Overview

This paper describes the composition of a linear editing station, made up of primarily Sony equipment, in the studio of the Broadcast Television Engineering Technology program at Napa Valley College. The intent of this paper is to document the specific components comprising the system and the interconnections among the components, in case the system needs to be reconstructed. This system is referred to in this paper as the Sony Linear Editing Station, or SLES.

System Component

This is the list of components comprising the SLES, including the following:

- code – the code used to refer to the component in tables later in the document
- description – in the best case, the make and model number of the component, and in the worst case, a description of the component

Code	Description
A	Sony 8-channel Audio Mixer MXP-29
B	Electrodyne equalizer
C	Sony Automatic Editing Control Unit BVC-900
D	Conrac SNA 14/C 13” monitor
E	Sony PVM-1271Q 12” monitor
F	Sony PVM-8220 7 ½” monitor, marked 1 and #3
G	Sony PVM-8220 7 ½” monitor, marked 2 and #2
H	Sony PVM-8220 7 ½” monitor, marked Rec and #1
I	Sony Microcomputer SMC-210DL6
J	Sony CPD-121 Character Display (12” monitor)
K	Sony keyboard control for the BVE-900
L	Sony PVM-8220 7 ½” monitor, marked #4
M	Sony PVM-122 12” monitor
N	Sony Betacam Videocassette Player BVW-10, marked #1
O	Sony Betacam Videocassette Player BVW-10, marked #2
P	Sony Betacam Videocassette Recorder BVW-40
Q	Sony Special Effects Generator SEG-2550
R	Sony APM-007AV/P 4 ohm shielded 25W max 12.5W nominal mini computer speakers (pair)

Table 1: System Components

Component Connections

This section of this document contains lists of the connections that exist between each component, for use by someone re-assembling the system. This section describes each connection on each component, including:

- the component code
- the name of the port

- the type of connector used by the wire attached to the port
- the type and color of the wire attached to the port
- the code and port on the other side of the connecting wire

Component A – Audio Mixer

Port Name	Connector and Wire	Destination (Code, Port)
Line out R	XLR	P – Audio Input Channel 2
Line out L	XLR	P – Audio Input Channel 1
Ext Mon R	XLR	P – Audio Output Channel 2
Ext Mon L	XLR	P – Audio Output Channel 1
Mic/Line Input 4	XLR	O – Audio Output 600 ohm Channel 2
Mic/Line Input 3	XLR	O – Audio Output 600 ohm Channel 1
Mic/Line Input 2	XLR	N – Audio Output 600 ohm Channel 1
Mic/Line Input 1	XLR	N – Audio Output 600 ohm Channel 2
Editor	DB-15	C – Audio Mixer 15P
Monitor L (up)	phono plug	R – Input to left channel
Monitor R (down)	phono plug	R – Input to right channel

Table 2: Connections for Component A

Component B – Equalizer

Component B is not connected to any other system component.

Component C – Automatic Editing Control Unit

Port Name	Connector and Wire	Destination (Component Code, Port)
RS-232C	Blue Sony #4 – 40 UNC VCD Cable	I – RS-232C
VDU Out	BNC, black coax	J – Video In
Ext Sync In	BNC, red coax	Q – Black Burst Out 3
Keyboard	8-pin, black	K – (unlabeled)
Recorder	DB-9, black	P – Remote 1 (9P)
VTR C	DB-9, black	O – Remote 1 (9P)
Video Sw'er (25P)	DB-25, black	Q – RS-232C
Audio Mixer (15P)	DB-15, black	A – DB-15
VTR	DB-9, black	N – Remote 1 (9P)

Table 3: Connections for Component C

Component D - Monitor

Port Name	Connector and Wire	Destination (Component Code, Port)
Video In	BNC, black coax	F – Video A Out

Table 4: Connections for Component D

Component E - Monitor

Port Name	Connector and Wire	Destination (Component Code, Port)
Ext Sync In	BNC, blue coax	F – Ext Sync Out

Table 5: Connections for Component E

Component F – Monitor 1 #3

Port Name	Connector and Wire	Destination (Component Code, Port)
Ext Sync Out	BNC, blue coax	E – Ext Sync In
Ext Sync In	BNC, blue coax	G – Ext Sync Out
Video A Out	BNC, black coax	D – Video In
Video A In	BNC, red coax	N – Video Out 2 (comp/non-comp)

Table 6: Connections for Component F

Component G – Monitor 2 #2

Port Name	Connector and Wire	Destination (Component Code, Port)
Video B In	BNC, blue coax	O – Video Out 2
Ext Sync In	BNC, blue coax	H – Ext Sync Out
Ext Sync Out	BNC, blue coax	F – Ext Sync In

Table 7: Connections for Component G

Component H – Monitor Rec #1

Port Name	Connector and Wire	Destination (Component Code, Port)
Video B In	BNC, red coax	L – Video B Out
Ext Sync In	BNC, red coax	L – Ext Sync Out
Ext Sync Out	BNC, blue coax	G – Ext Sync In

Table 8: Connections for Component H

Component I - Microcomputer

Port Name	Connector and Wire	Destination (Component Code, Port)
Video Out	phono, black coax	not connected (other end of coax is BNC)
RS-232C	DB-25	C – RS-232C

Table 9: Connections for Component I

Component J – Character Display

Port Name	Connector and Wire	Destination (Component Code, Port)
Video In	BNC, black coax	C – VDU Out

Table 10: Connections for Component J

Component K - Keyboard

Port Name	Connector and Wire	Destination (Component Code, Port)
unmarked		C – keyboard

Table 11: Connections for Component K

Component L – Monitor #4

Port Name	Connector and Wire	Destination (Component Code, Port)
Video A In	BNC, black coax	Q – Black Burst 4
Video A Out	BNC, red coax	Q – Pan Out 3
Video B In	BNC, blue coax	P – Video Output 2
Video B Out	BNC, red coax	H – Video B In
Ext Sync In	BNC, blue coax	M – Sync Out
Ext Sync Out	BNC, red coax	H – Ext Sync In

Table 12: Connections for Component L

Component M - Monitor

Port Name	Connector and Wire	Destination (Component Code, Port)
Video A Out	BNC, red coax	Q – Pst Out 1
Sync In	BNC, green coax	disconnected (was connected to C?)
Sync Out	BNC, blue coax	L – Ext Sync In

Table 13: Connections for Component M

Component N – Videotape Player

Port Name	Connector and Wire	Destination (Component Code, Port)
Ref	BNC, black coax	P – Video Input (on lower left)
Video In	BNC, gray coax	O – Ref
Video Out 1	BNC, blue coax	Q – Video In 1
Video Out 2	BNC, red coax	F – Video A In
Audio Out Ch 1	XLR	A – Mic/Line Input Ch 1
Audio Out Ch 2	XLR	A – Mic/Line Input Ch 2
Remote 1 (9 pin)	DB-9, gray black	C – VTR

Table 14: Connections for Component N

Component O – Videotape Player

Port Name	Connector and Wire	Destination (Component Code, Port)
Ref	BNC, gray coax	N – Video In
Video In	BNC, blue coax	Q – Gen Lock In
Video Out 1	BNC, black coax	disconnected
Video Out 2	BNC, blue coax	G – Video B In
Audio Out Ch 1	XLR, gray	A – Mic/Line Input Ch 3
Audio Out Ch 2	XLR, gray	A – Mic/Line Input Ch 4
Remote 1 (9 pin)	DB-9, black	C – VTR C

Table 15: Connections for Component O

Component P – Videotape Recorder

Port Name	Connector and Wire	Destination (Component Code, Port)
Remote 1 (9P)	DB-9, black	C – Recorder
Video Input (upper left)	BNC, red coax	Wall Jack B
Video Input (lower left)	BNC, black coax	N – Ref
Video Input (right)	BNC, orange coax	Q – Pgm Out 1
Video Output 1	BNC, black coax	Q – Video In 6
Video Output 2	BNC, blue coax	L – Video B In
Audio Input Ch 1	XLR	A – Line Out R
Audio Input Ch 2	XLR	A – Line Out L
Audio Output Ch 1	XLR	A – Ext Mon R
Audio Output Ch 2	XLR	A – Ext Mon L

Table 16: Connections for Component P

Component Q – Special Effects Generator / Video Switcher

Port Name	Connector and Wire	Destination (Component Code, Port)
Gen Lock In	BNC, blue coax	O – Video In
RS-232C	DB-25, gray	C – Video Sw'er (25P)
Video In 1	BNC, blue coax	N – Video Out 1
Video In 4	BNC, blue coax	Q – Gen Lock Out
Video In 6	BNC, blue coax	P – Video Output 1
Gen Lock Out	BNC, blue coax	Q – Video In 4
Video Out 1	BNC, blue coax	disconnected
Black Burst 3	BNC, red coax	C – Ext Sync In
Black Burst 4	BNC, black coax	L – Video A In
Pst Out 1	BNC, red coax	M – Video A Out
Pgm Out 1	BNC, orange coax	P – Video Input (right)
Pgm Out 3	BNC, red coax	L – Video A Out

Table 17: Connections for Component Q

Component R – Pair of Speakers – speaker inputs connect to Component A, Monitor L/R jacks