

LIVER STATION

introduction



CATALOG

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一、precautions for use

- The default resolution required to use this system is 1920*1080, and the broadcast resolution is 1920*1080;
- Operation system: Windows 10 X64 ;
- Disk C is the system disk, Disk D and E are data disks, and Disk F is used as the system backup disk;
- If the system fails, please restore it with the system backup file (GHO file under F drive);
- To ensure the maximum performance of system operation, please set high performance in the system power options;
- When cleaning the device, gently wipe the housing and panel with a dry cloth. If the equipment is very dirty, wipe it with a cloth soaked in a small amount of neutral detergent, and then wipe it dry. no alcohol, thinner, insecticide or other volatile solvents, anything could deform the shell or

damage the surface;

- Packing the equipment in the original packing box or similar packing box

during transportation can reduce the strong vibration of the equipment;

- Thank you very much for using our company's 3D virtual studio system. To

reduce the risk of fire or electric shock, please do not let this equipment

get wet or wet. Do not disassemble the case, and maintenance should

only be carried out by qualified maintenance personnel. To avoid

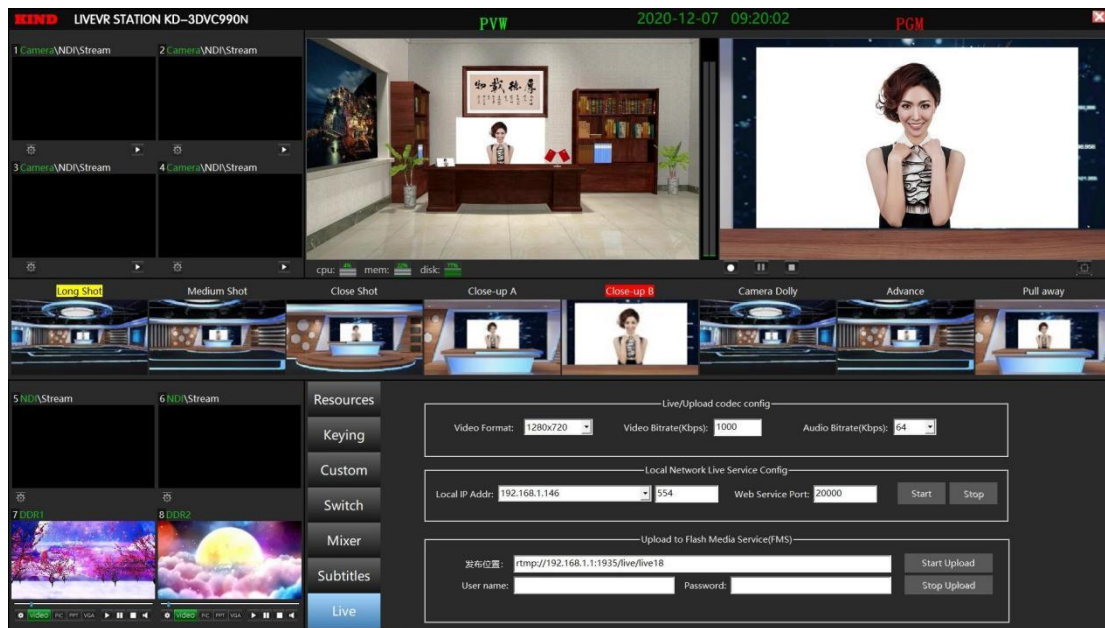
misoperation, please read this manual carefully;

二、 software operation using introduction

1.Start the virtual software Display the main interface of the software



.Double-click the KIND logo icon to enter the virtual system software.

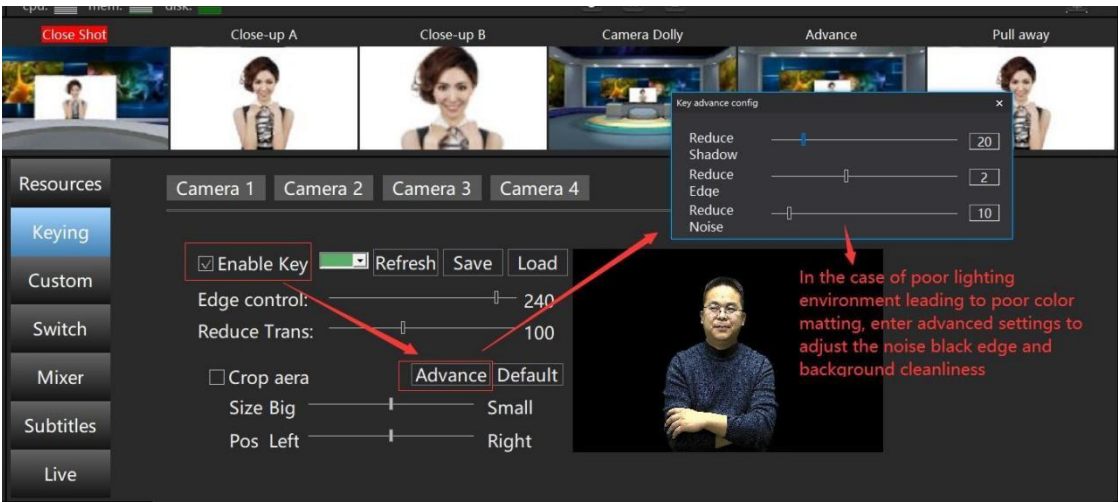


2. Scene thumbnail preview



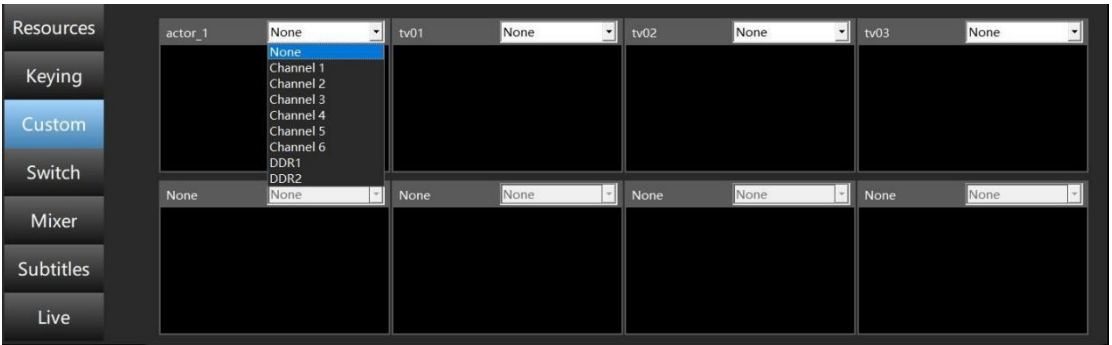
Through the scene preview shown in the above figure, different types of scenes can be selected for application according to the graph. Click the corresponding scene and drag it to PVW to preview, and then configure the corresponding attributes of the scene in the matting interface and the customized interface.

3.image matting interface



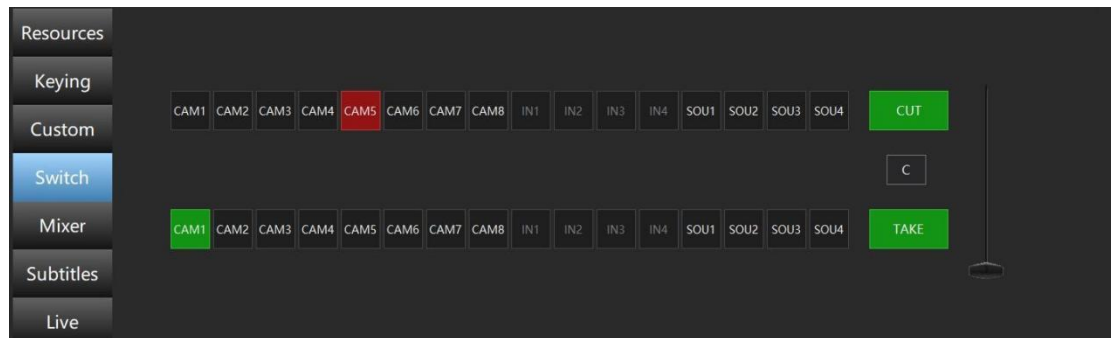
First, select the corresponding camera to be cutout on the top, and the preview image on the right will display the image to be cutout. Click enable image matting. Click the background color of the right preview image with the mouse to complete the matting. Then, you can fine tune the cleanliness of the background through the background settings such as transparency and advanced settings. Theoretically, the darker the background color, the cleaner the matting.

4.Scene customization area



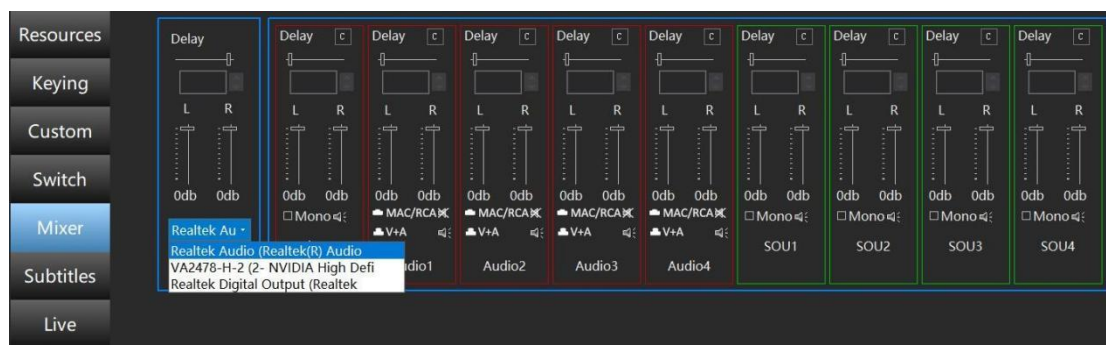
Above, PVW scene in the custom editor interface, the interface shows PVW scene with attributes in the process of the prison state interface, the interface shows the scene of the host and the basic attributes of TV wall, can by clicking on the drop-down list in the properties of the custom each, according to the material in the preview PVW scene in PVW custom after the completion of the application through T push rod PGM

5. Software switching interface



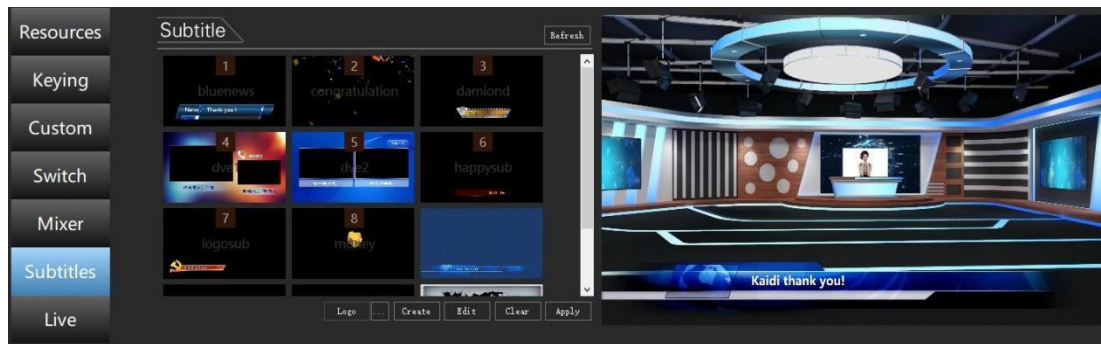
The figure above shows the software scene switch buttons of PGM and PVW. The top row of red buttons controls the lens switch of PGM scene and the bottom row of green buttons controls the lens switch of PVW scene. The TAKE button is the function button of fading in and out of the software, C key is the selection button of thumbnail of virtual lens of double scene, and CUT is the double scene switch key

6.software mixer



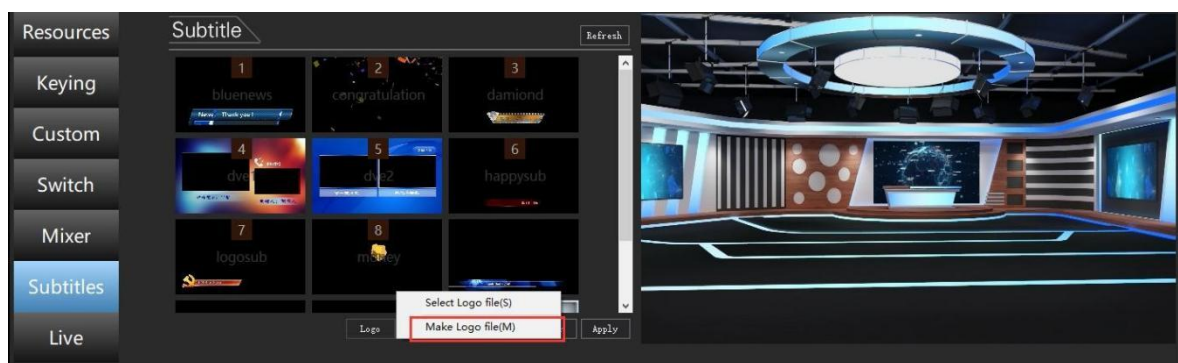
Above for software mixer Settings interface, all above options can be the voice of the corresponding signal voice and delays to the size of the editor (default) without debugging, via a drop-down list as shown in the above can choose the main output to sounds, speaker output, for the local SyncMaster and SyncMaster 0 to 8 for the local HD4K and expand the HD4K sound output options

7.Subtitle editing interface



The picture above shows the keying editing interface. The 2019 subtitle function has been upgraded to the ALPHA channel special effect online packaging function. This online packaging function includes the logo function and the alpha channel special effect subtitle function, which can be used in double layers.

Click the logo button as shown below to add a logo and create a logo to the video

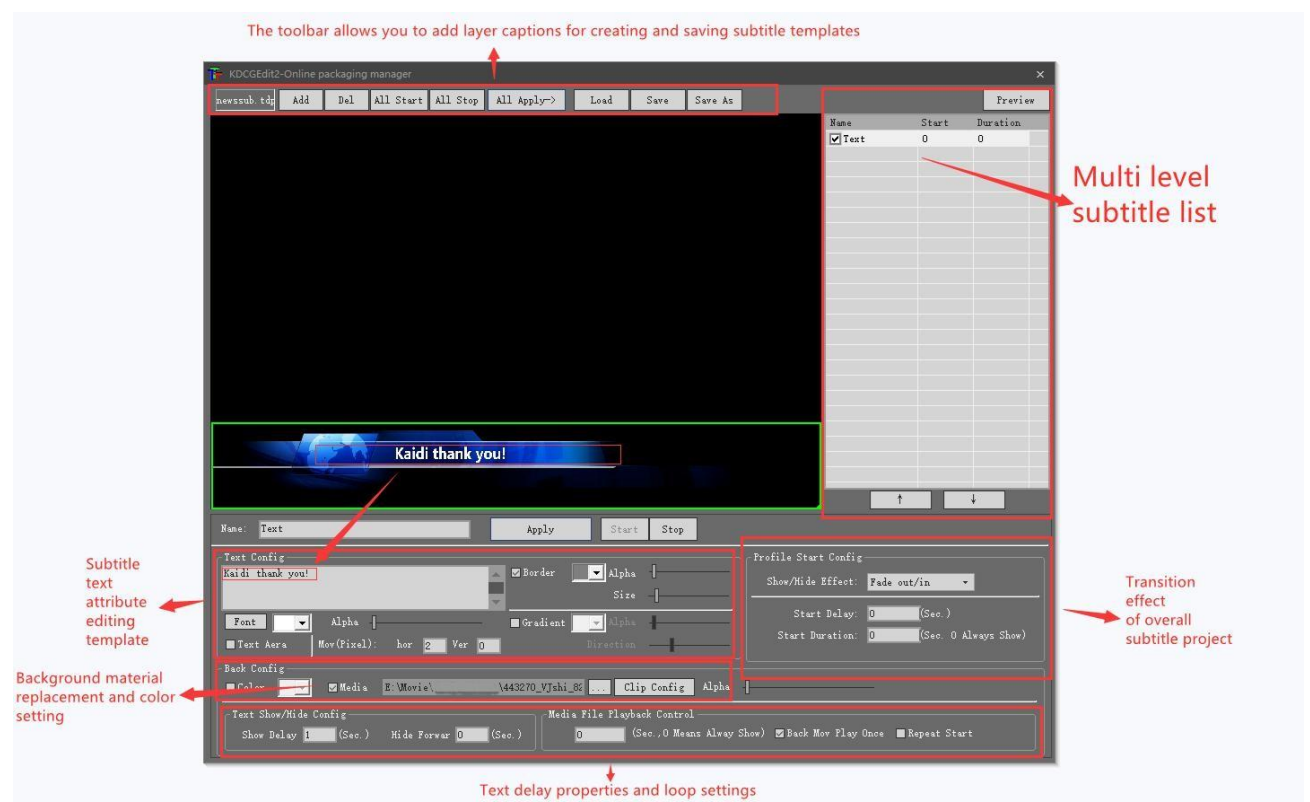
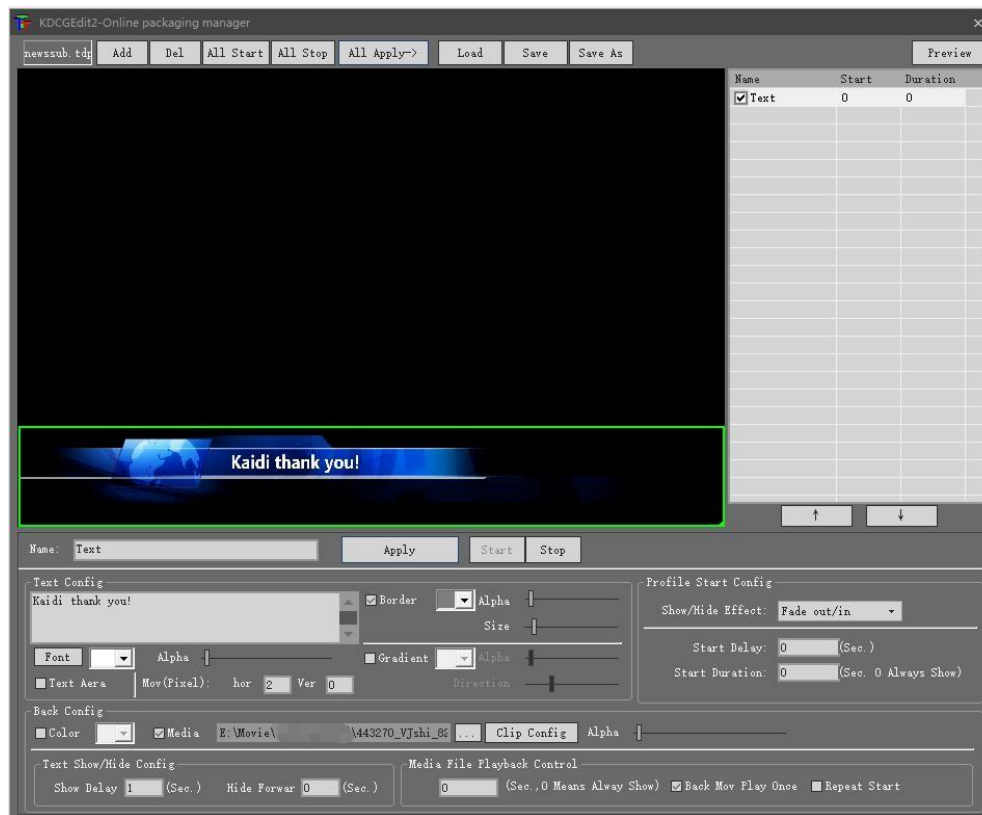


CG subtitle function is mainly used to create logo and clock display. The figure below shows the CG editor



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Click the edit button to enter the Alpha Channel special effects subtitle editing template as shown in the figure below

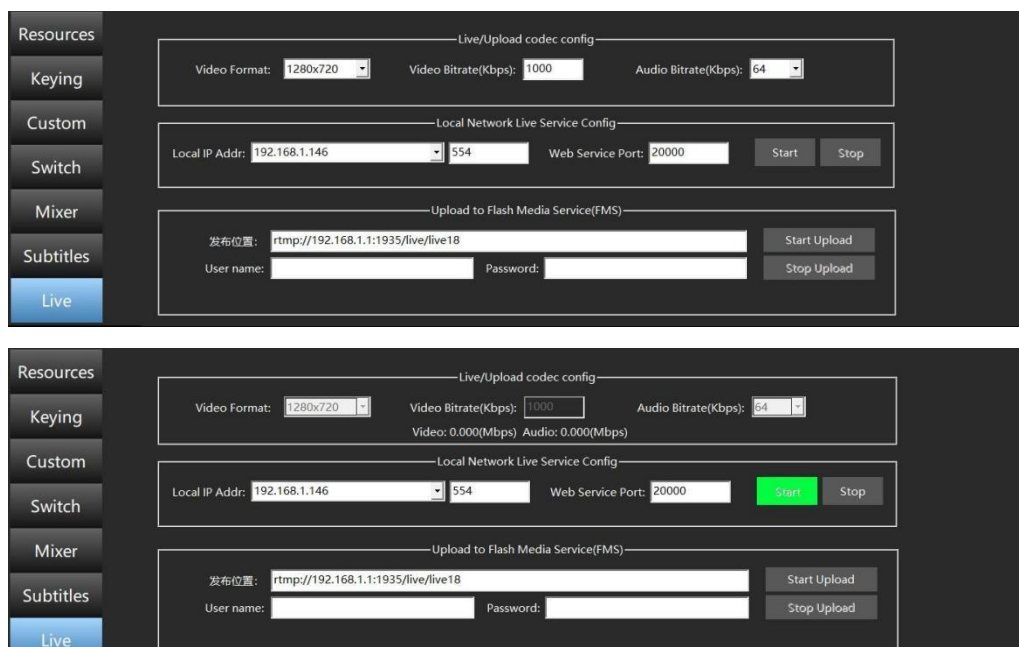


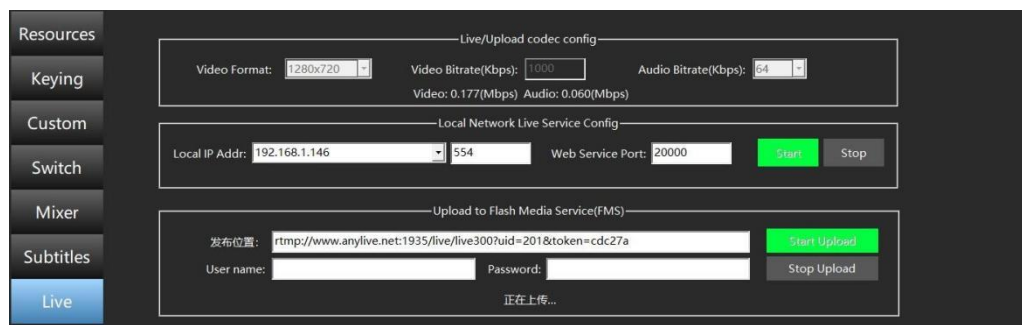
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The subtitle effect material imported in the above figure is mov file with transparent layer Edit and save the effect of special effects subtitle application as shown in the figure below



8.live interface





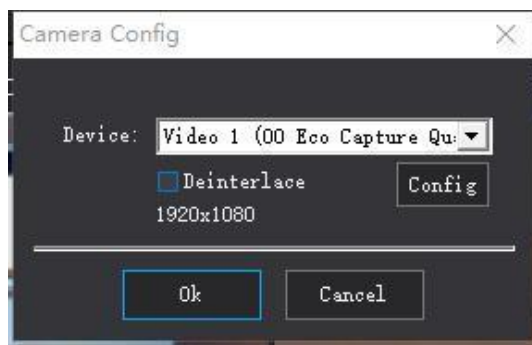
Above in order to live resolution choice LAN live broadcast networks outside the live display resolution has three followed by 720 408 1280 * 720 * 1920 * 1080, corresponding to the stream is 500 1000 2000. Such as access network line will automatically get the machine IP address, click the start service is open after the success of the LAN broadcast live button to display for the green for the network service delivery address, only need to fill in the correct the network click start display for the green upload button is pushed to succeed

There is a hardware key for live recording and live broadcasting on the host switching station. One-click operation can be carried out to record the file format as MPEG2, the code stream is 30MB, the resolution is 1080P, and the frame rate is 25. The default storage path is D disk

9.Set the input signal of external equipment



Click the window Settings button to pop up corresponding signal source acquisition Settings, such as Camera NDI and Stream push-pull Settings



In the device dropdown box, set the acquisition card path as the window number (for example, the IN1 window is set as

Video 1). The size must be set to 1920*1080 and click OK

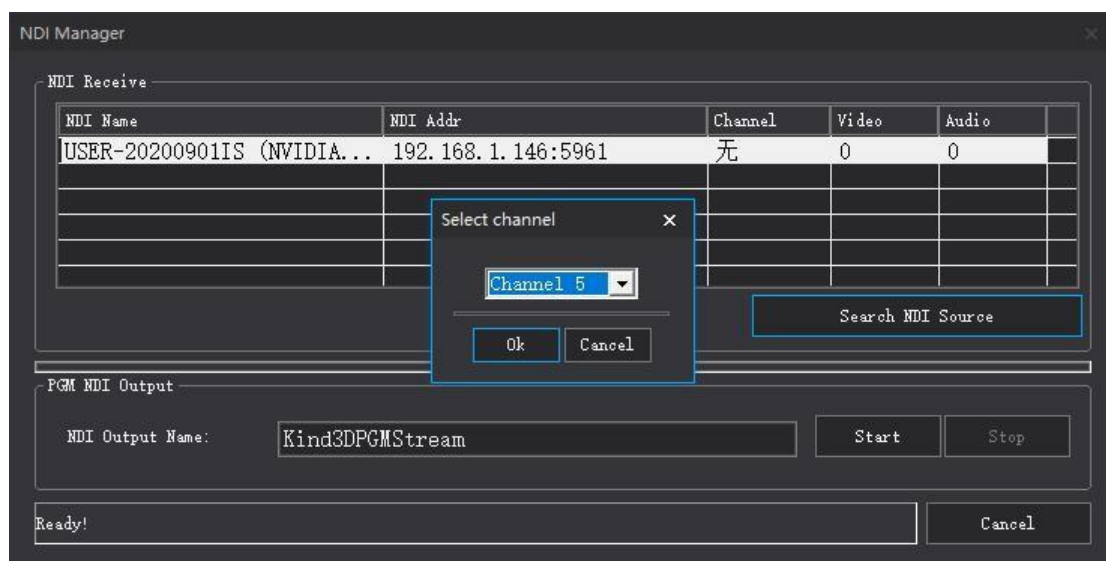
click 



Show the camera

screen.

Click NDI and then select the set button to enter the NDI signal search source interface as shown in the figure below. By double-clicking the searched signal source, double-click the signal source and designate channel 1~4 as the signal source to switch and select as shown in the figure below.



Select the set button under stream state to pop up the push-pull stream Settings window as shown in the figure below



Push mode means that you can use a mobile phone or any device with push flow function to push the stream in the LAN, and according to the view of push flow address in push mode, push the stream to the device as a signal source for the transfer of guidance

Pull mode means that the system can pull a third party's live rtmp link to the software as a signal source for directing and switching. The method of use is to fill in the third party's push address into the address bar of the pull mode (unencrypted rtmp link)

Note: If the streaming screen is not displayed successfully, the RTMP address may be too complicated, you need to add a space URL to the address suffix.

The picture below shows the independent NDI/STREAM, DDR material window



Load material (video, picture, PPT) from hard disk The fifth and sixth windows can add NDI and STREAM signal sources

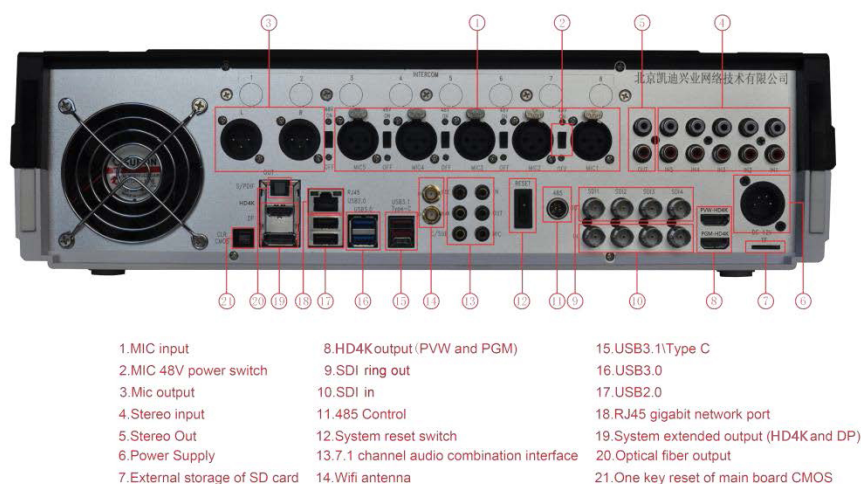
DDR1 and DDR2 can add local pictures and PPT size below 1MB

PPT can control page turning through PAGE ON and PAGE DOWN on the keyboard

Or through the left and right arrows on the software interface, you can set automatic page turning or manual page turning Modify the setting of the number of seconds to turn pages You can also make the preview enter STREAM and NDI source mode by clicking the VGA button

10. Introduction to the interface of the rear panel

Old version

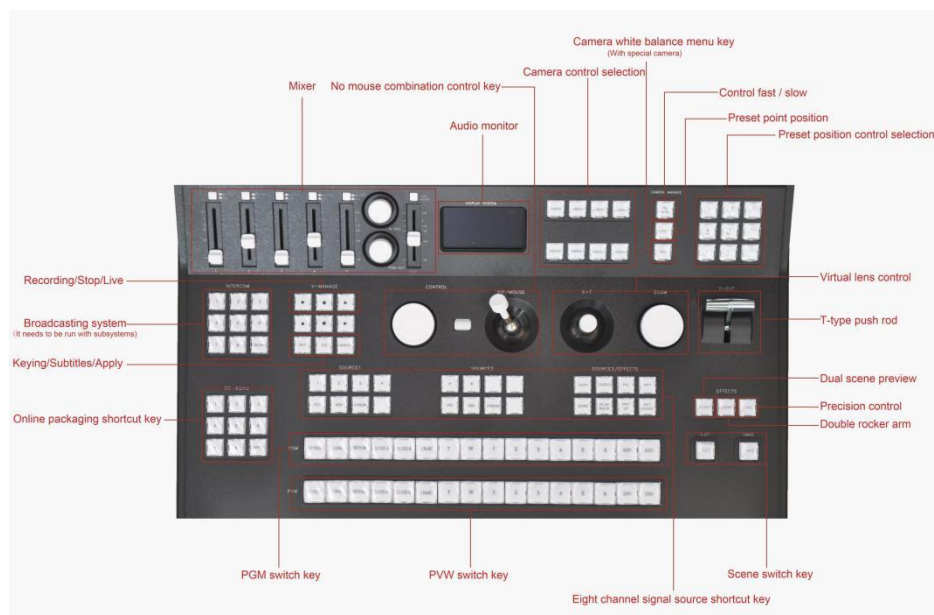


Video input: 4 HD/SD-SDI 1 HD4K

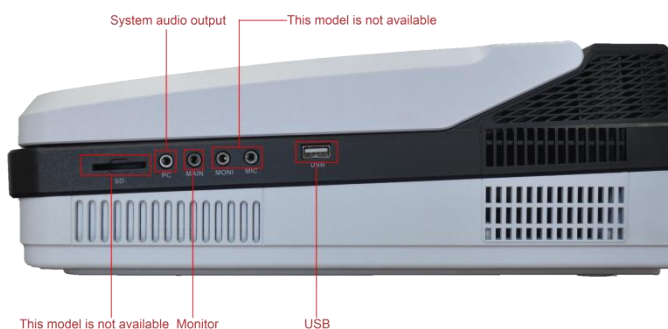
Video output: 2 HD4K main outputs, 1 PGM main output, 1 DP and HD4K motherboard output, VGA output
 Audio input: Support 5 groups of XLR balanced audio input, and each channel has a 48V phantom power switch to support professional microphone audio input. Each channel of audio has analog audio and digital audio plus and de-embedding switches, which can de-embed the digital audio from SDI and HD4K into the mixer for separate processing.

Others: 1 RJ45, 2 USB2.0, 2 USB3.0, 1 USB3.1, 1 TYPE C, 485 control, WiFi, audio output, power interface, power button

Note: The CMOS button in the rear interface has no motherboard problem, please do not click



Note: the above tuning stage white button for each way and solution to distinguish the embedded audio switch, press down is the MIC and stereo input, and play is the digital audio audio (SDI) online packaging shortcuts are divided into eight buttons shortcuts and application of a director and camera control system via the phone system collocation cady perturbation control machine collocation is used.



Note: THE PC audio port is the sound output of the system, and the monitor is the sound output of the mixing station. The other interfaces are determined according to the specific device model.

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