JVC

PC CONNECTION KIT

For Windows®

# JLIP VIDEO CAPTURE/ JLIP VIDEO PRODUCER

ENGLISH

JLIP

## *INSTRUCTIONS*

**For Customer Use:**
Enter below the Model No. and Serial No. Retain this information for future reference.

**Model No.**

**Serial No.**

LYT0531-002B

EN

# JLIP VIDEO CAPTURE SOFTWARE SECTION ..... 5 – 32


*STARTING JLIP VIDEO CAPTURE* 6

*INITIALIZATION* 7

**Selecting the connected device** ..... 7

*JLIP VIDEO CAPTURE WINDOWS* 8 – 10

**Index window** ..... 8

**DV Controller window** ..... 9

**Image Viewer window** ..... 10

*BASIC IMAGE CAPTURE* 11 – 12

*ADVANCED CAPTURE FUNCTIONS* 13 – 15

**Imported image** ..... 13

**Automatic capture** ..... 14 – 15

*VIEWING IMAGES* 16 – 18

**Slide show** ..... 16

**Image correction** ..... 17

**Display size** ..... 17

**Image Viewer appearance** ..... 18

*SELECTING A BACKGROUND COLOR* 19

*CHANGING THE IMAGE FORMAT* 20 – 22

**JPEG preferences** ..... 20

**Bitmap preferences** ..... 21

**DVF preferences** ..... 22

*SAVING AN IMAGE* 23 – 24

**Saving index images** ..... 23

**Saving images in the Image Viewer window** ..... 24

**Adding image files to the Index window** ..... 24

*SAVING IMAGES AS AN ALBUM* 25

**Saving an image as an album** ..... 25

**Copying an index image** ..... 25

*DELETING AN INDEX IMAGE* 26

**Deleting an index image** ..... 26

**Moving an index image** ..... 26

*ADDING IMAGES TO AN ALBUM* 27

**Adding images to an album** ..... 27

*COPYING AN IMAGE* **28**
**Copying an image into the clipboard** ..... 28
**Pasting an image from the clipboard** ..... 28
*EDITING AN IMAGE* **29**
*CREATING AN HTML ALBUM* **30**
**Saving images in HTML format** ..... 30
**Viewing the HTML album** ..... 30
*TROUBLESHOOTING* **31 – 32**

**JLIP VIDEO PRODUCER SOFTWARE SECTION** ..... ***33 – 54***

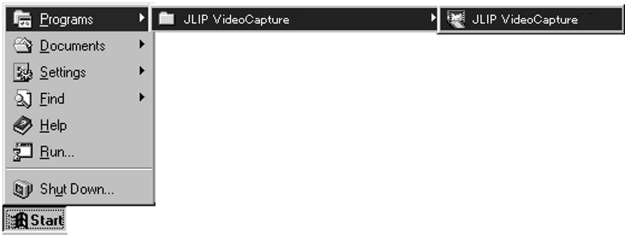
*STARTING AND EXITING JLIP VIDEO PRODUCER* **34 – 35**
**Starting JLIP Video Producer** ..... 34
**Exiting JLIP Video Producer** ..... 34
**Initializing JLIP Devices** ..... 35
*JLIP VIDEO PRODUCER WINDOW BUTTONS AND DISPLAYS* **36 – 40**
*BASIC OPERATIONS* **41 – 50**
**Operating the video source unit** ..... 41
**Setting in/out points** ..... 41
**Playing back one programmed scene** ..... 42
**Dubbing** ..... 43
**Selecting a P.AE/Effect** ..... 44
**Selecting a Fade/Wipe Effect** ..... 44
**P.AE/Effect and Fade/Wipe Effect buttons** ..... 45
**Saving the program list** ..... 46
**Opening a saved file** ..... 47
**Overwriting a file** ..... 47
**Correcting and cutting programmed counter data** ..... 48
*ADVANCED OPERATIONS* **51 – 52**
**Changing the ID number** ..... 51
**Connecting another device during operation** ..... 51
**Adjusting the gap between stored In/Out points on the PC and dubbed ones on the recorder** ..... 52
*TROUBLESHOOTING* **53 – 54**
*INDEX* **55**

## MEMO

# JLIP VIDEO CAPTURE SOFTWARE SECTION

You can find the latest information (in English) on the provided software program at our World Wide Web Server.
http://www.jvc-victor.co.jp/english/index-e.html

## Starting JLIP Video Capture




**1** Turn on your PC and start up Windows®.

**2** Click **Start** on the task bar.
- The Program menu appears on the screen.

**3** Move the mouse pointer over **JLIP Video Capture** and click to start the program.
- JLIP Video Capture starts up.

**NOTE**
- Close any other programs running on the PC.
- Disable any programs that run in the background, such as screen savers, e-mail applications, virus checkers, schedulers, etc.
- Turn off file and printer sharing.

**CAUTION**
- Do not disconnect the video source unit or turn it off while JLIP Video Capture is running.

## *HOW TO CLOSE THE PROGRAM*

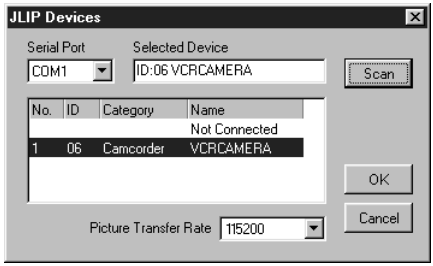
Click the Close button or select **File** — **Exit**.

## SELECTING THE CONNECTED DEVICE

You can use the **JLIP Devices** window to select a video source unit connected to one of the COM ports (RS-232C) after starting up JLIP Video Capture, or when you connect a different video source unit.

**1** Select **Window** — **DV Controller** in the **Index** window.

- The **JLIP Devices** window opens.
- You can also select **Preferences** — **Devices** in the **DV Controller** window to open the **JLIP Devices** window.




**2** Select the **Serial Port** (**COM 1** to **COM 4**).

- Select the COM port the video source unit is connected to.

**3** Click **Scan**.

- When the connected video source unit is detected, its name appears in the window.

**4** Select the **Picture Transfer Rate**.

- Set it to 115200.
- Depending on your PC's specifications, the software may not function properly when this speed is selected. If an error occurs during use, set it to a slower rate (38400 or less).

**5** Click **OK**.

- The **DV Controller** window appears after setting is completed.

**NOTE**

If the video source unit is not detected, follow the procedures below.

❶ Confirmed that the COM port the video source unit is connected to is selected in the **JLIP Devices** window.
❷ Check the connections.
❸ Set the video source unit's Power Dial to **PLAY** or **PLAY/PC**.
❹ Click **Scan** in the **JLIP Devices** window.
❺ If the video source unit appears in the window, click **OK** (setting is completed).

**CAUTION**

- If you are using a built-in modem or IrDA, the RS-232C COM port may be occupied. In this case, click the right button of the mouse to select **My Computer**, then select **Properties** — **System Properties** — **Device Manager**. Click **Ports (COM & LPT)** to confirm which COM port is available. If all the COM ports are occupied, set the COM port used by the modem or IrDA driver to **Invalid**.
- If a USB or Digital Still Camera driver is installed on your PC, you may not be able to use the RS-232C port.
- Depending on your PC's specifications, you may need to change the BIOS settings.

## INDEX WINDOW

Index images are displayed as an album in the **Index** window.

### 1 Toolbar

**Open button**
Opens an album file or image file.

**Save Album button**
Saves images in the **Index** window as an album file.

**DV Controller button**
Opens the **DV Controller** window for control of the connected video source unit from your PC.

**Image Viewer button**
Opens the **Image Viewer** window and displays the captured image at full size.

### 2 Index display section

The captured images are displayed in this section.

### 3 Index image

Each index image consists of a thumbnail image and its time code.

**NOTE**

- Each toolbar button function can also be performed from the menu bar.
- To hide the toolbar, select **View** — **Toolbar**.

**CAUTION**

- The **DV Controller** window closes automatically when a slide show is started, or when **Edit** — **Open Editor** or **Edit** — **Copy in Image Viewer** is selected.
- When using the **Forward/Reverse Frame Advance** buttons to control a video source unit that has no Frame Playback function, the video source unit will initiate slow playback for a few seconds, then stop. On some video source units, each frame advance may not be the exact length of a proper frame.
- The **DV Controller** window may not correspond to the status of the video source unit if a remote control unit is used to control it.

## DV CONTROLLER WINDOW

Select **Window** — **DV Controller** in the **Index** window to open the **DV Controller** window. This window is used to capture still images from a video source unit.

### 1 Counter Indicator (Time Code)

The video source unit's time code is displayed here.

### 2 Operation Buttons for Video Source Unit

| | | |
|---|---|---|
| Rewind | Play | Fast Forward |
| Reverse Slow | Pause | Forward Slow |
| Reverse Frame Advance | Stop | Forward Frame Advance |

### 3 Operation Buttons

**Power button**
Displays the power status of the connected video source unit. Note that, depending on the video deck connected, it may not be possible to turn its power on and off.

**Capture button**
Captures the desired playback image.

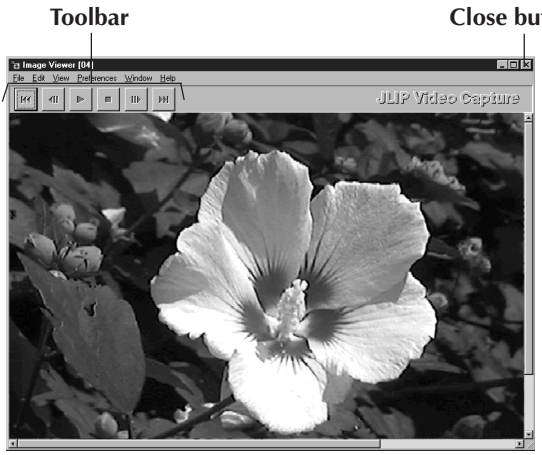
**Automatic Capture button**
Controls the playback of the video source unit and captures specified playback images.

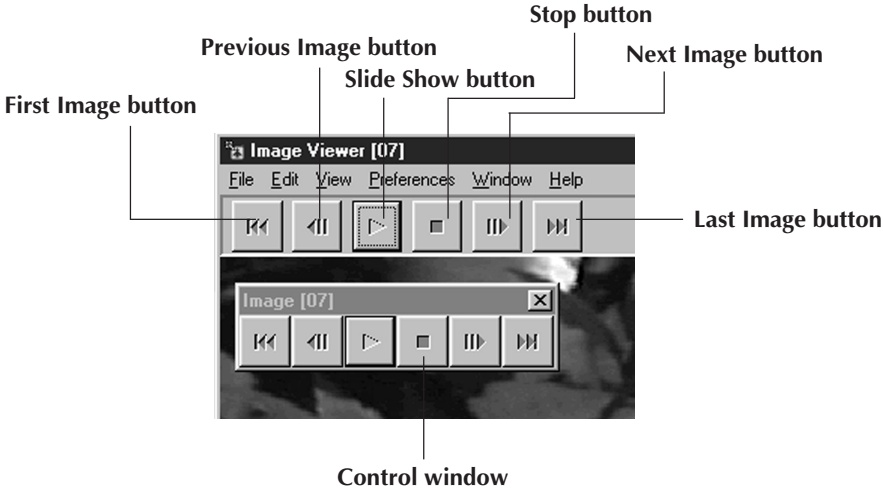
**CAUTION**

- Use only the operation buttons in the **DV Controller** window to control the video source unit. If you operate the video source unit with its own operation buttons, the appearance of the **DV Controller** window may not correspond to the status of the video source unit, or it may cause a malfunction to occur in JLIP Video Capture.
- The **DV Controller** window may appear to still be operating the video source unit even after the videocassette automatically stops at the beginning or end of the tape. In this case, click the **Stop** button in the **DV Controller** window before performing another operation.
- If an image is captured in the Pause or Slow Play mode, some noise may appear on the captured image. In this case, capture the image during normal playback.
- If videotape being used is damaged, some noise may appear in the playback image in the **DV Controller** window.
- Automatic Capture cannot be performed in the time code range of 00:00:00:00 and 00:00:30:00 in the **DV Controller** window.
- Depending on your PC's or video source unit's specifications, the **DV Controller** window may not function.

## IMAGE VIEWER WINDOW

Select **Window** — **Image Viewer** in the **Index** window to open the **Image Viewer** window. This window is used to display images at full size, and to present images in an album as a slide show.




**NOTE**

- Each toolbar button function can also be performed from the menu bar.
- Clicking the right mouse button in the **Image Viewer** window brings up a menu of the toolbar functions.
- Select **Window** — **Button** to display a small **Control** window containing the toolbar buttons.
- To hide the toolbar, select **View** — **Toolbar**.

# BASIC IMAGE CAPTURE

This section describes basic image capture operations. For more detailed instructions, see pages 13-15.

## 1 Set up your equipment.

- If using a video camera, insert a videocassette into it.
- Connect the video source unit to your PC, and turn both on.
- Start up JLIP Video Capture. (see page 6)

## 2 Start playback.

- Click **Window** — **DV Controller** to open the **DV Controller** window.
- Click the **Play** button in the **DV Controller** window.

## 3 Capture the desired image.

- Click the **Capture** button when the image you want to capture appears. The image data will be transferred to your PC.
- When you are finished, click the **Stop** button and close the **DV Controller** window.

**4** View the image in the **Image Viewer** window.

- Double-click the thumbnail image in the **Index** window.
- The image is displayed in the **Image Viewer** window at its captured size.
- Click the **Image Viewer** window's Close button to return to the **Index** window.

**5** Save the image on your PC's hard drive.

- Click on the thumbnail image in the **Index** window to select it, then click **File** — **Save Image As**. For more details, refer to the Windows® 95/98 manual or your computer's manual.
- Enter a file name for the image and click **Save**.

**6** Alternatively, you can save multiple images as an album.

- Click **File** — **Save Album As** from the **Index** window.
- Enter a file name for the album and click **Save**.

**7** You can also modify or use images in various ways.

- You can create an HTML album of images using JLIP Video Capture. (see page 30)

**NOTE**

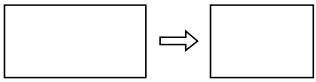
- The following characters cannot be used in file names:
  \ / : * ? " < > |
- You can save images in JPEG, Bitmap (BMP) or DVF format. (see pages 20-22)

## IMPORTED IMAGE

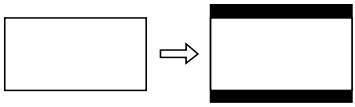
### Squeeze/Cinema

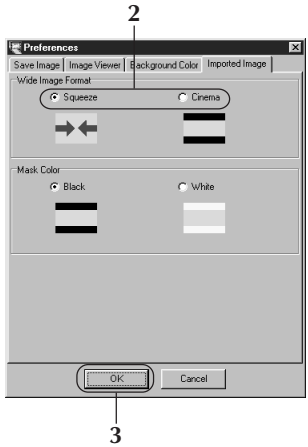
You can select **Squeeze** or **Cinema** when adding wide-screen images (with an aspect ratio of 16:9) to an album.

**Squeeze**
Squeezes the image's aspect ratio from 16:9 to 4:3.



**Cinema**
Inserts a black or white mask at the top and bottom of the image to convert its aspect ratio to 4:3.



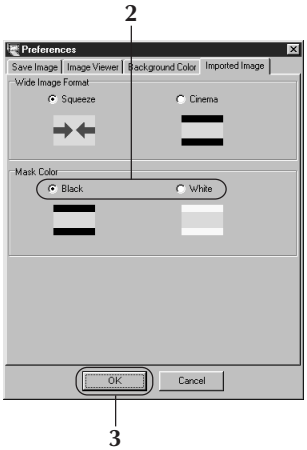



### Image Size Preferences

1. Click **Preferences** — **Imported Image** in the **Index** window.
2. Select **Squeeze** or **Cinema** in **Wide Image Format**.
3. Click **OK**.

### Mask Color (Black/White)

You can select the mask color when adding images whose aspect ratio is not 4:3 (except when **Squeeze** is selected in **Wide Image Format**) to an album.




### Mask Color Preferences

1. Click **Preferences** — **Imported Image** in the **Index** window.
2. Select **Black** or **White** in **Mask Color**.
3. Click **OK**.

## AUTOMATIC CAPTURE

You can capture images automatically according to your preferences.
Automatic Capture cannot be performed in the time code range of 00:00:00:00 and 00:00:30:00.

### Automatic Capture Preferences

**1** Click the **Play** button in the **DV Controller** window.

**2** Click the **Automatic Capture** button.

**CAUTION**
- Depending your PC's specifications and operating environment, the points where images are captured may not match what was set in the preferences.
- During automatic capture, do not move the **DV Controller** window, change its size, operate its scroll bars or access the menu, otherwise it may cause the points where images are captured to not match what was set in the preferences.
- If the videotape is damaged, the points where images are captured may not match what was set in the preferences.
- Automatic capture may not function properly if portions of the videotape are unrecorded.

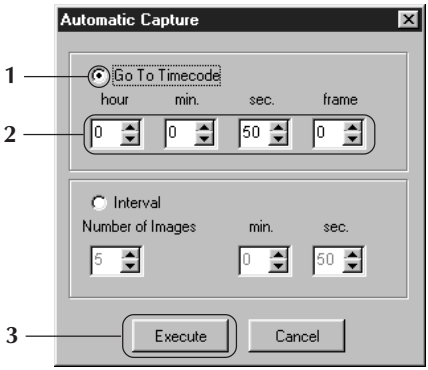
### Go To Time Code

You can specify the precise time code at which to capture an image. This function is useful for capturing images next to ones already captured.

**1** Select **Go To Time Code** in the **Automatic Capture** window.

**2** Select the hour, minute, second and frame to go to.

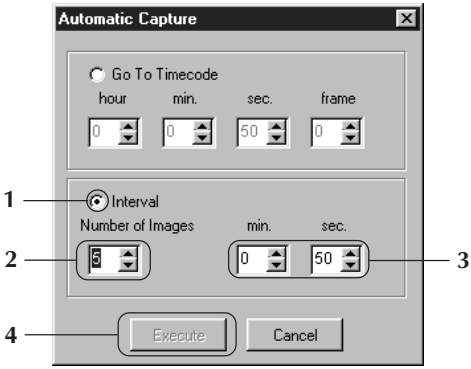
**3** Click **Execute**.



## Interval

You can capture images at specified intervals. This function is useful for summarizing the contents of a tape, or for watching time-lapse movies using the slide show.

1. Select **Interval** in the **Automatic Capture** window.
2. Select the number of images to be captured.
3. Select the length of the interval (in minutes and seconds).
4. Click **Execute**.




**CAUTION**

- Automatic capture stops when the number of images in the **Index** window reaches 99 or the videotape ends.
- This function doesn't work if there is no time code recorded on the videotape, or if the recording time is shorter than 1 minute.

## SLIDE SHOW

### Slide Show Preferences

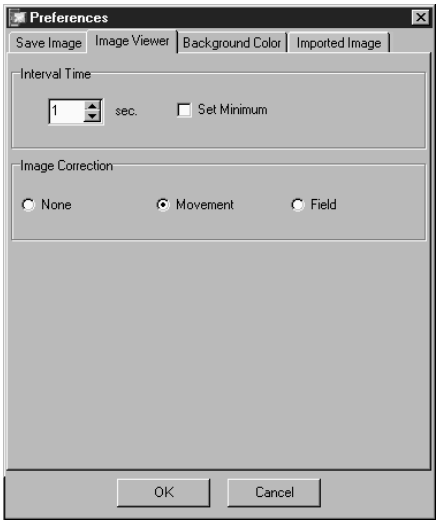
You can select the display interval during a slide show.

**1** Select **Preferences** — **Image Viewer** from the **Image Viewer** window.

**2** Make sure the **Set Minimum** box is unchecked, and select the interval (in seconds) between images.

- Check the **Set Minimum** box when you want to display images one after another quickly.
- You can select from 0 to 30 seconds. The actual interval is equal to the sum of the selected time plus the time it takes your PC to load and display the images.

**3** Click **OK**.

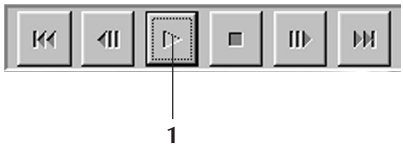



### Slide Show Operation

You can view images in the **Index** window as a slide show.

**1** Click the **Slide Show** button in the **Image Viewer** window, or select **View** — **Slide Show**.

- The slide show starts.




**2** To stop the slide show, click the image currently being displayed, or click the **Stop** button in the **Image Viewer** window.

- The slide show stops automatically when a menu is accessed or a button is clicked.

**NOTE**

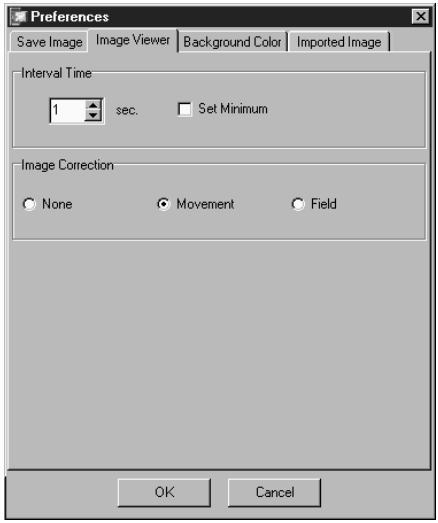
- You can also start up the slide show by clicking the right mouse button in the **Image Viewer** window to bring up a menu of the toolbar functions.

## IMAGE CORRECTION

**1** Select **Preferences** — **Image Viewer** in the **Image Viewer** window.

**2** When displaying images captured from a fast action sequence, select **Movement** in **Image Correction**.

- Images in the displayed album will be corrected for camera shake.
- To use less memory, select **Field**.
- To use no image correction, select **None**.

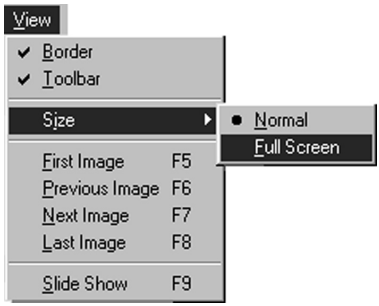



## DISPLAY SIZE

You can select between normal and full-screen display.

**1** For full-screen display, select **View** — **Size** — **Full Screen** in the **Image Viewer** window.

- For normal display, select **View** — **Size** — **Normal**.




**CAUTION**

- When your monitor resolution is 640 x 480 pixels, **Full Screen** cannot be selected.

## IMAGE VIEWER APPEARANCE

You can toggle the display of the border (window frame and menu bar) and toolbar in the **Image Viewer** window.

### Hiding the Border

**1** Select **View** — **Border** in the **Image Viewer** window to uncheck it. The window frame and menu bar disappear.

- You can toggle the border display by clicking the right mouse button in the **Image Viewer** window to bring up the **View** menu.

### Hiding the Toolbar

**1** Select **View** — **Toolbar** in the **Image Viewer** window to uncheck it. The toolbar disappears and a small **Control** window containing the toolbar buttons appears.

- Perform this step again to make the toolbar reappear.
- You can also toggle the toolbar display by clicking the right mouse button in the **Image Viewer** window to bring up the **View** menu.
- You can also select **Window** — **Button** in the **Image Viewer** window to make the **Control** window containing the toolbar buttons appear.

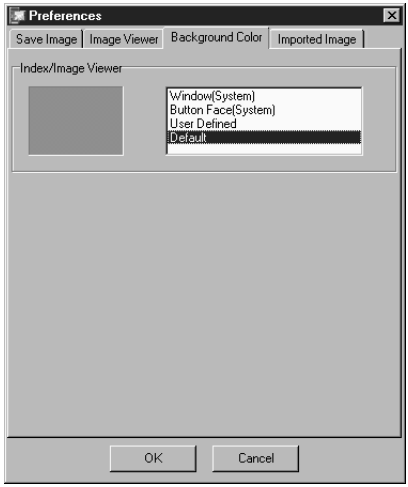
# SELECTING A BACKGROUND COLOR

You can select the background color in the **Index** window.

**1** Select **Preferences** — **Background Color** in the **Index** window or **Image Viewer** window.

**2** Select the desired background color.

**3** Click **OK**.



You can select JPEG, Bitmap (BMP) or DVF format for saving images, and adjust their settings.

## JPEG Preferences

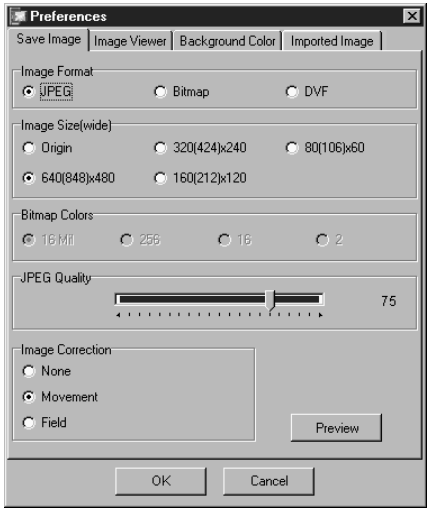
JPEG images are saved with a high compression rate, making them ideal for Internet web pages.

**1** Select **Preferences** — **Save Image** in the **Index** window or **Image Viewer** window.

**2** Select **JPEG** in **Image Format**.

**3** Select an image size in **Image Size**.

- If the video footage was shot in the wide-screen mode, the image width is greater than in the standard mode. Image width in the widescreen mode is shown in brackets.




**4** Select the JPEG image quality using the **JPEG Quality** slider.

**5** Select the type of image correction to use by selecting either **None**, **Movement** or **Field** in **Image Correction**.

- **Movement:** Image blur caused by camera shake is corrected.
- **Field:** Saves images to the hard drive faster than when **Movement** is selected.

**6** You can preview your settings by clicking **Preview**. When you are finished, click **OK**.

**7** Save images as desired. (see pages 12 and 23)

**NOTE**

- Moving the **JPEG Quality** slider to the right lowers the compression rate, resulting in higher image quality and increased file size. Moving the **JPEG Quality** slider to the left raises the compression rate, resulting in lower image quality and decreased file size.
- By using compression, you can fit more images onto a floppy disk, hard disk, etc.

## Bitmap Preferences

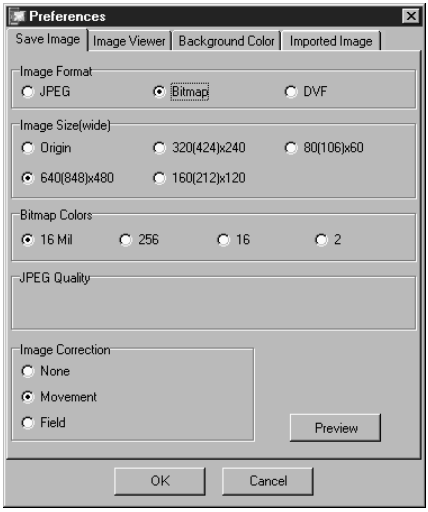
Bitmap (BMP) is the standard format used by Windows®, and is supported by many software applications.

**1** Select **Preferences** — **Save Image** in the **Index** window or **Image Viewer** window.

**2** Select **Bitmap** in **Image Format**.

**3** Select an image size in **Image Size**.

- If the video footage was shot in the wide-screen mode, the image width is greater than in the standard mode. Image width in the widescreen mode is shown in brackets.




**4** Select the number of colors in **Bitmap Colors**.

**5** Select the type of image correction to use by selecting either **None**, **Movement** or **Field** in **Image Correction**.

- **Movement:** Image blur caused by camera shake is corrected.
- **Field:** Saves images to the hard drive faster than when **Movement** is selected.

**6** You can preview your settings by clicking **Preview**. When you are finished, click **OK**.

**7** Save images as desired. (see pages 12 and 23)

## DVF Preferences

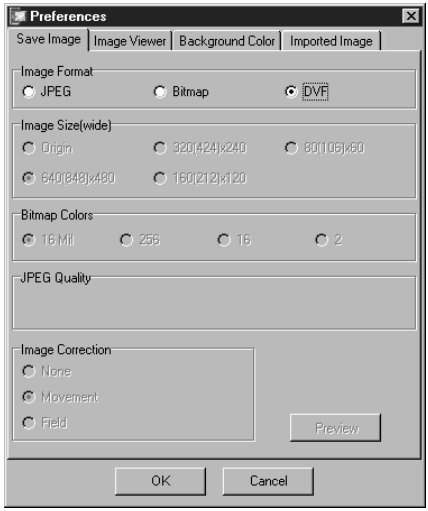
DVF is the native format for storing still images from digital videotape. DVF images are saved without changing the data, so there is no loss of quality.

**1** Select **Preferences** — **Save Image** in the **Index** window or **Image Viewer** window.

**2** Select **DVF** in **Image Format**.

**3** Click **OK**.

**4** Save images as desired. (see pages 12 and 23)



## SAVING INDEX IMAGES

You can save index images separately from their album file. Before saving an image, set the desired image format and preferences. (see pages 20-22)

**1** Click the desired index image in the **Index** window.

- To select multiple index images, hold down the Ctrl key and click each index image that you wish to save.
- To select multiple sequential index images, click the first index image. Then, hold down the Shift key and click the last index image that you wish to save.

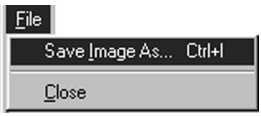
**2** Select **File** — **Save Image As**.

**3** Enter a file name and click **Save**.

- If you click **Yes** when asked **"Save all images with this default name?"**, an ID number will be appended to the selected default name.

## SAVING IMAGES IN THE IMAGE VIEWER WINDOW

**1** Select **File** — **Save Image As** in the **Image Viewer** window.




**2** Enter a file name and click **Save**.

## ADDING IMAGE FILES TO THE INDEX WINDOW

You can add JPEG, Bimap (BMP) and DVF images to the **Index** window.

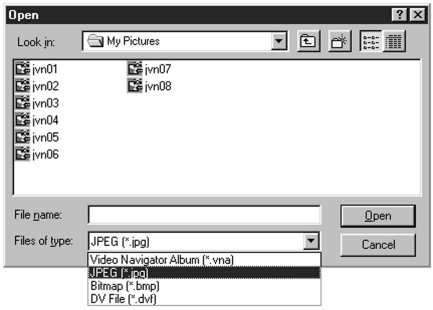
- To add images to the **Index** window directly from a video source unit, see page 11.

**1** Select **File** — **Open**.

**2** Select the desired image format in the **Files of type** field.

**3** Select the desired file and click **Open**.

- You can select several files at a time.




**NOTE**

- You can also drag & drop images into the **Index** window from folders or Windows Explorer. For more details, refer to the Windows® 95/98 manual or your computer's manual.
- When a JPEG or BMP image is added to the **Index** window, no time code is displayed.
- When any-sized JPEG or BMP image is added to the **Index** window, it is automatically resized to 720 x 480 (NTSC*1) or 720 x 576 (PAL*2) pixels.
- An image whose aspect ratio is not 4:3 will be automatically resized to 4:3 when it is added to the **Index** window or saved.

*1: NTSC (National Television System Committee) is the video system used mainly in North America and Japan.

*2: PAL (Phase Alternation by Line) is the video system used mainly in Western Europe and Asia.

## SAVING IMAGES AS AN ALBUM

You can save the images in the **Index** window as an album.

**1** To create a new album, click the **Save Album** button on the toolbar in the **Index** window.

**2** Enter the desired file name and click **Save**.

- To save a modified album, select **File — Save Album**.

## COPYING AN INDEX IMAGE

You can copy images within the **Index** window.

**1** Click the image you wish to copy.

**2** While holding down the Ctrl key, click and hold down the left mouse button on the index image you wish to copy, then drag it to the desired position.

## DELETING AN INDEX IMAGE

You can delete images in the **Index** window.

**1** Click the image you wish to delete.

- To select multiple index images, hold down the Ctrl key and click each index image that you wish to delete.
- To select multiple sequential index images, click the first index image. Then, hold down the Shift key and click the last index image that you wish to save.

**2** Select **Edit** — **Delete**.

- Alternatively, you can press the Del key.

**3** At the **Delete (number) Image(s)?** prompt, click **Yes**.

## MOVING AN INDEX IMAGE

You can move images within the **Index** window.

**1** Click the image you wish to move.

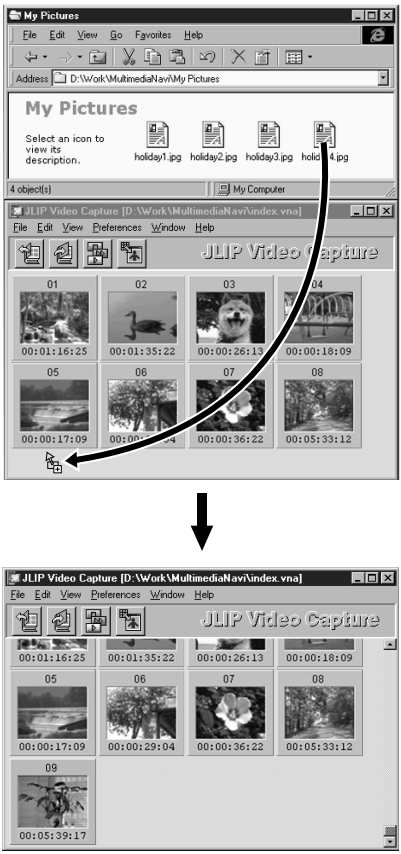
**2** Click and hold down the left mouse button on the index image you wish to move, then drag it to the desired position.

# ADDING IMAGES TO AN ALBUM

You can add images to an album by capturing them from a video source unit or by importing them from your PC's hard disk (JPEG/Bitmap/DVF).

**1** **To capture images from a video source unit...**
Open the album you wish to add images to, then capture the desired images (see pages 11, 14-15).

**To import images from your PC's hard disk...**
Drag the desired image files to the **Index** window. Each file is added to the end of the index.




**NOTE**

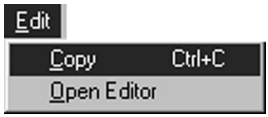
- When a JPEG or Bitmap image is added to the **Index** window, no time code is displayed.
- When a JPEG or Bitmap image is added to the **Index** window, it is automatically resized to 720 x 480 (NTSC) or 768 x 576 (PAL) pixels.

## COPYING AN IMAGE INTO THE CLIPBOARD

You can copy an image displayed in the **Image Viewer** window into the clipboard for use in another application.

**1** Select **Edit** — **Copy**.

- Alternatively, you can press Ctrl-C.




**NOTE**

- Image data copied into the clipboard is resized to 640 x 480 (standard) or 848 x 480 (wide) pixels.

## PASTING AN IMAGE FROM THE CLIPBOARD

You can paste an image from the clipboard into another application.

**1** In the desired application (such as an image editing program), press Ctrl-V to paste the image from the clipboard.

- For more details, refer to the application's instructions.

**NOTE**

- This function may not work if too many images are displayed on-screen at a time.
- Image data copied into the clipboard is resized to 640 x 480 (standard) or 848 x 480 (wide) pixels.
- Close JLIP Video Capture after loading the other application. If both programs are running at the same time, your PC may become unstable due to heavy memory consumption.

# EDITING AN IMAGE

You can load an external image editor application to modify an image. Before using this function, an image editor application must be installed.

**1** Select **Edit** — **Open Editor** in the **Image Viewer** window.

**CAUTION**

- Refer to the image editor application's instructions for details about its operation.
- The most recently installed image editor application starts up when **Open Editor** is selected. If you wish to link to a different image editor application, refer to **Help** in Windows®.
- This function uses linking to load the proper application. Depending on the settings on your PC however, a different application may load instead.
- Select the image format to be used in **Preferences** — **Save Image**.
- If DVF format is selected, this function is unavailable. Select **JPEG** or **Bitmap** in **Preferences** — **Save Image** to use this function.
- Close JLIP Video Capture after loading the other application. If both programs are running at the same time, your PC may become unstable due to heavy memory consumption.

You can save images in the **Index** window as an HTML album, which can then be viewed using an Internet browser.

## SAVING IMAGES IN HTML FORMAT

**1** Select the images you would like to save in the **Index** window. (see page 23)

- If no index images are selected, all of them will be saved as an HTML album.

**2** Select **File** — **Make HTML Album**.

**3** Enter a name for the HTML file and click **Save**.

**4** Enter a title for the HTML album in the **Title Input** field and click **OK**.

- An HTML file and a folder containing the individual images are saved. The HTML file and folder use the same name.

**CAUTION**
- Images saved in an HTML album are converted to JPEG format with a quality of 75.
- The background color of the HTML album is the same as that of the **Index** window when it is set to **Default** or **User Defined**.
- JLIP Video Capture cannot open an HTML album.
- When moving an HTML file and folder, make sure they are kept in the same place relative to each other. The HTML file uses a relative directory path to load the images.

## VIEWING THE HTML ALBUM

**1** Select **File** — **Open HTML Album** to open the HTML album in an Internet browser.

- HTML albums may also be posted on the Internet as web pages.

| Problem | Cause | Page |
|---|---|---|
| **The connected video source unit cannot be detected. The COM port cannot be set.** | • Confirm that your video source unit is connected to the AC adapter correctly.<br>• Confirm that the cable is connected to your PC and video source unit correctly.<br>• Turn on the power of the video source unit before starting up JLIP Video Capture.<br>• If it is still not detected after clicking **Scan** in the **JLIP Devices** window two or three times, try turning off your PC and video source unit. Confirm the connection between them then turn them both back on.<br>• Confirm that the **JLIP Devices** window is operating properly after clicking **Scan**.<br>• If you are using a built-in modem or IrDA, the RS-232C COM port may be occupied. In this case, click the right button of the mouse to select **My Computer**, then select **Properties** — **System Properties** — **Device Manager**. Click **Ports (COM & LPT)** to confirm which COM port is available. If all the COM ports are occupied, set the COM port used by the modem or IrDA driver to **Invalid**.<br>• If a USB or Digital Still Camera driver is installed on your PC, you may not be able to use the RS-232C port.<br>• Depending on your PC's specifications, you may need to change the BIOS settings. | 6, 7 |

| Problem | Cause | Page |
|---|---|---|
| **Automatic capture does not function correctly.** | • This function may not operate correctly sometimes depending on your PC's specifications and operating environment.<br>• This may occur if you move the **DV Controller** window, operate its scroll bars or perform a file operation while capturing images.<br>• This may occur if correct data is not being transmitted due to damage on the videotape.<br>• This may occur if a tape recorded in the LP mode is played back on a different video source unit. Play videotapes using the video source unit they were recorded on.<br>• There may be software running in the background. Confirm that there are no programs running in the background that may be using the processor at the same time as JLIP Video Capture. | 6, 9, 11,14 |

**NOTE**

When using a laptop PC, operation may be interrupted by a warning when the battery is nearly exhausted.

- If there is software which monitors the status of the battery running in the **StartUp** folder... Close the application, or delete/move its icon from the **StartUp** folder and reboot your PC.
- If you are using your PC's power management function... Click the right button to select **My Computer**, then select **Properties** — **System Properties** — **Device Manager** — **System Devices** — **Advanced Power Management Support**. Follow the appropriate procedure below.

For Windows® 95, click **Settings** and deselect **Enable power management support** (the check mark (√) next to it disappears).
For Windows® 98, select **Disable in this hardware profile** (a check mark (√) appears next to it).

# JLIP VIDEO PRODUCER SOFTWARE SECTION

You can find the latest information (in English) on the provided software program at our World Wide Web Server.
http://www.jvc-victor.co.jp/english/index-e.html

## Starting JLIP Video Producer

**1** Connect the video source unit to the PC using the JLIP connection cable, then turn the video source unit on.

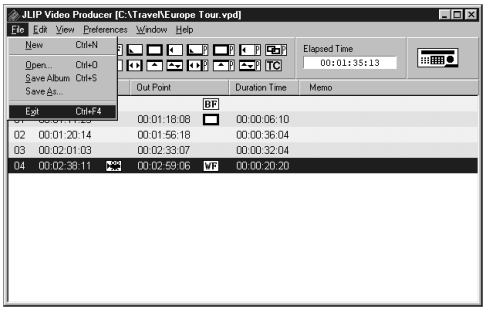
**2** Turn on your PC and start up Windows®.

**3** Click **Start** on the task bar.
- The **Program** menu appears on the screen.

**4** Move the mouse pointer over **JLIP VIDEO PRODUCER** and click to start the program.
- JLIP Video Producer starts up.

### NOTES:

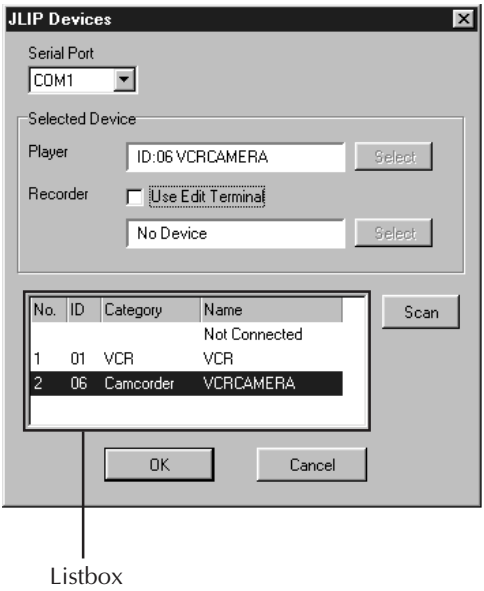
- *Exit all other software applications before starting JLIP Video Producer.*
- *Suspend the operation of any other software applications that periodically start at a given interval or time. (This includes screen savers, e-mail software, communications software, virus checkers, schedulers and so on.)*
- *Cancel network settings for any printers or folders on harddisks that are connected to or built into the PC and that are being shared over a network.*
- *Do not plug or unplug the PC connection cable or turn off power to video equipment while using Video Producer as doing so may cause the PC to malfunction.*

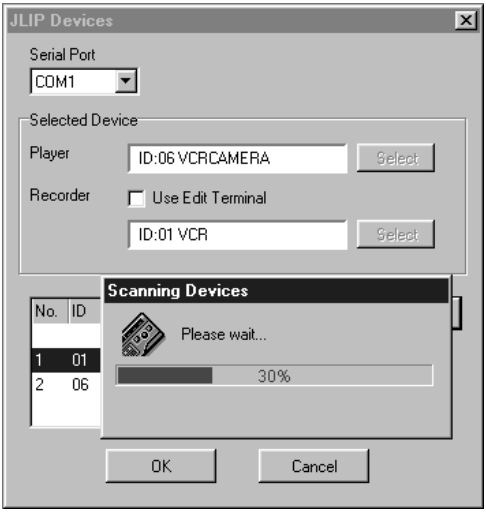



## Exiting JLIP Video Producer

**1** Select **File** — **Exit** on the **JLIP Video Producer** window. When the confirmation screen appears, click **Yes**.

## Initializing JLIP Devices




**1** Select **Preferences** — **JLIP Devices**. Select the serial port to which the device is connected and click **Scan**.

**2** Select the player to be used by clicking on it in the listbox and then click **Select**.

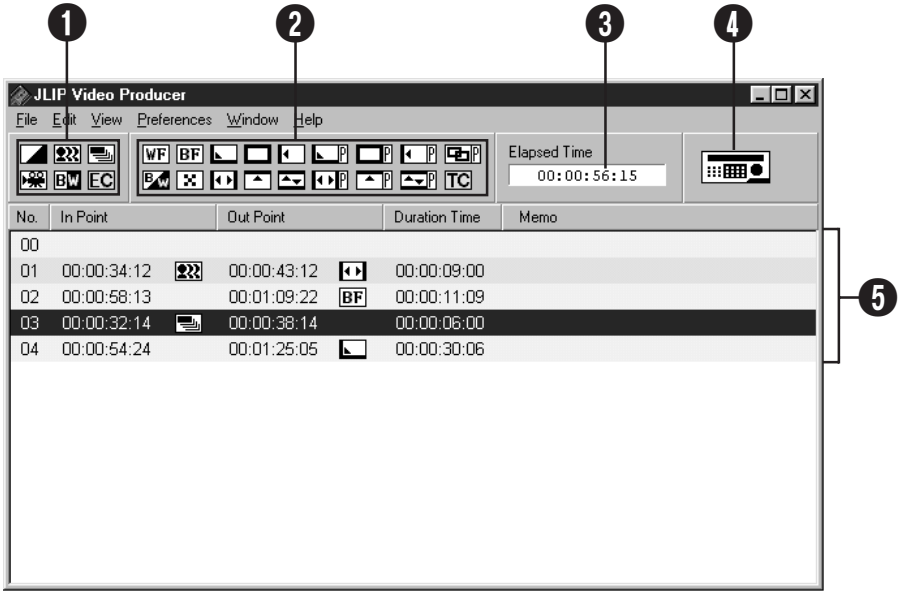
- You do not need to perform the operation in step **2** when only one player is connected.

**3** Select the recorder deck to be used by clicking on it in the listbox and then click **Select**.

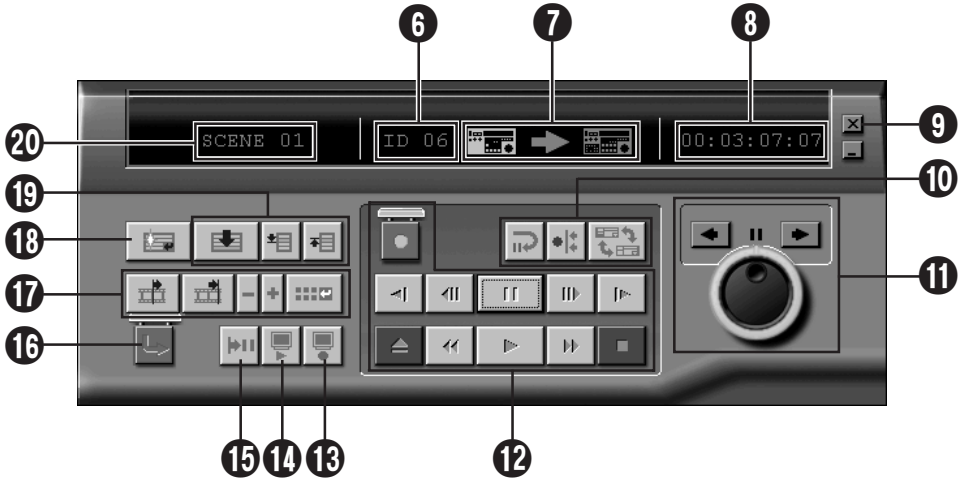
- Select **Use Edit Terminal** on the screen when using a JVC Video deck that has a remote pause terminal but no JLIP terminal or a deck from another manufacturer.

**4** Click **OK**.

# JLIP VIDEO PRODUCER WINDOW




# CONTROLLER



### ❶ P.AE/Effect buttons
- Selects one of the 5 P.AE/Effects available per programmed scene.
- To cancel the selected effect, click the **EC** (Effect Clear) button.

### ❷ Fade/Wipe Effect buttons
- Selects one of the 7 Picture Wipes or 10 Fades/Wipes available per scene transition.
- To cancel the selected effect, click the **TC** (Transition Clear) button.

### ❸ Elapsed Time
- Displays the total elapsed time of all the programmed scenes.

### ❹ Button for Opening the Controller Window
- Displays the controller.
- Can be displayed even when selecting the menu **Window** — **Controller**.

### ❺ Program list
- Displays the following setting information beginning from the left: Scene number, In point, P.AE/Effect, Out point, Fade/Wipe Effect, Duration Time Counter, and Memo.
- Up to 99 programs can be set per file for scenes specified by an In and Out point.

### ❻ ID number
- Displays the video source unit's ID number.
- An ID number can be clicked to display the **JLIP Devices** dialog box as well as when switching the serial port or performing JLIP devices scanning.

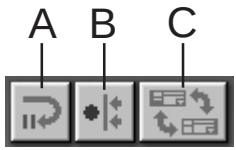
### ❼ Edit Indicator
- In Normal mode, the deck being operated is displayed in green.
- In Edit mode, both deck indicators light (Player: Green, Recorder: Red) and an arrow also lights.
- The recorder lights red between the In point and Out point while the recorder is actually recording.
- Clicking on either deck selects the one to be operated.

### ❽ Tape counter display
- Displays the current tape position.

**ex.**
00: 01: 45: 10
(Hours : Minutes : Seconds : Frames)
- The digital camera's counter uses a drop-frame system.

### ❾ Close button
- Close the controller window.

### ❿ Edit buttons




**A. Edit Standby button**
- The player is put into Pause mode for the Syncro Edit pre-roll time already set on the **Options** dialog box (see page 52).
- This button is used when VCRs not compatible with this editing system and performing manual editing.
- This button cannot be clicked when the counter reads less than 00:00:30:00.
- This button cannot be clicked when the player is not paused.

**B. Syncro Edit button**
- After going into Playback-Pause mode at the In point of the recorder and player, clicking this button rewinds both decks by the pre-roll amount and executes the first event.
- Since no Out point is specified, the Syncro Edit is stopped using **Stop**.
- This button cannot be clicked when the counter reads less than 00:00:30:00.
- This button cannot be clicked when the player is not paused.

**C. Select Player/Recorder button**
- Selects the deck to be operated. The player is forcibly selected when no recorder is connected to the JLIP.
- This button cannot be clicked when there is no JLIP recording equipment.

## ⓫ Jog/Shuttle

**Jog/Shuttle Operation buttons**
Click these buttons to perform Jog/Shuttle operations.

**Jog Dial Select button**
Jog Dial mode is selected when the inner ring is lit.

**Shuttle Dial Select button**
Shuttle Dial mode is selected when the outer ring is lit.

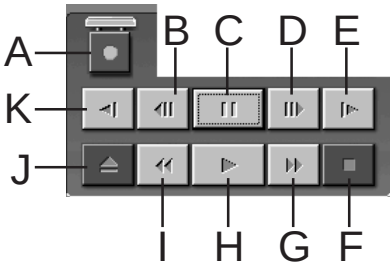
**Jog Dial Lamp (Inner lamp)/Jog Dial**
- Jog Dial mode is selected when the jog dial lamp is lit by clicking with the mouse.
- It is possible to advance frames by clicking with the mouse on the left (reverse) or right (forward) arrows.
- The deck can be operated at this time using the number keys.

**Shuttle Lamp (Outer ring)/Shuttle Ring**
- Shuttle mode is selected when the shuttle dial lamp is lit by clicking with the mouse.
- Slow Playback, Playback, and Fast Forward Playback depending on the left (reverse) or right (forward) arrows that are clicked.
- The deck can be operated at this time using the number keys.

**PC's Ten-key assignments for Jog/Shuttle**
**<Jog Mode>**
[2]: Playback
[4]: Frame reverse
[6]: Frame advance
[8]: Jog/Shuttle Select & Pause
[•]: Stop

**<Shuttle Mode>**
[2]: Playback
[4]: Accelerates one level in the rewind direction, or decelerates one level in the fast forward direction.
[6]: Accelerates one level in the fast forward direction, or decelerates one level in the rewind direction.
[8]: Jog/Shuttle Select & Pause
[•]: Stop

## ⓬ Tape Operation buttons
- These buttons operate the video camera and recorder.
- For slow playback, click **Pause** and then **Slow**.
- For frame advance playback, click **Pause** and then **Frame Advance**.
- A lock lid is attached to the **Record** button. This lid must be clicked to open before using it.




**A. Recording button**
**B. Reverse Frame Advance button**
**C. Pause button**
**D. Forward Frame Advance button**
**E. Forward Slow button**
**F. Stop button**
**G. Fast Forward/Fast Forward Search button**
**H. Playback button**
**I. Rewind/Rewind Search button**
**J. Eject button**
**K. Reverse Slow button**

## ⓭ Review button
- This button operates the recorder to playback video after editing. Only one event is played back when using Syncro Edit, while all programs are played back when Auto Edit has been executed.
- This button does not function when the recorder is not connected to the JLIP.
- This button cannot be clicked when not even one Auto Edit has been executed since startup.

### ⓮ Preview button

- Playback the video from the In point to Out point specified for a program.
- Recording does not result from clicking this button.
- The PC emits a sound when the application is started and exited.
- When using a camera that includes transition functions such as wipe, the area before the In point and after Out point appears masked. This allows accurate confirmation of the video location to be edited. (This operation is not possible with some models.)
- This button cannot be clicked when several scenes are selected.

### ⓯ Goto button

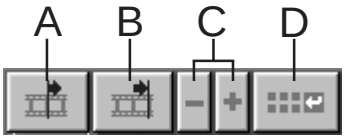
- Clicking this button causes the deck to automatically locate the time code specified in the program list (In point) and puts the deck in Playback-Pause mode.
- Only the player can be operated.

### ⓰ Auto Edit button

- Since a lock lid is usually attached, click this button only after opening the lid by clicking.
- Editing automatically starts once the recorder is connected and put into Pause mode.

### ⓱ Program Modification button

When making fine modifications to a program, the In point and Out point are specified using this button after the Scene number is specified using the Program Select buttons. Various fine modifications are made with **Trim+/–**.




**A. In Point button**

- This button selects the time code for the In point and displays it in red.
- Fine modification of the time code for the In point can be done using **Trim+/–**.
- Clicking **Goto** after this button causes the deck to automatically locate the In point and puts the deck in Playback-Pause mode.
- This button cannot be clicked when several scenes have been selected.

**B. Out Point button**

- This button selects the time code for the Out point and displays it in red.
- Fine modification of the time code for the Out point can be done using **Trim+/–**.
- This button cannot be clicked when several scenes have been selected.

**C. Trim buttons**

These buttons are used to make fine modifications to the time code of the In point and Out point specified for the program.

**Trim+:** Increases time data by one frame.
**Trim–:** Decreases time data by one frame.

- This button cannot be clicked when an In point or Out point is not selected.

**D. Modify Edit Points button**

This button is used when making fine modifications to the scene in the program list currently selected.

- It is also possible to open the **Modify Edit Points** dialog box and make fine modifications to In point, Out point, tape change and memo.
- The **Modify Edit Points** dialog box can also be opened by double clicking on the Scene number.
- This button cannot be clicked when several scenes have been selected.

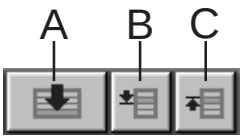
### ⑱ Entry button

This button is used to enter the current counter value for the In point and then Out point each time it is clicked.

- This button is for specifying the In point and Out point for each scene.
- Clicking **Entry** after clicking a button other than **Bottom of Scene** of the Program Select buttons will add a new program to the next number after the current position. The Scene number for programs beyond the current one are each increased by one and pushed toward the back.
- This button cannot be clicked when the counter reads less than 00:00:30:00.

### ⑲ Program Select buttons

Program selection is also possible by clicking on a Scene number in the program list.




**A. Bottom of Scene button**

- Clicking this button instantly moves the selected position in the program list to the end of the list.
- This is useful when there are many programs.

**B. Next Scene button**

- This button moves the selected position in the program down by one.

**C. Previous Scene button**

- This button moves the selected position in the program up by one.

### ⑳ Scene Number

- This displays the currently selected number in the program list.

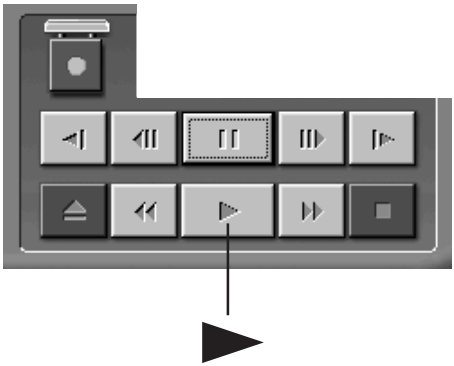
### Editing Method when Using an Editing Deck other than JLIP

1. Locate the In point using the player connected to the JLIP and put it in Playback-Pause mode.
2. Click **Edit Standby**.
3. Locate the In point of the recorder being operated by other than JLIP and put it in Record-Pause mode.
4. Simultaneously press the Playback button of the player and the Recording Start button of the recorder.
5. Stop recording once the Out point of the player has been passed.

Please see the instruction manual for the recorder for details on how to put a deck into Recording-Pause mode.

## NOTE:

*If you need the **JLIP Video Producer Help** window, select **Help** — **Contents**.*

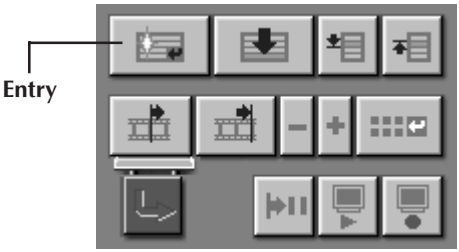


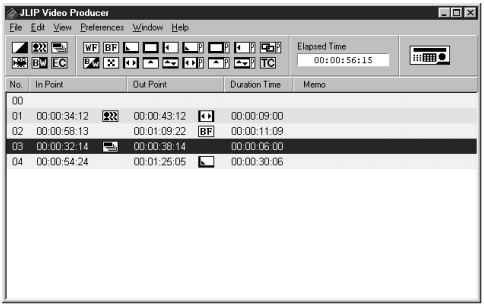
## Operating the video source unit

**1** Set the video source unit to the Play mode and insert a recorded tape.

**2** Click ▶.

- The playback picture appears on the TV monitor.



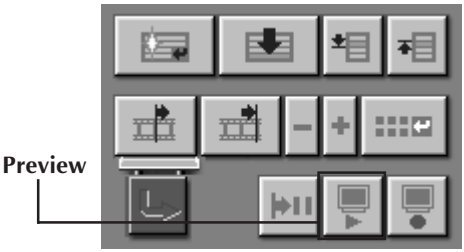




## Setting in/out points

**1** To set In/Out points, click **Entry** at the beginning and end of the scene you want to dub.

- Set In/Out points so that the Out point comes after the In point.
- If a scene has no Out point, program playback and dubbing will be disabled for that scene.
- If you set In point at the beginning of the tape or if you set Out point at the end of the tape, editing may not function properly. If this happens, change previously registered In/Out points slightly and try setting them again.
- The counters of digital video cameras cannot be reset.
- In points must have a counter value of 00:00:30:00 or later.
- Some values cannot be set due to drop-frame counters.

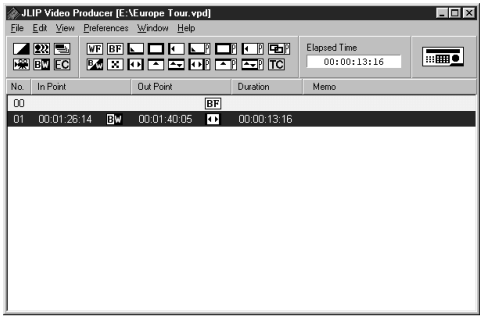
## Playing back one programmed scene




**1** Click on the line where the In/Out points you want to preview are displayed to highlight that line.

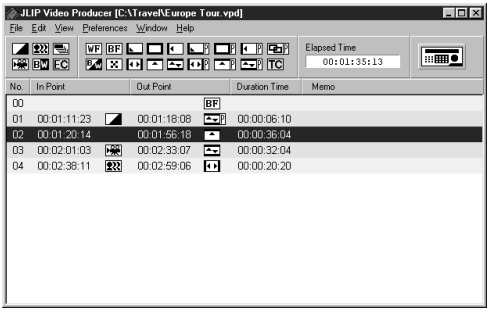
**2** Click **Preview**.

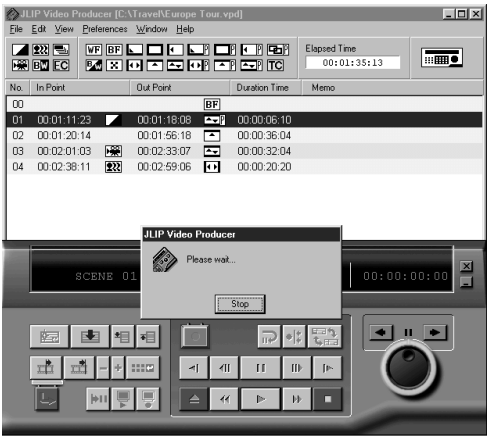
- The video source unit locates the scene by going to a point prior to the In point, then starts playback at the In point. Playback stops after the Out point is passed.



## Dubbing

You can record all programmed scenes onto a tape in the recorder.




**1** Make sure there is an erase protection tab on the tape. Insert it into the recording deck and set the recording deck to the Record-Pause mode.

**2** Click **Auto Edit**.

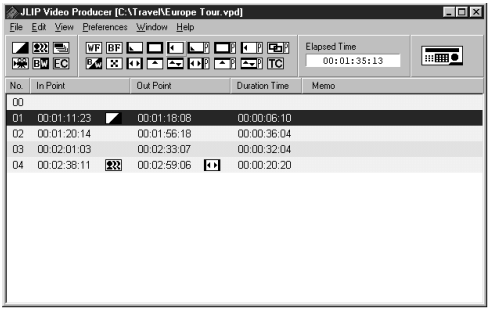
When editing stops, the video source unit enters the Stop mode and the recording deck enters the Record-Pause mode.

- When "Tape Change" occurs during dubbing, editing will stop and a message requesting tape change will appear. Change the tape and click **OK**.

**3** Stop the recorder.

## Selecting a P.AE/Effect

There are 5 P.AE/Effects available to spice up programmed scenes. You can select only one effect per programmed scene.




**1** Click on the scene where you want to use a P.AE/Effect.

**2** Click the desired P.AE/Effect button. The selected effect indication is displayed to the right of the In point.

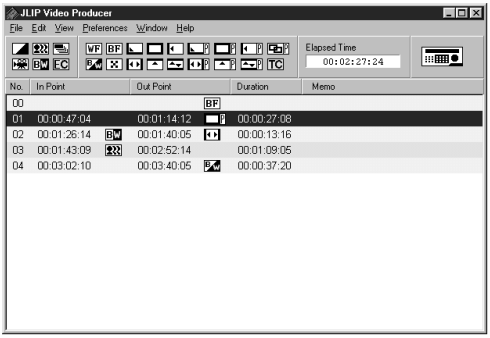
***To cancel the selected P.AE/Effect . . .***
Click on the scene which has the effect you want to cancel, then click the **EC** (Effect Clear) button.

### NOTE:

*If you use the Sepia or Monotone P.AE/Effects, you cannot use the Dissolve or Black & White Fader Fade/Wipe Effects.*

## Selecting a Fade/Wipe Effect

There are 17 Fades/Wipes available for scene transitions.




**1** Click on the scene where you want to use a Fade/Wipe.

**2** Click the desired Fade/Wipe Effect button.

The selected effect indication is displayed to the right of the Out point.

- The Fade/Wipe is executed between the selected scene (the one clicked) and the following one.

***To set a Fade/Wipe Effect at the editing start point . . .***
Click scene **00** or the tape changing scene, and then select the desired Fade/Wipe Effect.

***To cancel the selected Fade/Wipe Effect . . .***
Click on the scene which has the effect you want to cancel, then click the **TC** (Transition Clear) button.

### NOTE:

*Fade/Wipe Effects using video images cannot be set for scene **00** or tape changing scenes.*

# P.AE/Effect and Fade/Wipe Effect buttons

## P.AE/Effect buttons

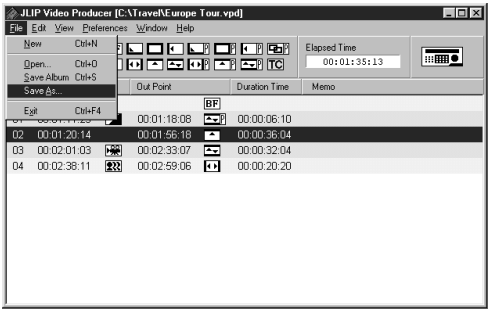
| | |
|---|---|
| | **SEPIA**<br>Recorded scenes have a brownish tint like old photos. Combine this with the Cinema mode for a classic look. |
| | **VIDEO ECHO**<br>Adds a “ghost” to the subject, giving your recording a “fantasy” feeling. |
| | **STROBE**<br>Your recording looks like a series of consecutive snapshots. |
| | **CLASSIC FILM**<br>Gives recorded scenes a strobe effect. |
| | **MONOTONE**<br>Like classic black and white films, your footage is shot in B/W. Used together with the Wide Cinema function, it enhances the “classic film” effect. |
| | **EFFECT CLEAR**<br>Cancels the selected P.AE/Effect. |

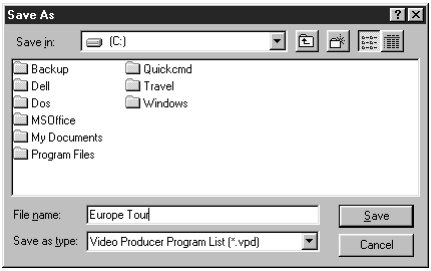
## Fade/Wipe Effect buttons

| | |
|---|---|
| | **WHITE FADER**<br>Fade in or out with a white screen. |
| | **BLACK FADER**<br>Fade in or out with a black screen. |
| | **CORNER WIPE**<br>Wipe in on a black screen from the upper right to the lower left corner, or wipe out from lower left to upper right, leaving a black screen. |
| | **WINDOW WIPE**<br>The scene starts in the center of a black screen and wipes in toward the corners, or comes in from the corners, gradually wiping out to the center. |
| | **SLIDE WIPE**<br>The next scene gradually wipes in over the previous one from right to left. |
| | **BLACK & WHITE FADER**<br>Fade in to a color screen from a black and white screen, or fade out from color to black and white. |

## Fade/Wipe Effect buttons

| | |
|---|---|
| | **MOSAIC FADER**<br>Fade in or out with a mosaic effect. |
| | **DOOR WIPE**<br>Wipe in as the two halves of a black screen open to the left and right, revealing the scene, or wipe out and the black screen reappears from left and right to cover the scene. |
| | **SCROLL WIPE**<br>The scene wipes in from the bottom to the top of a black screen, or wipes out from top to bottom, leaving a black screen. |
| | **SHUTTER WIPE**<br>Wipe in toward the center of a black screen from the top and bottom, or wipe out from the center toward the top and bottom, leaving a black screen. |
| | **CORNER WIPE**<br>The new scene wipes in over the previous one from the upper right corner to the lower left corner. |
| | **WINDOW WIPE**<br>The next scene gradually wipes in from the center of the screen toward the corners, covering the previous scene. |
| | **SLIDE WIPE**<br>The next scene gradually wipes in over the previous one from right to left. |
| | **DISSOLVE**<br>The new scene gradually appears as the old one gradually disappears. |
| | **DOOR WIPE**<br>The previous scene wipes out from the center to the right and left, like a door being pushed open to reveal the next scene. |
| | **SCROLL WIPE**<br>The new scene wipes in over the last one from the bottom of the screen to the top. |
| | **SHUTTER WIPE**<br>The new scene wipes in over the previous one from the center toward the top and bottom of the screen. |
| | **TRANSITION CLEAR**<br>Cancels the selected Fade/Wipe effect. |




## Saving the program list

**1** Select **File** — **Save As**.
- The **Save As** dialog box appears.

**2** Enter a file name in the **File name** field.
- The extension **.vpd** will be appended to the file name. ex.: travel.vpd

**3** Click **Save** to save the program list as a file.

## NOTES:

- *The programmed scene information that is saved includes only counter readings at In/Out points, Fade/Wipe Effects, P.AE/Effects, Duration Time, and Memo.*
- *Images are not saved.*
- *Refer to **Dubbing** on page 43 for recording and saving the video image on the video cassette.*
- *The following characters cannot be used in the file name: \ / : * ? " < > ¦*
- *Up to 99 programs can be registered in a single file.*

## Opening a saved file

1 Select **File** — **Open**.
- The **Open** dialog box appears.

2 Saved file names appear in the **File name** field. Click on the file name you want so that it appears in the field below.

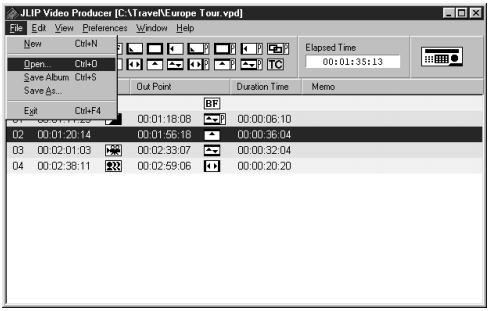
3 Click **Open** to load the file.
- The **JLIP Video Producer** window returns.

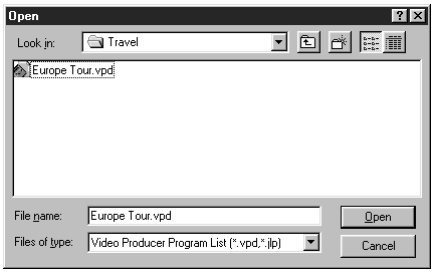
### Opening a file saved on floppy disk

1 Insert the floppy disk into the drive.

2 Click ▼ in **DRIVE** to select the floppy drive.

3 Follow steps **2** and **3** in **Opening a saved file** on the left.



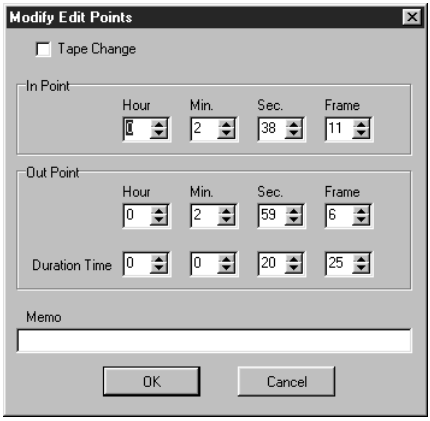




## Overwriting a file

Saving a program using the same name as a previously saved program overwrites that file.

1 After opening a file and modifying counter data (see page 48), select **File** — **Save Album**. The file is overwritten and saved.

# Correcting and cutting programmed counter data




## Correcting program counter data

**1** Double click on the line of the scene you want to modify.

**OR . . .**

Select the line to be modified and click **Modify Edit Points** on the controller.

- The **Modify Edit Points** dialog box will appear allowing the In point, Out point, memo or tape change to be changed.

**2** Click ▲▼, or enter the desired numbers from the keyboard, and then click **OK**.

### NOTES:

- *The **Modify Edit Points** dialog box can be displayed by selecting **Modify Edit Points** by clicking with the right mouse button.*
- *Click the **Memo** field when you want to enter text in the **Memo** field.*

## Modifying the Length of a Scene

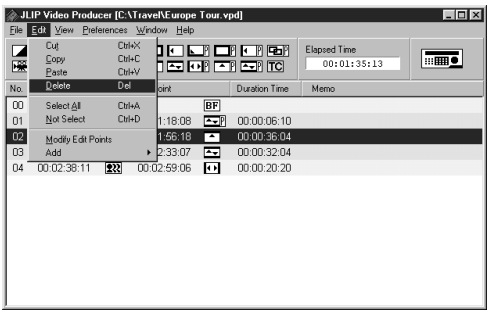
**1** Select the scene by clicking the Program Select buttons on the controller. (You can also select the scene by clicking on the line of the desired scene.)

**2** Click **In point** or **Out point** on the controller and select the time code you want to modify.

**3** Modify by increasing or decreasing the time code one frame at a time by clicking **Trim+** or **Trim–**.

### NOTE:

*This makes simple modifications convenient without having to constantly bring up the **Modify Edit Points** dialog box.*




## Cutting a scene

**1** Click on the scene you want to cut.

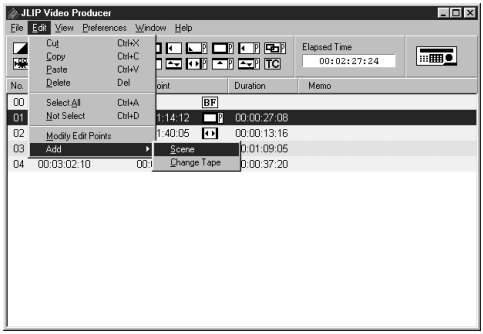
**2** Select **Edit** — **Delete**.

- The message "**Delete 1 Scene(s)?**" appears.

To cut the scene, click **Yes**.

### NOTE:

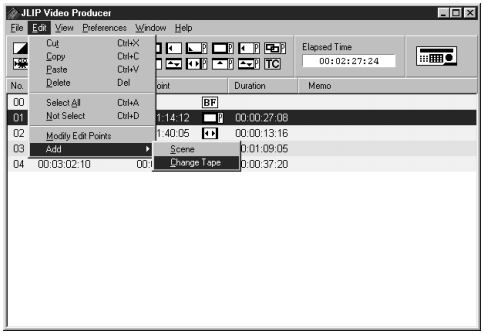
*A scene can be deleted by selecting **Delete** by clicking with the right mouse button.*




## Adding a scene

**1** Click the scene you want to add and select **Edit** — **Add** — **Scene**.

**2** Enter the In and Out points you want to set, refering to **Corrrecting program counter data** on the page to the left.




## Dubbing onto one tape using two or more tapes

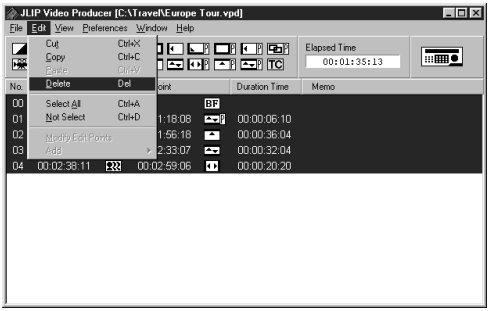
**1** Click the scene at which the tape is to be changed and select **Edit** — **Add** — **Change Tape**.

**OR . . .**

Double click the scene you want to modify to display the **Modify Edit Points** dialog box and then put a check mark next to **Change Tape**.

## NOTE:

*No In or Out point is displayed for the scene at which the tape is to be changed.*
*Note that it is also possible to clearly mark tape change by entering a comment such as "tape change" in the memo field.*




## Cutting all programmed scenes

**1** Select **Edit** — **Select All**.

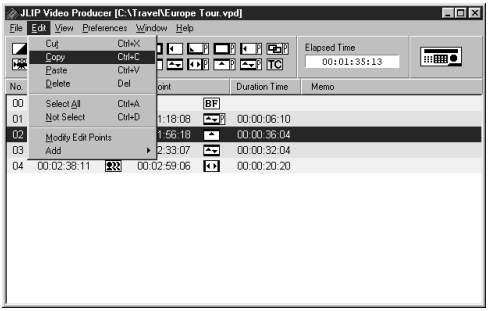
**2** Select **Edit** — **Delete**.

- The message "**Delete (number) Scene(s)?**" appears.

To cut all the scenes, click **Yes**.

### NOTE:

*All scenes can be deleted by selecting **Delete** by clicking with the right mouse button.*




## Copying a programmed scene to another position

**1** Click on the scene you want to copy.

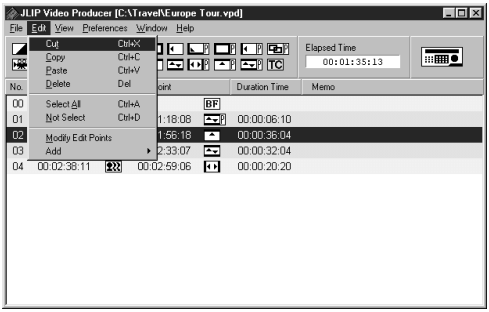
**2** Select **Edit** — **Copy**.

**3** Click on the scene number you want to paste.

**4** Select **Edit** — **Paste**.

### NOTES:

- *It is not possible to paste scene **00**.*
- ***Copy** — **Paste** operations are possible by clicking with the right mouse button.*




## Transferring a programmed scene to another position

**1** Click on the scene you want to transfer and select **Edit** — **Cut**.

**2** Click on the scene number you want to paste.

**3** Select **Edit** — **Paste**.

### NOTE:

***Cut** — **Paste** operations are possible by clicking with the right mouse button.*

## Changing the ID number

You can change the ID number of the connected unit.
The default ID number is **06**.

**1** To display the **JLIP Devices** dialog box, select **Preferences** — **JLIP Devices**.

**2** After selecting the number in the listbox, right-click the mouse to select **Change ID**, and then change the number and press the **Return** key.

### NOTES:

- *Do not enter an ID number of **00** because JLIP Video Producer does not recognize **ID 00**.*
- *When two or more video cameras (or video decks) are connected, be sure to change the ID number for the connected deck so that there is no duplication of ID numbers.*
- *Access the Instruction Manual for the connected deck for details on changing the ID number of a deck.*

## Connecting another device during operation

When connecting another device during operation, initializing is necessary to confirm the connected devices. (It is not necessary to run JLIP Video Producer from the beginning again.)

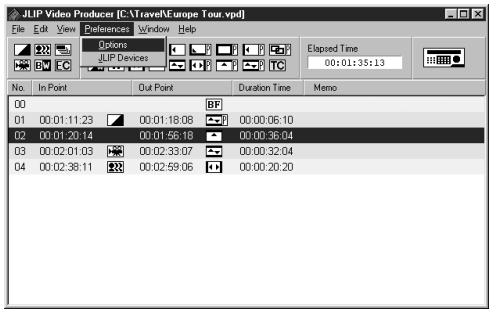
**1** Follow steps **1** – **4** in **Initializing JLIP Devices** on page 35.

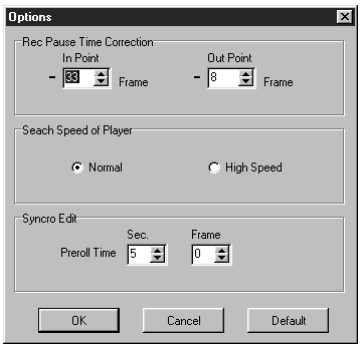
## Adjusting the gap between stored In/Out points on the PC and dubbed ones on the recorder

During dubbing, the beginning of the scene stored on the PC may be missed, or the scene prior to the transition you chose for the In/Out points may be dubbed onto the recorder. When this occurs, adjust the gap for more accurate editing.

**1** After dubbing (see page 43), play back the dubbed scene to check the In/Out point timing.

**2** Select **Preferences** — **Options** on the **JLIP Video Producer** Window to bring up the **Options** dialog box.




**3** To set the In point or Out point, enter the numeric value or click ▲▼.

To adjust the In point timing, enter a new value from 0 Frame to –200 Frame.

In point : when the scene starts too early, enter a smaller value than the present value.

In point : when the scene starts too late, enter a larger value than the present value.

- The default setting is –33 Frame.
- Click **Default** to return settings to factory defaults.

To adjust the Out point timing, enter a new value from 0 Frame to –200 Frame.

Out point : when the scene ends too late, enter a larger value than the present value.

Out point : when the scene ends too early, enter a smaller value than the present value.

- The default setting is –8 Frame.
- Click **Default** to return settings to factory defaults.

**4** Click **OK**.

- The new value is stored on the PC.

**5** To check the corrected In/Out point timing, dub the stored scenes and play them back.

### NOTE:

*Even if the In/Out point timing is adjusted, there may still be a slight margin between adjusted In/Out points and those of the dubbed scenes.*

| SYMPTOM | TYPICAL SITUATION |
|---|---|
| **Cannot select serial port** | ● Sometimes the RS-232C port cannot be used because the PC's COM ports have all been assigned to internal modems, IrDA or other devices. To check port usage, right click on **My Computer** on the desktop, select **Properties**, click on the **Device Manager** tab, and look under the item **Ports**. If no ports are open, disable one of the modems, IrDA drivers or other devices to free up a COM port.<br>● It may not be possible to use the RS-232C depending on the USB and digital still camera being used.<br>● The BIOS may need to be set depending on the PC model in question. |
| **JLIP device is not detected** | ● Check that the correct serial port number is set.<br>● Check that the JLIP device is turned on.<br>● Check that the correct connections for the JLIP device have been made.<br>● Check that you have not mistaken the editing cable for the JLIP cable used for connections.<br>● If two or more JLIP devices are used, check that the JLIP ID numbers being used do not conflict with each other. |
| **Cannot control digital video camera using the controller** | ● Check that "Player" has been selected on the **JLIP Devices** dialog box. |
| **Cannot control recorder using the controller** | ● Check that "Recorder" has been selected on the **JLIP Devices** dialog box.<br>● Only video decks having JLIP terminals can be used.<br>● Depending on the video deck's specifications, it may not be capable of some functions such as slow, search, frame advance, and reverse playback. Please refer to the instruction manual for the specifications of the video deck in question. |
| **Cannot select P.AE/Effect or Fade/Wipe Effect** | ● Some combinations of P.AE/Effect and Fade/Wipe Effect cannot be selected at the same time. Select another type of P.AE/Effect or Fade/Wipe Effect.<br>● Fade/Wipe Effects that use video images cannot be set for scene 00, the bottom of the scene, tape changing scenes or a scene before the tape change. |
| **Auto Edit operation stops** | ● Check that no other application software is running.<br>● This type of symptom occurs when the correct data is not being sent from the digital video camera due to damage to the tape being played.<br>● This type of symptom may arise when a tape recorded in LP mode is played back using a different digital video camera.<br>● Check that the tape in the recorder has its erase protection switch. |

| SYMPTOM | TYPICAL SITUATION |
|---|---|
| **The video deck does not function** | ● When the video deck is in Remote Pause mode or is being controlled by remote control, be sure to put the video deck in Record Pause mode before starting Auto Edit.<br>● When the video deck is in Remote Pause mode or is being controlled by remote control, check that "Use Edit Terminal" has been selected on the **JLIP Devices** dialog box.<br>● When the video deck is being controlled by the remote control of the digital video camera, set the brand code of the remote control of the digital video camera, corresponding to the video deck being used.<br>● When the video deck is being controlled by JLIP, check on the **JLIP Devices** dialog box that "Recorder" has been set and that "Use Edit Terminal" has not been set.<br>● Check that you have not mistaken the editing cable for the JLIP cable used for connections. |
| **Selected P.AE/Effect or Wipe/ Fade Effect does not function** | ● Some functions may not be available depending on the video deck's specifications. Please refer to the instruction manual for the specifications of the video deck in question. |
| **Auto Edit function does not end** | ● Check that the Out point setting actually corresponds to a counter value on the tape being used. |
| **Edit point is displaced** | ● If the displacement is always by the same amount: Change the value of "Rec Pause Time Correction" found under the menu **Preferences** — **Options** (See p. 52).<br>● If the displacement varies:<br>This may be due to a small mechanical displacement caused by imprecision in the operation of the video deck itself. |
| **Video/audio from the digital video camera is not recorded** | ● Check the A/V cord connections.<br>● Set the video deck for external input.<br>● First check that the video and audio from the digital camera appears on the TV connected to the video deck, and then execute Auto Edit. |
| **Unwanted items such as time, date and time code are displayed** | ● Clear the display by changing the settings of the digital video camera. |
| **Color of the display of the PC's monitor is strange** | ● The color cannot be displayed properly on monitors having less than 256 colors capability. |

The actual appearance of the application software may differ from that illustrated in this manual, depending on the operating environment of your PC.

## A

Adding a scene ..... ☞ pg. 49
Adding images to an album ..... ☞ pg. 27
Automatic Capture ..... ☞ pg. 14
Automatic Capture button ..... ☞ pg. 9,14

## B

Background Color ..... ☞ pg. 19
BMP (Bitmap) ..... ☞ pg. 12, 21, 24, 29
Border ..... ☞ pg. 18

## C

Capture button ..... ☞ pg. 9, 11
Clipboard ..... ☞ pg. 28
Connecting another device ..... ☞ pg. 51
Control window ..... ☞ pg. 10
Copying a programmed scene ..... ☞ pg. 50
Correcting program counter data ..... ☞ pg. 48
Counter display ..... ☞ pg. 36, 37
Counter indicator ..... ☞ pg. 9
Cutting all programmed scenes ..... ☞ pg. 50
Cutting a scene ..... ☞ pg. 48

## D

Dubbing ..... ☞ pg. 43
Dubbing onto one tape using two or more tapes ..... ☞ pg. 49
DV Controller button ..... ☞ pg. 8
DV Controller window ..... ☞ pg. 8, 9
DVF ..... ☞ pg. 12, 22, 29

## E

Elapsed Time ..... ☞ pg. 36, 37
Exit (Close) ..... ☞ pg. 6, 34

## F

Fade/Wipe Effect buttons ..... ☞ pg. 36, 37, 44, 45
Field (Image Correction) ..... ☞ pg. 17, 20, 21
First Image button ..... ☞ pg. 10
Forward Frame Advance button ..... ☞ pg. 8, 9
Full Screen ..... ☞ pg. 17

## H

Help menu ..... ☞ pg. 40
HTML format ..... ☞ pg. 12, 30

## I

ID Change ..... ☞ pg. 51
Image Correction ..... ☞ pg. 17
Image Viewer button ..... ☞ pg. 8
Image Viewer window ..... ☞ pg. 10
Imported Image ..... ☞ pg. 13
Index display section ..... ☞ pg. 8
Index image ..... ☞ pg. 8
Index window ..... ☞ pg. 8

## J

JLIP Initialization ..... ☞ pg. 7, 35
JPEG ..... ☞ pg. 12, 20, 24, 29, 30
JPEG Quality Slider ..... ☞ pg. 20

## L

Last Image button ..... ☞ pg. 10

## M

Mask color ..... ☞ pg. 13
Memo ..... ☞ pg. 36, 37, 48
Modifying the length of a scene ..... ☞ pg. 48
Movement (Image Correction) ..... ☞ pg. 17, 20, 21

## N

Next Image button ..... ☞ pg. 10

## O

Open a program list ..... ☞ pg. 47
Open button ..... ☞ pg. 8
Operating the video source unit ..... ☞ pg. 41
Operation buttons for video source unit ..... ☞ pg. 9
Open Editor menu ..... ☞ pg. 29
Overwriting a file ..... ☞ pg. 47

## P

P.AE/Effect buttons ..... ☞ pg. 36, 37, 44, 45
Play button ..... ☞ pg. 9, 11, 14
Playing back one programmed scene ..... ☞ pg. 42
Power button ..... ☞ pg. 9
Previous Image button ..... ☞ pg.10

## R

Record timing ..... ☞ pg. 52
Reverse Frame Advance button ..... ☞ pg. 8, 9

## S

Save Album button ..... ☞ pg. 8, 47
Saving the program list ..... ☞ pg. 46
Serial port ..... ☞ pg. 35
Setting in/out points ..... ☞ pg. 41
Slide Show ..... ☞ pg. 16
Slide Show button ..... ☞ pg. 10, 16
Stop button ..... ☞ pg. 9, 10, 11, 16

## T

Time Code ..... ☞ pg. 9
Toolbar ..... ☞ pg. 8, 10, 18

## V

Video Producer control buttons ..... ☞ pg. 36 – 40
Video source unit operation buttons ..... ☞ pg. 36 – 40
Video source unit selection ..... ☞ pg. 35

## W

Wide Image Format ..... ☞ pg. 13

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JLIP VIDEO PRODUCER

JVC

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