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 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.