DV switch to OFF or DV (page 11).



**3** Press INPUT to select L1, L2 or L3. (page 10, 14).



**Note**

Pictures from IN3 cannot be output to OUT3.

- To avoid signal looping, do not use the Editor's IN1/OUT1 or the IN2/OUT2 jacks to connect your TV monitor's A/V OUT and A/V IN jacks. The TV monitor must be connected to the IN3/OUT3 jacks only.

# Digital Media Editor Information

## Cleaning the Digital Media Editor

Use a soft cloth or dusting attachment of your vacuum cleaner to dust your Digital Media Editor. Remove dust from the ventilation holes on the back sides and bottom of the cabinet.

Plastic surfaces are easily scratched and can be marred by alcohol and various solvents. Avoid excessive use of oil-based furniture polishes since the materials used in the cabinet will accumulate more dust. We recommend using a nonabrasive, antistatic cleaner and polisher.

**FCC Warning:** To assure continued FCC compliance, use only the provided shielded interface cable with ferrite cores when connecting this device to computer. Also, any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment.

## Declaration of Conformity

Model Number : PV-DS1000  
Trade Name : **Panasonic**  
Responsibility Party : Matsushita Electric Corporation of America  
Address : One Panasonic Way  
Secaucus New Jersey  
07094  
Telephone Number : 1-800-211-PANA (7262)

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

## Specifications

**Power Source:** 120 V AC, 60 Hz  
**Power Consumption:** Approx. 30 W (Power On)  
Approx. 10 W (Power Off)  
**Video Signal:** EIA Standard NTSC color signal  
**Video Recording System:** HDD (3.5 inch, 17 GB, 68 min.)  
**Audio:** 12 bit (32 kHz) 4 tracks  
16 bit (48 kHz) 2 tracks  
**Operating Temperature:** 41 °F~95 °F (5 °C~35 °C)  
**Operating Humidity:** 10 %~75 %  
**Weight:** 3.2 kg (7.05 lbs.)  
**Dimensions:** 11" (W) x 3-9/16" (H) x 8-7/16" (D) mm  
280 (W) x 91 (H) x 215 (D) mm



# Before Requesting Service

Check the following points once again if you are having trouble with your Digital Media Editor.

Power	Correction
No power...	<ul style="list-style-type: none"> <li>• Completely insert Power Plug into an AC outlet.</li> <li>• Set POWER button to ON.</li> <li>• Make sure power source is active.</li> </ul>
Recording & Playback	Correction
Pictures are not recorded...	<ul style="list-style-type: none"> <li>• Check connections between the Editor and other unit. (p. 20, 78).</li> <li>• Check input selection between the Editor and other unit. (p. 21).</li> </ul>
Pictures are not displayed on the TV...	<ul style="list-style-type: none"> <li>• Check connections between the Editor and TV. (p. 21, 78).</li> <li>• Check pictures are recorded on the hard disk. (p. 22 ~23).</li> <li>• Make sure PC/DV switch is set to OFF or DV.</li> </ul>
Pictures from IN3 cannot view...	<ul style="list-style-type: none"> <li>• Pictures from IN 3 cannot be output from OUT 3. Make sure the input is selected L1 or L2. (p. 21, 79).</li> </ul>
DATE/TIME is not recorded and clock is not set correctly...	<ul style="list-style-type: none"> <li>• Set current time and date correctly. (p. 19).</li> </ul>
Pictures are not recorded with TIME LAPSE...	<ul style="list-style-type: none"> <li>• Check connection between the Editor and other unit. (p. 20, 78).</li> <li>• Make sure the correct input is selected (L1, L2 or L3).</li> </ul>
Remote Control	Correction
Remote Control operation cannot be used...	<ul style="list-style-type: none"> <li>• Check Batteries (p. 4).</li> <li>• Check the remote code between the Editor and the remote control. (p. 14, 16).</li> <li>• Avoid any object blocking signal path.</li> <li>• Aim Remote Control directly at remote sensor on the Editor.</li> <li>• Remote control operation can not be used for a while (about) 10 seconds after POWER ON. (p. 10, 13).</li> <li>• While proceeding Video Insert or Make Movie.</li> <li>• Remote control can not be used while doing AUTO REC/TIME LAPSE. (p. 74~77).</li> <li>• PRINT button must be used after the screen is in STILL mode. (p. 72~73).</li> </ul>
DV control mode can not be used...	<ul style="list-style-type: none"> <li>• Make sure PC/DV switch is set to DV.</li> </ul>
Operation buttons can not be used in DV control mode...	<ul style="list-style-type: none"> <li>• Make sure a Digital Video Camera is set to VCR. (p. 21)</li> </ul>
Miscellaneous	Correction
DISPLAY button can not be used...	<ul style="list-style-type: none"> <li>• Make sure the input is DV. (p. 21)</li> </ul>
The screen is flashing...	<ul style="list-style-type: none"> <li>• Do not connect both A/V terminal, DV terminal of other unit and this Editing unit. (p. 21)</li> <li>• Make sure the monitor output is IN 3. (p. 21)</li> </ul>
Operation buttons on the Editor can not be used...	<ul style="list-style-type: none"> <li>• Make sure PC/DV switch is set to OFF.</li> <li>• Button operation can not be used for a while after POWER is ON. (p. 10, 13)</li> <li>• Buttons can not be used while doing AUTO REC/TIME LAPSE. (p. 74~77)</li> <li>• PRINT button must be used after the screen is in STILL mode. (p. 72~73)</li> <li>• Press Reset Switch lightly with a ball-point pen when button operation is impossible except for the above cause. (p. 12)</li> </ul>
PHOTO and SCENE modes can not be selected...	<ul style="list-style-type: none"> <li>• Make sure PHOTO and SCENE is contained in the pictures.</li> </ul>
AUDIO DUBBING can not be performed...	<ul style="list-style-type: none"> <li>• 16 bit audio mode is contained in the pictures. (p. 56~59)</li> </ul>
AUDIO MIX DUBBING can not be performed...	<ul style="list-style-type: none"> <li>• 16 bit audio mode is contained in the pictures. (p. 60~63)</li> </ul>
The playback picture or sound is noisy...	<ul style="list-style-type: none"> <li>• Press and hold STOP Button and DISPLAY Button at the same time for 5 seconds to format.</li> <li>• When this feature is used, all video are deleted.</li> </ul>

If you cannot resolve the problem, please call the Customer Satisfaction Center for product assistance at 201-348-9090.  
To locate an authorized servicenter, please call toll free 1-800-211-PANA (7262).

For Your Information

# Service Center List

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## Product Information; Operation Assistance; Literature Requests

For all Customer Service Inquiries please contact: **1-888-843-9788**

Monday ~ Friday 9 a.m.~9 p.m. EST, Saturday ~ Sunday 9 a.m.~7 p.m. EST (including Holidays).

## Panasonic Web Site

<http://www.panasonic.com>

You can purchase parts or accessories by visiting our Web Site.

## Product Support - Product Repair

Should you require assistance with installation, operating information, or service for your **Digital Media Editor**, please contact the **Panasonic Customer Call Center** at:

**1-888-843-9788**

Monday ~ Friday 9 a.m.~9 p.m. EST, Saturday ~ Sunday 9 a.m.~7 p.m. EST (including Holidays).

## Accessory Purchases

**1-800-323-5368 (Customer Orders Only)**

Panasonic Services Company 20421 84th Avenue South, Kent, WA 98032

(6 a.m. to 5 p.m. Monday ~ Friday; 6 a.m. to 10:30 a.m. Saturday PST)

(VISA, MasterCard, DISCOVER CARD, AMERICAN EXPRESS, Check)

## Service in Puerto Rico

**Matsushita Electric of Puerto Rico, Inc.**

Panasonic Sales Company/Factory Servicer:

Ave. 65 de Infanteria, Km. 9.5

San Gabriel Industrial Park

Carolina, Puerto Rico 00985

Phone (787) 750-4300

Fax (787) 768-2910

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## PANASONIC Video Products Limited Warranty

Panasonic Consumer Electronics Company or Panasonic Sales Company (collectively referred to as "the Warrantor") will repair this product with new or refurbished parts, free of charge, in the USA or Puerto Rico, in the event of a defect in materials or workmanship as follows (all time periods commence from the date of the original purchase):

PRODUCT	PARTS	LABOR
Digital Media Editor	ONE (1) YEAR	NINETY (90) DAYS
CAMCORDER	ONE (1) YEAR, EXCEPT CCD IMAGE SENSOR CCD IMAGE SENSOR - SIX (6) MONTHS	NINETY (90) DAYS NINETY (90) DAYS
VCR	ONE (1) YEAR	NINETY (90) DAYS
A/V MIXER	ONE (1) YEAR	NINETY (90) DAYS
MONITOR-VCR	ONE (1) YEAR, EXCEPT CRT CRT - TWO (2) YEARS	NINETY (90) DAYS CRT - NINETY (90) DAYS CUS- TOMER PAYS ALL LABOR CHARGES AFTER 90 DAYS

**Monitor-VCR In-home or carry-in Service: 22" (diagonal) CRT / LCD and Larger**  
**Monitor-VCR Carry-in Service: 21" (diagonal) CRT / LCD and smaller**

Batteries (if included) - New rechargeable batteries in exchange for defective rechargeable batteries for ten (10) days. Non-rechargeable batteries are not warranted.

Tape (if included) - New video cassette tape in exchange for a defective video cassette tape for five (5) days.

In-home, carry-in or mail-in service, as applicable, in the USA can be obtained during the warranty period by contacting a Panasonic Services Company (PASC) Factory Servicenter listed in the Service Directory. Or call toll free 1-888-843-9788, to locate an authorized PASC Servicenter. Carry-in or mail-in service in Puerto Rico can be obtained during the warranty period by calling the Panasonic Sales Company telephone number listed in the Servicenter Directory.

This warranty is extended only to the original purchaser. A purchase receipt or other proof of the date of the original purchase is required before warranty service is rendered.

This warranty only covers failures due to defects in materials and workmanship which occur during normal use and does not cover normal maintenance, including, but not limited to, video and audio head cleaning. The warranty does not cover damage which occurs in shipment, or failures which are caused by products not supplied by the warrantor, or failures which result from accident, misuse, abuse, neglect, mishandling, misapplication, alteration, modification, faulty installation, set-up adjustments, improper antenna, inadequate signal pickup, maladjustment of consumer controls, improper operation, power line surge, improper voltage supply, lightning damage, commercial use such as hotel, office, restaurant, or other business or rental use of the product, or service by anyone other than a PASC Factory Servicenter or a PASC authorized Servicenter, or damage that is attributable to acts of God.

### LIMITS AND EXCLUSIONS

There are no express warranties except as listed above.

THE WARRANTOR SHALL NOT BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES (INCLUDING, WITHOUT LIMITATION, DAMAGE TO TAPES) RESULTING FROM THE USE OF THIS PRODUCTS, OR ARISING OUT OF ANY BREACH OF THE WARRANTY. ALL EXPRESS AND IMPLIED WARRANTIES, INCLUDING THE WARRANTIES OF MERCHANTABILITY AND FITNESS FOR PARTICULAR PURPOSE, ARE LIMITED TO THE APPLICABLE WARRANTY PERIOD SET FORTH ABOVE. Some states do not allow the exclusion or limitation of incidental or consequential damages, or limitations on how long an implied warranty lasts, so the above exclusions or limitations may not apply to you.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

If a problem with this product develops during or after the warranty period, you may contact your dealer or Servicenter. If the problem is not handled to your satisfaction, then write to the Customer Satisfaction Center at the Panasonic Consumer Electronics Company address above.

SERVICE CALLS WHICH DO NOT INVOLVE DEFECTIVE MATERIALS OR WORKMANSHIP AS DETERMINED BY THE WARRANTOR, IN ITS SOLE DISCRETION, ARE NOT COVERED. COSTS OF SUCH SERVICE CALLS ARE THE RESPONSIBILITY OF THE PURCHASER.

warvid 10/20/97

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