Using the V800 Video Mixer

The Roland V-800HD Video Mixer provides for sending video to the Sight and Sound program. There are up to 8 different video inputs. Each of these can be previewed on one part of the monitor, and at the desired time, the preview video can be sent to the program video output.

Although there are a lot of different options available on the V-800HD, it can be used to simply switch between the current video input to a second video input.

IMPORTANT: Use the following procedure for turning the V-800HD on and off.

V-800HD Powering ON

- ✔ Turn ON the V-800HD.
- ✔ Wait for the lights to stop flashing... it takes a while. (The Memory #1 light should be green when the V-800HD is through booting up.)
- ✔ Turn ON the video sources (Cameras, Video Players/Recorders, Computers, ATEM, etc.).
- ✔ Turn ON output devices (Projector) if required.

Figure 1: Memory buttons.

V-800HD Power OFF

- ✔ Turn off output devices (projector).
- ✔ Turn off DISTAMP
- ✔ Turn OFF V-800HD.
- ✔ Turn OFF Other switches.

Additional memory options are available that change the program, preview, additional video input options, and frame store contents.

Basic Operation

The V-800HD video display is divided into 10 sections. The upper half shows the current program on the right side of the screen and the left side of the screen shows a preview of the next display.

The lower half of the display shows the currently available video sources.

Figure 2: The multiview display.

The V-800HD has two rows of buttons for selecting video sources.

The ***CUT*** button is used to make an instant switch between preview and program video sources. The ***AUTO*** button will fade between sources using a pre-set amount of time for the ***TRANSITION***. The default of 1.0 seconds is typically used.

There is a ***FADER T-bar*** that can be used to switch from the video input selected on one row of buttons to the video input selected on the second row of buttons. The ***FADER T-bar*** is typically used together with one of the ***Wipe*** options discussed later.

The first of two rows of 10 buttons controls the current P***rogram*** output. Available video inputs have a green input status light. The current selected ***Program*** input button has a red

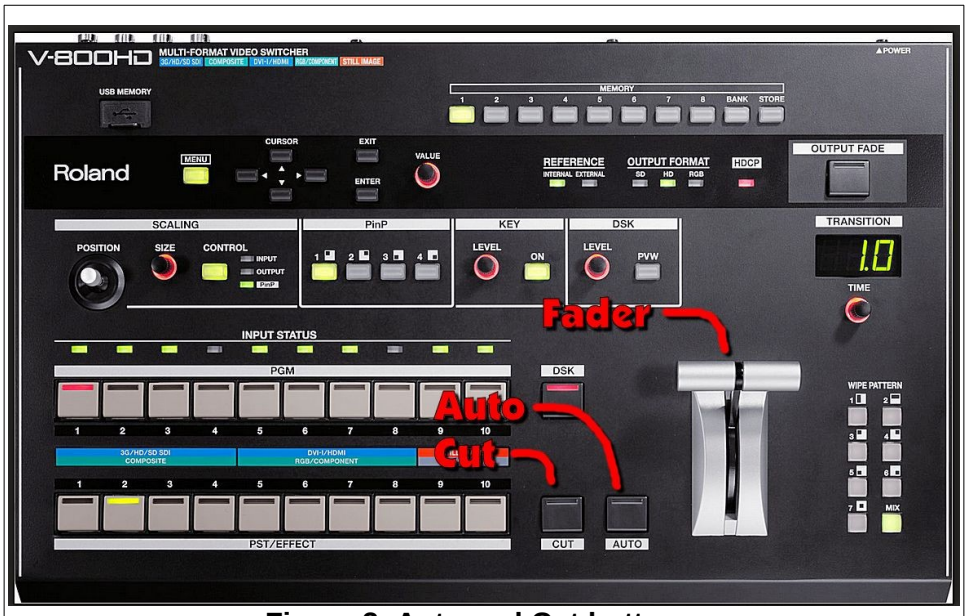


Figure 3: Auto and Cut buttons.

Figure 4: Program and Preview buttons.

light. The bottom row of 10 buttons control the ***Preview***. The currently selected preview input has a green light.

Example

Let's assume that Camera 1 has been selected in the top row of buttons. Camera 1 video will be shown in the ***Program*** section (the right side) of the monitor. If Camera 2 is selected in the second row of buttons, its video will be shown on the Preview section (the left side) of the monitor. When the ***CUT*** or ***AUTO*** button is pushed, the ***Program*** video will change from Camera 1 to Camera 2.

For basic video mixing, the ***CUT*** or ***AUTO*** button is used to switch between video sources selected on the two rows of buttons. The ***FADER T-bar*** control is typically used to control Wipe positions.

Auto Transition Time

To change the length of time for an ***Auto*** transition, adjust the amount of time shown in the ***TRANSITION*** time display by turning the ***TIME*** knob found just below the time display.

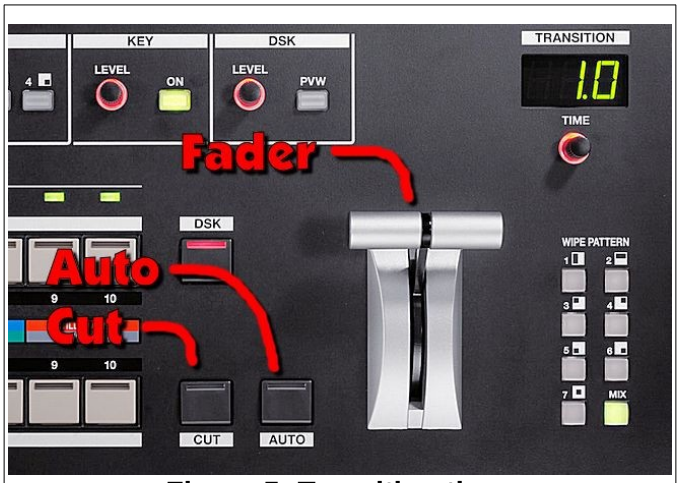


Figure 5: Transition time.

Wipe Patterns

There are 8 different wipe patterns available. These are selected by pressing buttons near the lower right corner of the ***V-800HD***.

In most cases, the basic ***MIX*** option should be selected. In special cases, it may be desirable to use one of the geometric wipe patterns.

Figure 6: Wipe Patterns.

Fade to Black

At the end of a program, and before switching BVTV from the Sound Booth to the Administration Building, you should fade to black. This is done by pressing the ***OUTPUT FADE*** button near the upper right corner of the V-800HD.

Pressing the ***OUTPUT FADE*** button a second time returns to the current program video.

Figure 7: Output Fade.

Picture in Picture Displays

There may be times when it is desirable to mix two images on the screen at the same time (***PinP***). For example, during Vespers hymn singing, some operators like to show the accompanist in one corner of the display while panning over the audience. Here is an example of how it can be done.

- ✔ Set the camera that shows the audience on the top row of video selection buttons (the background).
- ✔ Set the camera that shows the accompanist on the bottom row of video selection buttons.
- ✔ In the PinP section of the V-800HD, select the PinP style, and preview the results.
- ✔ In the ***SCALING*** section of the V-800HD, press the ***CONTROL*** button until the ***PinP*** option is selected.
- ✔ Use the ***SIZE*** knob to adjust the ***PinP*** image size.
- ✔ Use the ***POSITION*** joystick to move the ***PinP*** image to the desired location.
- ✔ Use ***AUTO, CUT*** or ***FADER*** to send the composite preview image to the program.
- ✔ To turn off the ***PinP*** image, press the selected ***PinP*** button to make the PinP image disappear.

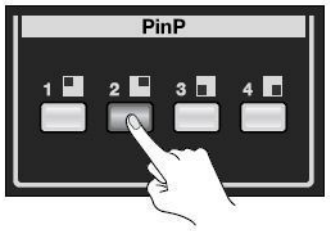


Figure 8: PinP Options.

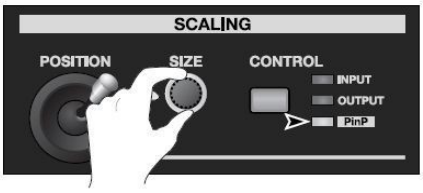


Figure 9: Scaling Options.

Superimposing Text

To superimpose text over a background video, a video source containing text that has a solid black background must be available. This can come from a frame store on button 9 or 10, or the booth computer.

- ✔ Set the program video source on the top row of video selection buttons (the background).
- ✔ Set the text video source on the bottom row of video selection buttons.
- ✔ Press the **KEY** Selection button **ON** button.
- ✔ If necessary, adjust the **LEVEL** knob until the preview shows the desired effect.
- ✔ Use ***AUTO, CUT*** or ***FADER*** to send the composite preview image to the program.
- ✔ Press the ***KEY*** Selection button remove the overlay.

Figure 10: Adjusting Key Level.

Enlarging the Source Picture

There may be times when you want to zoom in (enlarge) the source picture. For example, when a computer display is being used and you want to zoom in on a part of the display.

- ✔ In the ***SCALING*** area of the V-800HD, press the **CONTROL** button until the ***INPUT*** option is selected.
- ✔ Use the **SIZE** knob to change the scale.
- ✔ Use the **POSITION** joystick to move the scaled image.

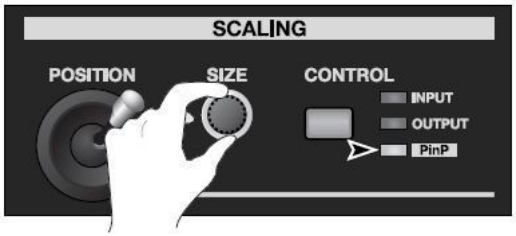


Figure 11: The Scaling function.

- ✔ Use ***AUTO, CUT*** or ***FADER*** to send the preview image to the program.
- ✔ When you are through using the enlarged image, use the ***SIZE*** and ***POSITION*** options to return the source image to its original size and location.
- ✔ Press the **CONTROL** button until no options are selected.

Using Frame Store Still Images

There are several still images available in the frame store of the V-800HD (unless someone has changed or removed them). Different ***MEMORY*** buttons can save different image options from the frame store.

Figure 13: Still Frames.

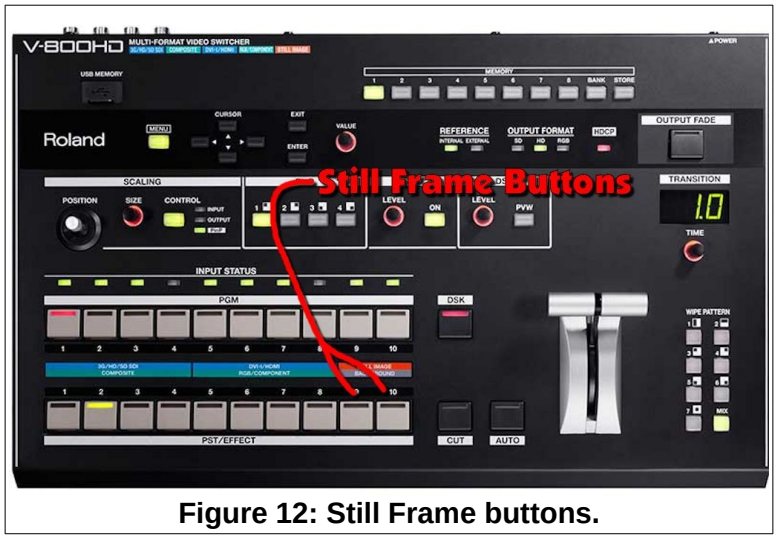


Figure 12: Still Frame buttons.

- ✔ To use the still frames, select either **9** or **10** on the preview row of buttons, then use ***AUTO, CUT*** or ***FADER*** to send the preview image to the program.

Programming Memory Buttons

NOTE: Programming the memory buttons on the V-800HD is a messy process, and should not be undertaken by anyone who is not interested in learning about complex technical details.

The V-800HD has 8 ***MEMORY*** buttons, a ***BANK*** select button, and a ***STORE*** button. Each time the V-800HD is started, it defaults to ***MEMORY BANK 1***.

What is stored in each memory is the configuration of Channel video inputs, including which frame store images have been assigned to Channels 9 and 10.

Figure 14: Memory buttons.

In the illustration shown here, the Program has been set to Channel 9 (which has been set to the frame store image shown), the Preview has been set to Channel 3 (Camera 3), and Channel 6 is showing the output from the ATEM.

This reflects the memory settings for the currently selected ***MEMORY*** button. Here is how to store settings for a particular memory button.

Figure 15: Typical memory setup.

NOTE: Do not change the settings for MEMORY # 1. Since this is the default startup setting, others will depend on the settings for this memory and will be confused and/or annoyed by any changes.

Creating a memory setting

Memory ***BANKS*** are reserved for each S&S Team by number.

- ✔ Select the desired ***MEMORY BANK*** by pressing the **BANK** button.
- ✔ Press the ***MEMORY*** button that will be used for the new settings.

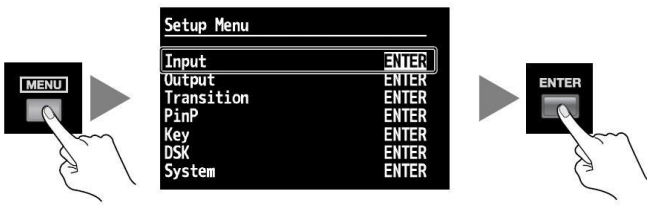


Figure 16: The Setup menu.

- ✔ On the V-800HD, press the **MENU** button, use the ***CURSOR*** to select the Input option, then press **ENTER**.
- ✔ Use the ***CURSOR*** to select channel 9, then use the **VALUE** knob to select the Still Image input type.
- ✔ Press the **MENU** button and select the desired still frame.
- ✔ Repeat the previous steps for Channel 10.

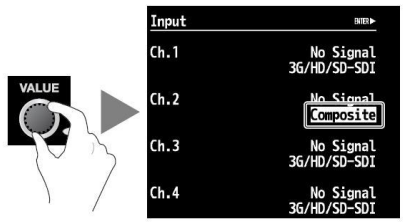
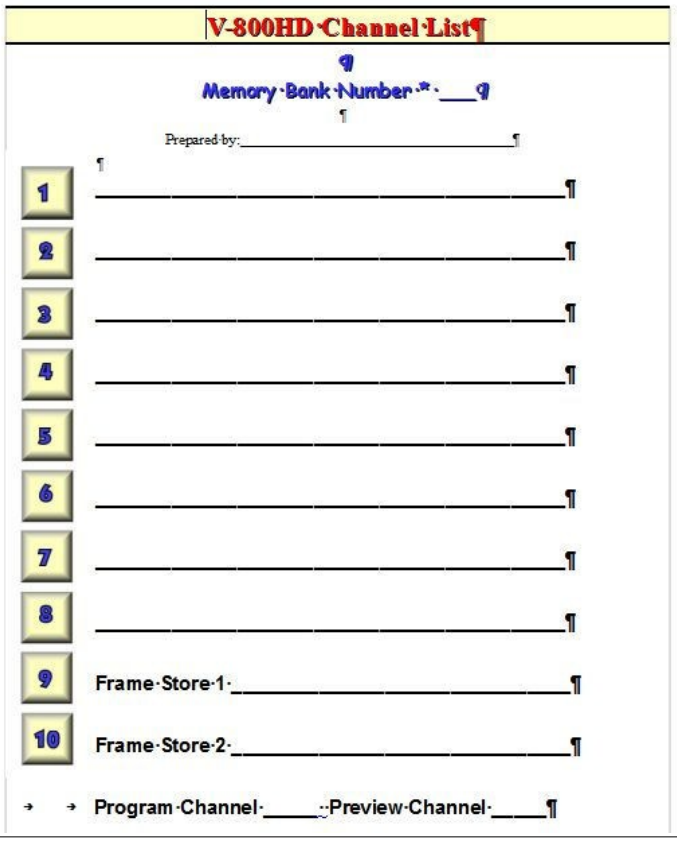


Figure 17: Adjusting the Value.

Now that the settings have been adjusted, it is time to store them.

- ✔ Press the **STORE** button, then press the desired **MEMORY** button. (The previously selected button will flash.)
- ✔ Use a Channel List worksheet to record the settings.

Figure 18: Setting a memory.


V-800HD Channel List

Memory Bank Number * ___

Prepared by: _____

1 _____

2 _____

3 _____

4 _____

5 _____

6 _____

7 _____

8 _____

9 Frame Store 1 _____

10 Frame Store 2 _____

Program Channel _____ Preview Channel _____

NOTES