

KayakDD™ Quick Reference

Version 1.00



MENU SCREEN TIPS

KayakDD™ uses a color touchscreen as the major component in its flexible, yet powerful control system. NAVIGATING the screen is assisted in Version 1.00 by the use of semi-automatic delegation which links functional areas of the switcher to the relevant menu screen.

You can disable Menu Delegation (Menu Follow) by pressing MENU LOCK.

- ❖ LAST MENU jumps back one menu selection.
- ❖ RETURN only appears in menus if you selected them by using a navigation button within another menu.
- ❖ In Version 1.00 not all menus are operational and though we show you their buttons you will notice that pressing them will take you to the menu HOME screen.

LIVE MODE makes the WIPE MENU and KEYER MENU buttons quicker to use for On-Air applications.

- ❖ The LIVE WIPE MENU shows the current wipe pattern selection for points of use. Only USER WIPES may be selected as changes to the currently selected patterns.
- ❖ The LIVE KEYER MENU shows the mode of the delegated keyer with only mode selection, matte fill, key invert, clip controls and for Preset Pattern, border on.

SOURCES, DESTINATIONS AND SHIFT

SOURCE SELECTION. On any Source Selection Row, pressing a Source Selector button will change that line output to the newly selected source at the next odd field.* Any Source Selection row that contributes to the On-Air picture will change button color to RED.

SHIFT BUTTON. At the right hand end of each source selector row is a SHIFT button.

- ❖ By pressing and holding the SHIFT BUTTON you get access to the second, or shifted sources names on the source selector row.
- ❖ When a shifted source is selected the SHIFT BUTTON on that row stays illuminated.
- ❖ If the source is a PGM or PST source and is transitioned the SHIFT BUTTON follows the flip-flop.
- ❖ To select a non-shifted source press only the source selector button required. This cancels the shift function for that row.**

SHIFT BUTTON on DESTINATION SELECTORS. In the Miscellaneous lines of the switcher, the top row is a destination row.

- ❖ To access Aux Busses higher than Aux 5 you must press the SHIFT BUTTON at the end of the destination line.
- ❖ Selecting a Shifted Destination will keep the SHIFT BUTTON illuminated until a non-shifted destination is selected.

** Odd Field dominance for transitions is the default for KayakDD™ as delivered. This may be altered using an Engineering Side Panel.*

*** In Version 1.00 other Shift Modes are possible if an Engineering Side Panel is used.*

KEYING TIPS

KEYING a Character Generator.

- ❖ Use ADD KEY If you use a character generator that produces ANTI-ALIASSED lettering or an external Digital Effects device that produces soft borders on its video output.

- ❖ In the Keyer Mode Menu check that the key signal is being used correctly by going to the setup menu.
- ❖ Switch to Clip High/Low and setting Clip High to 100% and Clip Low to 0%. If you prefer Clip and Gain control set the value of Clip to 50% and Gain to 100%.
- ❖ If you have problems with a keyer setup press the KEY PVW button in the Keyer Area. It will automatically switch your Preview Monitor to show only the currently delegated keyer over the background.
- ❖ Pressing it again will show you the monochrome key signal your adjustments have made.
- ❖ For a CG this should match exactly the key signal from the unit.
- ❖ Pressing KEY PVW a third time will restore the Preview Monitor to Look-ahead mode.
- ❖ Use LUM key for a caption camera.

Chromakey (CHROMATTE™) AUTOMATIC SETUP

- ❖ Select your Chromatte™ Source on the keyer you want to use and Automatic Delegation will take you to the KEYER MENU.
- ❖ Either in the menu or in the Keyers Area select the CHROMA mode.
- ❖ Press CURSOR and use the Joystick to move the cursor (visible in the Preview Monitor) to the background - usually a blue or green wall.
- ❖ Press AUTO or the Joystick button to start the automatic adjustment.
- ❖ Occasionally you may need to tweak the selectivity manually - see below.

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CHROMATTE™ MANUAL SETUP

- ❖ Select your Chromatte™ Source on the keyer you want to use and Automatic Delegation will take you to the KEYER MENU.
- ❖ Either in the menu or in the Keyers Area select the CHROMA mode.
- ❖ In the menu the mode page will show you the Chromatte™ controls.
- ❖ Touch the databox showing HUE and SELECTIVITY.
- ❖ Adjust SELECTIVITY to around 40% and then slowly twist the HUE until you see the background color of your key source disappear.
- ❖ Use the HUE control to find the center of the color you want to key out.
- ❖ Twist the SELECTIVITY control anti-clockwise until all the desired color is removed. (Often 0% is a good value)
- ❖ Press the databox for CHROMA/LUMA/FLARE and then the button for DISPLAY. Select FGD ONLY from the choices shown.
- ❖ Adjust the CHROMA control to make the area that was your chromakey color a neutral grey with no saturation. (You can use a WFM monitor to help with this, often 100% is a good value.)
- ❖ Adjust LUMA to make this area black. Either by eye or using a WFM Monitor you should adjust LUMA until the grey area is only just at black level.
- ❖ Switch the DISPLAY back to NORMAL. You have made a Chromatte™ key.
- ❖ To finish you need to adjust Clip Hi/Low so touch that databox and set Clip low to 0% and Clip High to 40%. Look carefully at your composite and also SHOW KEY. (Do this by pressing KEY PVW twice or using the KEY MISC menu.)
- ❖ Your foreground should have a filled white matte and your key should not be transparent with OPACITY set to 100%. Adjust Clip Low to

remove opacity and Clip High if the background is reduced in level overall.

- ❖ Try to keep the 2 values as far apart as possible to preserve edge quality.

If you have lighting problems that cannot easily be fixed, for instance in post production, use FGD RESHAPE to apply a multiplicative key. This is a very powerful tool with very visible effect.

MASKING TIPS

- ❖ Press INHIB(inhibit) or FORCE MASK in the Keyer Area to go to the mask menu.
- ❖ The switcher will highlight FORCE or INHIBIT Mask control databox for you.
- ❖ Choose the MASK SOURCE
- ❖ For WIPES choose the pattern. (Don't forget each keyer has a wipe generator and a box mask)
- ❖ Set the SIZE of a Wipe, and SOFTNESS. The Positioner will only work if you switch it on in the wipe selection menu.
- ❖ For a BOX MASK set each edge position and softness.
- ❖ If you need to see through the mask use OPACITY (100% = full masking).

TRANSITION TIPS

You can select all of BGND, KEY 1, KEY 2, KEY3, KEY 4 and PRIOR TRANS in any transition, or any combination.

- ❖ To change only Background from PGM to PST use BGND transition.
- ❖ To change whether a keyer is ON or OFF select the name of the keyer in transition area.
- ❖ Any combination you can press is good - just check on Preview to see your result.

- ❖ Move the Lever arm in the direction of the blue arrow, or press CUT or AUTO to make your transition.
- ❖ Keyers also have CUT and MIX buttons that can be used even if the lever arm is doing a different transition.

The TRANS DUR button is in the EFFECTS Area.

- ❖ Press and Hold the TRANS DUR Button
- ❖ The AUTO, KEY1 MIX, KEY2 MIX, KEY3 MIX, KEY4 MIX and the FTB AUTO buttons will blink.
- ❖ Touch the transition button for which you want to alter the transition duration.

Use the Effects Keypad to type the number of frames you want it to be and then ENTER.

Reference and Standard

- ❖ By default your KayakDD is set for analog (Blackburst) Reference - on the REFERENCE loop-through connectors and 'AutoDetect' for 625Lines/50Hz and 525Lines/60Hz.
- ❖ In the menu INSTALL - GENLOCK you can change the Reference to 'Digital' and select one of the 16 inputs to be the reference signal.
- ❖ In the same menu with the 'Phase' adjustment you can shift the internal pulses with respect to the reference. Before doing any adjustments there be sure that all external sources have proper reference.

Contact Information

- ❖ Web: <http://www.thomsongrassvalley.com> select 'Products' and then 'Switchers and Effects'.
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- ❖ Your local field support: