

## Chapter Five: ToasterVision Monitor





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### TOASTERVISION

ToasterVision is a digital monitor that you can access right on the Video Toaster [2] desktop. You don't need a hardware output to view files in Video Toaster; ToasterVision shows you input, files, CG, and other video sources. This chapter explains the available modes on your ToasterVision panel and when to use those modes.



**Figure 5.1.** ToasterVision, the Video Toaster [2] digital monitor.

## 5.2 VIDEO TOASTER [2]

Like the other panels in Video Toaster, you can open more than one ToasterVision monitor simultaneously. You can set up your desktop with ToasterVision monitors that show your input signal, your output signal, and your preview signal.

You can use ToasterVision to view the output from panels like the DDR or the Background Generator, until you open the Switcher. When you open the Switcher, it overrides all other panels that access ToasterVision

Once you open the Switcher, your video signal to ToasterVision must route through the Switcher. Also, when you close the Switcher, ToasterVision still refers to the Switcher settings to determine output. An easy way to override the Switcher when you want to see the output from a particular panel is to right-click on the panel tag (e.g., DDR1), then select **Put on Program Out** or **Put on Preview Out**, depending on whether ToasterVision is in program out or preview mode. You automatically place the panel source on the Main or Preview bus in the Switcher as well.

### TOASTERVISION CONTROLS

ToasterVision looks like a television monitor, and its controls sit near the base of the monitor.



**Figure 5.2.** Controls at the base of the ToasterVision monitor.



#### **WARNING**

Do not use ToasterVision to color balance video sources. Computer monitors are calibrated differently from video monitors, so you should use an external video monitor for accurate color matching and color balance.



#### **NOTE**

The background of the Video Toaster desktop may affect how you perceive color, which is another reason to use an external video monitor for color balance.

## UNDERSCAN

The **UNDERSCAN** feature relates to a safe area. When you underscan the input that feeds into the ToasterVision, you reduce the size of the image so that you can see the entire video clip, including regions that fall outside of the standard safe area for active video. The safe area refers to the area within the video dimensions where action must occur so that you can reliably see it on most standard monitors (there is also a safe title area for text, discussed in Chapter Fourteen: Character Generator). So the **UNDERSCAN** feature shows you the portions of the video that fall outside of the safe area. Note that the **UNDERSCAN** label changes to green when you select this option.

## VIEWING OPTIONS FOR TOASTERVISION

### Program Out

The **PGM OUT**, or Program Out, button shows the video signal going to output, which incorporates any and all special effects, overlays, and so on, made in the Switcher. So, in some cases Program Out combines signals from Main, Preview and Key. For example, when you use a transition you combine signals from Main and Preview. In Figure 5.3, ToasterVision shows Program Out when a Blinds DVE is used for a transition.



Figure 5.3. Display in Program Out mode with a Blinds DVE.

### Preview

The **PREVIEW** button relates to the Preview bus on the Switcher. When you choose Preview, you can see the video signal that is next-in-line for output on the Switcher.

### Main

The **MAIN** button shows you only the video signal related to your Main Bus. Unlike Program Out, you see only the input signal from one source. Your input may come from hardware devices like cameras, which are attached to the SX-8 breakout box, or your input may be a file. If you use a transition, you will not see the effect of the transition; ToasterVision will switch to the new Main source when the transition completes.

When you use ToasterVision with the Switcher, the Main and Preview bus on the Switcher directly relate to the Main and Preview buttons in ToasterVision. If you choose **MAIN** or **PREV**, you will see the input that resides on the corresponding channel for the Switcher. As stated above, when you choose **PGM OUT**, you see the actual output signal from the Switcher, which may combine inputs in Switcher channels. For other panels, like the DDR, you can view the video signal by choosing either **MAIN** or **PGM OUT**.

### Key

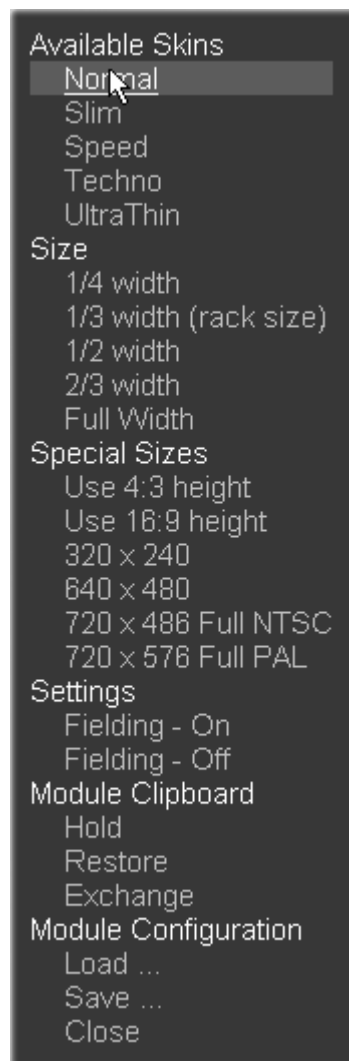
The **KEY** button shows the video signal that sits in the Key bus on the Switcher. An item on the Key bus is an item that you plan to use for chroma/luma keying; for information on chroma keying and luma keying see Chapter Sixteen: Keying.

### DSK

The **DSK** button shows the source that sits in the DSK. This must be a computer-generated source, such as Aura, the Character Generator or the Background Generator. A source in the DSK maintains graphics, titles or video over your output. For more information about downstream keying, see Chapter Seven: Switcher.

### TOASTERVISION CONTEXT MENU

When you right-click on any area of ToasterVision, a menu appears with several options. The top region of the menu gives you options for changing the size of the monitor and the bottom region of the menu gives you options for saving a ToasterVision configuration. You can also close the panel from this menu.



**Figure 5.4.** Context menu in ToasterVision.

### Sizes for ToasterVision

When you choose one of the **Sizes** in the list, you set ToasterVision at a quarter, a third, a half, or the full width of the computer monitor. The **Special Size** options let you choose the aspect ratio for ToasterVision, which determines the relationship of the width and the height. The most common resolutions are **4:3 height**, which is similar to standard television, and **16:9 height**, which is the aspect ratio used by some DVD programs, widescreen television, and 16:9 cameras. The default resolution is 4:3, but you can change the default in the Preferences if you prefer 16:9. You can double-click on a blank area near the monitor controls to return ToasterVision to this default size.

Remember that even when you apply one of the preset resolutions, you can always adjust the size of the ToasterVision monitor by dragging the edge or corner of the panel with the mouse button.



Figure 5.5. ToasterVision at 4:3 size.





Figure 5.6. ToasterVision at 16:9 size.

## SKINS FOR TOASTERVISION

You can set a different skin on the ToasterVision. Your choices range from Normal to Techno. The Normal skin shows all options, but the Speed, Slim and UltraThin skins let you work with a limited ToasterVision. For example, the **Slim** and **UltraThin** options give you a ToasterVision with no controls, which helps you conserve space on a single desktop. You access controls on the Slim TVision by right-clicking to open the context menu. You can cycle through the skins by clicking on the **S** at the top right of the monitor.

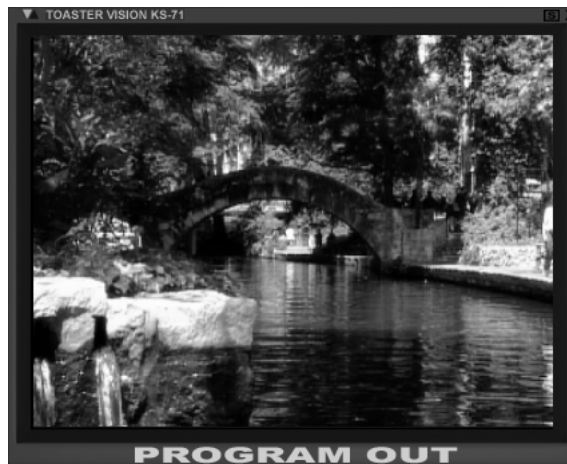


Figure 5.7. ToasterVision in Slim mode.

### FIELDING

In the context menu, you can activate or deactivate **Fielding**. These two options differ in how the signal is represented in ToasterVision. When your memory resources are a concern, or your computer monitor choose **Fielding Off**. If you work on a larger monitor, or multiple monitors, and you have a lot of system memory, you can take advantage of **Fielding On**. These two options do not affect the actual output from the Video Toaster, they determine how a signal is displayed in ToasterVision only. When you choose the **Fielding On** option, you may see some jitter in ToasterVision, because it is simulating fields.

## TASK: TOASTERVISION

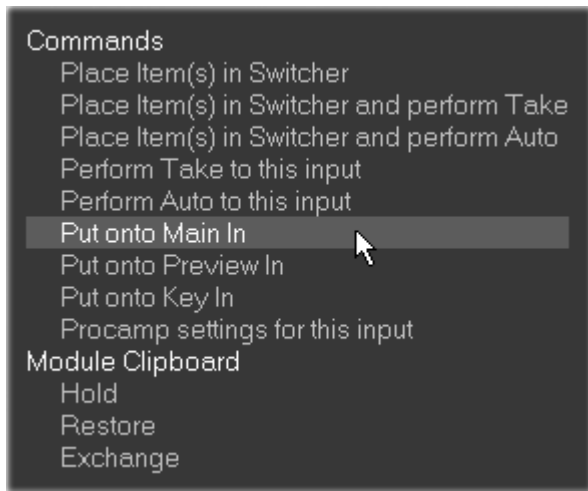
These tasks show you the basics of working with ToasterVision, the digital monitor in Video Toaster [2].

### TOASTERVISION AND PANELS WITHOUT THE SWITCHER

- 1 Click on Digital Disk Recorder in the main menu to launch its panel.
- 2 Click **ADD** to launch the File Bin. Choose a video clip and click open to add it to the DDR playlist.
- 3 Click on the **Play** button on the DDR deck controls.
- 4 Click on ToasterVision in the main menu, and the ToasterVision monitor appears. Click on the **PGM OUT** button.



- 5 Right-click on the DDR tag and select **Put onto Main In** from the menu. You should see the video play in ToasterVision.



## TOASTERVISION WITH THE SWITCHER

You need two video inputs attached on the SX-8 Breakout Box for this procedure.

(If you do not have the SX-8 Breakout Box and therefore, you do not have two inputs available, add one video input to the Main bus and a DDR, with a clip loaded and playing, to the Preview bus instead.)

- 1 Click on ToasterVision in the main menu and the ToasterVision monitor appears. Click on the **PGM OUT** button.
- 2 Click on the Switcher in the main menu to launch its panel.
- 3 Choose the **Main** bus and add your first input. You should see the source video playing on the ToasterVision monitor.
- 4 Choose the **Preview** bus and add your second input.
- 5 On the ToasterVision panel, choose the **Preview** button. You should see the source video from your Preview bus playing.
- 6 On the ToasterVision panel, choose **Program Out** again.
- 7 On the Switcher, click **Auto** to automatically fade between the **Program** and **Preview** bus. You should see the fade on the ToasterVision monitor.