

PT 8603

SDI Test signal Generator

Supplement to: PT 5210

Reference: Manual no. 9499 491 02211

This document describes the improved functionality of the PT8603 with moving text in signals and patterns.

Short Specification for the moving text:

3 lines of text, each with a maximum of 32 characters

Text may either be fixed or moving up and down.

Text lines can be switch on/off as one group

Position of text is user programmable

All above parameters programmable from front plate or via RS232 remote control.

Characters available: A-Z, 0-9, -, _, and space

In case the text string is longer than the rest of the TV-lines, the text is truncated.

All 3 lines start at the same horizontal position.

Operating description:

On the following pages the description of changes in the menu structure is found.

Also the command set for RS232C control has been extended.



Menu description

After the PROMs and PLDs have been installed an extended menu structure is available for the PT8603

Please refer to the User's manual for the preceding menus.

Text insertion options:

- ◆ 3 text lines can be added, user programmable. Text lines can be switched ON/OFF collectively
- ◆ Maximum 32 UPPER-case characters can be inserted per line
- ◆ Characters available: A-Z, 0-9, -, _, and space
- ◆ Text can be positioned across the screen in one text line height and in one characters width
- ◆ Text lines can be set into a scroll mode, scrolling up and down.

To change the functions of text in the patterns, select TEXT.

SUBMNU:SDI-SIGNAL/TEXT, edit text	◀ ▶
2NDMNU:<EDIT> On/Off MOVEMENT POS ESC	

To change the text, select EDIT

SUBMNU:SDI-SIGNAL/TEXT/EDIT	◀ ▶ E
L1:<DIGITAL1>	SAVE ESC

Operation:

- Use ▲ and ▼ buttons to select the line to edit (line 1 to 3).
- To open for editing of text, place cursor on text field and press **EXECUTE**
- Use the ◀ button to delete characters while backspacing.
- Scroll through the characters with the ▲ and ▼ buttons. The character being edited will flash during the editing process
- When the desired character appears, press ▶ button to move to the next character to be inserted. Continue until the full string has been input.
- To exit the editor, press **EXECUTE**
- Finally move cursor to SAVE and press **EXECUTE**
- If no change is desired, move the cursor to ESC and press ▲
Leaving the function takes you back to the SDI-SIGNAL/TEXT menu.

To set the text On/ or Off, select EDIT

SUBMNU:SDI-SIGNAL/TEXT/On/Off	◀ ▶
TEXT:<ON>	SAVE ESC

Operation:

- Use ▲ and ▼ button to select between On and Off
- Next move cursor to SAVE and press **EXECUTE**

- If no change is desired, move the cursor to ESC and press \blacktriangle
Leaving the function takes you back to the SDI-SIGNAL/TEXT menu.

Note:

Selecting OFF does not clear the text string setting, but setting all text line off at the same time.

To set the text moving or stationary

SUBMNU:SDI-SIGNAL/TEXT/On/Off		◀ ▶
MOVE:<ON>	SAVE	ESC

Operation:

- Use \blacktriangle and \blacktriangledown button to select between On and Off
- Next move cursor to SAVE and press **EXECUTE**
- If no change is desired, move the cursor to ESC and press \blacktriangle
Leaving the function takes you back to the SDI-SIGNAL/TEXT menu.

To change the position of text, select POS

SUBMNU:SDI-SIGNAL/TEXT/POS		◀ ▶ E
X:<+40> Y: +9	SAVE	ESC

Operation:

- Use the the \blacktriangleleft or \blacktriangleright button to select horizontal position (X), or vertical position (Y)
- Use \blacktriangle and \blacktriangledown buttons to change the position
- When the wanted position has been reached, place cursor on SAVE and press **EXECUTE**
- If no change is desired, move the cursor to ESC and press \blacktriangle
Leaving the function takes you back to the SDI-SIGNAL/TEXT menu.

Remote commands.

The commands available via RS232C have been extended to include the extended functionality.

In the **OUTPut Subsystem** the following has been added:
(The full string to be sent is listed)

Commands can either be in truncated form as indicated in capital letters or in long form using all letters.

Input of text

:OUTPut:SDIS:TEXT:STRing1 'XYZ'; (for line 1) or
:OUTPut:SDIS:TEXT:STRing1?; for query

Activating text ON/OFF and setting MOVEMENT

:OUTPut:SDIS:TEXT:ONOFF ON; to set text on and
:OUTPut:SDIS:TEXT:ONOFF OFF; to set text off
:OUTPut:SDIS:TEXT:ONOFF?; to query text on/off

:OUTPut:SDIS:TEXT:MOTion ON;	to set text motion on or
:OUTPut:SDIS:TEXT:MOTion OFF;	to set text motion off
:OUTPut:SDIS:TEXT:MOTion?;	to query text motion

Setting of text position

:OUTPut:SDIS:TEXT:POSition 3,3;	to set text position or
:OUTPut:SDIS:TEXT:POS?;	to query text position

NOTE:

Command for :OUTPut:SDIS?;	(query) does not output any text parameters due to the extended length of returned data
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