SWITCHER KEYERS AND BUSES

The switcher has 3 keyers and 8 internal buses to each with full access to all 16 inputs, which may be video or key.

Input Selection:
- The rightmost or leftmost button of each bus may be assigned to become a "SHIFT" button.
- Hold SHIFT, then another button on the bus to access shifted inputs.

Aux Bus Control:
- In the Effects Control group, press and hold SEL until "AUX" appears.
- Use pattern buttons to select Aux Bus.
- Select sources on Key and PST Bus crosspoints.

Keyer Sources:
- Press any button in the Effects Keyer group to delegate the Key Bus row to the current Effects Keyer.
- Press any button in the Downstream Keyer group to delegate the Key Bus row to the DSK.
- KEY1, KEY2, or DSK to left of Key Bus lights to show the current key bus delegation.
- Hold SEL button in the System Control group to perform Effects Dissolves between memories.

NOTE: For complete details on the operation of S&T 3D wipes, refer to the "Squeeze & Tease 1D/2D/3D Owner's Guide."

User Wipes:
- You may have 20 user wipes – 10 each for WIPE and DVE effects type.
- Press WIPE or DVE in the Effects Control group now delegated.
- Double press PATTERN[0-9] to enable user wipe.

COPY/SWAP KEYS:
- Hold Key type button, press KEY2 in the Effects Keyer group to copy a key.
- Hold KEY1 in the Transition group to swap a key.

MEMORY STORES AND RECALLS

There are 100 memories (10 banks of 10) numbered 00 through 99.
- Press MEM in the Effects Control group to delegate the Effects Control and System Control group.
- Press REV/LEARN to enter memory store mode.
- Press 10 to select the bank, and 1 to select the memory location.
- Press SEL in the System Control group to complete the store or recall operation.
- During recall operations, press CNTR/EFF D in Effects Control group to perform Effects Dissolves between memories.

Quick Store / Recall:
- Press MEM.
- Press REV/LEARN (if storing).
- Press PATTERN[0-9] to do an immediate store/recall from the current memory bank.

To create a basic squeeze back:
- Press PST PATT.
- FLY KEY automatically turns on.

Basic Controls:
- ROTATE* position on/offset position/rotate X & Y
- Positioner-twist resizer/rotate Z
- ASPECT aspect ratio on/off
- Aspect ratio
- Soft border softness
- CNTR/EFF D full screen, default.
- NOTE: rotation only available on S&T 3D. For full details, refer to the "Squeeze & Tease 1D/2D/3D Owner's Guide."

S&T Box Border Matte:
- Press PST PATT to delegate matte controls.
- Use Hue/Sat/Lo to adjust box border color.

Cropping a S&T Box:
- Press MASK to delegate Effects Control group to adjust cropping.
- Move Positioner up/down for top edge crop, and left/right for left edge crop.
- Press REV/LEARN button. Move Positioner up/down for bottom edge crop, and left/right for right edge crop.

ULTIMATE INSIDER (option)

To create an Ultimatte effect:
- Press KEY1 or KEY2 in the Transition Control group.
- Select a key source on the Key bus.
- Press CHROMA KEY (cross hairs appear on preview).
- NOTE: If you change the key source after selecting key type, you must double press CHROMA KEY to activate the crosshairs.
- Use Positioner to select backing color.
- Press SEL in System Control group to perform transition.
- Use "Tweak" settings further if desired.

Ultimate Insider Basic Controls:
- Adjust the following in the Effects Keyer group:
- Hue/Transp
- Gain
- Clip
- Extended Controls:
- Hold CHROMA KEY while adjusting the following in the Mattes group:
- Hue
- Sat
- Hue/Transp
- Gain
- Clip
- Hue/Transp
- matte gain
- black gloss
- matte density

SYSTEM 100 QUICK REFERENCE

v16.10-S100

NOTE: Hold, upper case, such as ASPECT, in this Quick Reference Guide refers to a button while bold, lower case, such as Aspect, refers to a knob.

NOTE: For full details, refer to the "Squeeze & Tease 1D/2D/3D Owner's Guide."

GENERAL OPERATION

The System 100 digital production switcher was designed to be easy to use and its basic operation will be very familiar to industry professionals. This quick reference is designed to help users rapidly take advantage of the System 100’s powerful advanced features.

WIPES AND EFFECTS

Standard Wipes:
- Press WIPE, Effects Control group now delegated.
- Press PATTERN[0-9] to select standard wipe.

S&T Wipes (option):
- Press DVE, Effects Control group now delegated.
- Press PATTERN[0-9] to choose S&T wipe.

NOTE: For complete details on the operation of S&T 3D wipes, refer to the "Squeeze & Tease 1D/2D/3D Owner's Guide."

User Wipes:
- You may have 20 user wipes – 10 each for WIPE and DVE effects type.
- Press WIPE or DVE in the Effects Control group now delegated.
- Double press PATTERN[0-9] to enable user wipe.

PATTERN[0-9] (flashing = user wipe selected)
- WIPE only: Press PATTERN[0-9] to delegate matte controls.
- WIPE and DVE: Press 10 and 1 to select desired user wipe.

MEDIA STORES AND RECALLS

There are 100 memories (10 banks of 10) numbered 00 through 99.
- Press MEM in the Effects Control group to delegate the Effects Control and System Control group.
- Press REV/LEARN to enter memory store mode.
- Press 10 to select the bank, and 1 to select the memory location.
- Press SEL in the System Control group to complete the store or recall operation.
- During recall operations, press CNTR/EFF D in Effects Control group to perform Effects Dissolves between memories.

Quick Store / Recall:
- Press MEM.
- Press REV/LEARN (if storing).
- Press PATTERN[0-9] to do an immediate store/recall from the current memory bank.

DISK OR USB STORES AND RECALLS

You can store memories, installation, 3D wipes, and personality data to a floppy disk or USB key:
- Insert a 1.44MB PC-formatted floppy in the drive OR a USB key into the USB port.
- Press MENU.
- Select Disk or Store.
- Select appropriate item to store or recall.

EDITOR / AUDIO / SERIAL TALLIES (options)

To set Editor options:
- Press MENU.
- Select Effects > Editor > On.
- To set MENU button as an editor controller:
- Press MENU.
- Select Personality > Menu Bttm.
- Select Menu-Edit or Edit-Menu.
- To set up communication with Editor/Audio/Serial Tally device:
- Hue/Transp
- Gain
- Clip
- Hue/Transp
- matte gain
- black gloss
- matte density

SQUEEZE & TEASE BOX (option)

To create a basic squeeze back:
- Press PST PATT.
- FLY KEY automatically turns on.

Basic Controls:
- ROTATE* position on/offset position/rotate X & Y
- Positioner-twist resizer/rotate Z
- ASPECT aspect ratio on/off
- Aspect ratio
- Soft border softness
- CNTR/EFF D full screen, default.
- NOTE: rotation only available on S&T 3D. For full details, refer to the "Squeeze & Tease 1D/2D/3D Owner's Guide."

S&T Box Border Matte:
- Press PST PATT to delegate matte controls.
- Use Hue/Sat/Lo to adjust box border color.

Cropping a S&T Box:
- Press MASK to delegate Effects Control group to adjust cropping.
- Move Positioner up/down for top edge crop, and left/right for left edge crop.
- Press REV/LEARN button. Move Positioner up/down for bottom edge crop, and left/right for right edge crop.

ULTIMATE INSIDER (option)

To create an Ultimatte effect:
- Press KEY1 or KEY2 in the Transition Control group.
- Select a key source on the Key bus.
- Press CHROMA KEY (cross hairs appear on preview).
- NOTE: If you change the key source after selecting key type, you must double press CHROMA KEY to activate the crosshairs.
- Use Positioner to select backing color.
- Press SEL in System Control group to perform transition.
- Use "Tweak" settings further if desired.

Ultimate Insider Basic Controls:
- Adjust the following in the Effects Keyer group:
- Hue/Transp
- Gain
- Clip
- Hue/Transp
- matte gain
- black gloss
- matte density

Extended Controls:
- Hold CHROMA KEY while adjusting the following in the Mattes group:
- Hue
- Sat
- Hue/Transp
- Gain
- Clip
- Hue/Transp
- matte gain
- black gloss
- matte density

SYSTEM 100 QUICK REFERENCE

v16.10-S100

NOTE: Hold, upper case, such as ASPECT, in this Quick Reference Guide refers to a button while bold, lower case, such as Aspect, refers to a knob.
FLOATING BORDER GENERATOR (option)

You can only assign a border to one key:

1. Key 1

Press and hold the selected key type button.

Double press a border type (BORD, SHDW, or OUTL) button.

When BORD, SHDW, or OUTL is selected, DSK is automatically selected in the Mates group.

BORDER:

• around key, movable
• extrude, anchored
• key off, movable
• Positioner-twist shrink/expand
• Soft border softness
• Border border transparency

CALIBRATION AND DIAGNOSTICS:

• Press the three SEL buttons in the pattern area simultaneously to enter Panel Diagnostics. For details, see Appendix C, Synergy 100 Installation Guide.

• Hold the SEL buttons in Mates and System Control groups, and press ROTATE in Effects Control to enter Calibration mode. Refer to your Synergy 100 Installation Guide, for details.

ENTERING INSTALLATION MENUS:

Press MENU to view the installation menus (in blue on this page) over the preview output.

Menu Navigation Controls:

MENU enter/exit menus
SEL change accept
BACK (100) next
DOWN (10) previous
UP (1) scroll through list