

Semper 6 Command Reference

snap

The options **pll/crystal** allow you to specify an external or internal sync source. If you specify **pll**, the framestore uses its *phase locked loop* with an external sync source as the source. If you specify **crystal**, the framestore uses its own internal crystal as the sync source.

Notes

see also: **live, video**

Defaults and Ranges

keys/options	defaults	range
partition	current display partition, held in the variable <i>display</i>	valid partition number
ilut	<i>none</i>	valid input look-up table number
channel	<i>none</i>	channel 1 or 2, if <i>Metabyte MV1</i> , channel 1, 2, 3 or 4
mask	<i>none</i>	integer in the range 0 to 255
izoom	1	1 or 2
gain	<i>none</i>	integer in the range 0 to 15 if <i>Metabyte MV1</i> , gain factors of 0.5, 1.0, 1.5 and 2.0
offset	<i>none</i>	integer in the range 0 to 15 if <i>Metabyte MV1</i> , integer in the range 0 to 255
roffset	<i>none</i>	integer in the range 0 to 255
goffset	<i>none</i>	integer in the range 0 to 255
boffset	<i>none</i>	integer in the range 0 to 255
preset	uses actual black/white pixel values for scaling	
pll/crystal	uses internal sync source (<i>crystal</i>)	