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Subject: ULN-8 3D & MH Console - SMPTE SUPPORT

Posted by [dogear](#) on Sat, 20 Apr 2019 18:59:51 GMT

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I have a lot of Sony 1630 CD production masters and DAT tapes that have SMPTE time code. These source tapes are either 44.1kHz or 48kHz @ 16 bit. I need to transfer these using my 3D ULN-8 with MH Console while retaining the original SMPTE time stamps in the .bwf audio file header. It looks like the recording console is not supporting incoming time code via the ULN-8 SMPTE input. Am I missing something... is there currently a way to do this with the 3D hardware/software? If not, any idea when SMPTE capture might be implemented? Any feedback is appreciated.

ULN-8 3D fw 6.0.73

MHLink 2.0.46 via Ethernet Dedicated Gigabit Nic

MH Console 6.0.0

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Subject: Re: ULN-8 3D & MH Console - SMPTE SUPPORT

Posted by [bj](#) on Mon, 22 Apr 2019 20:03:36 GMT

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Yes, it is already implemented in 3d.

Connect your SMPTE LTC source to an input channel (it can be any analog channel, or it could be the SMPTE input channel).

Ensure that you have a strip in the mixer (muted) that is has the SMPTE input channel as the input for the strip; also ensure that it is routed to the host.

(optionally) record-enable the SMPTE strip - that will get you a recording of the SMTPE LTC that is aligned with the audio in your other files (this is not required)

In the hamburger menu for the the RP, Select the "Set SMPTE LTC Source Channel" command; then select the input source that has the SMPTE TC.

Now, whenever the TC is rolling, the SMPTE readout will show you the TC decoded from the LTC.

If your record file-type is BWF, the SMPTE TS at the start of recording will be used as the BWF timestamp.

If you encounter problems with this, let us know. We have tested this against the current build (pb6) and it works as expected here...

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Subject: Re: ULN-8 3D & MH Console - SMPTE SUPPORT

Posted by [dogear](#) on Tue, 23 Apr 2019 14:38:41 GMT

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Thank you for the quick reply. I will test again and let you know my results, ASAP.

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Subject: Re: ULN-8 3D & MH Console - SMPTE SUPPORT

Posted by [dogear](#) on Mon, 29 Apr 2019 22:21:48 GMT

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I tested the SMPTE timestamp and it's working. Thanks for your help!

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Subject: Re: ULN-8 3D & MH Console - SMPTE SUPPORT

Posted by [quintusii](#) on Fri, 10 Jan 2020 12:34:24 GMT

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Is there any way to get the Timecode received by the ULN to any other application via MTC?

Is this a planned feature?

Thanks

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Subject: Re: ULN-8 3D & MH Console - SMPTE SUPPORT

Posted by [bj](#) on Mon, 13 Jan 2020 17:23:55 GMT

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You can use a third party app; for example:

<https://figure53.com/lockstep/>

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