

## MW-S1000U



<b>General</b>	
Standards supported:	NTSC, ITU-R 601
Output quality:	Offline, online (Digital S)
Type of recording:	M-JPEG, 30:1 to 4:1 for A/B roll, 2:1 for cuts only
<b>Editing media</b>	
Standard:	One internal array of 3 x 4 GB ultrawide differential SCSI (FAST-40) hard disks
Optional:	4 external arrays from an approved list
Total drives:	15 drives.
Tape formats supported for hybrid operation:	Any which can be controlled by RS-422 using JVC/Sony protocols.
<b>Recording time per media</b>	
Recording time per GB at highest quality:	3.3 minutes (Digital-S quality)
Recording time per GB at standard quality:	7 minutes (better than S-VHS quality)
Recording time per GB at lowest quality:	25 minutes (off-line quality)
<b>Hardware desktop system:</b>	
	PC-based Pentium platform with PCI and Matrox Movie 2 busses, 64 MB RAM, 1.2 GB (IDE) internal drive. Windows NT 4.0, Dual Pentium Capable. Processing / storage hardware
Optional hardware:	Genie 3D DVE, Digilinx SMPTE 259M SDI I/O
<b>Standard Software:</b>	
Optional software supported:	Proprietary Media Workstation NLE Software, third party Active Movie. Third party PhotoShop, and any third party software approved by JVC
<b>Operation/display</b>	
User interface:	One video monitor, one 20" computer display (864 x 1152 or above ), keyboard and mouse.
Clip Search:	Searched/sorted by reel number and timecode, file name, date, and file extension (.tml, .wav, .tga, etc.), All clips are available to all projects.
Keyboard shortcuts:	Supported
Screen layout:	Customized by scaling window sizes and having multiple windows open such as galleries and timelines.
Display for stored/library clips:	Icons
Primary display for program assembly:	Storyboard, timeline
Sizes of picture display:	Full screen
Timings displayed:	HMSF, absolute time
<b>Synchronization / machine control:</b>	
	Two external machines for recording or insert editing via RS-422 and Re-recording at a higher resolution using internal EDL supported. The system internally regenerates broken timecode.
Timecode formats supported:	LTC, VITC, drop frame, non drop frame
Rates used for synchronization (fps):	30,29.97
<b>Input/output</b>	
Picture Recording:	Batch recording with user definable handles is supported, depending on drive capacity and the third party software used.
Analog inputs:	[standard] 1 x Y/C, 1 x composite 1 x R-Y, Y, B-Y
Digital inputs:	[optional] SMPTE 259M
Frames recorded:	Every frame
Fields per frame:	Two
No. of pixels:	720 x 486 ( NTSC)
Motion control:	Joy stick (soon to be released), locate to marker, goto any time, random access on timeline
Analog outputs:	[standard] 1 x Y/C, 1 x composite 1 x R-Y, Y, B-Y
Digital outputs:	[optional] 1 x SMPTE 259M
No. of simultaneous replay channels:	Two
Timecode output (fps) :	30 NDF,29.97DF
<b>Effects</b>	
Basic transition effects:	Approx. 100 including fades, dissolves, simple wipes, matrix wipes, clock wipes
Transition are real time, customized by:	Transition time, border width/color/softness, DVE location/aspect ratio, and page turn direction/radius/number of corners.
DVE types:	[standard] linear keys, chroma keys, approximately 20 2D DVEs including slide, zoom and mosaic, [optional] 3D DVEs including page turn, rotation, splash, sphere
Graphics/Titles:	[standard] InscrberCG (with .icg file format)
Layers of effects/graphics:	Two video, one graphic and one background layer
Customized effects	Support 3D Effect (Rotate, Axis, Perspective, Skew Shape, Defocus, Trail) Change key frame by drag & drop Cut, Copy and Paste for KEYFRAME on the Edit line Reverse top and tail Add short cut key Real time color change by new color dialog Support constant aspect ratio when compressing video
Special editing/effects features include:	Color compensation including color phase, chroma gain, video gain and video setup.
DVE system:	Provided by Pinnacle hardware and are real time.
Graphics/title system:	Provided by InscrberCG third party software, uncompressed.

## MW-S1000U



28

<b>Editing:</b>	There are 32 stages of undo; edits can be made between mixed picture resolutions.
Editing types:	Cut, insert, insert black copy, assemble, tag edit
Edit window	Display audio wave form GOTO function Slider bar for search PICON is from IN point
For tape to tape editing:	Insert to record machine material
Edit point marking:	Mark on the fly, enter timecode in stop
Shot trimming techniques:	Jogging, trim in and out, drag timeline Multi-layer by internal HDD (approx. 4 times when using 2-video streams)
<b>Timeline control:</b>	Real time variable speed playback (Slow, Fast, Reverse) Fast seek video and audio Can easily close tape output control panel after timeline output to tape Drag & Drop the selected area from timeline to gallery GOTO original time code Set Audio Level for whole length of timeline
<b>Audio</b>	
Sampling rates (kHz):	48
Analog inputs:	[standard] 4 ch +4 dBs, 20k kohms.
Analog outputs:	[standard] 4 ch +4 dBs, 50 kohms.
Digital inputs/outputs:	[standard] 4 ch AES/EBU
No. of editing tracks:	8
No. of simultaneous channels:	[standard] 8
Edit point location techniques:	On the fly, click & drag, waveform
Level/mix functions:	Fade in/out, crossfades, track level, clip level, stereo mixdown
<b>Project function:</b>	Can use previous project parameters as template 1) Setup/timeline setup 2) Effect parameter (Border Width etc....) 3) Customized effect pattern 4) Background color 5) Tool Bar Change Window design when opening the project file
<b>EDL/data file management</b>	
Number of EDL events in a programme:	999
EDLs supported:	Sony BVE 9100
<b>Media file import/export</b>	
File formats supported are:	
Video:	Extended AVI, Standard AVI
Audio:	WAVE (48K, 16 bit, mono)
Gallery:	Support BMP, PCX file format, with and without Alpha channel - 8, 16, 24, 32 bit graphics PICON preview Can load TEST PATTERNS (add load menu) Add TRIM information on story board
<b>Graphics:</b>	TGA, BMP(still frames grabbed are TGA files)
<b>Network file operation</b>	
Archiving:	Copy clips from another PC or server using optional Ethernet or fiber channel interface card
Recommended archiving devices:	MO and ZIP drives parallel I/F, D-9
Material archived:	Selectable source or program
<b>Configuration</b>	
Standard operational system:	JVC Media Workstation MW-S1000 Desktop unit 2D DVE and Character Generator, 12 GB AV hard drive array, keyboard, mouse, 64 MB RAM, 3.5" 1.44 MB floppy disk drive, 8 x CD-ROM Drive, 1.2 GB system hard drive.
Options:	MW-D10 Serial Digital I/O, MW-D30 3D DVE
<b>Dimensions</b>	
Size:	420(W) x 232 (H) x 622 (D) mm (16-9/16"x 9-3/16"x 24-1/2")
Weight:	Approx. 23 kg (50.7 lbs.) or less
Power Consumption:	Approx. 220 W
<b>Other recommended components</b>	External HDD array systems, Speaker system, 20" computer display (1152 x 864 required), JVC BM-H1900SU high resolution 19" video monitor, JVC BR-D80U or BR-D85U D-9 VTR, JVC SA-D80 Serial Digital Interface for D-9 Recorder VTR

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