

Universal time code...



...with VHS control

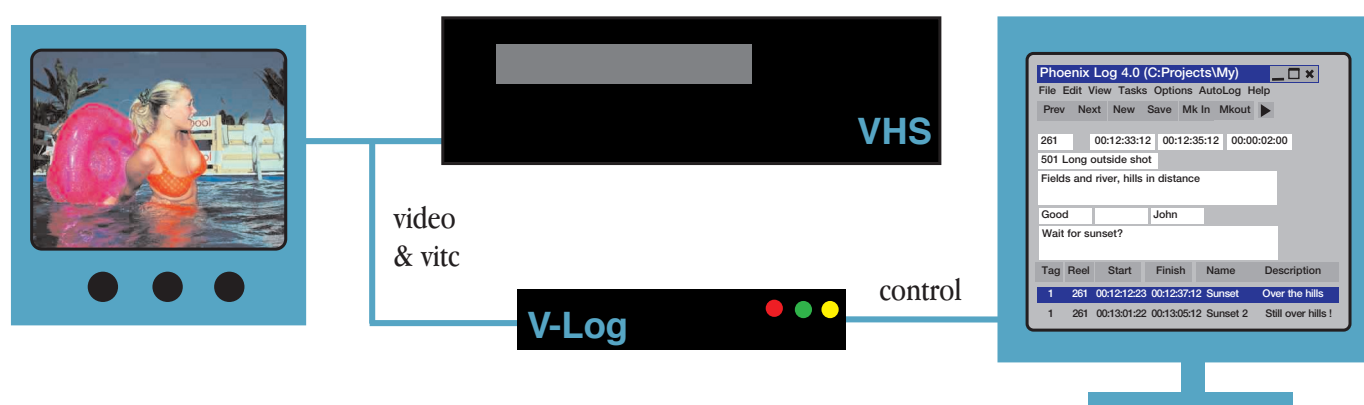
The cost-saving time code reader that lets you generate EDLs from VHS machines rather than expensive broadcast players

- Full VHS transport control without modification or cabling
- Lightweight slimline design and low power consumption
- In-vision time code display, variable size and position
- Reads and inserts VITC and LTC
- Free-run time code generation
- Dual standard PAL/NTSC

Rear view of V-Log



V-Log is a universal time code tool for use in all areas of tape logging. It contains all the functions necessary for effective time code management, including the reading, generation and insertion of LTC and VITC in both PAL and NTSC. In addition to these essential capabilities, V-Log possesses the unique ability to control domestic and industrial VHS machines, and the diagram below shows just why this is such a useful feature.



Many people prefer to log their rushes after the shoot, but you have to be absolutely sure that the machine you use isn't going to damage the source tapes. The alternative is to dub to VHS and use these tapes as logging material. However, this can be a time-consuming and inaccurate business, since domestic VHS machines have no RS-422 interface, and hence no transport control.

V-Log is designed to provide a simple and efficient way of controlling a VHS machine while you're logging. Using Phoenix Log software, you can then create your own edit lists by simulating RS-422 control of a VHS machine via the infrared control port. All VHS transport functions are available, including search-to-cue, and V-Log is able to control a wide range of VHS models.

Phoenix Log can export the results of your logging sessions to any current EDL format, thus reducing your digitising time and your costs, and a single V-Log/Phoenix combination allows you to replace a broadcast player with a VHS machine. V-Log is supplied complete with universal power supply and a full cable set for immediate connection. How does it work? Just ask for a demonstration!