



Broadcast Products Technical Bulletin 20-2012-033

DATE: **May 7, 2012**SUBJECT: **SOFTWARE UPGRADE—BVM-E170 AND BVM-E250
V1.20; BKM-16R V1.70**MODEL: **BVM-E170
BVM-E250
BKM-16R**SERIAL NO: **ALL****DESCRIPTION**

New software is available:

BVM-E170	V1.20
BVM-E250	V1.20
BKM-16R	V1.70

NOTE:

- To use new V1.20 functions, BKM-16R software must be upgraded to V1.70.
- The following data are also upgraded with V1.20:

Data	Version
FPGA1	V660
DisplayPort	V84

SOFTWARE REQUIRED

Part No.	Description	Qty.
BVMEV0120	BVM-E170 Software V1.20 BVM-E250 Software V1.20 BKM-16R Software V1.70	1

ORDERING INFORMATION

To order upgrades, contact:

Sony SoftwarePLUS®
(800) 538-7550www.sony.com/softwareplus**NOTE:** The software is available by download only from the SoftwarePLUS website above.**NEW FUNCTIONS**

- UserLUT and ASC-CDL data files created with third-party PC software can be used by the monitor via the BKM-16R memory stick slot. As a result, color and other setting changes in the data files can be implemented as desired.
- Function key assignments for BKM-16R can be listed using the Enter key.

NOTE: This function is not supported in BVM-L or PVM-L series monitors.

DPMO12-013

- ECO mode is added for noting the current level of power consumption with the ECO LED.
- DisplayPort firmware can be upgraded from BKM-16R.

PROGRAM IMPROVEMENTS

- Cursor operation for selecting menus is now the same as for other monitors, such as PVM and LMD series monitors.
- Processing errors are corrected for the following inputs:
 - BKM-250TG: 3G-SDI/Dual-Link HD-SDI 4:4:4 12-bit
 - Standard SDI: 3G-SDI 4:4:4 12-bit
- DisplayPort firmware is upgraded to:
 - Support VESA DisplayPort compliance testing, and
 - Improve stability when the signal is switched.

UPGRADE PROCEDURE

NOTE:

- BKM-16R software must already be upgraded to V1.60 or higher. Refer to technical bulletin 30-2011-101.
 - Refer to the operation manual, Operations > Upgrading the Monitor and Controller.
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Prepare Software

1. Unzip the software file:
 - BVME_Ver12.zip
 - All directories and files are automatically created in an MSSONY folder.
2. Copy the MSSONY folder to the root directory of a Memory Stick PRO or Memory Stick PRO Duo with 8 GB capacity or less.

NOTE:

- If a Memory Stick PRO Duo is used, an adapter is not necessary.
 - If a memory stick other than a Memory Stick PRO is used, the upgrade may fail.
 - When formatting the memory stick, use a unit and application that supports the memory stick. If the memory stick is formatted using Windows Explorer, the upgrade may fail.
3. Double-click each checksum batch file in Table 1 to confirm that all data were successfully copied to the MSSONY folder in the root directory of the memory stick.

"Success" is displayed when data are copied correctly.

"Error" is displayed when data are copied incorrectly.

NOTE: The MSSONY directory contains all files required for upgrading BVM-E250 and BVM-E170. The files are specially configured and should not be reconfigured.

Table 1

Model	Software File
BVM-E250	/MSSONY/MONITOR/BVM_E/UPDATES/SOFT/ BVM_E250/checksum_soft.bat
	/MSSONY/MONITOR/BVM_E/UPDATES/KERNEL/ BVM_E250/checksum_kernel.bat
	/MSSONY/MONITOR/BVM_E/UPDATES/FPGA/ BVM_E250/checksum_fpga.bat
	/MSSONY/MONITOR/BVM_E/UPDATES/DP/ BVM_E250/checksum_dp.bat
BVM-E170	/MSSONY/MONITOR/BVM_E/UPDATES/SOFT/ BVM_E170/checksum_soft.bat
	/MSSONY/MONITOR/BVM_E/UPDATES/KERNEL/ BVM_E170/checksum_kernel.bat
	/MSSONY/MONITOR/BVM_E/UPDATES/FPGA/ BVM_E170/checksum_fpga.bat
	/MSSONY/MONITOR/BVM_E/UPDATES/DP/ BVM_E170/checksum_dp.bat
BKM-16R	/MSSONY/MONITOR/BVM_L/UPDATES/SOFT/ BKM_16R/checksum_soft.bat
	/MSSONY/MONITOR/BVM_L/UPDATES/KERNEL/ BKM_16R/checksum_kernel.bat

Upgrade Monitor Software

NOTE: Software must be upgraded from the following previous versions:

BVM-E250 and BVM-E170

Software	V1.10	→	V1.20
Kernal	V1.03	→	V1.03
FPGA			
FPGA1	V640	→	V660
FPGA2	V620	→	V620
FPGA_CORE	V34	→	V34
DisplayPort	V82	→	V84

NOTE: If the monitor is exfactoryed with software V1.0x, DisplayPort firmware is V82; if exfactoryed with V1.10, firmware is V84.

CAUTION:

- NEVER turn power OFF during the upgrade!!!
- DO NOT touch the power switch of BKM-16R during the upgrade.

1. Insert the memory stick into the memory stick slot of the controller.
2. Select the System Configuration > Monitor Upgrade menu.

3. Enter the following password, and press ENTER:

Password: **9999**

The Monitor Upgrade screen is displayed, and the current version is indicated.

4. Select the appropriate item to upgrade from the choices provided, upgrading in the following order only:

Software Upgrade

Kernel Upgrade

FPGA Upgrade

DisplayPort Upgrade

NOTE: After approximately ten seconds, former and new versions are displayed, and a confirmation message appears.

If you are not sure what needs to be upgraded, upgrade all versions starting with the Software Upgrade. If any one version is not correct, operation problems may occur.

5. Press ENTER.

Upgrading starts, and "In progress ■" is displayed. The progress bars flash during the upgrade and may stop flashing during the upgrade, but data are being upgraded correctly.

Approximate upgrade times are as follows:

Software 8 minutes

Kernel 2 minutes

FPGA 3 minutes

DisplayPort 2 minutes

When the upgrade is complete, the display on the screen disappears, the system restarts, then the previous screen is displayed.

6. If Kernel, FPGA, and DisplayPort need to be upgraded, return to step 2, and select the appropriate item in step 4, following the correct upgrade order.

Upgrade BKM-16R Controller Software

NOTE: Software must be upgraded from the following previous versions:

BKM-16R

Software V1.60 → V1.70

Kernal V1.22 → V1.22

CAUTION:

- NEVER turn power OFF during the upgrade!!!
 - Function key assignments on BKM-16R are retained.
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1. Confirm that the BKM-16R LED is lit. If not, select:

Controller > Monitor ID Display > ON

2. Select the Controller > Controller Upgrade menu.

3. Enter the following password, and press ENTER:

Password: **9999**

The Controller Upgrade screen is displayed, and the current version is indicated.

4. Select the appropriate item to upgrade from the choices provided, upgrading in the following order only:

Software Upgrade

Kernel Upgrade

NOTE: After approximately ten seconds, former and new versions are displayed, and a confirmation message appears.

5. Press ENTER.

Upgrading starts, and the dot indicator lights, moving from left to right in the display window of the controller. The dot may stop during the upgrade, but data are being upgraded correctly.

When the upgrade is finished, the system restarts. The network between the monitor and controller is reconnected, and you can operate the controller.

6. If Kernel needs to be upgraded, return to step 2, and select Kernel Upgrade in step 4.

CONFIRMATION

1. Select the System Status > Software Version menu.
2. Confirm monitor data are upgraded to the new versions in Table 2.
3. Select System Status > Controller Status.
4. Confirm BKM-16R controller data are upgraded to the new versions in Table 2.

NOTE: Versions new for this upgrade are indicated in red.

Table 2. Upgraded Versions

Model	Data	Former Version	New Version
BVM-E250 BVM-E170	Software	V1.10	V1.20
	Kernel	V1.03	V1.03
	FPGA1	V650	V660
	FPGA2	V620	V620
	FPGA_CORE	V34	V34
	DisplayPort	V82	V84
BKM-16R	Software	V1.60	V1.70
	Kernel	V1.22	V1.22

OPERATIONS NOTES

Memory Stick

Use of the Memory Stick PRO is strongly recommended when capturing or saving setup data.

Picture & Picture Function

- Input signals to Input 1 and Input 2 of a single input adapter cannot be displayed with Picture & Picture. In cases where both signals A and B use the signals supplied from the input adapter, install two or more input adapters.
- When using the Wipe or Blending function, Genlock operation is required. With either signal A or B for capture data, Genlock operation is not required.
- When using the Wipe, Blending, or Butterfly function, use signals with the same signal system and signal format. Compare the signals using Native Scan mode.

In cases where a comparison between different signal systems or signal formats is performed, this function may not operate properly, depending on the boundary line position (for Wipe or Butterfly) settings.

DisplayPort Support

Connection and operation of DisplayPort is confirmed with the PC graphics environments in Table 3.

Table 3

Model	Vendor	Graphics Chip	OS
Adapter*	PNY	NVIDIA Quadro NVS450	Win7 UL SP1
Adapter*	ASUS	ATI HD6850	Win7 UL SP1
Adapter*	GIGABYTE	ATI HD5770	Win7 UL SP1
Adapter*	Sapphire	ATI HD5850	Win7 UL SP1
Adapter*	Kuroutoshikou	ATI HD4670	Win7 UL SP1
Alienware M15x†	Dell	NVIDIA GeForce GT240M	Win7 HP x64ATI FirePro
EliteBook 8460P†	HP	ATI HD6470M	Win7 Pro x64
EliteBook 8740w†	HP	NVIDIA Quadro FX 2800M (061D)	Win7 Pro
Mac Book Pro MC700TA/A†	Apple	Intel HD3000	MAC OS x10.6.7
Precision M6500†	Dell	ATI FirePro M7820	Win7 Pro
QOSMO X305-Q715†	Toshiba	NVIDIA GeForce 9800M	WinVista HPx64 SP1
Studio XPS 1340†	Dell	NVIDIA GeForce 9400MG (C79MX)	WinVista HPx64 SP1
Studio XPS 1640†	Dell	ATI Mobility Radeon HD 3670	WinVista HPx64 SP1
W510(PC)†	Lenovo	NVIDIA Quadro FX880M	Win7 Pro

* Graphic card extension for the PC.

† PC or Mac with built-in graphic output as a standard function.