

RAPTOR 50 FRONT PANEL KEYSTROKES

Document revision 2.10

Note: Keys must be pressed and held in specified order (key 1, then 2, then 3)

Regular operational keystrokes

| Key 1 | Key 2 | Key 3 | Notes |
|---------|----------------|-------|---|
| Record | | | If in E-E, starts recording. If not in E-E, goes to E-E. Press twice to start recording from play or pause. |
| Play | | | If paused, starts playing. If playing, pauses. |
| Play | << | | Scans backward at -4x |
| Play | < | | Scans backward at -2x |
| Play | > | | Scans forward at 2x |
| Play | >> | | Scans forward at 4x |
| Pause | | | If in playback: pauses the DDR. If in record: stops recording. |
| Pause | << | | Decrease next playback speed: used for setting variable speed playback. |
| Pause | >> | | Increase next playback speed: used for setting variable speed playback. <i>*see notes</i> |
| Pause | Option | Play | Loop play current clip. This automatically loads the clip's first and lasts frames into cue 1 and cue 2 respectively |
| Pause | Play | | Chase input timecode |
| Pause | > | | Change still frame display mode - Frame / Field 1 only / Field 1 then 2 |
| Pause | < | > | Asks to confirm, then deletes current clip |
| Cue 1-4 | | | If in play or pause will locate to frame previously stored If in record will save current frame in cue (use as 4 "action markers"). |
| Option | Cue 1,2,3 or 4 | | Save current frame as cue point while deck is paused or playing. |
| < | | | Frame step backwards |
| > | | | Frame step forwards |
| << | | | Locates to beginning of current clip, or locate to beginning of previous clip. If in E-E, locates to beginning of most recently recorded clip. |

| Key 1 | Key 2 | Key 3 | Notes |
|------------------|----------|-------|--|
| >> | | | Locates to beginning of next clip. |
| Jog/shuttle push | | | Pause deck if in play or record. Toggles between jog or shuttle mode. |
| Option | J/S push | | Select clip scan mode for Jog/Shuttle knob |
| Option | Play | | Loop play between Cue 1 & Cue 2 (or entire disk if cues not set) |
| Option | < | | Rewind 1 second |
| Option | > | | Fast forward 1 second |
| Option | << | | Locates to first frame of video on deck |
| Option | >> | | Locates to last frame of video on deck |
| Option | < | > | Asks to confirm, then clears the hard disk (must hold for about 1 second) |
| Option | Record | Cue1 | Toggles video recovery mode |
| Option | Record | | In E-E, starts loop recording |
| Option | Record | << | Change video compression level |
| Option | Record | >> | Toggle input video between composite and Y/C |
| Option | Record | Play | Toggle genlock ON/OFF |
| Option | Record | < | Decrease time-lapse recording setting (hold to auto-repeat) |
| Option | Record | > | Increase time-lapse recording setting (hold to auto-repeat) |
| Option | Pause | | In E-E, names next clip. Otherwise, rename current clip. <i>*see notes</i> |
| Pause | Cue 1 | | Displays Internal Temperature |
| Pause | Cue 2 | | Displays Version Information |

OPERATIONAL NOTES

Reverse Play: Raptor Software revision 1.54 and higher allow reverse play speeds to be selected. Use the "increase next playback speed" commands. After you select the fastest variable playback speed of 0.80 fps, the display will show a series of "-" speeds. Anytime the deck is put in play, the selected reverse speed will be used. Remember variable speed settings are global. You must set the deck back to a forward play speed to resume normal operation.

Clip Naming: To name the next recording the deck must be in "E to E". This is when the deck is stopped and the REC button LED is on steady. Press OPTION and PAUSE. Follow the on screen menu to delete, select and change characters.

To rename an existing clip the deck must be in pause. This is when the deck is stopped in playback mode and the PAUSE LED is on. Press OPTION and PAUSE. Follow the on screen menu to delete, select and change character.

Use the "<<" and ">>" keys to select characters, and the "<" and ">" keys to modify the current character. "CUE 3" inserts a blank space and "CUE 4" deletes the current characters. Press PLAY when you're done.

***Shortcut:**

Turning the JOG/SHUTTLE wheel will let you quickly select characters. Pressing the JOG/SHUTTLE knob will move the cursor one character to the right.

RAPTOR 50VA

USER PREFERENCES SPECIAL SETUP MODE

Press and hold in the following (3) buttons while powering up the DDR



The front panel graphic LCD display will be blank if this mode is entered correctly. The play, pause and record LED's will blink once to confirm entry into this setup mode. Press and hold the following buttons in order (key1 then key 2) to change u preferences.

The play, pause and record LED's will blink once to verify command was accepted. Re-power the DDR for new preferenc to be in effect.

| <u>Key 1</u> | <u>Key 2</u> | <u>Notes</u> |
|---------------------|---------------------|---|
| Option | Pause | Display speeds as film camera "FPS" numeric values |
| Option | << | Display speeds as decimal values (1.0x, 1.5x, 2.0x) |
| Option | Record | Quiet mode ON - lower fan speed during recording |
| Option | Play | Quiet mode OFF - high fan speed all the time |
| Option | Cue 1 | Loop play on power-up: ON - loops between Cue 1 & 2, or entire disk |
| Option | > | Loop play on power-up: OFF |
| Record | Pause | Use film speed of 24 FPS for speed calculations |
| Record | << | Use film speed of 25 FPS for speed calculations |
| Record | Option | Use film speed of 30 FPS for speed calculations |

VIDEO STANDARD SETTING

Press and hold the following two buttons while powering up the DDR

| <u>Key 1</u> | <u>Key 2</u> | <u>Notes</u> |
|---------------------|---------------------|-----------------------------|
| Pause | Record | Sets video standard to NTSC |
| Pause | Play | Sets video standard to PAL |

No further button presses are required for video standard setting.

Release the two buttons after 2 seconds and the DDR will initialize with the selected video standard.

RAPTOR 50 Front Panel Available Playback Speeds - Version 2.10

| <i>Speeds relative to "normal" video</i> | <i>Speeds relative to 24FPS film camera</i> | <i>Speeds relative to 25FPS film camera</i> | <i>Speeds relative to 30FPS film camera</i> |
|--|---|---|---|
| 30x (s) | 0.8 | 0.83 | 1 |
| 24x | 1 | 1 | 1.2 |
| 20x (s) | 1.2 | 1.3 | 1.5 |
| 12x | 2 | 2.1 | 2.5 |
| 10x (s) | 2.4 | 2.5 | 3 |
| 8x | 3 | 3.1 | 3.7 |
| 6x (s) | 4 | 4.1 | 5 |
| 5x (s) | 4.8 | 5 | 6 |
| 4x (s) | 6 | 6.2 | 7.5 |
| 3.75x | 6.4 | 6.6 | 8 |
| 3.4x | 7 | 7.2 | 8.7 |
| 3x (s) | 8 | 8.3 | 10 |
| 2.6x | 9 | 9.3 | 11 |
| 2.5x | 9.6 | 10 | 12 |
| 2.4x | 10 | 10.4 | 13 |
| 2x (s) | 12 | 13 | 15 |
| 1.7x | 14 | 15 | 18 |
| 1.5x (s) | 16 | 17 | 20 |
| 1.33x | 18 | 19 | 23 |
| 1.2x | 20 | 21 | 25 |
| 1.14x | 21 | 22 | 26 |
| 1.1x | 22 | 23 | 27 |
| 1x (s) | 24 | 25 | 30 |
| .96x | 25 | 26 | 31 |
| .92x | 26 | 27 | 33 |
| .86x | 28 | 29 | 35 |
| .80x | 30 | 31 | 38 |
| .75x (s) | 32 | 33 | 40 |
| .71x | 34 | 35 | 42 |
| .66x | 36 | 37 | 45 |
| .60x | 40 | 42 | 50 |
| .50x (s) | 48 | 50 | 60 |
| .40x | 60 | 63 | 75 |
| .33x | 72 | 75 | 90 |
| .25x (s) | 96 | 100 | 120 |
| .20x | 120 | 125 | 150 |
| .16x | 150 | 156 | 187 |
| .15x | 160 | 166 | 200 |
| .10x | 240 | 250 | 300 |
| .08x | 300 | 312 | 375 |
| .06x | 360 | 375 | 450 |
| .05x | 480 | 500 | 600 |

(s) SHUTTLE SPEEDS - These speeds are available via the shuttle knob.