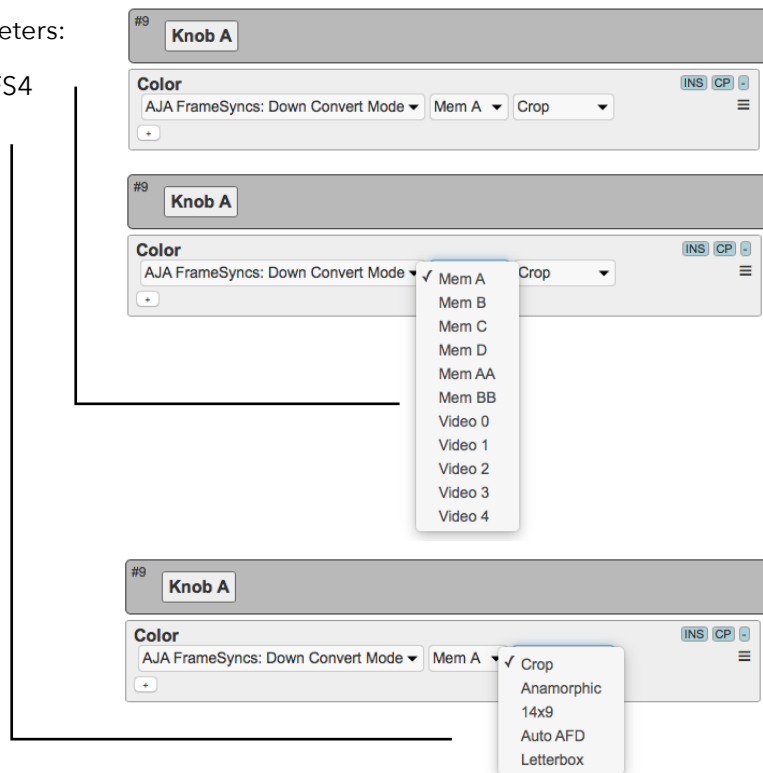




A action is typically build up of two parameters:

- Selection of the Video Channel on the FS4
- Selection of a specific value if it exists



This is a overview of the actions implemented in the Device Core

- ✓
- AJA FrameSyncs: Input
- AJA FrameSyncs: Loss of input
- AJA FrameSyncs: Output Format
- AJA FrameSyncs: SD Aspect Ratio
- AJA FrameSyncs: Up Convert Mode
- AJA FrameSyncs: Down Convert Mode
- AJA FrameSyncs: Custom Size/Pos
- AJA FrameSyncs: Custom Size
- AJA FrameSyncs: Custom Aspect
- AJA FrameSyncs: Custom Position
- AJA FrameSyncs: Region of Interest
- AJA FrameSyncs: ROI
- AJA FrameSyncs: Test Pattern Gen
- AJA FrameSyncs: Test Pattern Type
- AJA FrameSyncs: ProcAmp Enable
- AJA FrameSyncs: Color Corrector
- AJA FrameSyncs: ProcAmp Settings
- AJA FrameSyncs: Gain
- AJA FrameSyncs: Black
- AJA FrameSyncs: Gamma
- AJA FrameSyncs: Video Legalizer
- AJA FrameSyncs: Video Legalizer Settings
- AJA FrameSyncs: Freeze Output
- AJA FrameSyncs: Fan Speed
- AJA FrameSyncs: Output Frame Rate
- AJA FrameSyncs: Genlock Source
- AJA FrameSyncs: Mon 2K Crop
- AJA FrameSyncs: HDMI RGB Range
- AJA FrameSyncs: Monitor Map
- AJA FrameSyncs: Preset
- AJA FrameSyncs: Audio Embed Map
- AJA FrameSyncs: Audio Out

The Actions are divided by using the control categories from the Frame Sync.

|   |  |                        |  |
|---|--|------------------------|--|
| ✓ | AJA FrameSyncs: Input<br>AJA FrameSyncs: Loss of input   | Channels - Input       |  |
|   | AJA FrameSyncs: Output Format<br>AJA FrameSyncs: SD Aspect Ratio<br>AJA FrameSyncs: Up Convert Mode<br>AJA FrameSyncs: Down Convert Mode   | Channels - Format      |  |
|   | AJA FrameSyncs: Custom Size/Pos<br>AJA FrameSyncs: Custom Size<br>AJA FrameSyncs: Custom Aspect<br>AJA FrameSyncs: Custom Position<br>AJA FrameSyncs: Region of Interest<br>AJA FrameSyncs: ROI  | Channels - Scale       |  |
|   | AJA FrameSyncs: Test Pattern Gen<br>AJA FrameSyncs: Test Pattern Type  | Channels - Test Gen    |  |
|   | AJA FrameSyncs: ProcAmp Enable<br>AJA FrameSyncs: Color Corrector<br>AJA FrameSyncs: ProcAmp Settings<br>AJA FrameSyncs: Gain<br>AJA FrameSyncs: Black<br>AJA FrameSyncs: Gamma<br>AJA FrameSyncs: Video Legalizer<br>AJA FrameSyncs: Video Legalizer Settings | Channels - Color       |  |
|   | AJA FrameSyncs: Freeze Output  | Channels - Freeze      |  |
|   | AJA FrameSyncs: Fan Speed  | Status - Config        |  |
|   | AJA FrameSyncs: Output Frame Rate<br>AJA FrameSyncs: Genlock Source<br>AJA FrameSyncs: Mon 2K Crop<br>AJA FrameSyncs: HDMI RGB Range<br>AJA FrameSyncs: Monitor Map  | Status - Video         |  |
|   | AJA FrameSyncs: Preset   | Status - Presets       |  |
|   | AJA FrameSyncs: Audio Embed Map<br>AJA FrameSyncs: Audio Out   | Channels - EMBED + AES |  |

System

Status

Config

Video

Audio

Presets

Remote

Network

Firmware

Channels

Video 1

Input

Format

Timing

Scale

Keyer

Test Gen

Color

ANC

Freeze

Video 2

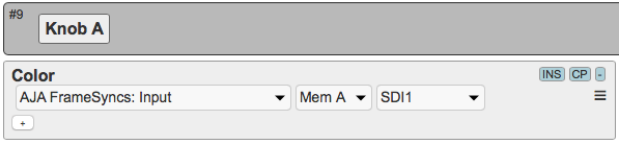
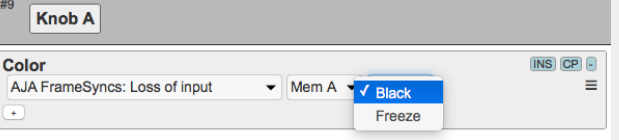
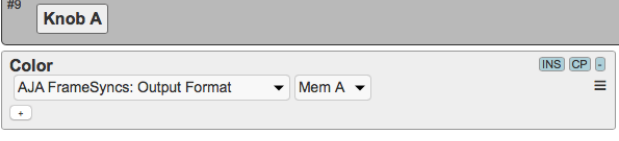
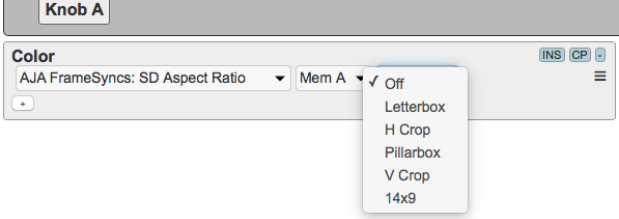
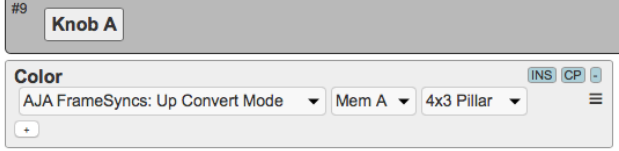
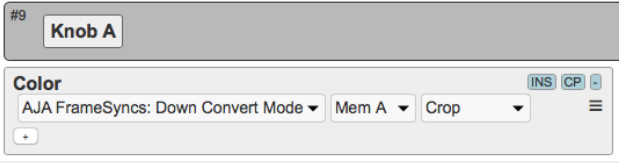
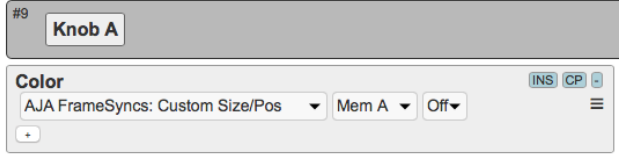
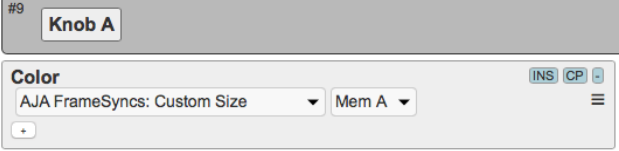
Video 3

Video 4

EMBED

AES

This is a table of actions for AJA FS4 Device Core

|   |   |
|---|---|
| <p><b>Input</b></p>                | <p>Routes input to the selected Channel</p> <p><i>Binary triggers:</i> Sets the selected input to the selected channel.</p> <p><i>Pulse inputs:</i> Will cycle through the Inputs for the selected channel.</p> <p><i>Displays:</i> "Input/Input x"</p> |
| <p><b>Loss of input</b></p>        | <p>Selects option for Loss of input</p> <p><i>Binary triggers:</i> Sets the selected mode for loss of input.</p> <p><i>Pulse inputs:</i> Will cycle through options for loss of input</p> <p><i>Displays:</i> "In Loss/mode"</p>                        |
| <p><b>Output Format</b></p>        | <p>Selects Output Format</p> <p><i>Binary triggers:</i> Not implemented</p> <p><i>Pulse inputs:</i> Will cycle through options for Output Format</p> <p><i>Displays:</i> "Output/Format"</p>  |
| <p><b>SD Aspect Ratio</b></p>     | <p>Selects SD Aspect Ratio</p> <p><i>Binary triggers:</i> Sets the selected SD Aspect Ratio</p> <p><i>Pulse inputs:</i> Will cycle through options for Aspect Ratio</p> <p><i>Displays:</i> "SD Aspect/mode"</p>  |
| <p><b>Up Convert Mode</b></p>    | <p>Selects Up Convert Mode</p> <p><i>Binary triggers:</i> Sets the selected Up Convert Mode</p> <p><i>Pulse inputs:</i> Will cycle through options for Convert Mode</p> <p><i>Displays:</i> "Up Conv/mode"</p>  |
| <p><b>Down Convert Mode</b></p>  | <p>Selects Down Convert Mode</p> <p><i>Binary triggers:</i> Sets the selected Down Convert Mode</p> <p><i>Pulse inputs:</i> Will cycle through options for Convert Mode</p> <p><i>Displays:</i> "Dn Conv/mode"</p>                                      |
| <p><b>Custom Size/Pos</b></p>    | <p>Turn off/on Custom Size/Position</p> <p><i>Binary triggers:</i> Sets Custom Size/Postion to on/off</p> <p><i>Pulse inputs:</i> Will cycle through on/off for Custom Size/Pos</p> <p><i>Displays:</i> "Cust S/P/mode"</p>                             |
| <p><b>Custom Size</b></p>        | <p>Sets the Custom Size</p> <p><i>Binary triggers:</i> Not implemented</p> <p><i>Pulse inputs:</i> Will set the custom size</p> <p><i>Displays:</i> "Cust Size/%"</p>   |

## Custom Aspect

#9 Knob A

Color

AJA FrameSyncs: Custom Aspect Mem A

INS CP

Sets the Custom Aspect

Binary triggers: Not implemented

Pulse inputs: Will set the custom aspect

Displays: "Cust Asp/%"

## Custom Postion

#9 Knob A

Color

AJA FrameSyncs: Custom Position Mem A

INS CP

H V

Sets the Custom Position for either H or V

Binary triggers: Not implemented

Pulse inputs: Will set the custom position for H or V

Displays: "CustPos H/%" or "CustPos V/%"

## Region of Interest

#9 Knob A

Color

AJA FrameSyncs: Region of Interest Mem A

INS CP

Off Setup On Square On Full

Sets the Region of Interest

Binary triggers: Sets Region of Interest. If Toggle is selected it will toggle between "Off" and the selected option.

Pulse inputs: Will cycle through options for Region of Interest

Displays: "ROI Mode/mode"

## ROI

#9 Knob A

Color

AJA FrameSyncs: ROI Mem A

INS CP

Left Right Top Bottom

Sets the ROI parameters

Binary triggers: Not implemented

Pulse inputs: Will cycle through the selected ROI parameter

Displays: "ROI Left/%", "ROI Right/%", "ROI Top/%", "ROI Bottom/%"

## Test Pattern Gen

#9 Knob A

Color

AJA FrameSyncs: Test Pattern Gen Mem A

INS CP

Off

Controls the Test Pattern Generator

Binary triggers: Sets the generator to on or off

Pulse inputs: Will cycle through on/off

Displays: "Test Gen/mode"

## Test Pattern Type

#9 Knob A

Color

AJA FrameSyncs: Test Pattern Type Mem A

INS CP

75% Bars Black 100% Bars Flat Field

Controls the Test Pattern Type

Binary triggers: Sets the type to the chosen mode

Pulse inputs: Will cycle through the modes

Displays: "Test Ptrn/mode"

## ProcAmp Enable

#9 Knob A

Color

AJA FrameSyncs: ProcAmp Enable Mem A

INS CP

Off

Sets ProcAmp to on or off

Binary triggers: Sets ProcAmp to the chosen mode

Pulse inputs: Will cycle through the modes

Displays: "ProcAmp/mode"

## Color Corrector

#9 Knob A

Color

AJA FrameSyncs: Color Corrector Mem A

INS CP

Off

Sets Color Corrector to on or off

Binary triggers: Sets Color Corrector to the chosen mode

Pulse inputs: Will cycle through the modes

Displays: "ColorCorr/mode"

## ProcAmp Settings

Controls the 4 ProcAmp values

*Binary triggers:* Not implemented

*Pulse inputs:* Will cycle the selected ProcAmp parameter

*Displays:* "Gain/value", "Black/value", "Hue/value", "Sat/value"

For "Gain" + "Black"

*Analog inputs - Gain:* Set the value between 0-1.5

*Analog inputs - Black:* Set the value between -20 - +20

## Gain

Controls the Color Corrector Gain RGB Values

*Binary triggers:* Not implemented

*Pulse inputs:* Will cycle the selected RGB Gain value

*Displays:* "Gain R/value", "Gain G/value", "Gain B/value"

## Black

Controls the Color Corrector Black RGB Values

*Binary triggers:* Not implemented

*Pulse inputs:* Will cycle the selected RGB Black value

*Displays:* "Black R/value", "Black G/value", "Black B/value"

## Black

Controls the Color Corrector Gamma RGB Values

*Binary triggers:* Not implemented

*Pulse inputs:* Will cycle the selected RGB Gamma value

*Displays:* "Gamma R/value", "Gamma G/value", "Gamma B/value"

## Video Legalizer

Sets the Video Legalizer to on or off

*Binary triggers:* Sets the Video Legalizer to the chosen mode

*Pulse inputs:* Will cycle through the modes

*Displays:* "Legalizer/mode"

## Video Legalizer Settings

Controls the Video Legalizer Settings

*Binary triggers:* Not implemented

*Pulse inputs:* Will cycle through the selected values

*Displays:* "LegWhite/value", "LegBlack/value", "LegChroma/value"

## Freeze Output

Controls the mode for Freeze Output

*Binary triggers:* Sets the Freeze Output to the chosen mode

*Pulse inputs:* Will cycle through the modes

*Displays:* "Freeze/mode"

## Fan Speed

Controls the Fan Speed

*Binary triggers:* Not implemented

*Pulse inputs:* Will cycle Fan Speeds

*Displays:* "Fan Speed/value"

## Output Frame Rate

Controls the global Output Frame Rate

*Binary triggers:* Sets the Output Frame Rate to the chosen mode

*Pulse inputs:* Will cycle through the modes

*Displays:* "FrameRate/mode"

## Genlock Source

Controls the global Genlock Source

*Binary triggers:* Sets the Genlock Source to the chosen mode

*Pulse inputs:* Will cycle through the modes

*Displays:* "GenLokSrc/mode"

## Mon 2K Crop

Controls the Mon 2K Crop

*Binary triggers:* Sets the Mon 2K Crop to the chosen mode

*Pulse inputs:* Will cycle through the modes

*Displays:* "Mon2KCrop/mode"

## HDMI RGB Range

Controls the HDMI RGB Range

*Binary triggers:* Sets the HDMI RGB Range to the chosen mode

*Pulse inputs:* Will cycle through the modes

*Displays:* "HDMI RGB Range/mode"

## Monitor Map

Controls the mapping of the Monitor Output

*Binary triggers:* Sets the Monitor Map Routing to the chosen mode

*Pulse inputs:* Will cycle through the modes

*Displays:* "Mon Map/mode"

## Presets

Controls the Presets on the FS. Select between 40 Presets and the Factory Default

*Binary triggers:* If "Recall/Set" - press and hold will perform a Preset Set  
A single press will recall the preset  
If "Set" a single press will save the preset  
If "Recall" a single press will recall the preset

*Pulse inputs:* Not implemented

*Displays:*  
If "Recall/Set" "Preset/no"  
If "Set" "Set/no"  
If "Recall" "Recall/no"

## Audio Embed Map

#9 Knob A

Color

AJA FrameSyncs: Audio Embed Map Mem A

SDI1

SDI2

SDI3

SDI4

SDI5

SDI6

SDI7

SDI8

AES/EBU In

MADI BNC In

#10 Knob B

Color

AJA FrameSyncs: Gain Mem A

or (shift) AJA FrameSyncs: Gamma

Controls the Audio Embedding Mapping

*Binary triggers:* Sets the Audio Embedding Mapping to the chosen mode

*Pulse inputs:* Will cycle through the modes

*Displays:* "Aud.Embed/mode"

## Audio Out

#9 Knob A

Color

AJA FrameSyncs: Audio Out

AES

MADI BNC

MADI Fiber

SDI1

Controls the Audio Out for AES, MADI BND or MADI Fiber

*Binary triggers:* Sets the Audio Rout to the chosen channel

*Pulse inputs:* Will cycle through the channels for the chosen mode

*Displays:* "Audio Out/channel"