

# DGy Model 200 High Resolution Digital Recording System

## Quick Start Guide

### 1. INTRODUCTION

The DGy 200 is a high resolution digital image recording system for capturing, storing and replaying images at up to 1280x1024 pixel resolution. The system outputs from 1 to 50 frames per second, depending on the image resolution, chosen record frame rate and compression quality level.

The DGy can be controlled using a command line interface or a graphical interface. Both of these methods are described separately in this *Quick Start Guide*. The command line interface is supported by both the RS-232 interface and the Ethernet port. The Ethernet port also supports the graphical interface using a standard web browser to control all aspects of the DGy feature set.

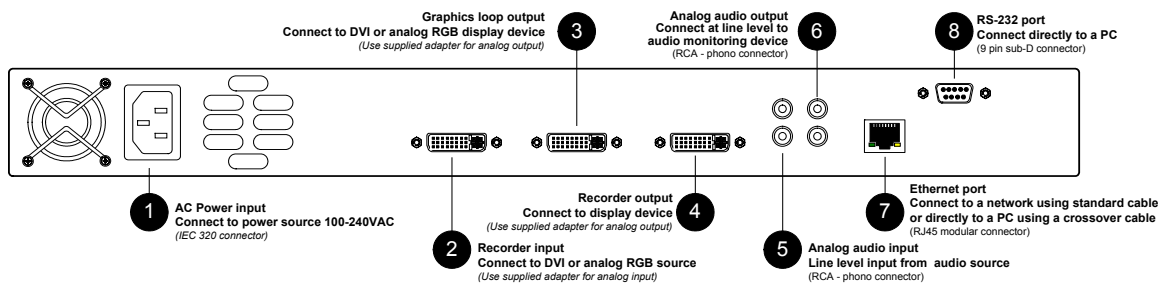
### 2. INSTALLATION

#### MECHANICAL MOUNTING

The DGy can be installed in a standard 19 inch rack, or used on a desktop. Before starting installation for rack mount installation, attach the supplied rack ears and rear mount rack supports. If you are using in a desktop situation, you may want to attach the self adhesive rubber feet before continuing with the installation.

#### ELECTRICAL CONNECTIONS

Use the numbered steps shown in **Figure 1** to connect up your DGy Model 200



**Figure 1. DGy Rear Panel**

- |  |  |
|--|--|
| <b>(1)</b> AC Power source 100-240 VAC nominal   | <b>(5)</b> Analog Stereo Audio Inputs (line level)   |
| <b>(2)</b> Recorder Input up to 1280x1024 resolution                                       | <b>(6)</b> Analog Stereo Audio Outputs (line level)  |
| <b>(3)</b> Loop through (use if you wish to pass the input signal to another destination)  | <b>(7)</b> 10/100BASE-T TCP/IP Ethernet port – use this for command line or graphical interface                        |
| <b>(4)</b> Recorder output – output format is the same as the format of the recorded image | <b>(8)</b> RS-232 serial control port. Use this for command line interface if you do not want to use the Ethernet port |

**Note:** Before turning on the power make sure that the device is connected to a reliable AC power source with a nominal voltage between 100 and 240 VAC. To protect your recordings in the event of loss of power is recommended that you use an un-interruptible power source (UPS). After making all connections, turn on the power switch located on the DGy front panel (see **Figure 2** )

## FRONT PANEL

A view of the DGy 200 front panel is shown in the following figure.

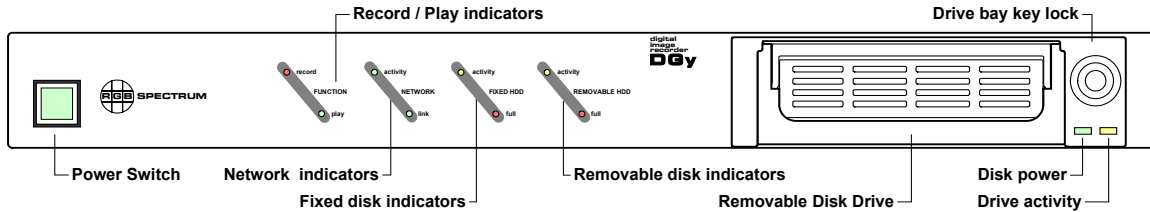


Figure 2. DGy Front Panel

The DGy is intended to be controlled remotely from an external device such as a PC. The front panel contains the power switch, removable disk drive and front panel indicators, showing record / play status as well as network and disk activity.

### Removable Disk Installation and Removal

The standard DGy is provided with a removable disk accessible from the front panel. The disk is locked into place to prevent accidental removal. A key (supplied with DGy) is required to lock and unlock the drive.

**WARNING:** The drive must not be removed while the DGy power is ON.

#### Disk Removal

If the DGy power is off then you may remove the drive using the following procedure:

- Unlock the drive using the key supplied
- Lift the handle on the front of the drive and pull gently to remove from the drive bay

If the DGy is turned on and power is applied, use the following procedure to remove the drive.

- Make sure that DGy is in the stop mode  
Look at the Record and Play indicators on the front panel to make sure the device is stopped
- Press the front panel power switch to turn off the unit  
Note that the power light will remain illuminated until DGy has completed the power down sequence (this takes about 5 seconds)
- Unlock the DGy removable drive using the key provided with the unit
- Lift the handle on the disk drive caddy and raise it to the horizontal position
- Pull gently on the drive and remove it from the drive bay

#### Disk Installation

- Make sure that DGy is turned off  
Confirm by looking at the front panel power switch and drive power light beneath the removable drive lock
- Insert the drive into the drive bay with the handle in the horizontal position
- When the drive is fully inserted into the bay push the handle down
- Lock the drive in place using the key supplied  
Note that if the drive is not locked in place, the disk will not function
- Press the power switch to turn on the power to DGy  
If the disk is installed correctly the disk power light (Figure 2) should be illuminated

### 3. OPERATING DGy FROM THE WEB CONTROL PANEL (WCP)

#### CONNECTING TO THE WCP

The DGy graphical interface is designed to work with a standard web browser. To access the DGy Web Control Panel (WCP) you will have to provide a connection from the DGy Ethernet port to your PC. This can be accomplished directly (peer to peer connection) or you can connect the DGy to your network. The set up for both of these situations is described separately in the following sections.

**Note:** Before you can access the DGy graphical interface from your PC, you must have version 2 of the Java virtual machine installed on your machine. This is a standard plug-in upgrade to your web browser and is easily installed. A copy of Java VM is provided on the CD ROM supplied with DGy or is available free of charge from Sun Microsystems at [www.java.com](http://www.java.com)

#### COMMUNICATING TO THE DGy USING THE ETHERNET PORT

When you use the WCP you will be using the widely used TCP/IP protocol. Each device on a TCP/IP network must have a unique address. DGy is configured in the factory with the default IP address 192.168.1.200. If this address is compatible with your network or PC you can use this address to control DGy without needing to change the address. However if you need to change the IP address you can do so using the serial port as described below.

##### Setting the DGy IP address

If you are using the DGy on a network, you will almost certainly need to change it to be compatible with your network. Consult with your IT systems administrator to obtain an IP address to be used for your DGy.

For simplicity this document describes a method using the serial port to read and reset the IP address. If you prefer to use the Ethernet port to do reset the IP address, please refer to the DGy Model 200 User Guide.

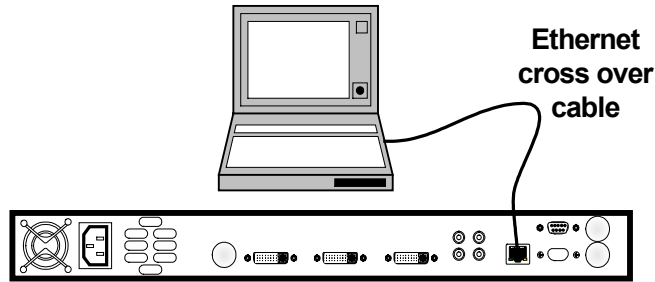
Use the following procedure to set the DGy IP address:

- Connect the DGy to your PC using a 9 pin serial cable  
If you are unsure about the setup please refer to the DGy Model 200 User Guide for more details
- Open Hyperterminal, Procomm or a similar serial terminal emulator on your PC
- Set the baud rate in your serial terminal to a baud rate of 115,200 baud, 8 data bits, 1 start bit, 1 stop bit, no parity and XON/XOFF flow control
- Press the enter key and you should see the DGy prompt on your terminal window
- Type the command **HELP** and press the ENTER key  
If you are connected correctly you DGy should respond with a list of ASCII commands
- Type the command **IPADDR** and press the ENTER key  
DGy should respond with the current IP address
- Type the command **IPADDR <newipaddress>** and press the ENTER key  
(where <newipaddress> is the new IP address that you wish to set for DGy)
- Type the command **IPADDR** and press the ENTER key  
DGy should respond with the new IP address

If you have any difficulties with this procedure, refer to the SETUP chapter in the DGy User Guide.

**Connecting to DGy directly from a PC**

Use an Ethernet 10/100 BASE-T RJ45 cross-over cable to connect from the DGy Ethernet port directly to your direct PC Ethernet port. Ethernet cross-over cables are readily available commercially.



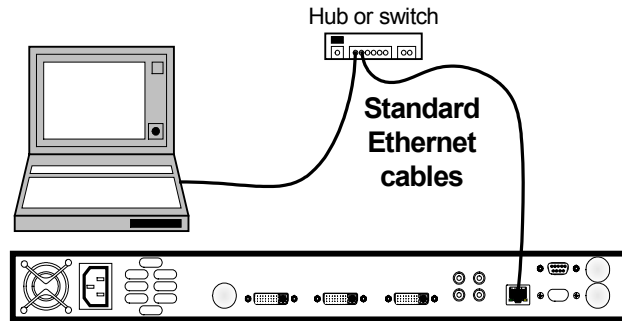
**Figure 3. Direct connection between DGy and PC (Ethernet)**

When you have connected the DGy and PC make sure that the DGy power is turned on and proceed to the section “Opening the DGy Web Control Panel” on page 5. If the electrical connection between your PC and the DGy is correct the “LINK” indicator on the DGy front panel will be illuminated. If it is not illuminated, check that the cable is of the correct type and properly connected.

**Connecting to DGy via a network**

Before putting DGy onto a network, it is likely that you will need to set up DGy with a new IP address that you will obtain from your system administrator. This step is necessary to avoid compatibility or conflict issues with other devices on the network. If you need to change the IP address please see “Setting the DGy IP address” earlier in this section.

Use a standard Ethernet 10/100 BASE-T cable to connect from the DGy Ethernet port directly to your network hub or switch.



**Figure 4. Connecting DGy to a network**

When you have connected the DGy and PC, make sure that the DGy power is turned on and proceed to the section “Opening the DGy Web Control Panel” on page 5. If the electrical connection between your PC and the DGy is correct, the “LINK” indicator on the DGy front panel will be illuminated. If it is not illuminated check that the cable is of the correct type and properly connected.

### Opening the DGy Web Control Panel

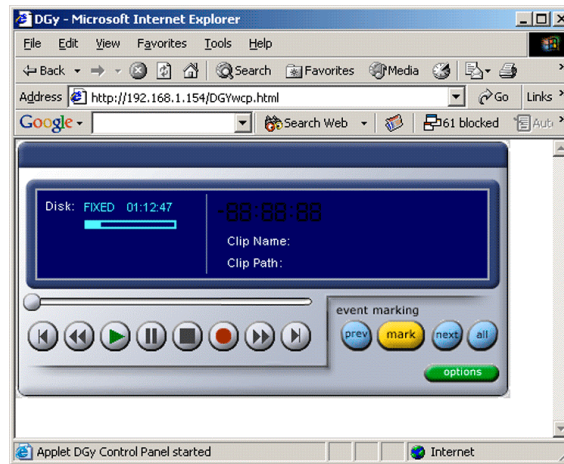
Use the following procedure to connect to the DGy Web Control panel (WCP) from a web browser:

- Launch a web browser from the PC you are using to connect to the DGy (the recommended browser is Microsoft Internet Explorer)
- In the browser address line, delete any address in the browser address box
- type `http://<ipaddress>`  
where `<ipaddress>` represents the IP address of your DGy. For example if your DGy IP address is 192.168.1.154, the browser window would look similar to Figure 5 below



**Figure 5. Example address entry in web browser address line**

- Click on the browser GO button  
After the page has loaded (up to 30 seconds) you should then see the WCP "Recorder Control" screen as shown in the figure below



**Figure 6. WCP Recorder Control Screen**

The WCP "Recorder Control" screen is configured as a recorder front panel with the basic record and play functions easily accessible.

### THE WCP "RECORDER CONTROL" SCREEN

When you have connected to the WCP, the "Recorder Control" screen should be displayed on your browser page. The function of each control is indicated in the following figure.

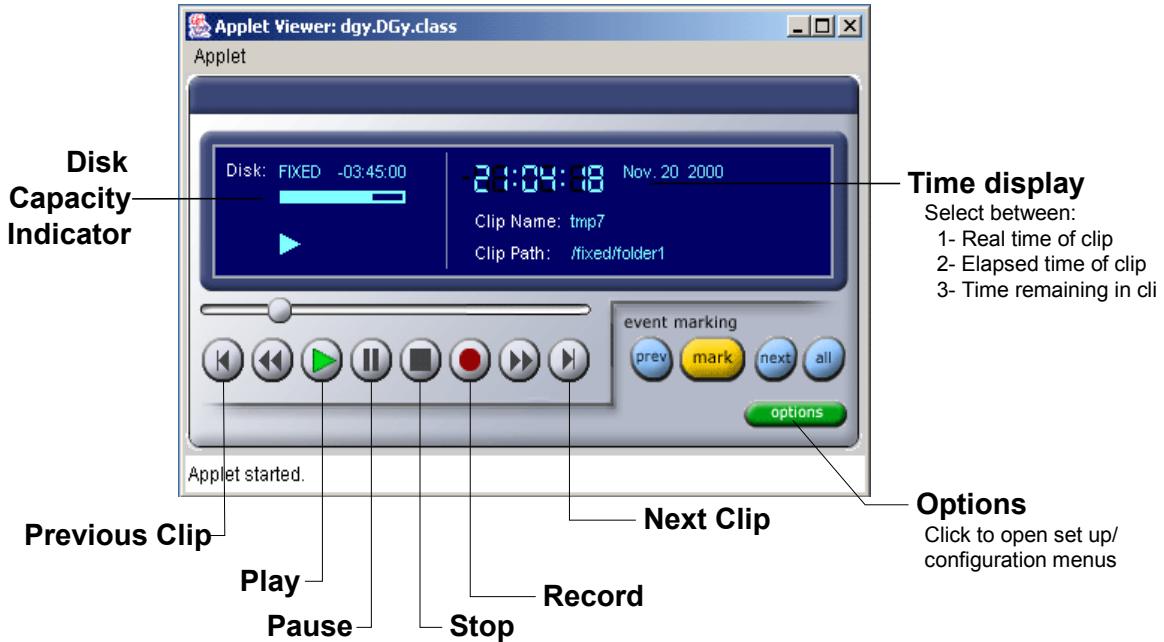


Figure 7. WCP Recorder Button Functions

### A QUICK PREVIEW

Operation of DGy from the WCP interface involves the familiar point and click style of operation. Simply point at the function button and click to execute the operation. Use the following procedure to record and playback your first clip. The following procedure assumes that you have made all the connections outlined in section 2 of this document, and are using an analog RGB input source, and an analog interface to your display device. If you intend to use a digital input or output, please proceed to the next section "Making a Recording" for information on how to select the input source and output type.

Use the following procedure to record and playback your first clip.

- Click on the Record Button  
 DGy will respond with a dialog box giving you the option of naming the clip

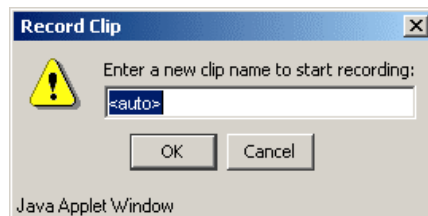


Figure 8. WCP Clip name dialog box

- Click the OK button and DGy will automatically assign a clip name and begin recording to the default path on the disk. The clip name will be reported in the clip dialog box in the upper right section of the WCP “Recorder Control” screen
- Confirm that you are recording by looking at the “Record” indicator on the DGy front panel
- When you wish to stop recording click on the Stop button  
DGy will cease recording and enter the stop mode (Note that until you enter the Stop state you will be unable to execute any other DGy commands other than Pause)

To replay the clip that you have just recorded use the following procedure:

- On the WCP “Recorder Control” screen click on the Play button  
DGy will automatically begin playback of the last clip recorded.
- DGy will automatically stop at the end of the last clip. If you wish to stop playback prior to the end of the clip click on the Stop button.

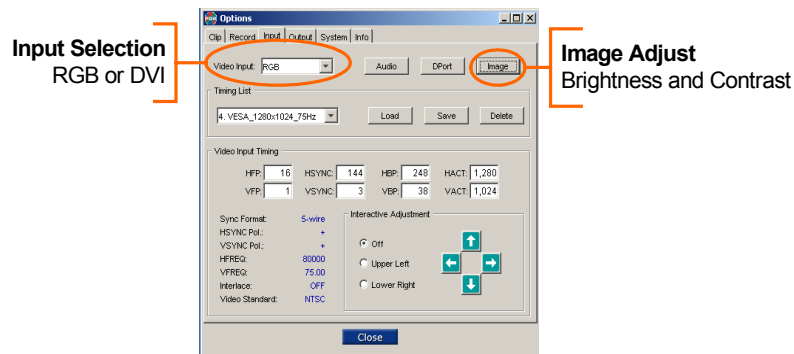
## SET UP

When you first power up the DGy Model 200 the initial settings used are the factory default values. The following list shows the default values of functions used in record and playback.

<b>IP Address:</b>	192.168.1.200	<b>Baud Rate</b>	115,200
<b>Input Signal Type:</b>	RGB Analog	<b>Output Signal Type:</b>	RGB Analog
<b>Record Frame Rate:</b>	Maximum	<b>Record Bit Rate:</b>	High
<b>Record Destination:</b>	Removable Disk		
<b>Brightness:</b>	0 (normal)	<b>Contrast:</b>	100 (normal)

If you wish to select different settings than the factory defaults provide, you should follow the instructions in this section, otherwise you may continue to the “Make a Recording” section.

To make changes to the DGy set-up you will need to access the Options menu. Click on the Options button at the lower right of the DGy control panel (Figure 7).



**Figure 9. WCP Options/Input Page**

Settings for the input signal type and image adjust menus are accessed from the Options / Input Page. After opening the Options menus, click on the Input tab to select the Input page shown in Figure 9 above.

### Select Input Type

Use the “Video Input” drop down box shown in Figure 9 to select either RGB or DVI input types.

### Adjust Brightness and Contrast

Click on the “Image” button (Figure 9) to open the Image Adjust menu. Adjust the Brightness and Contrast sliders to set the levels that you require.

### Set Record Quality Parameters

The input image to DGy is compressed in real time to reduce the amount of data bandwidth required. You can control the data bandwidth requirements by changing the frame rate that you record or adjusting the amount of compression. Use the Options/Record page of the WCP to set these parameters.

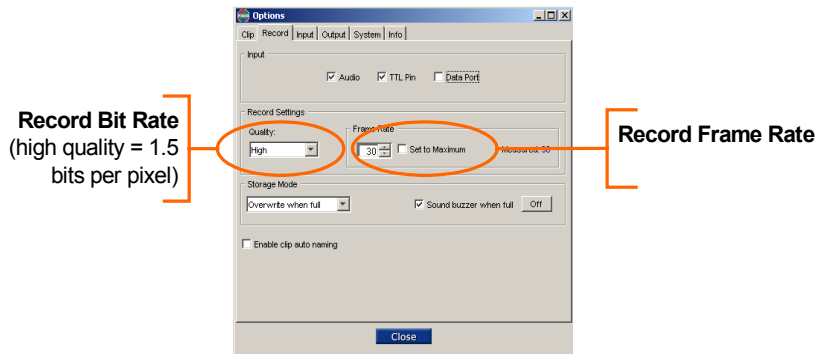


Figure 10. WCP Options/Record Page

#### *Settings for Images with high resolution and low motion*

If you have a high resolution image with only modest motion you can set the record parameters to provide high image quality (low compression ratio) and a low frame rate. Use the drop down “Quality” box to set the required quality level. If the frame rate is not critical to you it is recommended that you click on the “Set to Maximum” entry on the Record Page. DGy will then calculate the maximum frame rate that will work with the selected quality level.

#### *Settings for Images with high motion and lower resolution*

If you are particularly interested in recording at a higher frame rate, you can do so by reducing the quality level. Set the frame rate required using the Frame Rate spin box and then use the drop down “Quality” selector to select a lower quality level.

### Select Output Type

From the Options/Output page of the WCP select either RGB or DVI output type (Figure 11).

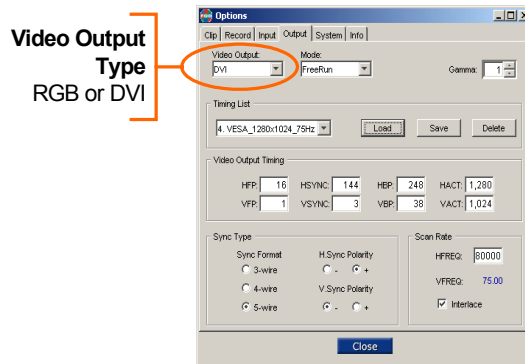


Figure 11. WCP Options/Output Page

### RECORDING

After you have set up your recording source and recording parameters, you are ready to make a recording. In the following procedure you will start a recording from the Stop state, record for a while and enter the record pause state, resume the recording and finally stop.

- Make sure that DGy is in the STOP state (click on the Stop button if you are not sure)
- Click on the WCP Record button  
The Record Clip dialog box should appear as shown in the figure below

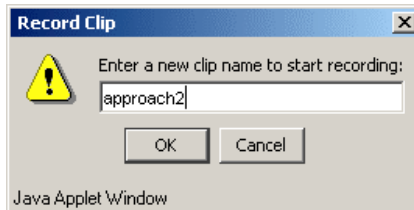


Figure 12. WCP Clip name entry

- Enter the desired clip name into the dialog box (approach2 in the example above)  
Make sure that you use the underscore character in place of a space
- Click OK  
The recording will begin using the settings you made in the set up section. The clip will be named approach2 (or whatever you entered in the previous step)
- Continue recording for a short while so that you will be able to identify the point at which we will pause the recording
- Click on the Pause button  
Pause for a few seconds so that you can separate and identify the different sections within the clip during playback
- Click on the Record button to re-start the recording
- Click on the Stop button to stop recording and close the clip  
Note that the only functions that can be used in the record mode are the Stop, Pause and Record buttons

**PLAYBACK**

After you have made several recordings you can try some more of the advanced playback features such as searching for and playing back specific clips.

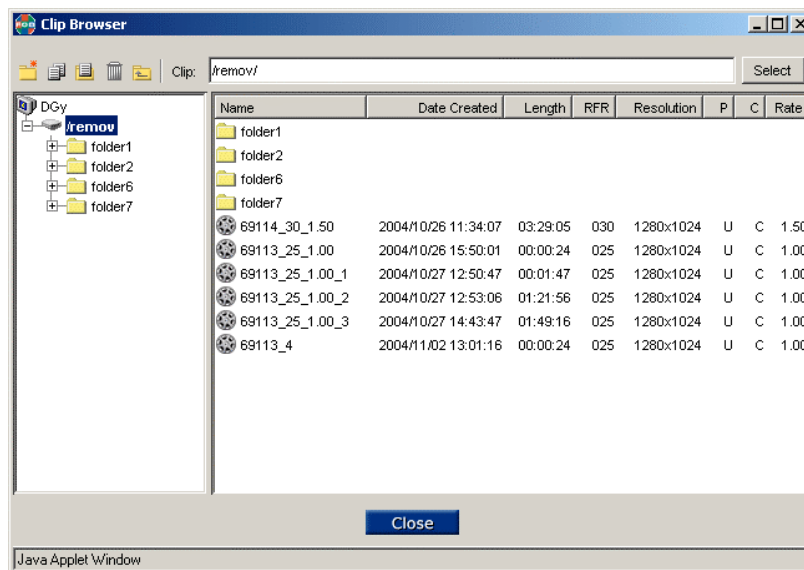
**Selecting a clip**

- Make sure that DGy is in the Stop state (click on the Stop button if you are not sure)
- Double click on the "Clip Name" in the top part of the WCP player screen  
This will launch the clip browser shown in Figure 14



**Figure 13. WCP Clip window**

- Double click on the desired disk drive in the left hand pane of the WCP clip browser window (See Figure 14 below).



**Figure 14. WCP Clip browser**

- In the right hand pane of the Clip Browser, locate the clip that you wish to play back
- Double click on the clip or click on the clip to highlight and then click on the Select button (upper right hand corner of the Clip Browser window)  
The clip will be selected and appear in the current clip name section of the WCP player (see Figure 13)

### Playing the next clip

By using the Next Clip button you can select the clip following the currently selected clip. The next clip is the one that was recorded after the currently selected clip. Note that the next clip can be selected while in Stop, Play or Pause.

#### *Example*

Select a new clip while playing back a clip.

- Click on the Play button to begin playback of the selected clip
- While the clip is playing, click on the Next Clip button  
DGy will immediately terminate playback of the current clip and will cue to the beginning of the next clip and halt.
- Click on the Play button and the next clip will play to the end of the clip

### Playing the previous clip

By using the Previous Clip button you can select the clip preceding the currently selected clip. The previous clip is the one that was recorded immediately before the currently selected clip. This feature works in the same way as the next clip playback described in the previous section. This next example applies to the previous clip playback, but also applies to Next clip (using the Next Clip button).

#### *Example*

Select a new clip from Stop.

- Click on the Stop button if the DGy is not already in the Stop state
- Click on the Previous clip button  
DGy will automatically load the previous clip and stay in the Stop state
- Click on the Play button  
DGy will play the Previous clip to the end of the clip and automatically stop

### Playback pause

You may use the pause function in playback using the following procedure

- If DGy is not playing a clip then select the clip and click on the Play button
- Click on the Pause button  
The DGy front panel Play indicator should remain lit, but playback should pause
- Click on the Play button to continue playback  
DGy will continue to play to the end of the clip (unless Stop or Pause are activated)

## **4. OPERATING DGy FROM THE COMMAND LINE INTERFACE**

This section describes control of the DGy using the command line interface from both the serial port and the Ethernet port.

The DGy supports a command line interface using a proprietary ASCII control protocol. This is useful for both controlling the product manually, or using a third party controller. Details of the complete command set are provided in the DGy Model 200 User Guide.

### **COMMUNICATING TO THE DGy USING THE SERIAL PORT**

Make sure that you have connected the DGy to your PC using the correct cable. If you are unsure about the setup please refer to the DGy User Guide for more details.

The DGy supports a range of baud rates from 1200 baud to 115.2 kbaud. When you power up the unit for the first time, the unit will be set to the factory default of 115,200 baud. To communicate to the DGy, first ensure that the controlling host computer or ASCII terminal is set for 115,200 baud, 8 data bits, 1 start bit, 1 stop bit, no parity and X-ON / X-OFF flow control (the DGy default communications parameters). If you wish to change the baud rate please see later in this section.

After the terminal is set up appropriately, type the command **HELP** from the terminal. The DGy will respond with a list of available commands. A complete description of the commands will be found in the DGy User Guide.

Changing the DGy baud rate involves issuing a serial command, so you must first set the terminal to the current baud rate of the DGy. It is important to start out by setting your terminal (or terminal emulator) to the default communication parameters above.

### **COMMUNICATING TO THE DGy USING THE ETHERNET PORT**

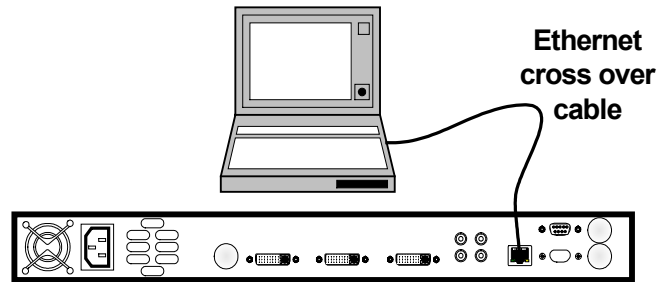
The DGy supports command line operation from the Ethernet port using a Telnet client / server architecture. This provides access to the DGy features in a similar way to the serial port. An Ethernet connection has the advantages of offering both a higher communication speed and access over a network.

DGy is equipped with an internal Telnet server which is accessed using the port number 8000. To communicate from an external device you will need to have a Telnet client. The client is a simple software application that is typically provided as a standard item of any computer using the popular TCP/IP network protocols.

Each device on a TCP/IP network must have a unique address. DGy is shipped with a default IP address to allow you to connect to the machine from the Ethernet port. If you are intending to put the device onto a network you will have to obtain a new address from your system administrator and change the DGy address from its' default address.

### Connecting to DGy directly from a PC

When you are making a direct connection from your PC Ethernet port to the DGy Ethernet port you will have to use an Ethernet cross over cable. These are readily available commercially.

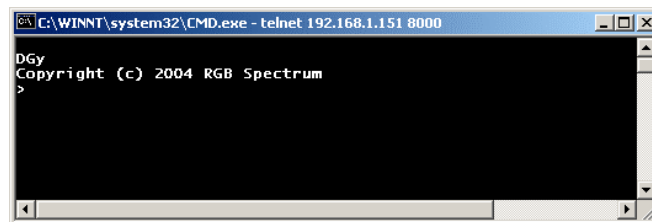


**Figure 15. Direct connection between DGy and PC (Ethernet)**

Use the following procedure to set up communications using a Telnet session.

- On your PC, launch a command window by clicking **Start > Run**.
- In the Run dialog box type **cmd** and click **OK**  
This will open a command window.
- In the command window type **telnet <ipaddress> 8000**  
Where <ipaddress> represents the current IP address or your DGy (8000 is the port number for the telnet server). Note that the default IP address for DGy is 192.168.1.200

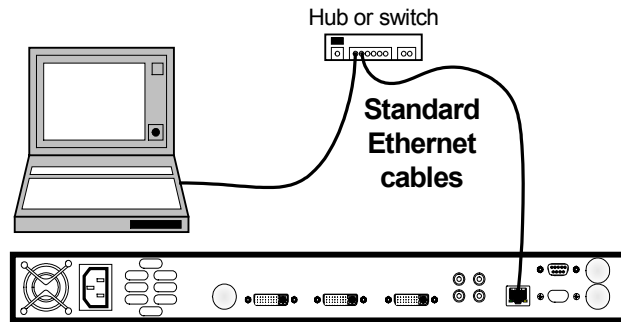
If the connection is working correctly you will see a window as shown in Figure 16. If you have any difficulties please refer to the DGy Model 200 User Guide.



**Figure 16. DGy Telnet start up screen**

### Connecting to DGy via a network

It is important that each device on the network has a unique address of the type supported by your specific network. DGy is delivered with the default address 192.168.1.200. If this not compatible with your network, then the address should be changed prior to connecting the DGy to the network. Use a standard Ethernet cable between DGy to the network connection. A simple way to change the DGy IP address is by using the **IPADDR** command from the serial port. For more information refer to the DGy User Guide.



**Figure 17. Connecting DGy to a network**

Use the following procedure to set up communications using a Telnet session.

- On your PC, launch a command window by clicking **Start > Run**.
- In the Run dialog box type **cmd** and click **OK**  
This will open a command window.
- In the command window type **telnet <ipaddress> 8000**  
Where <ipaddress> represents the current IP address or your DGy (8000 is the port number for the telnet server).

If the connection is working correctly you will see a window as shown in Figure 16. If you have any difficulties please refer to the User Guide.

## GETTING STARTED

Operation of DGy from the command line interface typically involves issuing commands with an associated parameter. The command names can be typed in full or in an abbreviated form which is shown in the DGy User Guide and **HELP** list. In the following section, the abbreviated form of a command is indicated by capitalization of the characters in the full command name. For example, the abbreviated form of the command **RECORD** is **REC**.

After you have established communication with DGy and have connected all the signals, you are ready to try recording and playback. Before recording, ensure that you have a valid signal connected to the record input connector (Figure 1). When DGy is in the Stop or Record mode, the record input signal is displayed on the DGy output connector. Confirm that you have a valid input signal by viewing the display device connected to the output connector.

Use the following procedure to record and playback your first clip.

- From the command line type the command: **REC**  
DGy will automatically assign a clip name and begin recording
- Confirm that you are recording by looking at the "Record" indicator on the DGy front panel  
You should also see the input signal displayed on the DGy output
- When you wish to stop recording type the command **STOP**  
DGy will cease recording and enter the stop state. Note that when in Record, the only valid functions are Stop and Pause

To replay the clip that you have just recorded use the following procedure:

- From the command line type the command: **PLAY**  
DGy will automatically begin playback of the last clip recorded
- DGy will automatically stop at the end of the last clip. If you wish to stop playback prior to the end of the clip type the command: **STOP**

## MAKE A RECORDING

Now that you have tried a simple recording you can use some of the more advanced record features. For example, you can set the record frame rate and also name a clip prior to beginning the recording.

### Setting the record frame rate

The amount of storage required for a given length of record time is dependent upon the input resolution, recorded frame rate and the amount of compression. If there is only limited motion in your image, you may choose to record at a slower rate. This will allow recording at a lower level of compression, optimizing the quality of the image for a given amount of storage.

Be sure you set the record rate prior to beginning the recording.

#### EXAMPLE

Set the record frame rate to 15 frames per second.

- From the command line type the command **RECFR 15**

### Setting the Image Quality level

If you lowered the frame rate to support images with limited motion and would like to improve the quality of the images, you can set the record quality by setting the "record bit rate". Be sure to set the record bit rate prior to beginning the recording.

The following table provides a relationship between quality levels and the record bit rate setting.

Image Quality	Bits per Pixel
Super High	2.0
High	1.5
Medium	1.0
Low	0.7

#### EXAMPLE

Set the record bit rate to 1.5 bits per pixel

- From the command line type the command **RECBR 1.5**

### Setting a clip name

When you start a recording, a clip name is automatically generated based on the actual record start time. If you prefer you can manually name the clip prior to starting the recording. The clip name can be up to eighty characters in length and can include any alphabetical and numeric characters (some punctuation characters are reserved). Use the underscore character "\_" in place of the space character.

**Note:** Clip names are case sensitive so that the names "Test1" and "test1" are viewed as being different clip names.

#### EXAMPLE

Record a clip using the name "approach2"

- From the command line type the command **REC approach2**  
The recording will start as normal but the clip will use the name "approach2"

### Using the Pause function during record

The Pause function works in both record and playback modes. If you are in the Record mode and execute a Pause command, the recording will halt, but DGy will not create a new clip when the recording is restarted.

#### EXAMPLE

Halt a recording and restart using the same clip name

- From the command line type the command: **REC**  
DGy will automatically assign a clip name and begin recording
- Confirm that you are recording by looking at the record light on the DGy front panel
- When you wish to pause the recording type the command **PAUSE**  
DGy will cease recording and enter the Pause state
- Confirm that you are in the record pause mode by typing **MSTAT**  
DGy should respond with the status message "recpause"
- To restart recording type the command **REC**

### Image Adjustments

DGy provides the ability to adjust the brightness and contrast of the analog RGB input signal. This adjustment is applied to the signal before it is recorded to the disk.

Note that you can apply Image adjustments to analog RGB input only (not DVI).

## PLAYBACK A RECORDING

Now that you have tried a simple playback you can use some of the more advanced playback features. For example you can view a list of previously recorded clips and select one to play.

### Viewing the clip list

If you issue the playback command without specifying the name of the clip to play, DGy will play the last recorded track. To select a particular clip you need to specify the clip from the list of clips currently on the disk. The command **LiStCLIPs** provides details about all clips or a specific clip as shown in the following examples.

#### EXAMPLE

To view the complete list of clips use the following procedure:

- From the command line type the command: **PWD**  
DGy will respond with the name of the current directory. This step is only required if you are not sure that you are in the directory that you recorded your files to.
- If you need to change to a different directory then type the command **CD <dirname>** where <dirname> is the name of the directory that you wish to move to.
- Type the command: **LSCLIP**  
DGy will return a list of the clips recorded on the current directory.  
The list will contain the clip name, time at start of recording (real time time-stamp) and recording length.

If you only want to find the details about a single clip, the same command can be used to provide details about the specific clip as shown in the following example.

#### EXAMPLE

To show the details about a clip named "approach2" use the following procedure:

- From the command line type the command: **LSCLIP approach2**  
DGy will return information about the clip name, the time at start of recording (real time time-stamp) and recording length.

The **LSCLIP** command can also be used to search for specific clips using the Unix style wild cards. If you have named your clips in a consistent manner, this provides an easy way to group specific clips together. For example if you had a number of clips called "approach1", "approach2", "approach5", "final1", "final2", you can use the following procedures to search for these clips quickly.

**EXAMPLE**

To find clips starting with name “final”, use the following procedure:

- From the command line type the command: **LSCLIP** final\*  
DGy will return information about all clips beginning with the name “final”.

**Playing a specific clip**

If you issue the play command without providing a name, the DGy will play the last recorded clip. If you want to play a specific clip you will use the same **PLAY** command but add the name of the clip that you wish to playback.

**EXAMPLE**

To play the clip named “final1” use the following procedure:

- From the command line type the command: **PLAY** final1  
If the clip exists, DGy will automatically play clip “final1” and halt at the end of the clip.

**Playing a sequence of clips**

It is possible to play a sequence of up to twelve clips back to back from a play list. The list is created as part of the Play command as shown in the following example:

*Example*

Play a sequence of clips in the following order. Test1, Test2, Clip10, Test3.

From the command line type the command: **PLAY Test1 Test2 Clip10 Test3**

**(NOTE:** Separate each clip name with a space. Do not use commas or semi-colons.)

DGy will commence playback starting with “Test1” and continuing to “Test2”, “Clip10” and finally “Test3”. DGy will stop at the end of the clip “Test3”.

**Playing the next clip**

If you have a sequence of clips, you can instruct DGy to play the next clip by using the **NextCLIP** command. Note that the clip name is not used in deciding which is the next clip to play. The next clip is the clip with a time stamp immediately after the current clip.

**EXAMPLE**

To play the next clip:

- From the command line type the command: **NCLIP**  
DGy will stop playing the current clip, move to the next clip and enter the Pause mode.
- Type the command **PLAY**  
The **PLAY** command takes DGy out of pause and plays to the end of the clip.

**Playing the previous clip**

By using the **PrevCLIP** command you can instruct DGy to play the previous clip.

**EXAMPLE**

To play the previous clip:

- From the command line type the command: **PrevCLIP**  
DGy will stop playing the current clip, move to the clip preceding the current clip and enter the Pause mode.
- Type the command **PLAY**  
The **PLAY** command takes DGy out of pause and plays to the end of the clip.

**Using the Pause function during playback**

The Pause function works in both record and playback modes. If you are in the Play mode and execute a Pause command, playback will halt immediately. Playback will continue in response to a **PLAY** command.

**EXAMPLE**

Temporarily halt playback

- From the command line type the command: **PLAY**  
DGy will play the last recorded clip, or specified clip if you added that to the **PLAY** command
- Confirm that you are in playback by looking at the play indicator on the DGy front panel
- When you wish to pause playback type the command **PAUSE**  
DGy will halt playback and enter the Pause mode
- Confirm that you are in the play pause mode by typing **MSTAT**  
DGy should respond with the status message "playpause"
- To restart playback, type the command **PLAY**