

## Chapter Three: Video Toaster [2] Interface





# Chapter Three:

## Video Toaster [2] Interface

### VIDEO TOASTER DESKTOP

Now that you've set up your Video Toaster card and installed the software, you're ready to get acquainted with the Video Toaster [2] interface. In this overview of the desktop, you're introduced to the default menu, you learn to customize the interface, and you discover the global options available to you. Global options are commands or shortcuts that you can access in all of your Video Toaster panels. Get to know these shortcuts, because they can simplify your workflow.



Figure 3.1. Video Toaster [2] desktop.

STARTING VIDEO TOASTER [2]

Start Video Toaster [2] by double-clicking the Video Toaster [2] icon on your desktop. You can also browse to the Video Toaster entry in the **Start** menu.

Start with a Clear Desktop

Each time you open Video Toaster, it remembers your most recent configuration of panels. That is, panels you used when you closed Video Toaster will show up when you launch the program again. But, if you want a clear desktop, hold the **SHIFT** key when you launch Video Toaster.

MAIN MENU

The main menu lists all of the panels that you can access in Video Toaster. Opening any of these panels is just a matter of clicking once on the name.



NOTE

If you double-click on a panel name, you open a duplicate of the panel.

By default, Video Toaster launches with a horizontal menu across the top of the screen. You can choose a different menu by right-clicking on the main menu and choosing from the available options, or you can click on the logo and cycle through the different skins.



Figure 3.2. A portion of the main menu in the Video Toaster interface.

You can lock the main menu by clicking on the padlock icon (see Figure 3.3) or the word **Lock**; if you do not lock it, the menu disappears. The menu reappears when you drag your mouse over the far right or far left of the bar at the top of the screen.



Figure 3.3. The padlock for the main menu

Note that the main menu automatically appears when no items are on your desktop. For example, it appears when you close the last panel or if you open an empty desktop. The main menu disappears when you open a panel.



#### HINT

You can toggle the main menu on and off by hitting the Esc key on your keyboard.

## EXITING VIDEO TOASTER [2]

Exit the Video Toaster [2] application by clicking **Exit**. When you close Video Toaster, it saves any open panels as a configuration under your user name. The next time you open Video Toaster, the desktop launches with your most recent configuration of panels.

## MINIMIZE, MAXIMIZE, AND TOGGLE

Sometimes you need to get out of Video Toaster [2] temporarily to work in another program. Choose the Minimize icon (a downward-facing arrow, see Figure 3.4) or the word Minimize. You click on the arrow and the Video Toaster desktop gets tucked away. To maximize the program again, you just click on the Video Toaster button in the Windows Taskbar.



**Figure 3.4.** The arrow on the left is the Minimize option.

You can toggle between the Video Toaster and other open Windows programs by holding the ALT key and pressing the TAB key.

You can also clear up the Video Toaster desktop by minimizing panels that you open from the main menu. Notice that when open a panel name, the name appears as a button in a strip at the top of the screen.



**Figure 3.5.** The buttons allow you to minimize and maximize panels.

Click once on that button to minimize the panel on the Video Toaster desktop. Click on the name button again to return the panel to the desktop. When you click on the name button to minimize, the panel still runs, but you cannot see it.

### 3.4 VIDEO TOASTER [2]

If you right-click on the name button, you can access a menu of options. You can choose placement options: show, minimize, maximize and default size. You can set the window to sit **Always on Top** or **To Top** of other panels, and you can close a panel from this button.



**Figure 3.6.** Context menu for panel name buttons.

#### On Air Stream

The **On Air Stream** button at the right of the main menu launches an encoder that helps you create streaming media. For more information about streaming video see Appendix B: Streaming Media.



## PANELS AND SKINS

Video Toaster [2] promotes diversity, and in our world you can change the skin on your panels. A skin is another name for the graphical interface of a panel, which you can change depending on your work needs. Some skins serve a practical purpose, such as displaying fewer options so you conserve space.

Other skins, like the main skin for the Video Toaster desktop, are merely cosmetic and let you choose different flavors of eye candy. To change the skin for the Video Toaster desktop, click the right mouse button on the desktop and choose from the list of available skins.

**NOTE**

This manual refers to the default skins that appear when you first launch Video Toaster. If you change the skins, the panel descriptions in the manual may not match your screen.

If a panel offers different skins, those options are found in the context menu that appears when you right-click over an empty area of the panel. The category, **Available Skins**, appears near the top of the menu. You can also switch between skins by clicking the **S** at the top left of the panel, if available. Each time you click on the **S**, you select the next skin. To travel backwards through the different skins, hold **SHIFT** and click. Some panels may also offer **Skin Groups**, which essentially contain a folder of skins.

**TINTING PANELS**

Tinting your panels is a pleasing and really practical feature—you can color-code your panels. If you have multiples of a certain panel open, color helps you identify them quickly. You also populate the switcher with color-coded tags when you use tinted panels. For example, you open two Digital Disk Recorders (DDRs) and you tint one green and one red. When you add these two DDRs to the switcher, their tags are green and red, respectively.

**To tint a panel**

- 1 Open the panel(s) that you want to tint.
- 2 Click on the **Color Picker** in the main menu to launch it, then choose a color swatch.
- 3 Drag and drop the color swatch onto an empty area of your selected panel. You're done.

**HINT**

You can tint the display area of the ToasterScope and the DDR from the context menu. So the inside of these panels can be a different color from the outside.

**TINTING THE DESKTOP**

You can tint the Video Toaster desktop, but the process is a little different. When you just drag a color swatch onto the Video Toaster desktop, the swatch floats there so that you can grab it easily from the desktop. It doesn't tint the desktop. You must hold the **CTRL** key when you drag the swatch to tint the desktop.

### To tint the Video Toaster desktop

- 1 Open the **Color Picker** and choose a color swatch.
- 2 Hold the CTRL key while you drag and drop the swatch onto the desktop.

You also need to use this process to tint the panels that accept color as an input: the Background Generator, the keyers, and the Color Picker itself.

### To remove the tint

- 1 Right-click on an empty area of the panel or desktop.
- 2 Choose **Clear Current Shading** from the menu.

## CLOSING PANELS

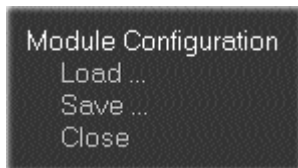
All panels include a close button so that you can shut down the panel with a click of the mouse. The close button is either an **X** that sits in the upper right corner or an on/off switch.

## CONTEXT MENUS

You can access common functions for Video Toaster panels by clicking on the panel with the right mouse button. The menu that appears when you right-click on a panel is a context menu, which means it is specific to the panel you are using at the time.

Different panels show different menu items, and headings separate those items into categories. You'll find some standard categories in the context menus. For example, all panels have a category called **Module Configurations**. Some panels give you different context menus depending on where on the panel that you right-click.

In the context menu for the Video Toaster desktop, you find desktop utilities, options for changing the skin, and the **Load** and **Save** options. The desktop utilities let you arrange icons on the desktop, and delete icons.



**Figure 3.7.** Generic context or right-click menu.

**NOTE**

Remember that many options in the context menu are specific to each panel, and context menus vary depending on where you right-click on the panel. You can learn more about the context menus for each panel in the chapters devoted to those panels.

## LOADING AND SAVING

Often you want to save the settings you've made for a panel so that you can load them later. Use the **Save** and **Load** options that appear in the context menu under the heading **Module Configuration**. The **Save** option basically takes a snapshot of your panel settings and then saves them in a file on your hard drive.

**NOTE**

Remember that Save does not refer to saving or loading video clips; it refers only to panel settings.

You should use meaningful names so that you can easily find files that serve a certain purpose. Use the **Load** option to open a panel configuration that you previously saved.

The context menu for all panels also includes a **Close** option, so that you can right-click to exit the panel.

## HOLD AND RESTORE

The **Hold** and **Restore** options let you copy and paste module configurations. These options are ideal when you do not plan to exit Video Toaster and you want to duplicate settings that you made on a panel. Use **Hold** to temporarily save the configuration and use **Restore** to restore the settings that you placed on hold. For example, you can **Hold** your Proc Amp settings, fiddle with the controls and if you don't like your changes **Restore** the previous settings that you held.

## PANEL STATES

All panels remember the state that they were in when you last used them. So, if you close the panel and open it a while later, the panel appears with your most recent settings. The Video Toaster desktop also saves its most recent environment when you close the application.

## ORGANIZATION AND FEATURES

With so many panels and options to work with, organizing your desktop may seem like a colossal task. But NewTek designed the user interface for Video Toaster to help you optimize your workspace.

### MOVING PANELS

You can move panels by grabbing the top of the panel and dragging. Basically, you hover the mouse over the top of the panel, then click and drag in the direction that you want to move.

### STACKING AND STRETCHING PANELS

Most panels are the same width, so you can stack them when you move them. The Video Toaster also uses stretchy skins for many of its panels; you can squish a panel down or stretch it out to a desired size. Some panels are not stretchy though, so look for this visual clue: if a panel is adjustable, the cursor changes to a double-sided arrow when you hover over a panel edge.

### CONTROL HINTS

The controls in each panel give you hints about their actions. Place the mouse over a slider, a knob, the T-bar, and so on, and the cursor changes to reflect the drag direction that the control supports. For example, you can drag only up or down to work the T-bar on the switcher panel, so the cursor changes to a line with arrows pointing up and down.



**Figure 3.8.** Control hints from left to right: move panel, resize panel, field direction, T-bar direction.

### SCROLLBARS AND SCROLLING ACTION

Some menus have a scrollbar so that you can scroll through a menu. If the scroll has arrows, you can use some shortcut actions:

- Click once on an arrow and the scroll jumps to the bottom or top.
- Click the arrow and hold down the mouse, and the menu slides along automatically.
- Click and drag, and the menu will slide along with your mouse.

Note that the scrollbar on the side of the menu is enabled automatically: it appears only when the menu is higher than half the screen height.

## BUTTONS, TAGS, AND ABBREVIATIONS

Buttons may show an abbreviated name rather than the full name that appears on the associated panel. For example, on ToasterVision you have buttons for different modes: PGM Out is an abbreviation for Program Out.

Some Video Toaster panels have a tag with the panel's abbreviated name. You drag and drop the tag from the panel into a switcher channel to add the panel as a switcher source, or you can drag some tags into the Audio Mixer. When the tag is assigned to a channel, that channel number appears in the tag on the module (e.g., DDR2 5).



**Figure 3.9.** The DDR's switcher tag.

## MULTIPLE DESKTOPS

The Video Toaster supports multiple desktops—in other words, you can run several desktops at the same time. The colored buttons at the top left corner of the main menu represent different desktops. A light beneath each button illuminates if the desktop has any panels open.

To move to a different desktop, you click on one of these buttons at the top of the screen. The button for the active desktop illuminates when you choose it, and stays illuminated while you work with it.



**Figure 3.11.** The Desktop buttons on the left activate additional desktop areas.



### HINT

Right-click on a desktop button to choose from a list of preset desktops.

These multiple desktops interact with each other; the only action you lose is drag-and-drop capability between them. For example, you can open the Switcher and ToasterVision on one desktop and the Background Generator on another. The BG source is still added automatically as an input on the Switcher, and if you put the BG on the Main or Preview bus, or the DSK, you see the input in ToasterVision.

Combine multiple desktops with support for multiple monitors, and you can easily work with and view several configurations. You can right-click on the desktop and save it with a unique name. When you save a desktop, the Video Toaster creates an icon for it in the directory where you save it. To load the desktop again, you right-click and choose **Load**. The File Bin launches, you browse to the appropriate directory, and double-click on the icon.

**WARNING**

When you double-click to open a new desktop, you automatically close your current desktop. You will lose any settings that you have not saved.

**SHORTCUTS FOR MULTIPLE DESKTOPS**

Video Toaster offers keyboard shortcuts so you can quickly jump between desktops:

CTRL+TAB: Go forwards through desktops

CTRL+SHIFT+TAB: Go backwards through desktops

CTRL+1: Go to Desktop 1

CTRL+2: Go to Desktop 2

CTRL+3: Go to Desktop 3

CTRL+4: Go to Desktop 4

CTRL+5: Go to Desktop 5

CTRL+6: Go to Desktop 6

## MULTIPLE USER CONFIGURATIONS

Video Toaster supports user configurations for multiple users on the same machine. When you log onto the machine and use Video Toaster, Video Toaster saves your settings and configurations to your profile. When someone else logs onto the same machine under a different user name, Video Toaster loads settings and configurations specific to that user's profile.

Of course, you can also save a specific desktop configuration. The same access applies when you save configurations: only you can access the configurations that you saved when you logged onto the machine. Other users can access only configurations they saved when they were logged on.

### To save a configuration for the Video Toaster desktop

- 1 Right-click on the Video Toaster desktop.
- 2 From the menu, choose **Save** (under **Module Configuration**).
- 3 In the File Bin that appears, name your file and click the Save button.

## ASSIGNMENTS/SHORTCUTS

Keyboard shortcuts let you access common functions from your keyboard, instead of using onscreen menus and your mouse. Using shortcuts can accelerate your workflow.

In Video Toaster, shortcuts are independent for each panel. You should stay aware of what panel you are working in, because the same shortcuts can work differently in different panels. The shortcuts specific to each panel are listed in the sections on those panels.

A complete list of keyboard shortcuts for Video Toaster [2] appears in Appendix A.

### GLOBAL SHORTCUTS

Certain shortcuts work the same way in most panels, but may not be available in all panels. For example, the shortcut to copy an item works the same when it is available. Also, you may not be able to copy certain items between different panels, only within the current panel. In most cases, you can determine fairly easily what you can copy because you can select specific elements or files. If you can't select anything, then you can't very well copy it anyway.

Listed below are common shortcuts that you can use in most panels:

CTRL + A: To select all

CTRL + C: To copy

CTRL + X: To cut

CTRL + V: To Paste

CTRL + S: To Save

CTRL + O: To open or to load

CTRL + N: To open a new file



### HINT

You can use the TAB key to jump between fields on a panel.

Selection shortcuts work on panels where you can choose more than one element. For example, in the switcher you use these shortcuts to select DVEs, in the Editor or DDR you select clips, in the File Bin, you select files and on the desktop you select icons.

HOME: Select first item and deselect all others

SHIFT+Home: Select all items from the last to the first

CTRL+Home : Select first item and keep current selection

END: Select last item and deselect all others

SHIFT+END: Select all items from the last selected to the last

CTRL+END+HOME: Select last items and keep current selection

Left/Up Arrow: Deselect all items and select the previous one

SHIFT+Left/Up Arrow: Select the previous contiguous items

CTRL+Left/Up Arrow: Select the previous non-contiguous items

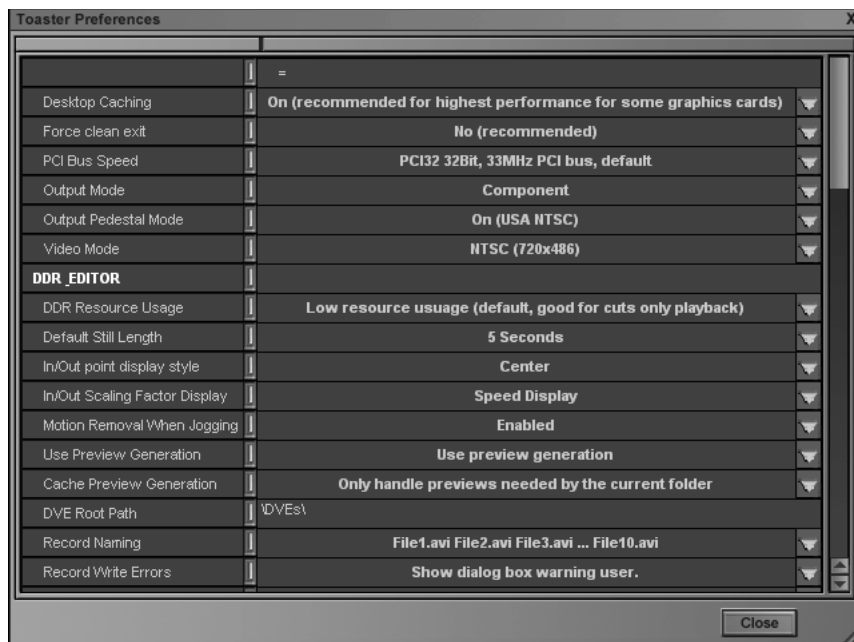
Right/Down Arrow: Deselect all items and select the previous one

SHIFT+Right/Down Arrow: Select the previous items

CTRL+Right/Down Arrow: Select the previous items

## PREFERENCES AND CONFIGURATIONS

The Preferences panel offers several settings that you can change to meet different workflow needs. You access the Preferences panel by clicking once on the Preferences option in the main menu. The preferences are divided into categories, and include NTSC or PAL video mode, options for file naming, and so on.



**Figure 3.10.** The first group of entries on the Preferences panel.

## SYSTEM PREFERENCES

### Desktop Caching

The **Desktop caching** setting uses 8MB of system memory when it is active, but the display is refreshed faster on many graphics cards (e.g., you need to activate this setting on G400s for best performance). If this option is off, then you use less memory, but some operations, like moving a panel, may seem more sluggish. nVidia cards seem to run fine with this option off.

### **Force Clean Exit**

**Force clean exit** lets you close Video Toaster without automatically saving your configuration. You usually want to set **Force Clean exit** to **No (recommended)** so that your configuration reopens with the most recent settings you used. If several people log on to a computer *under the same profile* and use the Video Toaster for different projects, then you may want to change this option to **Yes** so that no particular configurations are ever saved. You would need to save your configurations manually and load them manually to access them.

### **PCI Bus Speed**

**PCI bus speed** supplies several choices for matching the bus speed of your CPU so that you get the optimum processing between the PCI bus and Video Toaster.

### **Output Mode**

**Output Mode** lets you choose the type of signal that you send to output: **Component** or **Y/C**.

### **Output Pedestal Mode**

**Output Pedestal Mode** is a setting used for Japanese NTSC television systems. If you record for a U.S. broadcast, choose **On (USA NTSC)**. If you record for Japanese broadcast, choose **Off (Japanese NTSC)**.

The *pedestal* is a small DC voltage step within the video signal used to separate the black level from the blanking level. It is used as the reference for white and grey levels (i.e., luminance). With Japanese NTSC, the black and blanking levels are equal (IRE = 0).

### **Video Mode**

**Video Mode** lets you choose NTSC or PAL. NTSC is the North American and Japanese video standard; PAL is the European video standard. When you change the video mode, all of your panels are updated to use the correct colors, screen size, and the Capture panel offers the correct frame rate for NTSC or PAL. Your entire system uses the selected standard, including your inputs and outputs.

## DDR/EDITOR PREFERENCES

### Automatic In/Out Offset

**Automatic In/Out Offset** lets you set the number of frames that your slider scrubs through when you change the In/Out points of a video clip. The offset amount ranges from 1 to 255. A lower number will jump through fewer frames at a time, so that you can make finer adjustments. You typically use a larger number when you work with longer video clips and your adjustments don't need to be as precise.

### DDR Resource Usage

**DDR Resource Usage** controls how much processor power you dedicate to playing back files in the Digital Disk Recorder. Simple files that use cuts-only video work well on **low resource usage**. Files with only a few dissolves or other transitions display best on **medium resource usage**. Complicated ToasterEdit projects with a lot of special effects that are placed into a DDR work best on **high resource usage**. Remember that if you use more resources for the DDR then your processor works harder, and other areas of Video Toaster may slow down.

### Default Still Length

**Default Still Length** sets the duration of a still image in ToasterEdit and the DDR. This is the length that is automatically applied to any still image that you load. You can set the still image to hold for as little as one second or as much as 30 seconds; the default length is five seconds. You can always manually adjust the still length in the DDR or ToasterEdit.

### In/Out Point Display Style

**In/Out Point Display Style** lets you set where in and out points are based when you use transitions. This setting is irrelevant to croutons without transitions; without a transition, in and out points are placed at the edge of the clip. **Center** places the in and out points at the center of the transition, **outside** sets the in and out points on the outside edge of the transition and **inside** sets the in and out points on the inside edge of the transition.

### In/Out Point Scaling Factor Display

**In/Out Scaling Factor Display** lets you choose whether you use Scaling or Speed in the Edit Properties panel. When you choose Speed you enter the value in percentage, such as 100%, 200 % and so on. When you choose scaling, you use a number that represents a ratio, such a 1 for 1:1, 2 for 2:1 and so on.

### **Motion Removal When Jogging**

**Motion Removal When Jogging** will remove interlace and give you a 100 percent still image when you scrub in the DDR or ToasterEdit.

### **Storyboard Insertion Mode**

**Storyboard Insertion Mode** controls how you work with croutons in the ToasterEdit Storyboard. Choose **Insertion** if you want to drag-and-drop croutons. Choose **Non-insertion** to disable drag-and-drop capability. When you choose **Non-insertion**, you can move croutons in the storyboard only by selecting the crouton and then using the Cut, Copy, and Paste buttons.

### **Use preview generation**

**Use preview generation** lets you choose whether to dedicate CPU resources to creating previews of transitions and special effects. That is, you can see these effects in real-time. Choose **Do not use preview generation** if your system has trouble creating transitions and effects in real-time; the system will render any special effects.

### **Cache Preview Generation**

**Cache Preview Generation** keeps a cache of the recent previews for a project. This caching uses system memory, so typically you choose **Only handle previews generated by current folder**; this setting helps you conserve resources.

### **DVE Root Path**

**DVE Root Path** should point to the folder that contains your Video Toaster DVEs. When you install the software, Video Toaster automatically specifies the root path for the DVE folder. But if you move the folder to another location, you need to update this preference.

### **Record Naming**

**Record Naming** gives you naming and numbering options for the files you create when you capture and save. You can choose a standard that starts numbering from 1 or 0 and you can choose a standard that uses between one to three digits.

Normally you want to choose a naming convention that starts with zero. Choosing a numbering system that starts with zero guarantees that Windows will correctly order your clips in a sequence. Also, you should have some idea of how many clips you'll use so that you can correctly choose the number of digits, again so that Windows puts your clips in the correct sequence.

## Record Write and File Errors

**Record Write Errors** and **Record File Errors** let you choose whether to display a warning when Video Toaster encounters an error as you work with, save and open files. It is highly recommended that you keep the default option, which shows a dialog box if Video Toaster runs into a problem.

## Windows Media Encoder File Path

**Windows Media Encoder File Path** should be set to the directory where Video Toaster will access Windows Media Toaster. Usually this is set by default when you install Video Toaster, but you need to update the path if you move the program.

## OTHER MODULES

### Display Switcher Numbers inside BoB

**Display switcher numbers inside BoB** lets you choose whether to show the switcher channel associated with a BoB input. **Visible** shows the channel number beside the input on the Virtual BoB, and **Not Visible** shows nothing. Whether you choose **Visible** or **Not Visible** is a matter of taste and how much information you want displayed on the interface.

### Dither Black Background

**Dither Black Background** lets you add or remove dithering when you choose Black Background in the Switcher. Turn **Off** dithering if you want to output a pure black signal. Turn **On** dithering if you use the Black Background to fade to a source or to fade from a source. Without dithering, you may see banding in the transition frames; dithering will eliminate banding.

### Module Autosave

**Module Autosave** lets you set a time interval when you want Video Toaster to automatically save the current settings for your panels.

### Mouse Inside ToasterVision

**Mouse inside ToasterVision** lets you choose whether or not you can see the mouse cursor when you drag it over the ToasterVision display. The default option, **Visible**, lets you see the cursor. Choose **Hidden** if you do not want to see the cursor. Note that you can still see the cursor over the ToasterVision controls when you choose **Hidden**—the cursor hides only when it is over the monitor display area.

### **New Modules**

**New Modules** determines where a new module is placed on the switcher when you open the module. By default, **New Modules** is set to **Should automatically be placed on the preview row**. Choose **Should not be placed on preview row** to place new modules on an available channel only, not on the preview bus.

### **Rollover Animated Previews**

**Rollover animated previews** lets you choose whether the icons animate when you drag the mouse over them in the File Bin. If you disable this feature, you conserve some system resources.

### **ToasterVision Aspect Ratio**

**ToasterVision aspect ratio** lets you choose the default display when you launch a Toaster Vision monitor. You can set the default to 4:3, which is the aspect ratio for standard television, or for 16:9, which is the aspect ratio for widescreen television.

## **SX-8 BoB PREFERENCES**

### **Genlock**

The **Genlock** options let you control the position of sync and the angle for phase.

**Genlock Termination** lets you choose whether to use the Video Toaster as a throughput for genlock or whether to terminate the signal. Usually you leave this option **Off** so that Video Toaster can send a reference signal on to other systems.

### **Delta**

The **Delta** sliders for Composite, S-Video and Component signals let you control the position of sync for each channel available to the signal.

### **VE RT Engine**

The **VE RT Engine** gives you choices for the amount of resources to dedicate to the Real-time engine that powers the display of DVEs in ToasterEdit. The setting is set to Never by default, but you can increase it up to Less than 40MB.

### Smooth Scroll Windows

**Smooth Scroll Windows** lets you choose whether Video Toaster scrolls smoothly over long lists or not. The option is set to **Disabled** by default because this setting uses less system resources. If you want menus to scroll smoothly, you can set the option to **Enabled**, but you may get slower performance and some video glitches on Program Out.

### Storyboard Track Editing

**Storyboard Track Editing** lets you choose between **Single Track-row Editing** and **A/B track editing**. The **Single track-row** places all clips on one track when possible, one after another, while **A/B track** alternates clips between tracks.

### TE Project Start Mode

**TE Project Start Mode** lets you choose where ToasterEdit projects begin: at the first clip, at zero, or at whichever comes first.

### ToasterEdit and DDR Cache

A range of options give you control over ToasterEdit and DDR caching. You should choose caching options that respect your system resources: if your system resources are low use less caching (and keep the defaults). But if you have a more powerful system you can take advantage of more caching.

## FILE FORMATS

Video Toaster now completely supports AVI format, which is the video-recording standard for Windows. As the native format, AVI is great for compatibility with third-party applications and plug-ins. Previous versions of Toaster used a proprietary RTV format, and Video Toaster includes tools that let you convert your RTVs to AVIs.



#### NOTE

The AVI format in Video Toaster is not limited to a 2GB file size.

Video Toaster also supports all video file formats that can be played in Windows Media Player. The following list identifies some of the most common compatible formats:

- AVI
- DV
- MPEG1
- WAV
- MP3

You can also load the following still image formats:

- JPEG
- PCX
- BMP
- GIF
- IFF
- TIF (not all varieties)
- PNG
- TGA

## INPUT AND OUTPUT

To work with the Video Toaster, you'll need some input and output. The Video Toaster card gives you one input and one output for video and for audio. For additional inputs and outputs, you must add the SX-8 Breakout Box.

You can add a component, Y/C, or a composite video input to the Toaster Card. For information on adding input devices to Video Toaster, see the previous chapter, Chapter Two: Video Toaster Card and Breakout Box

## TASK: GET ACQUAINTED WITH THE INTERFACE

This quick procedure gives you a tour of the Video Toaster interface so that you are familiar with the options available to you.

### VIDEO TOASTER DESKTOP

- 1 Launch Video Toaster by clicking on the desktop icon.
- 2 Lock the main menu by clicking on the padlock or the word Lock.



- 3 Right-click on the desktop to see the context menu that appears.
- 4 Under **Available Skins**, choose **Leopard**.



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- 5 Click once on the **Color Picker** in the main menu to open its panel. Select a pink swatch in the Color Picker, then hold the CTRL key while you drag the swatch onto the desktop. This tints the desktop pink.
- 6 Click on the green button at the top left of the screen (the second button) to open a new desktop, then open the **ToasterScope** panel.



- 7 Hit CTRL+SHIFT+TAB together on your keyboard to return to the first desktop, where the Color Picker should still be open. Close the Color Picker and open the Capture Panel and Toaster Vision.
- 8 Save the desktop; right-click and choose **Save...** Browse to the directory where you want to save the configuration, and name it PRACTICE.

Now if you want to load this desktop again, you can double-click on the Practice icon in the File Bin. When you do, PRACTICE will replace your current desktop configuration.

#### SET UP THE PREFERENCES PANEL

- 1 Click once on **Preferences** in the main menu.
- 2 Set the PCI Bus speed to match the bus speed of your PCI slot. (Check the manual with your motherboard or CPU to find the correct speed.) For example, if your system has a 64-bit slot with 66MHz, choose the **PCI-X 64bit, 66MHz bus, default** option.
- 3 Verify that the **DVE Root Path** is set to the correct location for your DVEs. If you changed your DVE directory to sit on your D: drive, for example, make the DVE Root Path D:\DVEs\. This path must be correct so that the Advance option on the switcher will work.
- 4 Set **DDR Resource Usage** to **medium resource usage** so that when you play back files with transitions, they will display well. (If you plan to work with only simple files that use only cuts, then leave this option on **low resource usage**.)

- 5** Under Record Naming, choose the **File001.avi, File002.avi, File003.avi...File010avi** option; Video Toaster appends the numbers to files with the same base name as you capture video.

Although you may not make this many files at first, it's a good idea to change to the triple digit sequence for the future. (If you plan to make files in sequences that run above one hundred files, choose the **File0001.avi** option.)

