

## **2.4 On-Screen Function Switches**

The LD-V8000 videodisc player contains no physical dip-switches for setting various function parameters. Instead, the function parameters can be set by controlling on-screen menus with the buttons on the front panel of the player, or with buttons on an RU-V6000T or RU-V103 remote control unit.

**NOTE:** Some settings can be modified by entering data into Registers from a computer via the RS-232 port. (See **Section 4.7.7 Register Control Commands**.)

### **2.4.1 Setting Function Switches**

Use the following steps to set the on-screen function switches:

#### **1) Function Switch Setting Mode**

First, turn the player OFF using the power button on the front of the player. Then press the DISPLAY button on the front panel of the player while turning the power back ON. This sets the *Function Switch Setting Mode* and prepares the player to receive inputs to set the on-screen function switches. (In *Function Switch Setting Mode*, the LD-V8000's front panel LEDs cycle ON and OFF.)

You will see a screen titled "KEY OPERATION P-0." This on-screen "page" explains which buttons on the front panel of the player allow you to locate, select and set the function switches. (See **Figure 2-0**, next page.)

#### **2) Setting Switches Using The Player's Front Panel Buttons or Remote Control**

##### ***Page Selection***

By pressing the SCAN FORWARD button you can move forward through each of the 13 pages, one at a time. The SCAN REVERSE button lets you move through the pages in reverse order. Page 1 is titled "CONTENTS P-1." This tells you the particular page on which to find the function you want to set.

##### ***Item Selection***

When you locate the page that contains the function you want, press the STEP FORWARD button. This will highlight the top function on the page. Press the STEP FORWARD button until the function you want to set is highlighted. Pressing the STEP REVERSE button will toggle through the available options/parameters for that particular function, allowing you to select the setting.

##### ***Modifying the Settings***

Continue through additional pages (P-2 through P-7) to set the switches to your required default settings.

**ON-SCREEN FUNCTION SWITCHES**

**KEY OPERATION P-0**

- SCAN FWD/REV KEY
- STEP FWD KEY
- STEP REV KEY
- OPEN/CLOSE KEY
- DISPLAY KEY

**CONTENTS P-1**

- PLAYER CONTROL SW
- RS-232 CONTROL SW
- MEMORY CONTROL SW
- USER'S SWITCH
- SWITCH SETTING

**PLAYER SWITCH P-2**

- SIDE REPEAT
- LOAD START
- POWER-ON START
- AUDIO DEFAULT
- TEST MODE SELECT

**PLAYER SWITCH P-3**

- STILL MODE
- SQUENCH
- DOC CONTROL
- AUX 1 DEFAULT
- AUX 2 DEFAULT

**PLAYER SWITCH P-4**

- INPUT DEVICE
- LEVEL II AUTO START
- VIDEO DELAY TIME

**RS-232 SWITCH P-5**

- BAUD RATE
- PARITY
- STOP BIT
- DATA LENGTH

**RS-232 SWITCH P-6**

- TXD TERMINATOR
- RS-232C FUNCTION

**MEMORY CONTROL P-7**

- VIDEO MEMORY MODE
- MEMORY SELECT
- AUTO MEMORY

**USER'S SWITCH P-9-11**

This switch is reserved for user programming.

**SWITCH SETTING P-12**

This page shows the selection of the bits (ON or OFF) for each switch.

**NOTE:** How to set these switches, a description of each function, and the available parameters or options for each function are detailed in the **Section 2.4** of this manual.

Figure 2-0

Pages P-8 through P-11 allow you to set switches 3 and 4. These switches can be set by the user and used to identify a particular player or store other information. They are not necessary for most normal player operation. Page P-12 contains a summary of the seven switch settings. This chart reflects the parameters selected in the previous pages.

**Initialization; Exiting Switch Setting Mode**

When all your switches have been set, press DISPLAY. This does two things. It saves the settings you have selected to the player's memory, and it exits *Function Switch Setting Mode*, returning the player to *Normal Control Mode*.

**NOTE:** Turning OFF the player before the DISPLAY button is pressed will ignore any changes made and the player will default to the previous settings. Pressing the OPEN/CLOSE Button returns all settings to their defaults.

**3. Setting the Baud Rate Using The Player's Front Panel Buttons**

Enter *Function Switch Setting Mode* by pressing Power-ON and the DISPLAY button simultaneously. Press SCAN FORWARD to move through the on-screen "pages" to page five. The top of page five reads "RS-232 Switch P-5". You will see the following functions listed:

- \* BAUD RATE (9600 is the default setting; other options are 4800 and 1200.)
- \* PARITY (No Parity is the default setting; other options are EVEN or ODD.)
- \* STOP BIT (1 Stop Bit is the default setting; the other option is 2 Stop Bits.)
- \* DATA LENGTH (8 Bit is the default setting; the other option is 7 Bit.)

Press the STEP FORWARD button to highlight the specific function you wish to change (ie. BAUD RATE, PARITY, STOP BIT, or DATA LENGTH). Then press the STEP REVERSE Button to toggle through and select the correct setting, as indicated by software you may be using with the player. Press the DISPLAY button to commit the settings to the player's memory and to exit *Function Switch Setting Mode*, returning the Player to *Normal Control Mode*.

Follow the general steps described in Sub-Point 2 (*Setting Switches*) of this section to change the settings of any of the On-Screen Function Switches included on Pages P-2 to P-7.

**4) Functions Listed on each On-Screen "Page"**

Here is a short explanation of each of the terms you will find listed on each on-screen "page" while in *Function Switch Setting Mode*:

**NOTE:** In the descriptions of the On-Screen Menus for pages 2 - 7 that follow, the options listed under each function have the factory set default listed first. If at any time while in *Function Switch Setting Mode* you want to return to the player's default settings, press the OPEN/CLOSE button on the front panel of the player or press the REJECT Button on the remote control. The parameters will "default" to those listed first in the following descriptions.

**On Page Zero:**

**KEY OPERATION                      P-0**

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- \* SCAN FWD/REV KEY----- Moves forward or backward through the pages.  
    Select Page
- \* STEP FWD KEY----- Highlights the function with the parameter to be  
    Select Item                      changed.
- \* STEP REV KEY----- Toggles through selectable options/parameters.  
    Select Parameter
- \* OPEN /CLOSE KEY----- Returns all settings to the default settings.  
    Initial Setting
- \* DISPLAY KEY ----- Saves settings to memory and exits *Function Switch*  
    Exit                              *Setting Mode*.

**On Page One:**

**CONTENTS                              P-1**

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- \* PLAYER CONTROL SW. (Switch)  
    P-2, P-3, P-4
- \* RS-232C CONTROL SW. (Switch)  
    P-5, P-6
- \* MEMORY CONTROL SW. (Switch)  
    P-7
- \* USER'S SWITCH  
    P-8, P-9, P-10, P-11
- \* SWITCH SETTING  
    P-12

This page describes the "Contents" of the *Function Switch Setting* menus. It identifies the pages where function settings are listed for each general topic.

For example, the functions that determine Player Control are found on pages 2, 3, 4.

**On Page Two:**

**PLAYER SWITCH            P-2**

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- \* **SIDE REPEAT** ----- When set to ON and the end of the videodisc is reached, the player automatically returns to the beginning of the disc.  
Off or On
- \* **LOAD START**----- When set to ON and a loaded disc tray is pushed in, playback starts automatically.  
Off or On
- \* **POWER-ON START**----- When set to ON and Power is turned on, and there is a disc in the drawer, playback is started automatically.  
Off or On
- \* **AUDIO DEFAULT** ----- If AUTO DIGITAL is selected, and a disc has Digital Audio on it, digital is played; if not, Analog Audio is played. Selecting Analog plays only Analog Audio.  
Auto Digital or Analog
- \* **TEST MODE SELECT**----- This mode is usually left OFF. It is turned ON by Service Center personnel when servicing the player.  
Off or On

**On Page Three:**

**PLAYER SWITCH            P-3**

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- \* **STILL MODE** ----- Either 2 fields or 4 fields are held in video memory. Usually 2 field is selected, 4 field is selected for broadcast output.  
2 Field or 4 Field
- \* **SQUELCH** ----- Selects Blue or Black Squelch Screen seen during PAUSE or STOP.  
Blue Background or  
Black Background or  
No Video
- \* **DOC CONTROL** ----- The Drop Out Compensator compensates for imperfections in the video signal, and makes adjustments to improve them.  
On or Off
- \* **AUX 1 DEFAULT**----- AUX 1 is pulled "low" during video playback.  
Video Indicator or  
Output Port
- \* **AUX 2 DEFAULT**----- AUX 2 is an alternate (TTL) output and is fixed to "high" level.  
High Level Output or  
Output Port

**On Page Four:**

**PLAYER SWITCH            P-4**

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- \* **INPUT DEVICE** ----- Selects either the Remote Control or A controller as the device to send commands to the player under Level II.  
Device 0 (RCU) or  
Device 1 (Serial)
- \* **LEVEL II AUTO START**----- Allows Level II programs to be loaded automatically from the disc, to be played automatically from memory or-not to be accessed at all (OFF).  
Load from Disc or  
Back-up Memory or Off
- \* **VIDEO DELAY TIME**----- Offers the option of a shorter video delay time, (15.2 - 16.2 mSec.) to provide for tighter synchronization when multiple players are used, but this option increases the spin-up time of the  
4.21 - 16.2 mSec. or  
15.2 - 16.2 mSec.

**On Page Five:**

RS-232 SWITCH P-5

- \* BAUD RATE  
9600 or 4800 or 1200 Baud -- Sets the BAUD Rate.
- \* PARITY ----- Sets the PARITY.  
No Parity or Even or Odd
- \* STOP BIT----- Sets the STOP BIT.  
1 Stop Bit or 2 Stop Bits
- \* DATA LENGTH ----- Sets the DATA LENGTH.  
8 Bit or 7 Bit  
Refer to specific hardware and software specifications for proper communication settings.

**On Page Six:**

RS-232 SWITCH P-6

- \* TxD Terminator----- Establishes the terminator as either Carriage Return, or Carriage Return/Line Feed.  
<CR> or <CR> <LF>
- \* RS-232C FUNCTION----- Identifies the Serial Interface for inputting responses from a Level II or Level III program as either an input data device or as a controller. If sending a data response to player under Level II, input device must be selected.  
Controller or Input Device

**On Page Seven:**

MEMORY CONTROL P-7

- \* VIDEO MEMORY MODE----- Enables or Disables *Video Memory Mode*. This can also be set with the MM or RG command. This enables storing a Field or full Frame into the player's Video Memory Banks; makes possible sound-over still. See pg. 4-39+.  
Control Disable or  
Control Enable
- \* MEMORY SELECT----- Allows two single fields or one full frame to be held in video memory banks. (One Field freezes fast motion; single fields from two different frames can be stored.) Also set with RG cmd.  
Frame Memory or  
Field Memory
- \* AUTO MEMORY----- This selects memory video (OFF) or (ON).  
On or Off  
NOTE: Turn Video Memory and Auto Memory both OFF, to disable the video memory buffer during searches so that a blue or black squelch screen will appear instead of a still frame.

**On Page Eight, Nine, Ten & Eleven**

USER'S SWITCH ----- This switch is reserved for user programs.  
P-8, P-9, P-10, P-11

**On Page Twelve:**

SWITCH SETTING P-12

- SW. 1 = 00000000
  - SW. 2 = 00000000
  - SW. 3 = 00000000
  - SW. 4 = 00000000
  - SW. 5 = 00000000
  - SW. 6 = 00000000
  - SW. 7 = 00000000
- This page shows the selection of the bits (ON or OFF) for each switch. Contents of each switch are explained in the next section.
- NOTE:** The specific bit settings for one switch may be located on different menu pages within *Function Switch Setting Mode*.