

Vizrt TCP/IP Setup

This device was tested with the Vision Octane® switcher version 17.0c.

Cable Connections

The Vizrt connects to the switcher over ethernet.

Switcher Setup

To Set Up Communications

1. Press **HOME** > **Setup** > **Installation** > **Com Setup** > **Type**.
2. Use the **Com Port** knob to select the **Remote #** port that the device is connected to.
3. Use the **Device** knob to select **CG**.
4. Press **Select Device** and use the **Device** knob to select **Vizrt**.
5. Press **Com Type** and use the **Type** knob to select **Network TCP**.
6. Press **Comm Settings** and use the **Client/Server** knob to select **Client**.
7. In the **Remote IP Address** field, enter the IP address of the device.
8. In the **Remote Port** field, enter **8594**.
9. Press **Extra Options** and use the **Option** knob to select an option and the **Value** knob to set a value for that option.
 - **Software Ver** — select **PepTalk**.
10. Press **HOME** > **Confirm**.

To Assign a Character Generator Channel to a Video Input

1. Press **HOME** > **Setup** > **Installation** > **BNC** > **BNC Type**.
2. Use the **BNC** knob to select the input BNC that the video, or fill, source from the CG is connected to.
3. Use the **Type** knob to select **CG**.

4. Use the **Video Format** knob to select the video format of the source from the CG.
5. Press **More** > **More** > **Still/CG Setup**.
6. Use the **CG** knob to select the port on the switcher that the CG is set up on.
7. Use the **Channel** knob to select the channel on the CG that you are using.
8. Press **HOME** > **Confirm**.

To Assign an Alpha to the Video Input

1. Press **HOME** > **Setup** > **Installation** > **BNC** > **BNC Type**.
2. Use the **BNC** knob to select the input BNC that the alpha source from the CG is connected to.
3. Use the **Type** knob to select **Alpha**.
4. Use the **Video Format** knob to select the video format of the source from the CG.
5. Press **Alpha** and use the **Mode** knob to select **Shaped**.
6. Press **Auto Key Setup**.
7. Use the **BNC** knob to select the input BNC for the video, or fill, signal from the CG.
8. Use the **Alpha** knob to select the input BNC for the alpha signal from the CG.
9. Press **HOME** > **Confirm**.

Vizrt Setup

1. Ensure that the Vizrt is set up.
2. Label the channels on the Vizrt **Viz1** to **Viz16**.

OverDrive® Setup

To Set Up OverDrive® for MOS

1. On the OverDrive® server, open the **Device Template Editor**.
2. Click on the **Device** tab.
3. In the **Device Name** field, enter a name for your CG.



4. In the **Device Type** area, select **MOS Char Gen**.
5. In the **MOS Character Generator Properties** area, select the following.
 - **MOS CG Type** — `Vizrt`
 - **mosID Name** — `pilot` (or the name chosen by Vizrt)
 - **Channel ID** — `itemChannel`
 - **Channel Name** — 1 to 16
 - **Folder Base** — `MOS`
6. In the **Device Crosspoints** area enter the video input on the switcher that the video, or fill, source from the CG is connected to.

To Set Up OverDrive® Without MOS

1. On the OverDrive® server, open the **Device Template Editor**.
2. Click on the **Device** tab.
3. In the **Device Name** field, enter a name for your CG.
4. In the **Device Type** area, select **Character Gen**.
5. In the **Character Generator Properties** area, enter the name of the TRIO show in the **Default page folder location** field.
6. In the **Device Crosspoints** area enter the video input on the switcher that the video, or fill, source from the CG is connected to.

Custom Controls

Keep the following in mind when using custom controls:

- **Init** — speeds up the rendering of templates.
- **Init Clr** — removes all templates from the rendering engine.
- **Set Folder** — must be set to MOS for a MOS show. If you are using a TRIO show, the folder must be set first in the custom control and then loaded to program.

