Remote Control Panel – Control ZR

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Operational limits

Do not force the connectors into the ports.
Make sure that:
– no foreign objects are obstructing the the port;
– the connector corresponds to the port;
– the connector is correctly positioned relative to the port.

The following is not covered by the standard warranty:

1. if the warranty stickers are damaged;
2. mechanical damage caused by the user;
3. problems caused by unauthorized equipment modifications;
4. malfunctions caused by power, telecommunications or cabling, at the installation site.

Control ZR

All slomo.tv multichannel recording and replay systems offer unique opportunities for producing replays using Instant and Deferred replays as well as flexibility in editing clips and playlists.
Control ZR can greatly speed up the work of the replay operator.

This section describes all elements of the remote control and their use.

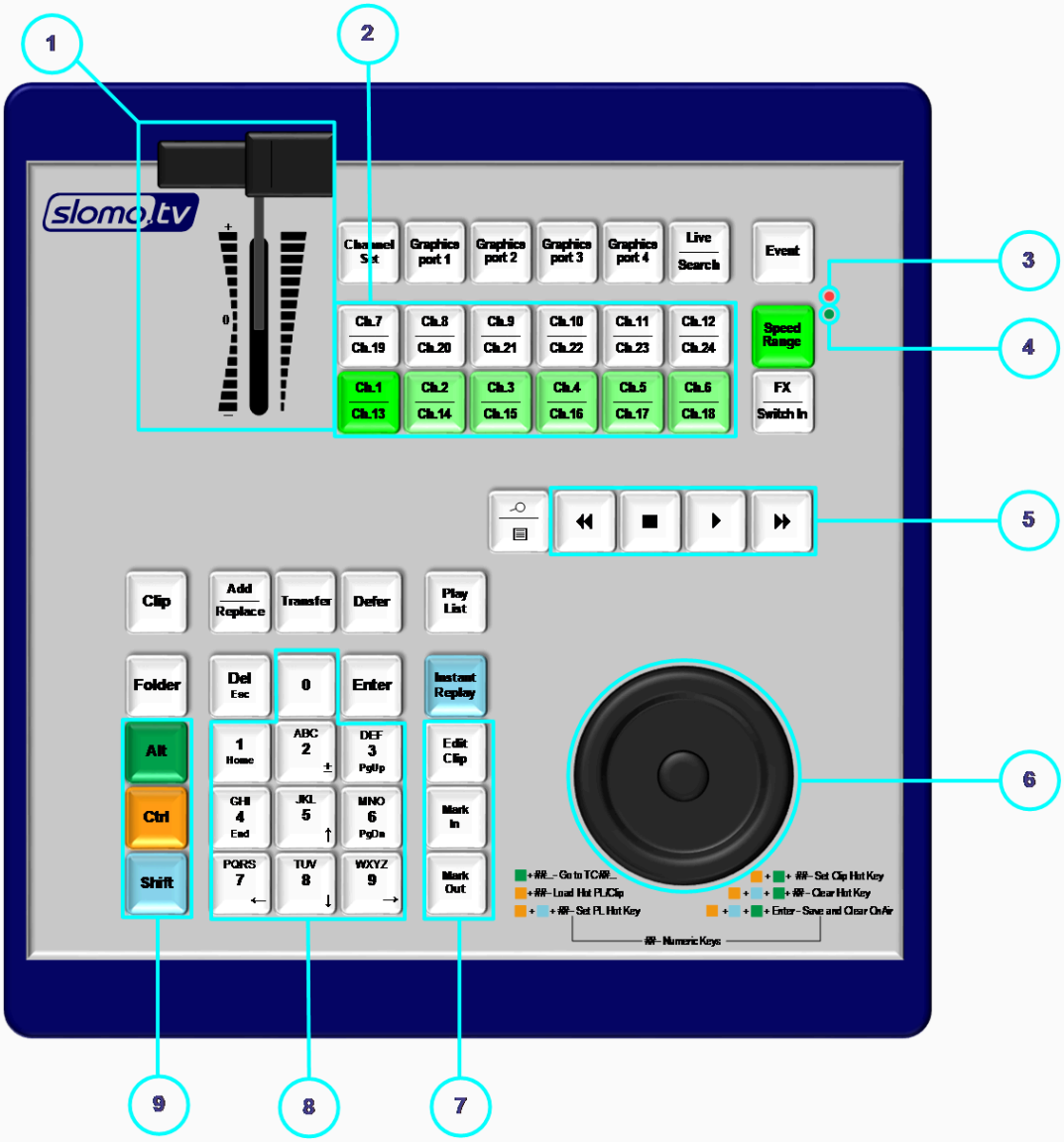
The remote control contains **T-Bar** (speed control), **Jog/Shuttle**, information display, various pushbuttons and LED indicators.

The multifunctional keys show the function labels separated by a horizontal line.

The key function depends on the state of keys **Alt**, **Ctrl**, **Shift** or their combination.

The effect of controls also depends on the current state of the system.

Figure 1 – External view of the control panel with indication of functional zones



1. Speed control (T-Bar)
2. Active channel selection
3. Ethernet status indicator
4. Power indicator
5. Control of OnAir playback
6. Positioning controller – Jog/Shuttle
7. Keys for working in editing mode
8. Number keys
9. Modifier keys **Alt**, **Ctrl**, **Shift**

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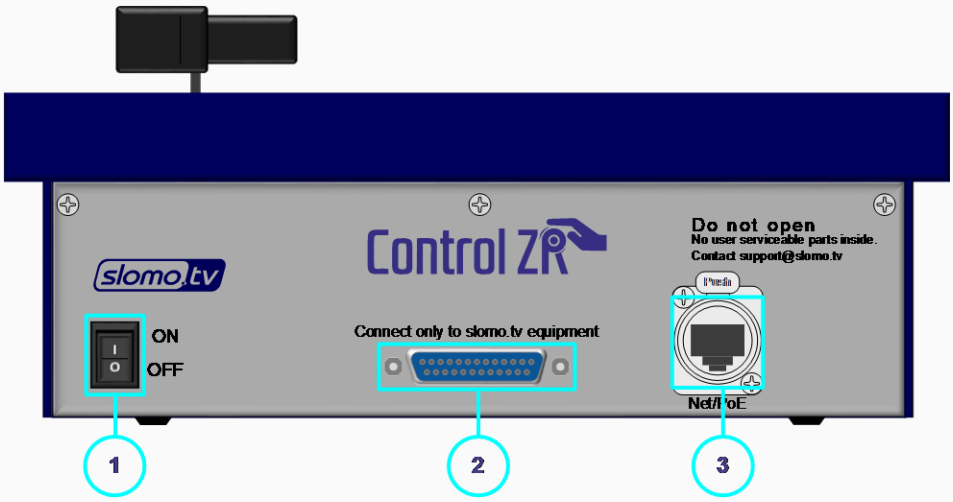
Connection of the remote controller

The remote control can be connected via any of the following interfaces: RS-422, RS-232, Ethernet or USB. When connecting the remote control via Ethernet or USB, it is required to use external power supply (Ethernet with PoE, USB 5V).

The cable connectors are located on the rear panel of the controller (Figure 2) and the rear panel of the system.

Figure 2 – Rear panel of the controller



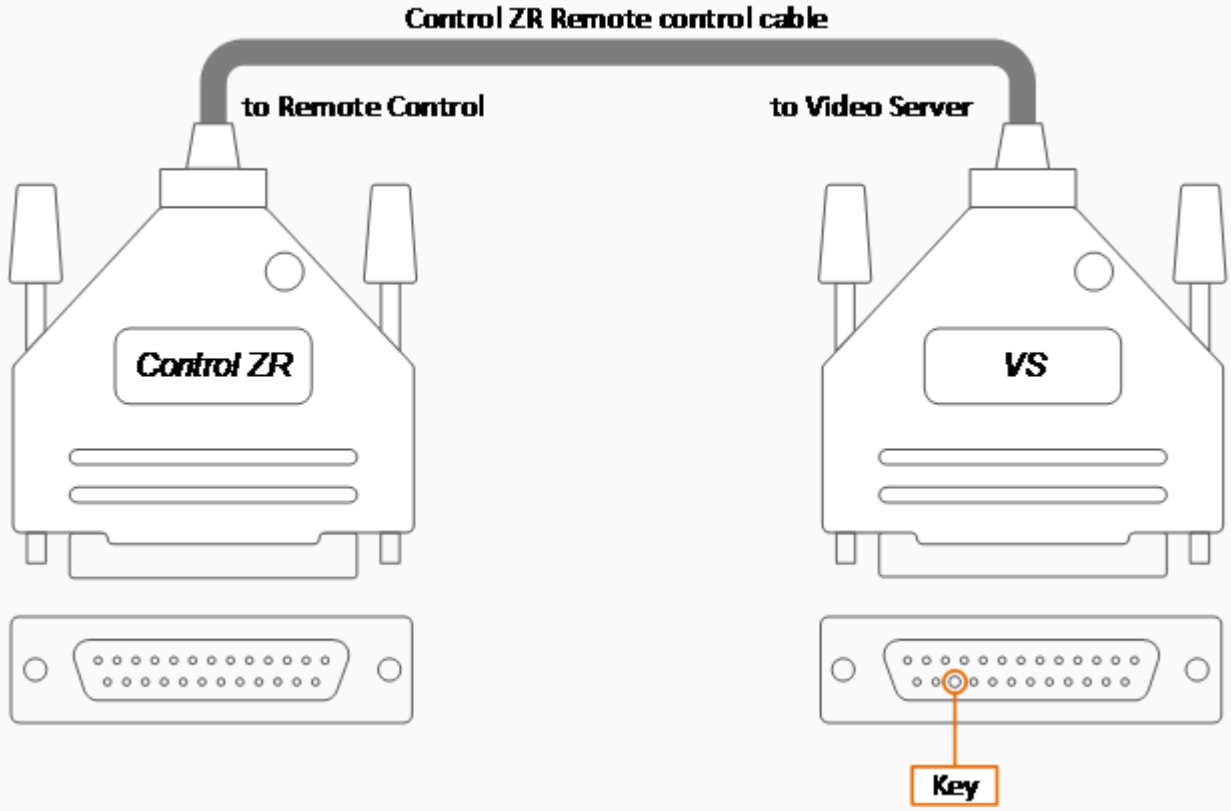
1 – ON/OFF Switch;
2 – RS-422 / USB cable connector;
3 – Ethernet cable connector.

Connection via RS-422 interface

For full-size (4U) systems

For full-size systems (Fulcrum, Dominator, etc.) connect the cable 900.008.300.01[1] provided with the system to Control ZR as shown in Figure 3.

Figure 3 – Cable for connecting the control panel via RS-422

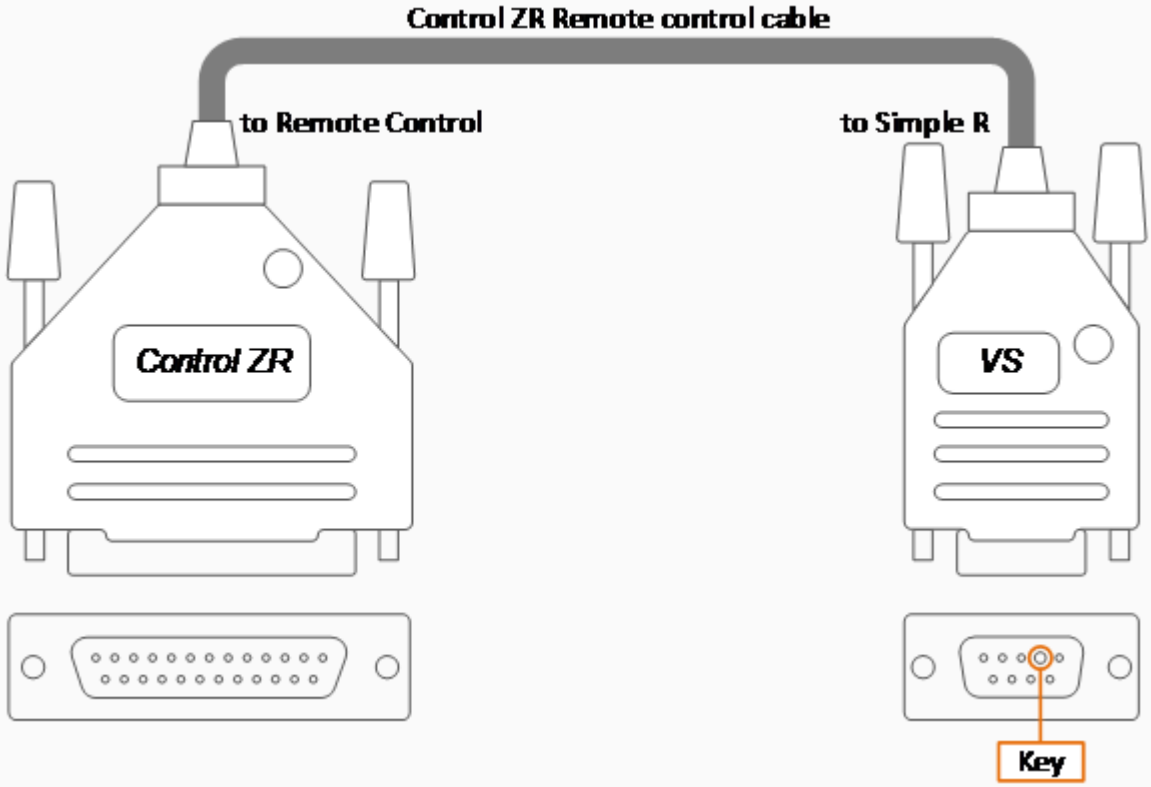


For 1U/2U systems

For Simple R and Arrow servers connect the cable 900.007.300.01[2] provided with the system to Control ZR as shown in Figure 4.

1. The supplied cable is 3 m long. For making a longer cable refer to Appendix A or contact Technical Support.
2. The supplied cable is 3 m long. For making a longer cable refer to Appendix B or contact Technical Support.

Figure 4 – Cable for connecting the control panel via RS-422



Connection via Ethernet

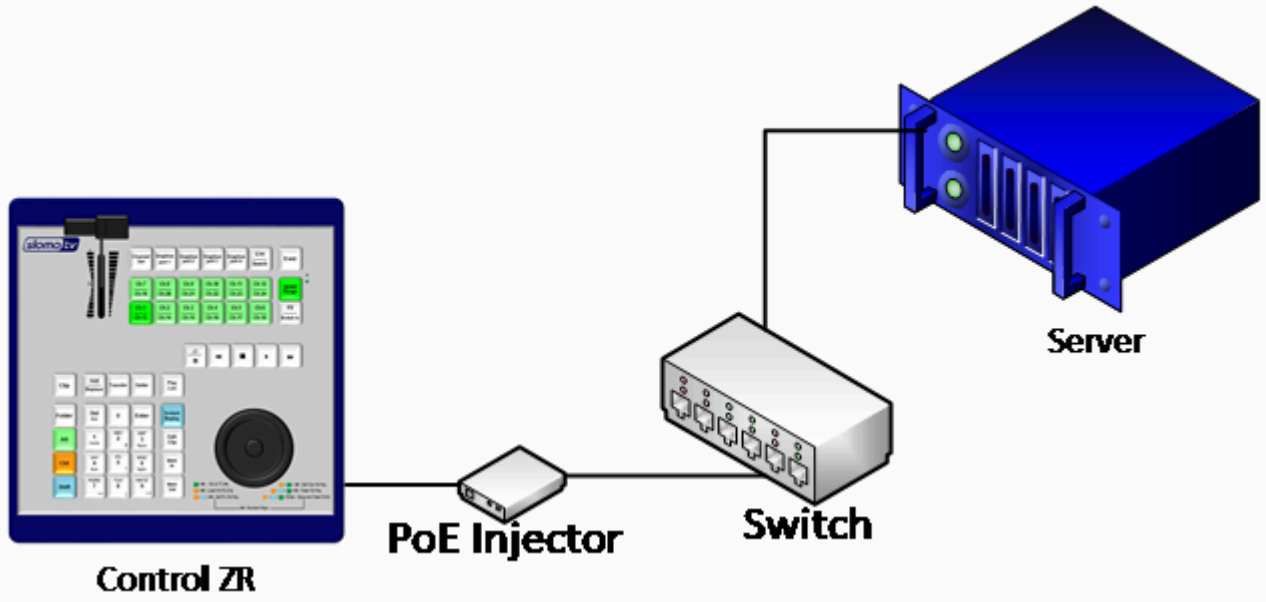
The connection is made with an Ethernet cable[1] of the appropriate length[2] (Figure 5).

Figure 5 – Control ZR – Ethernet Cable

1. The twisted-pair cable Cat.5 or higher and RJ-45 connectors. Not included in the delivery set.
2. Max 100m.

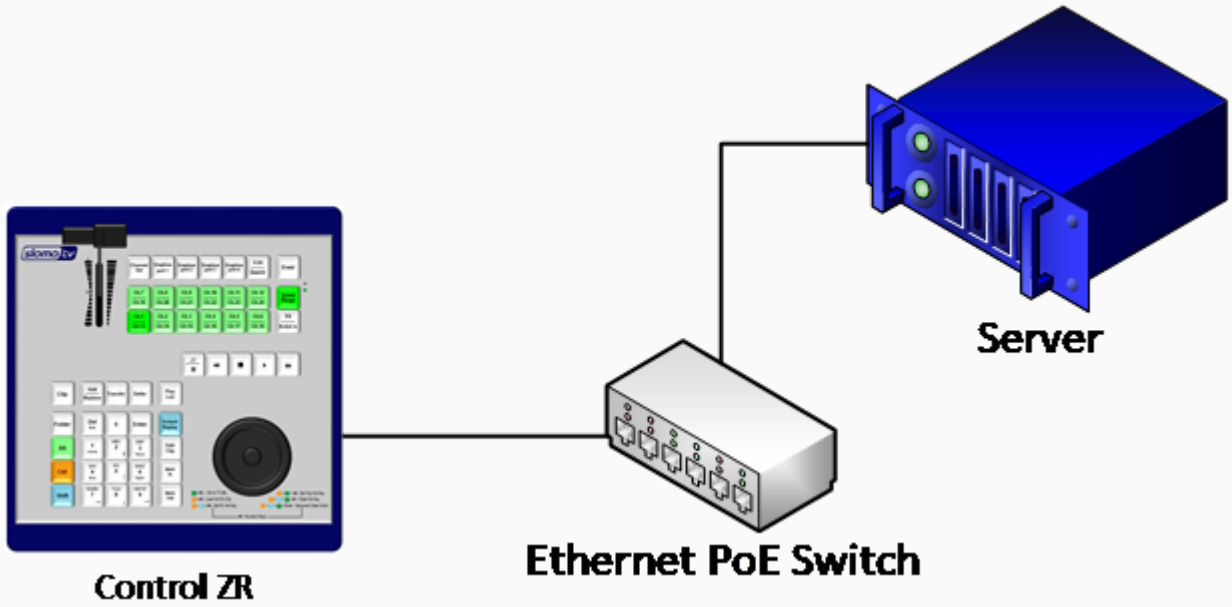
When connecting via Ethernet, an external power supply is required for the Control ZR – Power over Ethernet: PoE injector[1] or Ethernet PoE switch[2].
The connection via Ethernet using a PoE injector is shown in Figure 6.
The connection via Ethernet using a PoE switch is shown in Figure 7.

Figure 6 – Connection via PoE injector



1, 2 Not included in the delivery set.

Figure 7 – Connection via PoE switch

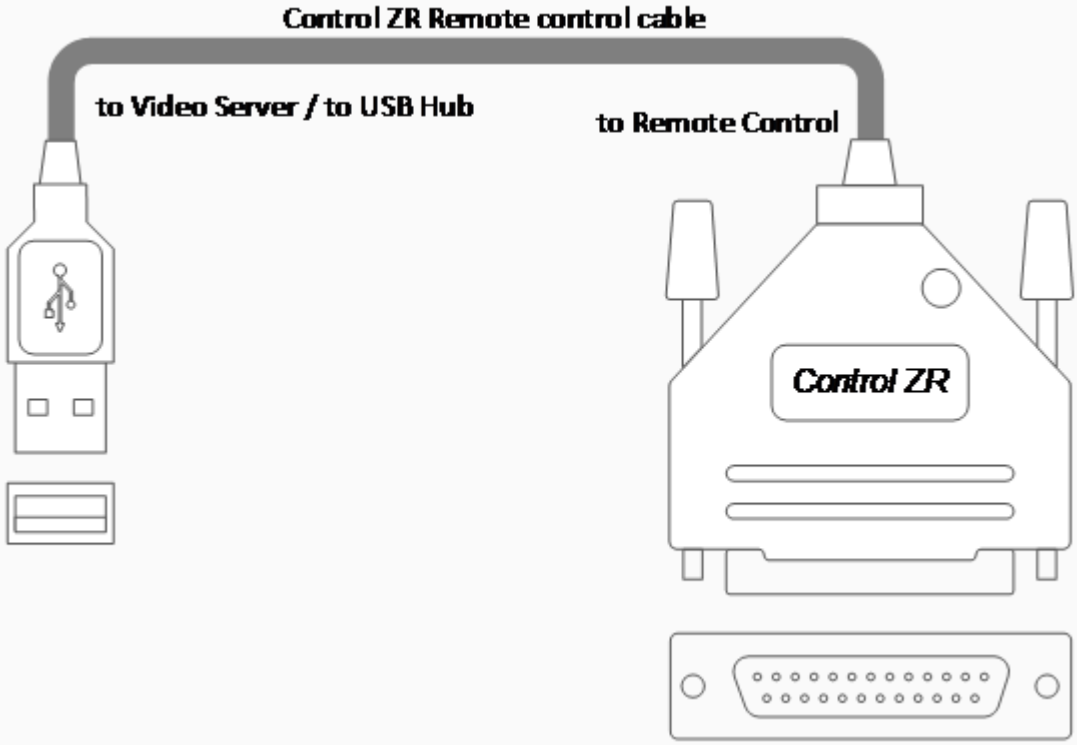


Connection via USB interface

The connection is made with an USB cable 900.026.300.01[1] (Figure 8).
When connecting via USB interface, an external power supply is required for the Control ZR (USB 5V).

1. Not included in the delivery set. The cable can be ordered separately or self-made according to the diagram in the Appendix C (USB cable 900.026.300.01).

Figure 8 – Control ZR – USB Cable



Turning on the controller

Remote controller is turned on by on/off switch on its back panel (Figure 2).

If Control ZR is connected correctly, the Clip and Folder keys will glow red, and the lower LED next to the Speed Range button will turn green when the server is turned on (Figure 9a). If the COM port is not detected or the cable is connected incorrectly, the keys on the remote control and the LED will not light.
After starting the application, the **Clip** and **Folder** keys will turn white, and the **Alt**, **Ctrl**, **Shift** and channel selection keys will become multi-colored – Figure 9b.

Figure 9 – Remote control view before and after loading the application (for 12/24 channels)

a) Controller is connected.
Application is not running

b) Controller is connected.
Application is running

The number of green channel keys will depend on the number of channels used in the system.
After closing the application, the backlight returns to the view as in Figure 9a.

Power Indicator

Power for Control ZR can be supplied in several ways:

1. Ethernet – PoE
2. USB
3. RS-422/RS-232

Control ZR normal operating voltage is 5 to 12 V.

The Power Indicator LED depending on the voltage level can be blue, green, orange or red.

Interface	Indicator color	Operating voltage
USB	orange	4,5 ... 5,5 V
	red	under 4,5 V

RS-422	green	5,5 ... 10 V
Ethernet c PoE	blue	above 10 V

When powered by USB, the indicator will glow orange (if everything is normal). When the supply voltage is low, the indicator will glow red. The power consumption of the remote control may increase when more buttons are lit, **Jog/Shuttle** in use, etc. When using long supply lines and adapters, the supplied voltage may not be enough for normal operation. A red indicator means that even though Control ZR continues to function, malfunctions may have already occurred. In this case, it is necessary to fix the power supply to the console: use shorter cables for connection, use active splitters or change to another interface – Ethernet (with PoE) or RS-422 / RS-232.

Ethernet status Indicator

Operation over Ethernet can be disabled in the settings. This reduces the power consumption of the console.
If Ethernet is disabled, the LED is off.
If Ethernet is on, the indicator may glow: red, orange or purple.

Indicator	Ethernet Status
Off	Disabled
Red	Ethernet is enabled, but there is no link - the network is not visible.
Orange	Connection is present.
Purple	The console has been assigned an IP address by DHCP. If the remote is connected to the server directly, then its own IP address will be used. The LED in this case glows orange.

Turning the controller off

The controller is turned off by an on/off switch on the back panel.

Using remote controls

When working with the remote control, the color and light indication of the keys is important.
The light indication has 2 gradations:

- Bright – means the key is active
- Dim – means the key is inactive, but can become active in the selected color group.

The color indication depends on the modifier keys (**Shift**, **Ctrl**, **Alt**), their combination and can be: white, green, blue, dark blue, pink, red or orange.

Shift, Ctrl, Alt

These buttons are **modifiers** for the buttons they are combined with, and if pressed alone, have no effect on the system operation. For proper operation, modifier buttons have to be held down first.

Keypad (##)

The numeric keypad can be used both independently and in combination with modifiers.

1 (Home)	Provides a quick positioning to the beginning of the active list (except OnAir).
2 (±)	Changing the clips display format: Graphical, Table, Name and time-code.
3 (PgUp)	Quick jump to the top of the active list.
4 (End)	Provides a quick positioning to the end of the active list (except OnAir).
5 (↑)	Consecutive positioning up toward the beginning of the active list (except OnAir).
6 (PgDn)	Quick jump to the bottom of the active list.
7 (←)	Navigating (left) through the tabs in the left pane of the interface.
8 (↓)	Consecutive positioning down toward the end of the active list (except OnAir).
9 (→)	Navigating (right) through the tabs in the left pane of the interface.

Enter

Confirms the modifier and the numeric keypad

Del (Esc)

Esc	Used to cancel an operation / entered parameter.
Ctrl + Del	Used for deleting current clip, event, deferred replay or playlist in the active area framed in red. Only entire playlists can be deleted. Single clips cannot be deleted from the playlist. To delete a single clip, it is necessary to place the entire playlist in OnAir and delete the clip there. The system will save this particular playlist without the unwanted clip.

Selecting interface active area

Shift + ##	Shift with any digital key activates corresponding to the digital key function. The active area becomes framed in red. Copying objects, placing them into the editing interface, as well as deleting is possible only from the active area. The active area positioning is controlled by the **Jog** wheel. «1» – Events «2» – Playlists «5» – Deferred «6» – CG / Paint «7» – Clips «8» – OnAir (on the right-hand side) «9» – Auto P.Lists «0» – Editing Timeline «Enter» – On-Air Timeline

Recording

Ctrl + Alt + Shift + Event – Start recording.
Ctrl + Alt + Shift + ■ – Stop recording.

Graphics port

Used to switch displayed interfaces (Main interface, Multi-viewer, Game analyzer, etc.).
When using only one interface, the button will be dim green. With multiple interfaces, the button will be bright. A consecutive pressing of the button switches the interfaces[1] on the corresponding monitor.
The color of the button can be: green, dark blue, blue, orange, purple or red.

1. The switching order of the interfaces depends on the system configuration and may be different on different devices.

FX | Switch In

In MultiSkin mode consecutive use of this combination will toggle displayed interfaces.

Toggles the position of video monitors PRG and PRW. Used by the operator, in order to choose the most comfortable at the moment size of PRG and PRW windows.

FX	Turns On and Off the use of transition effect.
Alt + FX | Switch In	Consecutive use switches the display options of the multi-viewer (6 options are available).
Ctrl + **Alt** + FX | Switch In	Toggles the position of video monitors PRG and PRW. Used by the operator, in order to choose the most comfortable at the moment size of PRG and PRW windows.
Shift + Switch In	Changes the way the system switches from one channel to another in instant replay mode. When “Switch In” is On, switching to another channel, and playback starts from the point set by the Jog wheel during the search on channel. If the search on this channel has not been performed, the playback will start from the same point as the first replay. If “Switch In” is Off the playback of the new channel will continue without timeline interruption. The only thing that will change is the camera view. **Using “Switch In” allows the operator to show the same episode from different camera angles or show its development over time from different points of view.**.

Live | Search[1]

Consecutive use switches the display mode of the selected channel:

- Live – live video – button glows green
- Edit 1Ch. – recorded video – button glows orange
- Shift + Live – Edit All – switches all channels to Edit mode. The button lights up red. Press **Live | Search** again to return to Live mode.

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1. If system interface displays the Live and Search windows, the Live | Search button will be disabled and not light up.

Ch 1 ... Ch 24

Active channel selection.
In instant replay mode without playback selection of active channel allows search on this channel and its switching to the system output. During playback, it allows to set the starting point for switching to this channel.

In editing mode these buttons will set the channel as active. Search is done on an active channel.

Ch. N	Used to select the active channel from 1 to 12.
Shift + Ch. N	Used to select the active channel from 13 to 24.
Alt + Ch. N	Pressing Alt and Ch N will create a clip with current In- and Out- points and add it to Clips folder it will also switch active channel.

Event

Pressing this button marks (creates) an Event which is placed at the end of Events folder. Events can be marked in any operational mode.

Shift + Event	Pressing Shift and Event in editing mode will create an Event immediately available for editing. A clip with In- and Out- points is placed on the editing timeline in accordance with system settings and the current event channel. In instant replay mode without playback, pressing Shift and Event will position all search channels on the current time. System output will display the stop-frame of the active channel with the event's time-code. If the system is in Play mode, current moment positioning will also be done for search channels while system will continue playing selected channel. Preview monitor will show the current active channel. **This key combination is used when during playback of instant replay there is something which needs to be instantly shown.*

Clip

Creates a new clip on the active channel with parameters set by current **MarkIn** and **MarkOut**. Created clip is placed in the Clips folder and is added to the end in OnAir.

Shift + Clip	Creates a clip and places it in Clips without adding it to OnAir.
Ctrl + Clip	Creates a new clip, places it in the Clips folder and adds it to OnAir in front of the current in it clip.

Shift + Ctrl + Clip или Alt + Clip	Creates a new clip, places it in Clips and adds it to OnAir replacing the current in it clip.

Edit clip

Pressing this button will place any selected object (Clip, Event or Defer) in editing mode.

Shift + Edit clip	Changes the selected clip icon to a frame corresponding to the current position.
Ctrl + Edit clip	Places the last created in instant replay clip in editing mode.
Ctrl + Shift + Edit clip	Opens a window for editing clip parameters.
Alt + Edit clip	Splits the selected clip into two parts at the set point. The current clip in On Air is replaced with two new clips.

Mark IN

Creates a new beginning point for the clip.

Shift + Mark IN	Go to IN – In editing mode instantly positions at the beginning of the clip.
Alt + Shift + Mark IN	Moves along **Mark In** points towards the start of recording.
Ctrl + Alt + Shift + Mark IN	Moves the pointer to the beginning of the recording. *This is used for marking clips of full length for export.*
Mark IN + **Jog/Shuttle**	Allows “trimming” an entry point of the clip directly in OnAir, without using clip editing mode. This is done by positioning on the desired point the **Jog/Shuttle**, then pressing **Mark IN** and keeping it pressed, slightly moving the **Jog/Shuttle**. The first action will create a new entry point, rotation that follows will change its position. Thus, a new IN point outside the clip can be set, therefore expanding its boundaries. Trimmed clip can be previewed by **Alt** + **PLAY**.

Mark OUT

Creates a new end point for the clip.

Shift + Mark Out	Go to Out – in clip editing mode, provides instant transition to the exit point (end) of the edited clip.
Alt + Shift + Mark Out	Moves along **Mark Out** points towards the end of recording.
Ctrl + Alt + Shift + Mark Out	Moves the pointer to the end of the recording. *This is used for marking clips of full length for export.*
Mark Out + **Jog/Shuttle**	Allows “trimming” an exit point of the clip directly in OnAir, without using clip editing mode. This is done by positioning on the desired point the **Jog/Shuttle**, then pressing **Mark OUT** and keeping it pressed, slightly moving the **Jog/Shuttle**. The first action will create a new entry point, rotation that follows will change its position. Thus, a new IN point outside the clip can be set, therefore expanding its boundaries. Trimmed clip can be previewed by **Alt** + **PLAY**.

PlayList

Creates a new playlist with content copied from OnAir. The name of the playlist is automatically generated or can be assigned manually. Automatically generated names will add the next sequential number to previously displayed name[1].
The system automatically saves all playlists. Therefore, Playlist is used only to create a new playlist.

Shift + Play List	Saves OnAir content into PL which was previously loaded to OnAir for editing.
Alt + Play List	Adds to the end of OnAir contents of the last automatically created PL (from Auto P.Lists).

PlayList 98

An alternative playlist to which you can quickly add clips using shortcuts on the control panel.

1. For example: “Goal 5” if the previous playlist name was “Goal 4”.

Alt + Clip	Adds what is currently being edited on the timeline to the end of the **PlayList 98** playlist. The same video will be saved in clips.
Alt + Add	Adds a clip/playlist to the **PlayList 98**. If such a playlist does not already exist, it will be created by this shortcut.

PlayList 99

You can add clips to this playlist and play them back in Preview.

Alt + ►	Starts playback of clips from the playlist on the Preview output
Alt + ■ or **Alt** + ► (with an interval > 1s)	Stops playback on the Preview output.
Alt + →	Go to the next clip in this playlist
Alt + ←	Go to the previous clip in this playlist
Alt + **Shift** + →	Go to the end of the playlist
Alt + **Shift** + ←	Go to the beginning of the playlist

Add | Replace

Will add selected on the left side clip or playlist to the end of OnAir. To copy a complete playlist, select its name. Copying playlists is possible from Playlist and Automatic Playlist folders.

Shift + Add	Will replace the content of OnAir with selected on the left side clip or playlist.
Ctrl + Add	Will copy selected on the left side clip or playlist in front of the current clip.
Shift + **Ctrl** + Add	Will replace the current clip with selected on the left side clip or playlist.

OnAir controls

[◄◄] [■] [►] [►►]	These buttons are used to control OnAir: – Positioning; – Changing clips position; – Playback
►	Starts playback from the current position
Shift + ►	Starts playback from the beginning of OnAir
■	Stops playback.
Ctrl + ■	Consecutive use of this combination changes the playback mode: 1. Playback without stop (No stop) 2. Stop at the end of current clip (1 Stop) 3. Stop at the end of each clip (Stop All)
Shift + ■	Used only in Instant Replay - stops playback with transition to Live.
◄◄	Changes positioning to the beginning of the first clip in the current playlist or, in case of a single clip to its beginning. Pressing this button activates **Jog/Shuttle** control of positioning on On-Air timeline and makes On-Air active.
Shift + ◄◄	Positions the On-Air playback pointer at the beginning of the first clip.
Ctrl + ◄◄	Moves the position of the current clip in OnAir. Selected clip will move up one position each time the ◄◄ knob is pressed. In instant replay mode this button controls movement of deferred replays in Deferred list. If any other list except Deferred is selected, it will become active and position the deferred replay channel on the moment of creating Defer.
►►	Changes positioning to the beginning of the next clip in the playlist or, in case of a single clip to its end (the last frame). Pressing this button activates **Jog/Shuttle** control of positioning on On-Air timeline and makes On-Air active.

Shift + ►►	Positions the pointer at the beginning of the last clip in OnAir.
Ctrl + ►►	Moves the position of the selected clip in OnAir. The clip will move down one position each time the ►► knob is pressed, until it becomes the last one. In instant replay mode this button controls movement of deferred replays in Deferred list. If any other list except Deferred is selected, it will become active and deferred replay channels will be positioned at the moment of Defer.

Saving PL and clear OnAir

Shift + Ctrl + Alt + Enter	To clear OnAir and save its content: – Press Shift + Ctrl + Alt; – Press **Enter**. OnAir content will replace the content of the active PL or will be saved as a new PL if there is no active PL selected. Content of OnAir will be deleted.

Positioning on time-code

Alt + ##	Combining **Alt** with any digital key allows you to enter a specific value of the time-code, to which you want to position. Enter values starting with hour, then minutes, seconds and the frame number (if necessary). After entering the time code value, press **Enter** to confirm. Video will be positioned to the set time-code.

Assignment of HotKeys to clips and playlists

Assignment of HotKeys to playlists (PL)

Ctrl + Shift + ##	To assign a HotKey for a playlist: – Select the desired playlist; – Press Ctrl + Shift; – Press keypad keys to create HotKeys for selected PL.

Assignment of HotKeys to clips (Clips)

Ctrl + Alt + ##	To assign a HotKey for a clip: – Select the desired clip; – Press Ctrl + Alt; – Press keypad keys to create HotKeys for selected Clip.

Loading to OnAir Clip or PL with HotKeys

Ctrl + ##	To load clip or Pl to OnAir: – Press Ctrl; – Press HotKey combination.

Deleting HotKeys

Shift + Ctrl + Alt + ##	To delete previously created HotKey: – Press Shift + Ctrl + Alt; – Press Hot Key to be deleted.
Shift + Ctrl + Alt + Del	Deletes HotKeys for selected PL or Clip.

Jog/Shuttle

Functions as a tool for frame positioning on the timeline. Clockwise rotation moves forward, counterclockwise – backward. The sensitivity of positioning action depends on rotating speed. At slow speed moving to the next frame requires a bigger rotation angle than at faster speed. This creates a visible amplifying effect in the timeline movement. The timeline move can be 60-120 times bigger in comparison with the time of the **Jog/Shuttle** actual rotation.
The **Jog/Shuttle** controlled timeline will be framed in blue.
The angle of the **Shuttle** from the zero position controls the rewind speed. This function is used in edit and OnAir timeline control.

The Control ZR uses the same knob for both functions. To switch between modes, press the button. When **Shuttle** is on, the button is highlighted in yellow.
Jog/Shuttle is also used for positioning on folders lists. Selection of the folder is done by Shift + N.
The folder accessible to the **Jog** will be framed in red.
Counterclockwise **Jog** rotation will move the selected object down and vice versa.
The first counterclockwise wheel rotation after entering the instant replay mode at stopped playback will enable

the system to search for a starting frame of the playout. Thus, select the starting point (time-code) of instant replay

T-Bar (Speed control)

T-Bar is used for playback speed control. Any movement of the handle will turn playback on. Moving to the zero-speed position stops playback.
In instant replay mode moving the **T-bar** starts playback from the current position. In the Editing mode it starts the playback of the OnAir playlist.
Changing **T-Bar** position during playback will change playback speed. This is used to speed-up or slow-down a shown episode.
Changing lever position while holding down **Shift** allows changing the speed without starting playback. This is used to adjust the playback duration of OnAir, without starting it.

Speed Range

Button for selecting the interval for changing the playback speed[1].
Consecutive pressing the **Speed Range** button switches the current range between the three ranges: 0 – 100% / 0 – 200% / -100% – 100%.
The combination **Shift** + **Ctrl** + **Speed Range** activates the range -200% – 200%.
The selected range is displayed in the program interface and is indicated by the key color on the remote control:

Green	Blue	Pink	Orange
0 – 100%	0 – 200%	-100% – 100%	-200% – 200%

When working with Super Motion cameras, the playback speed change modes are differant.

- *The first mode* is a stepwise speed change. This means that the playback speed changes when certain values are reached, corresponding to the set number of camera phases.
  For example, for a two-phase camera, the values will be 50%, 100%, and 150%, while for a three-phase camera, the values will be 33%, 66%, 100%, and 133%.
- *The second mode* is a smooth speed change. The range depends on the number of camera phases.
  For example, for a two-phase camera, the range is 0% - 150%, while for a three-phase camera, the range is 0% - 133%.
- *The third mode* is a smooth speed change with the ability to play in reverse.
  For example, for a two-phase camera, the range is -100% - 150%, while for a three-phase camera, the range is

1. Playback speed is controlled by T-Bar.

-66% - 133%.

When working with Super Motion cameras, you can also switch between playback speed modes using the remote control:

- **Shift** + **Speed Range** – the first mode.
- **Ctrl** + **Speed Range** – the second mode.
- **Shift** + **Ctrl** + **Speed Range** – the third mode.

Folder

Folder button – switches between displaying formats of objects in Events, Playlists and Deferred folders.

- Full information and icons;
- Full information without icons;
- Abbreviated information.

Shift + Folder – creates a new folder.
Ctrl + Folder – collapse all folders in the tab.

Instant Replay

Toggles between Instant Replay Mode and Editing Mode.
Double-clicking this button in instant replay mode is the fastest way to have the system ready for the next instant replay.

Defer

Defer is used in instant replay mode to save the active channel at current timestamp to Deferred.
It switches the left area of the interface for work in Deferred. The deferred replay is saved with automatically assigned incremental numbers. These numbers are used by the broadcast director to quickly find the deferred replay.
Positioning on Deferred is done with ◄◄ and ►► buttons. During positioning the information saved by deferred replays becomes instantly available and playback can start by selecting the Cam N corresponding to the channel of highlighted deferred replay.

1. Before using the Transfer option, make sure that exchange of files is possible. To do this, use standard Windows OS tools to go from one server to another and make sure that the files on each of them are accessible for writing and reading (this action will require entering a login and password to access the server).

Transfer[1]

Used for exchange of clips between slomo.tv servers.
For convenience, to indicate the direction of transfer, let's introduce the concept of "master" – this is the server to which the transfer is made. Clips can be transferred to the "master" from one or from several servers. This concept is relative, because when you start sending clips from the "master" to another server, that server becomes the "master" for it.
The clips are transferred only from the "OnAir" area in the "Editable Replay" mode. In "Instant Replay" mode, transfer will not occur. To transfer a clip, a group of clips or an entire playlist, you must first place them in the OnAir.
After placing the clips in OnAir, you need to select the clip for transfer and press the **Transfer** key or one of the key combinations necessary to perform the required action:

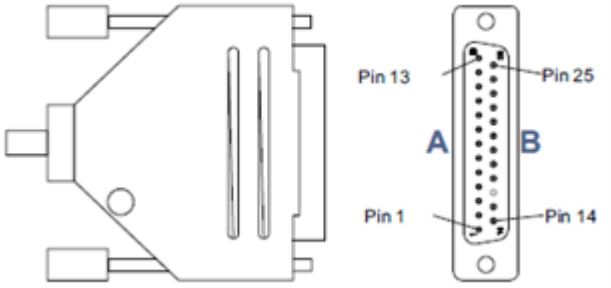
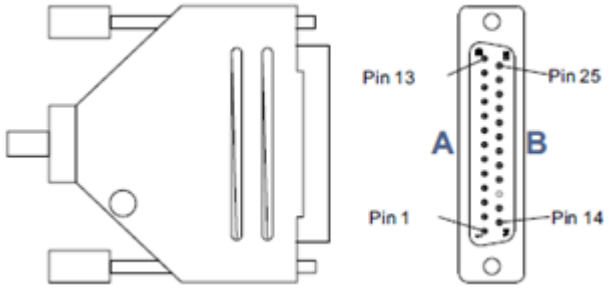
Transfer	Transfer the selected clip to CG / Paint (6). The next clip becomes selected
Alt + Transfer	Transfer the selected clip to CG / Paint (6) and to OnAir (8). The next clip becomes selected
Shift + Transfer	Transfer all non-transferred previously clips to CG / Paint (6)
Alt + **Shift** + Transfer	Transfer all non-transferred previously clips to CG / Paint (6) and to OnAir (8)
Alt + **Ctrl** + Transfer	Remove from the clip the indication that it has been transferred. The next clip becomes selected
Alt + **Ctrl** + **Shift** + Transfer	Configure which server will be the "master"
Ctrl + Transfer	Disallow transfer of the selected clip. The next clip becomes selected
Ctrl + **Shift** + Transfer	Cancel the transfer of all selected clips, including the clip currently being transferred

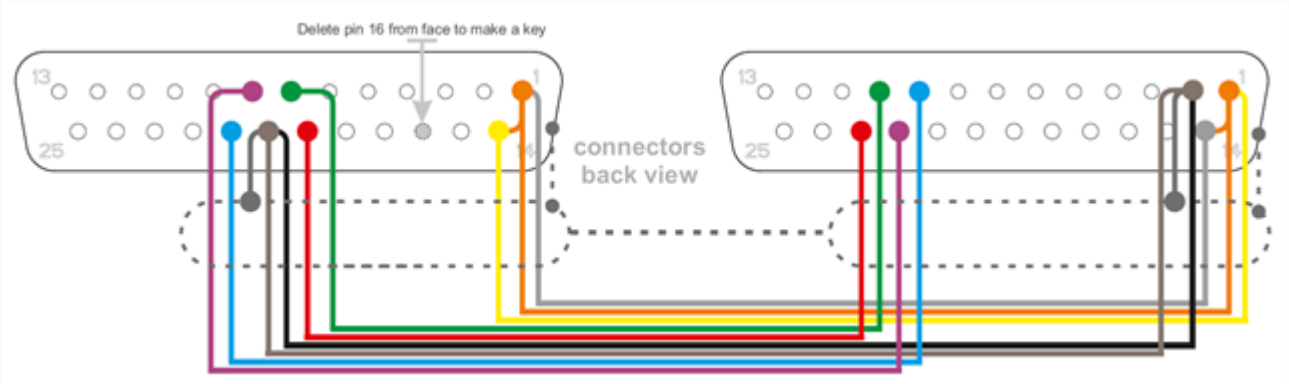
Clips are received automatically. All transferred clips are placed in the CG / Paint (6) tab and in OnAir (8) if the corresponding key combination was used.
Deleting from OnAir a clip being transferred stops the transfer. Deleting a clip in the transfer queue will cancel its transfer.
The clips are transferred in the order they were marked for transfer in OnAir, i.e., if the clips are initially marked for transfer in the middle or the end of OnAir, and then at the beginning of OnAir, clips will be transferred from the middle or end of OnAir and only then from the beginning of OnAir.

Switching to “Instant Replay” mode will pause the transfer. To resume transfer, select any clip in the queue for transfer and click Transfer.
If the connection between the servers is lost, the transmission will be suspended until the connection is restored. An indication of this is the unchanged color of the clips marked for transfer in OnAir.

Appendix A. Cable 900.008.300.01

use multicore flexible shielded cable
length up to 15 m

To VideoServer (VS) DB-25M	To Remote Control (RC) DB-25M
	
Stickers: side **A** – **VS** side **B** – **slomo.tv**	Stickers: side **A** – **900.008.XXX.01*** side **B** – **Remote Control**



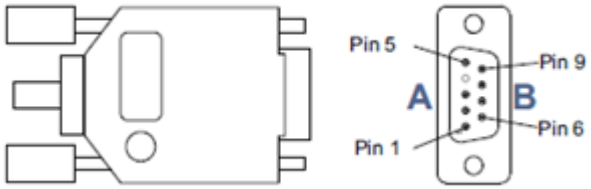
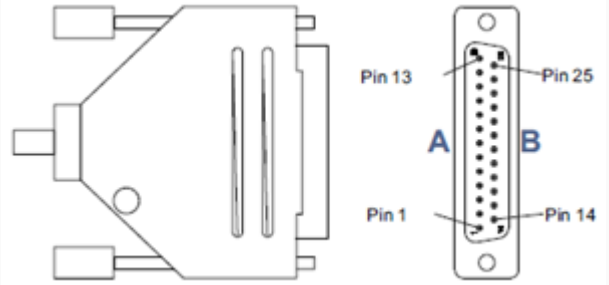
DB-25M (VS)		JLC – up to 15m	DB-25M (RC)
1, 14	9V	Grey, orange, yellow	1, 14
7	Rx+	Green	10
8	Tx-	Purple	22
16	Key	–	–

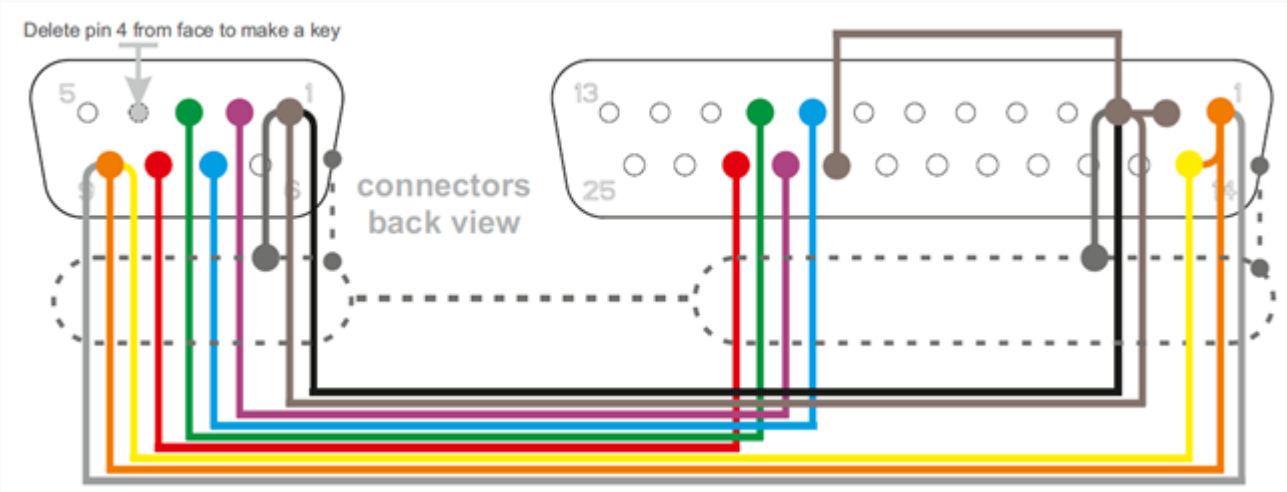
19	Rx-	Red	23
20	GND	Black, brown, screen	2, 3, 21
21	Tx+	Blue	9

** 900.008.**XXX**.01: XXX is equal cable length in cm. e.g., XXX=500 is for 500 cm - 900.008.500.01, XXX=999 is for length from 1000 cm to 1500 cm (15 m) - 900.008.999.01*

Appendix B. Cable 900.007.300.01

use multicore flexible shielded cable length up to 15 m

To VideoServer (VS) DB-9M	To Remote Control (RC) DB-25M
 Stickers: side **A** – **VS** side **B** – **slomo.tv**	 Stickers: side **A** – **Remote Control** side **B** – **900.007.XXX.01***



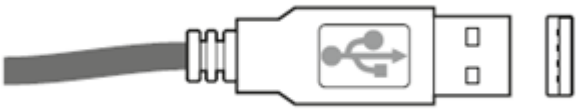
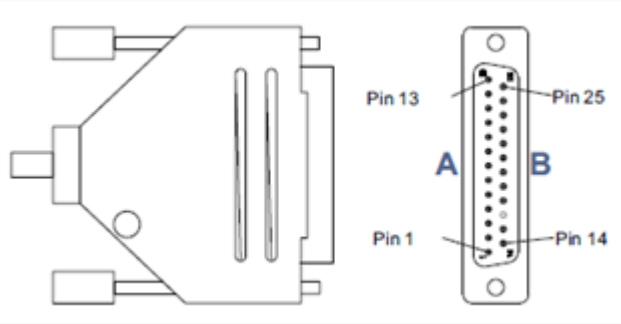
DB-9M (VS)		JLC – up to 15m	DB-25M (RC)
1	GND	Black, brown, screen	2, 3, 21
7	Tx+	Blue	99
2	Tx-	Purple	22
3	Rx+	Green	10

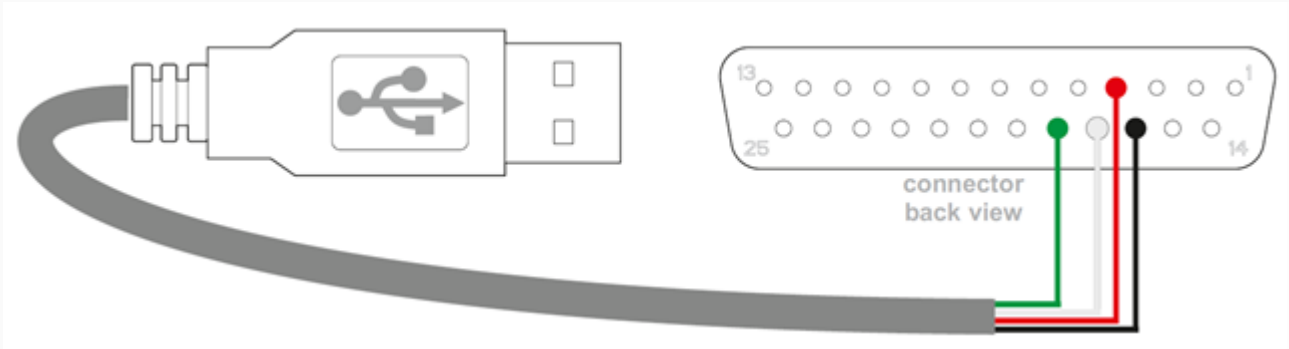
8	Rx-	Red	23
9	9V	Grey, orange, yellow	1, 14
4	Key	–	–

** 900.007.**XXX**.01: XXX is equal cable length in cm. e.g., XXX=500 is for 500 cm - 900.007.500.01, XXX=999 is for length from 1000 cm to 1500 cm (15 m) - 900.007.999.01*

Appendix C. Cable 900.026.300.01

use USB3.0 cable length 3 m

To VideoServer (VS) USB3.0	To Remote Control (RC) DB-25M
	 Stickers: side **A** – **Remote Control** side **B** – **900.026.300.01**



USB (VS)		Cable	DB-25M (RC)
1	5V	Red	4
2	Data	White	17
3	Data	Green	18
4	GND	Black	16

The slomo.tv systems are constantly evolving. Therefore, there may be discrepancies between documentation and implemented functionality. Please report them to support@slomo.tv.