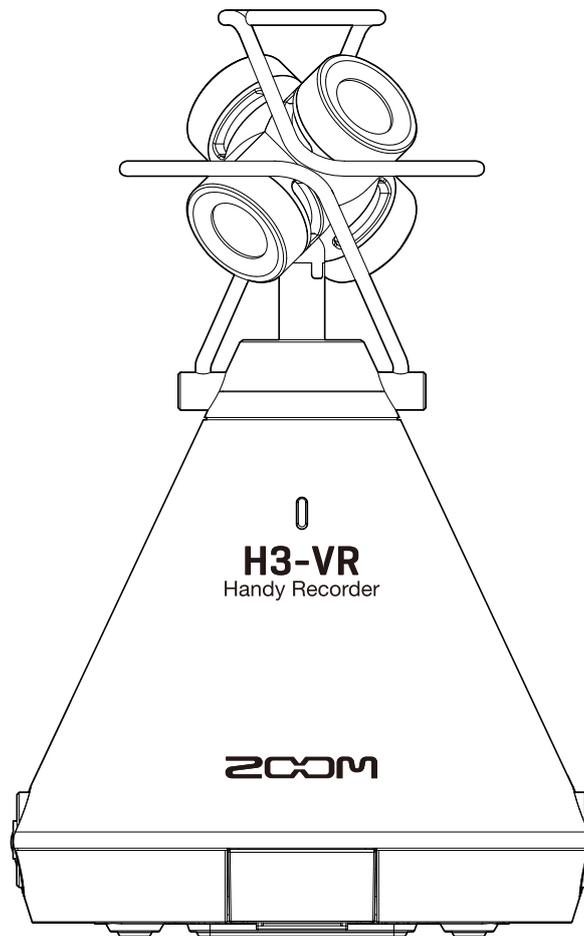


H3-VR

Handy Recorder



Version 2.0 Supplementary Manual

You must read the Usage and Safety Precautions before use.

Proper display is not possible on grayscale devices.

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Functions added in Version 2.00

Support for timecode

A dedicated BTA-1 wireless adapter can be connected to the **H3-VR** to enable wireless reception of timecode from an UltraSync BLUE made by Timecode System. This timecode can be written to recorded files. Use of timecode makes synchronizing audio and video easy during editing.

Support for remote operation during use as an audio interface

The H3 Control app on an iOS device can now control the **H3-VR** even during audio interface use.

NOTE

- Timecode reception and H3 Control connection are not both possible at the same time.

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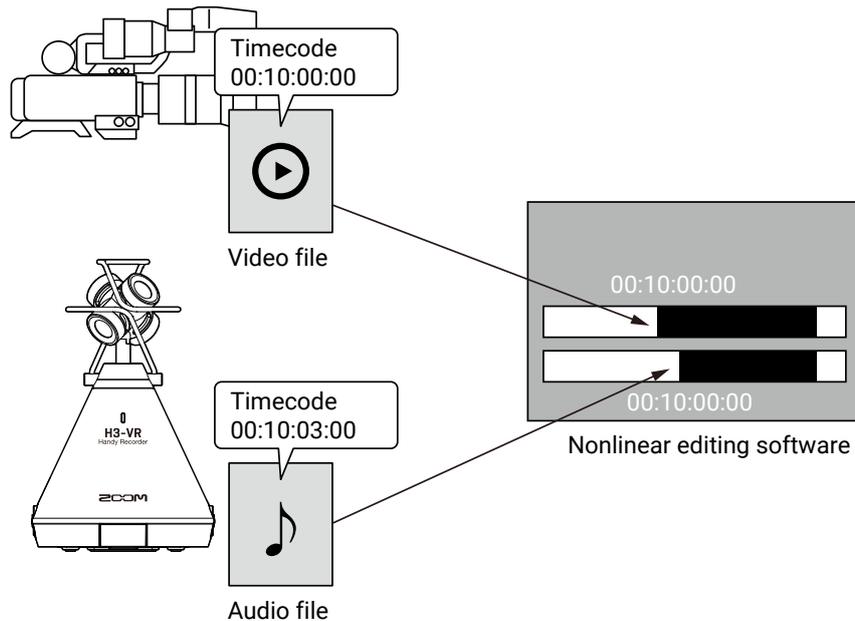
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Using timecode

What is timecode?

Timecode is time information written to video and audio data when recording. It is used for video editing, control of other devices, and synchronization of audio and video, for example.

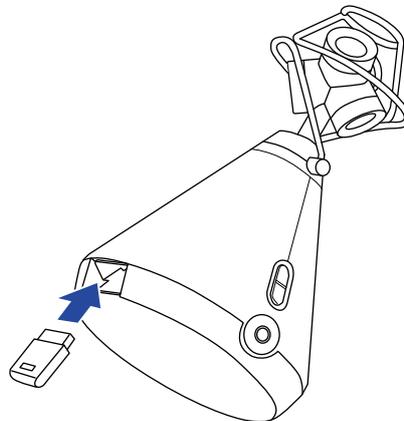
If the video and audio recordings being edited all have recorded timecode, aligning them to a timeline and synchronizing them together is easy when using nonlinear editing software for editing.



Connecting with an UltraSync BLUE

When the **H3-VR** is connected to an UltraSync BLUE, it can receive timecode from the UltraSync BLUE and write it to recording files.

1. Remove the REMOTE connector cover and connect a BTA-1 dedicated wireless adapter.



This opens the BTA-1 screen.

2. Use  and  to select “Timecode”, and press .



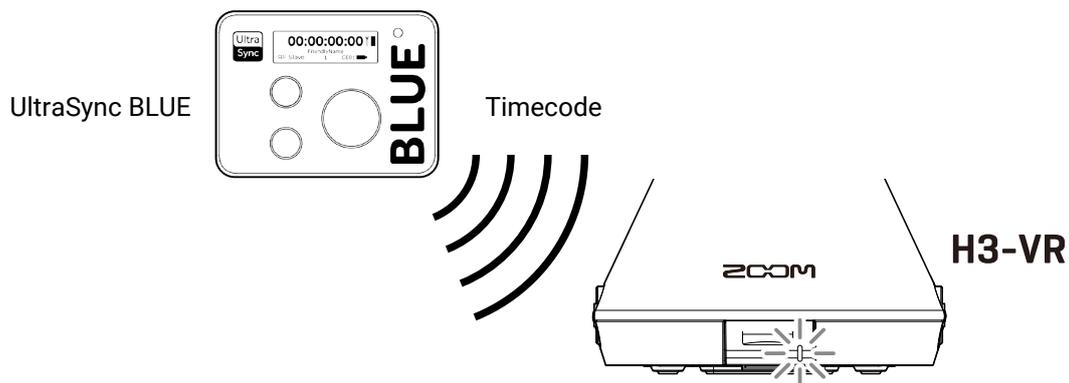
This reopens the Home Screen.

“Searching” will appear on the display as the unit starts searching for a device to connect.

HINT

- Searching can be canceled by pressing any button.
 - If searching has been canceled, it can be restarted by selecting “Pair with the device” on the “Timecode” screen.
-

3. On the UltraSync BLUE, select the **H3-VR** as the device to connect.



When pairing (registration) completes, “Connected” will appear on the **H3-VR** display.

HINT

- See the UltraSync BLUE operation manual for information about how to select the device to connect.
 - Use the **H3-VR** and the UltraSync BLUE as close together as possible to make communication more reliable.
 - Even if communication with the UltraSync BLUE is interrupted during recording, timecode counted by the **H3-VR** will be written to the recording file.
-

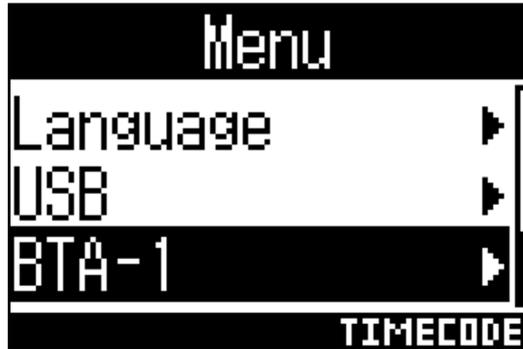
Disconnecting with the UltraSync BLUE

Disconnecting the **H3-VR** and the UltraSync BLUE will stop timecode recording. Pairing records will be retained even after disconnection.

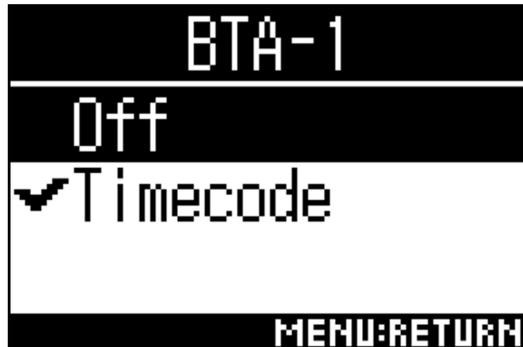
1. Press .

This opens the Menu screen.

2. Use  and  to select "BTA-1", and press .



3. Use  and  to select "Off", and press .



HINT

- After disconnection, to reconnect with the UltraSync BLUE, select "Timecode" on the "BTA-1" screen.
-

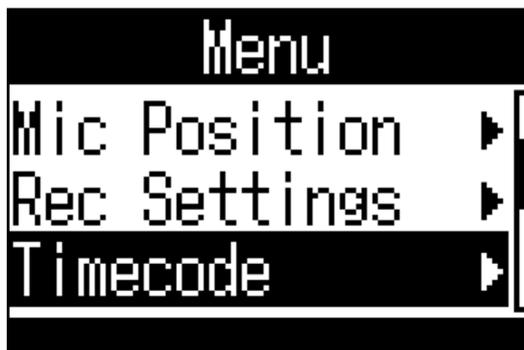
Connecting with a different UltraSync BLUE

To receive timecode from an UltraSync BLUE other than the one connected to the **H3-VR**, the current UltraSync BLUE pairing (registration) must be forgotten and pairing with the other one must be conducted.

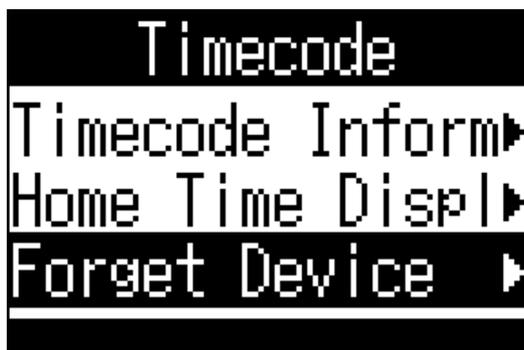
1. Press .

This opens the Menu screen.

2. Use  and  to select "Timecode", and press .



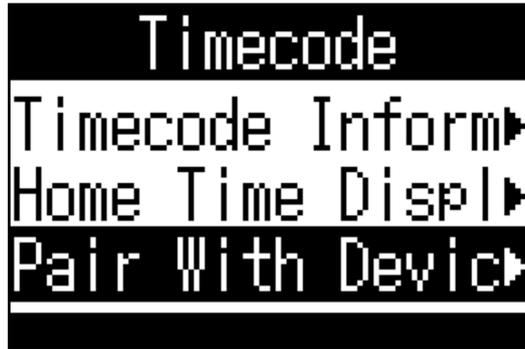
3. Use  and  to select "Forget Device", and press .



4. Use  and  to select "Execute", and press .



5. Use  and  to select "Pair With Device", and press .



This reopens the Recording Screen.

"Searching" will appear on the display as the unit starts searching for a device to connect.

HINT

- Searching can be canceled by pressing any button.
 - If searching has been canceled, it can be restarted by selecting "Pair With Device" on the "Timecode" screen.
-

6. On the other UltraSync BLUE, select the **H3-VR** as the device to connect.

When pairing (registration) completes, "Connected" will appear on the **H3-VR** display.

HINT

- See the UltraSync BLUE operation manual for information about how to select the device to connect.
 - Use the **H3-VR** and the UltraSync BLUE as close together as possible to make communication more reliable.
 - Even if communication with the UltraSync BLUE is interrupted during recording, timecode counted by the **H3-VR** will be written to the recording file.
-

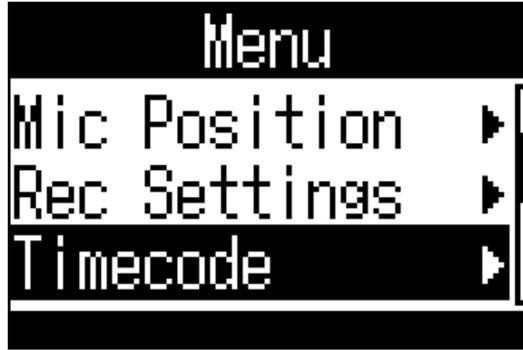
Checking timecode information

The timecode information received from an UltraSync BLUE can be checked.

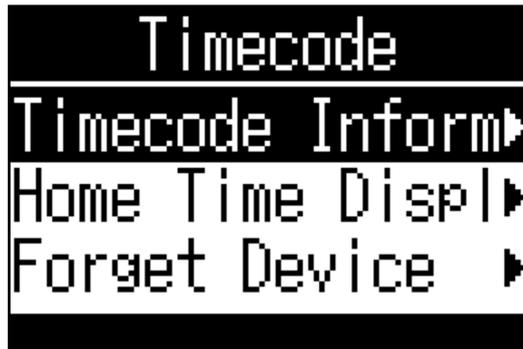
1. Press .

This opens the Menu screen.

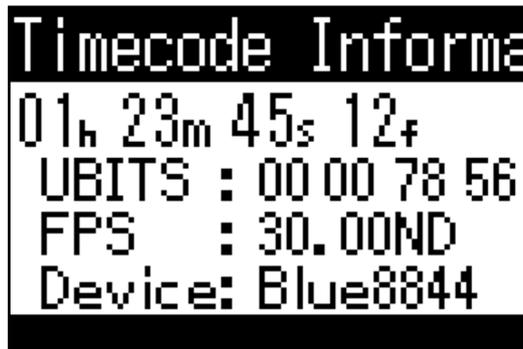
2. Use  and  to select "Timecode", and press .



3. Use  and  to select "Timecode Information", and press .



4. Confirm the information being received.



The following file timecode information can be checked.

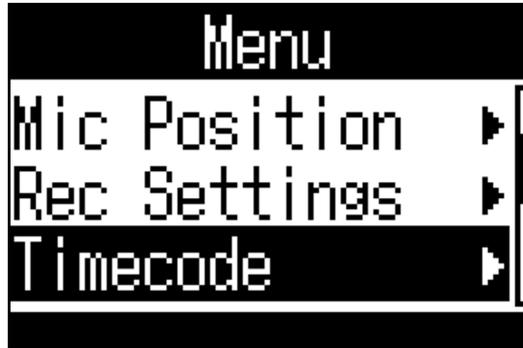
Item	Explanation
Timecode	Hours, minutes, seconds, frames
UBITS	User bits set on the UltraSync BLUE
FPS (frames per second)	Frame rate
Device	UltraSync BLUE device name

Saving the times shown on the Home/Recording screen

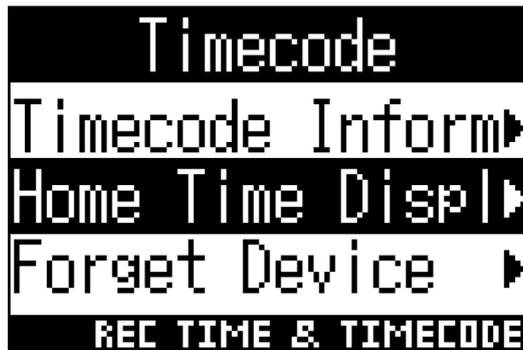
1. Press .

This opens the Menu screen.

2. Use  and  to select "Timecode", and press .



3. Use  and  to select "Home Time Display", and press .



4. Use  and  to select the display format, and press .



The timecode can be shown with the following formats.

Item	Explanation
Rec Time & Timecode	Both the recording time and timecode are shown. 
Timecode	Only the timecode is shown. When the Home Screen is open, press  to momentarily show the remaining recording time. 
Rec time	Only the recording time is shown 

Metadata added in Version 2.00

The following metadata is added to files recorded with timecode.

■ Metadata added to WAV file BEXT chunks

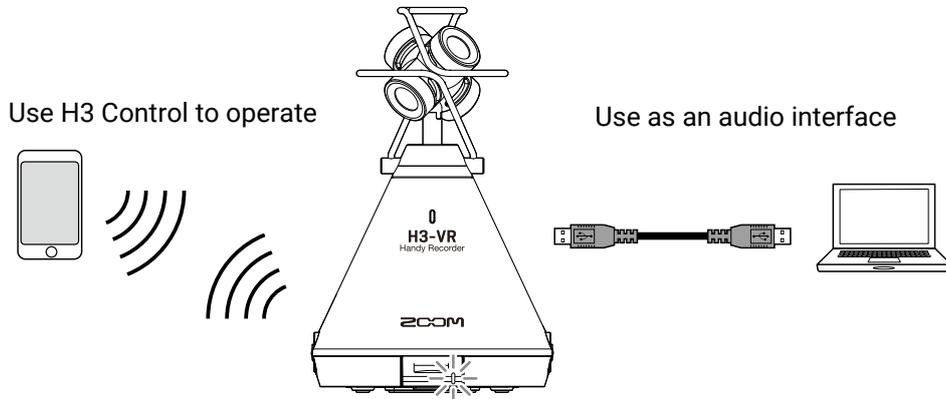
Tag	Remarks
zUBITS=	User bits

■ Metadata added to WAV file iXML chunks

iXML tag	Remarks
<SPEED><MASTER_SPEED>	Information related to FPS
<SPEED><CURRENT_SPEED>	Information related to FPS
<SPEED><TIMECODE_RATE>	Information related to FPS
<SPEED><TIMECODE_FLAG>	Drop/non-drop frame information

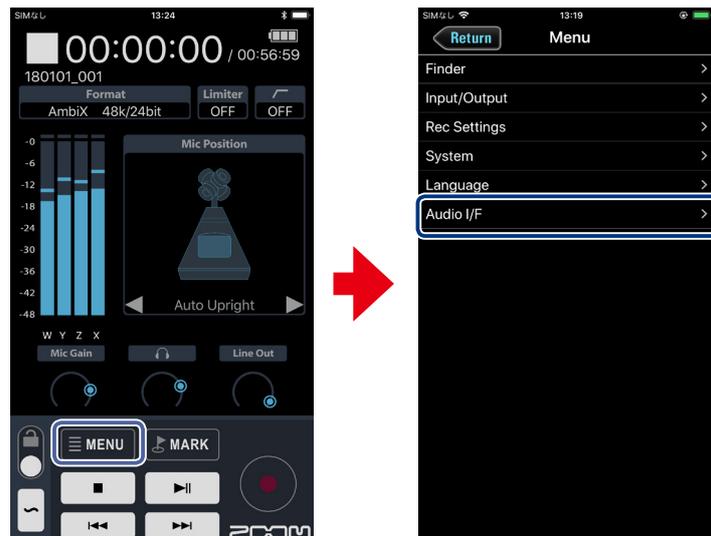
Using H3 Control during audio interface operation

The H3 Control app on an iOS device can now control the **H3-VR** even during audio interface use.



When the **H3-VR** firmware is updated to Version 2.0, the H3 Control app for iOS will have an audio interface item added to the Menu.

Audio interface operation can be started from H3 Control just like from the main unit.



NOTE

- See the H3 Control manual for information about using it.



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