

VS2000 HotActions 1.6.x with DX9 Render Engine & Advanced Chroma Keying

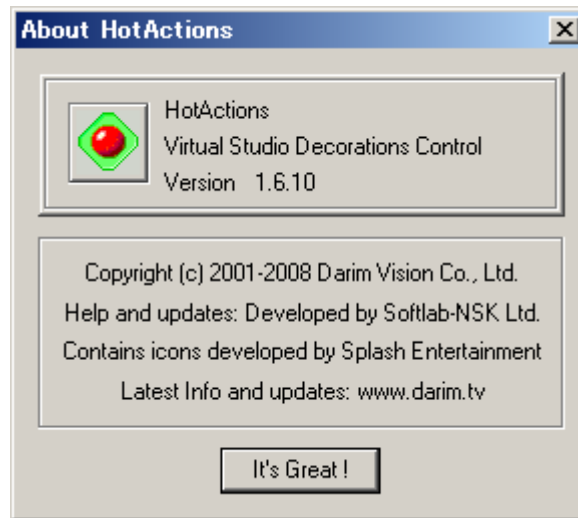
[VERY] Quick Reference Guide
Rev. 1a (2008-06-08)



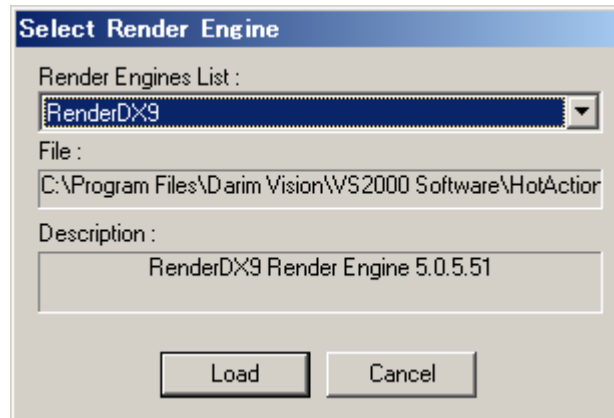
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1 Introduction

We assume that you have installed the **HA-upd16xxDX9xx.exe** package and launched the HotActions program. In that case, you will see the following dialog after selecting the **About** from the **Help** menu of the program (the version number shown should be *at least 1.16.10*).

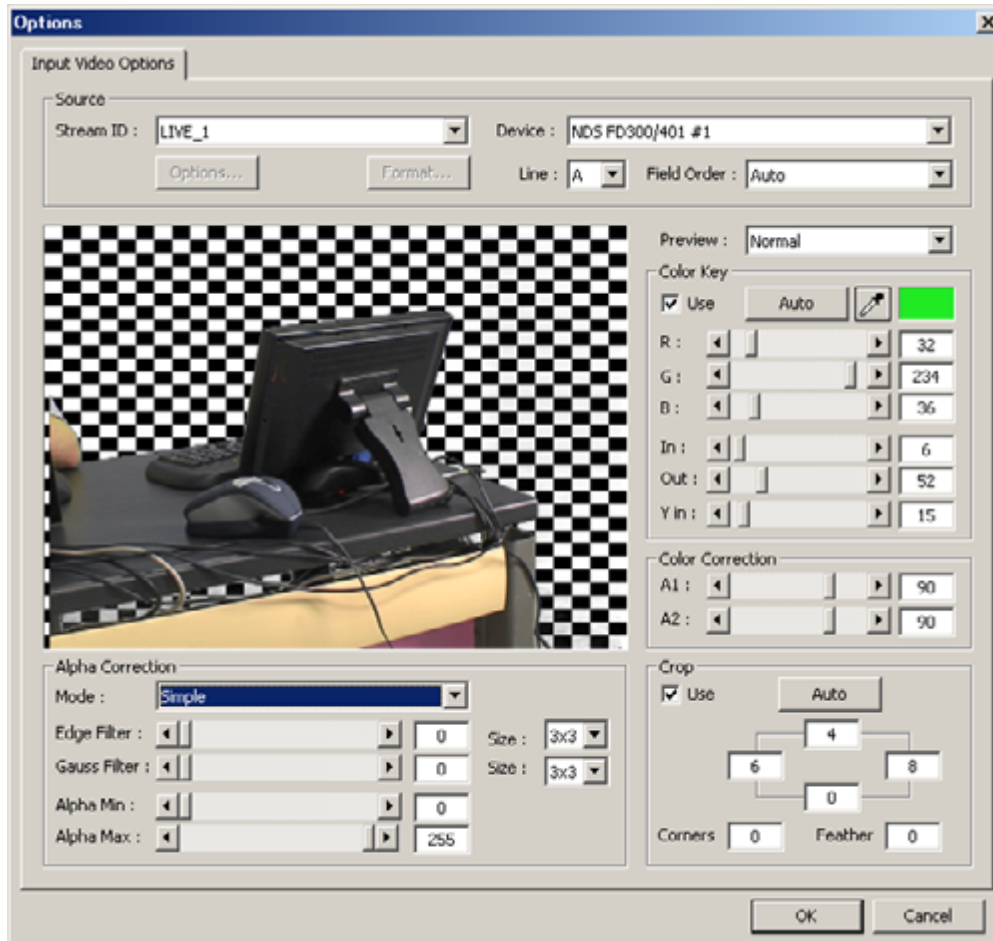


Also, upon pressing the **F8** key, you should be able to see the following screen with RenderDX9 engine selected (the version number shown should be *at least 5.0.5.51*).



2 Chroma Keying Setup Screen

Push the **F9** key on the keyboard to access the real time chroma key configuration dialog.



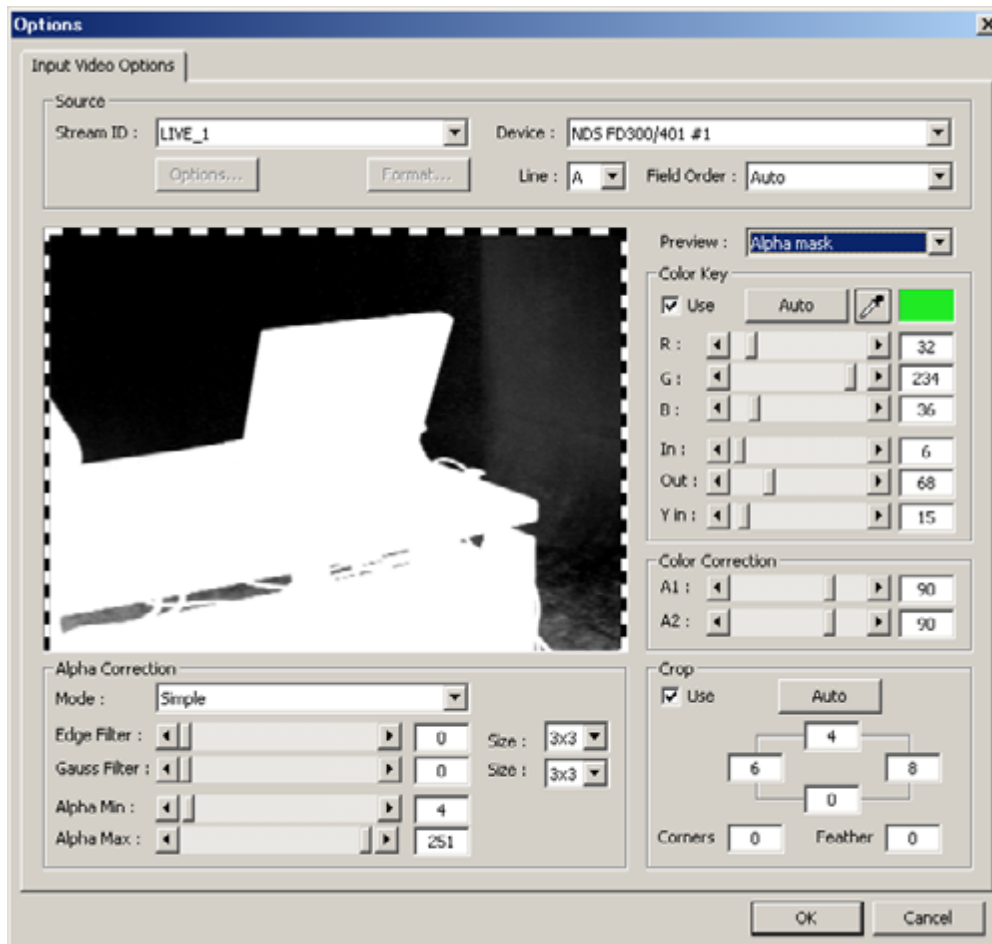
IMPORTANT:

Follow the step-by-step instructions below for the best setup of the chroma keying and improved video quality.

1. Options that need to be adjusted only *ONCE* for each live video channel (LIVE_1, LIVE_2, etc.):
 - a. Select the **LIVE_x** line from the **Stream ID** drop down list.
 - b. Select the proper **Field Order** on the right (the **Auto**, or **Lower** options are recommended, sometimes **Progressive** could be used as well).
 - c. Select whether you will use *Chroma Keying* and *Cropping* for this channel and click the corresponding **Use** boxes.
 - d. Choose **Simple** mode of *Alpha Correction* at the bottom. Make sure to drag the **Alpha Max** slider all the way to the maximum: 255 for the very first time!
2. Options that you would need to adjust manually *every time* in order to get the best results:
 - a. Hit the **Auto** button in the *Chroma Key* section on the right.

- b. You may need to adjust the **Out** slider in the middle right portion of the dialog to adjust the width of transition zone between the foreground (actor) and the background.
- c. You may also adjust the **In** and **Y In** sliders to better compensate the color and brightness variations of the *background* color,
- d. Adjust the *Cropping* values if necessary
- e. Move the **Alpha Min** and **Alpha Max** sliders towards each other to filter out some grey spots on the background or foreground.

To verify the chroma keying settings more precisely, you may select the **Alpha Mask** option from the **Preview** drop down list in the top right part of the dialog. The live video will turn into a mostly black & white image, possibly with some grey areas in it. The *transparent background* is shown in black. The *foreground objects* and the *talent* in front of the camera would be shown in white. The remaining *transitional areas* between the foreground and background would be shown in various shades of grey.

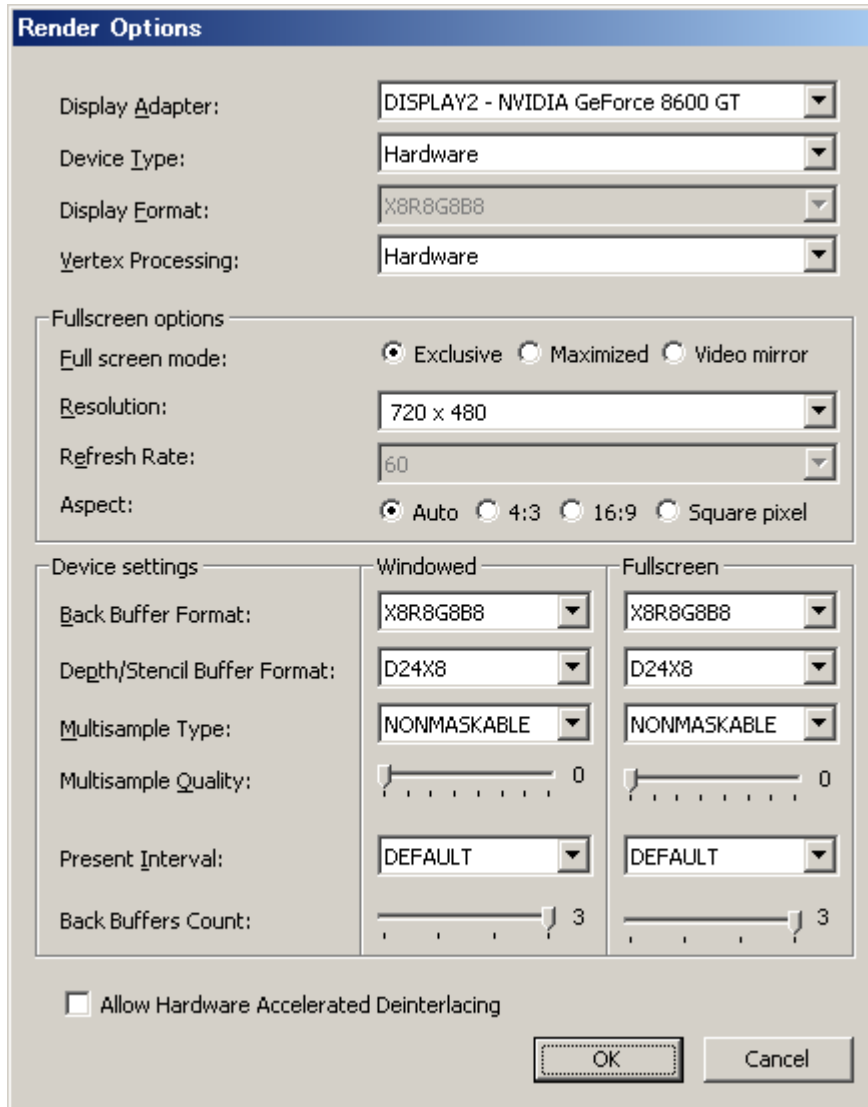


Make sure to switch the **Preview** mode back to **Normal** before clicking the *OK* button and closing the configuration dialog.

Finally, repeat the above procedure for *Line B* of the **LIVE_1** video channel as well as for the other **LIVE_x** channels and Lines **A** and **B**, depending on your system configuration.

3 Advanced Settings

The following dialog can be shown by pressing the **F11** key.



Make absolutely sure that the Full Screen **Resolution** and **Refresh Rate** (in **Exclusive** mode) are selected properly for your video standard (NTSC, PAL or HD). The **Aspect Ratio** option may be automatically selected depending on the resolution. Alternatively, you may manually adjust it, if necessary.

Also, for best results, make sure that the **Vertex Processing** option is selected as **Hardware** or **Mixed**.

Finally, **DO NOT** check the **Allow Hardware Accelerated Deinterlacing** check box for now!. This option is reserved for future updated versions.

This concludes the brief **Quick Reference Guide** for *VS2000 system with HotActions 1.6.xx and DX9 Render engine*. More details and additional technical information is available ...