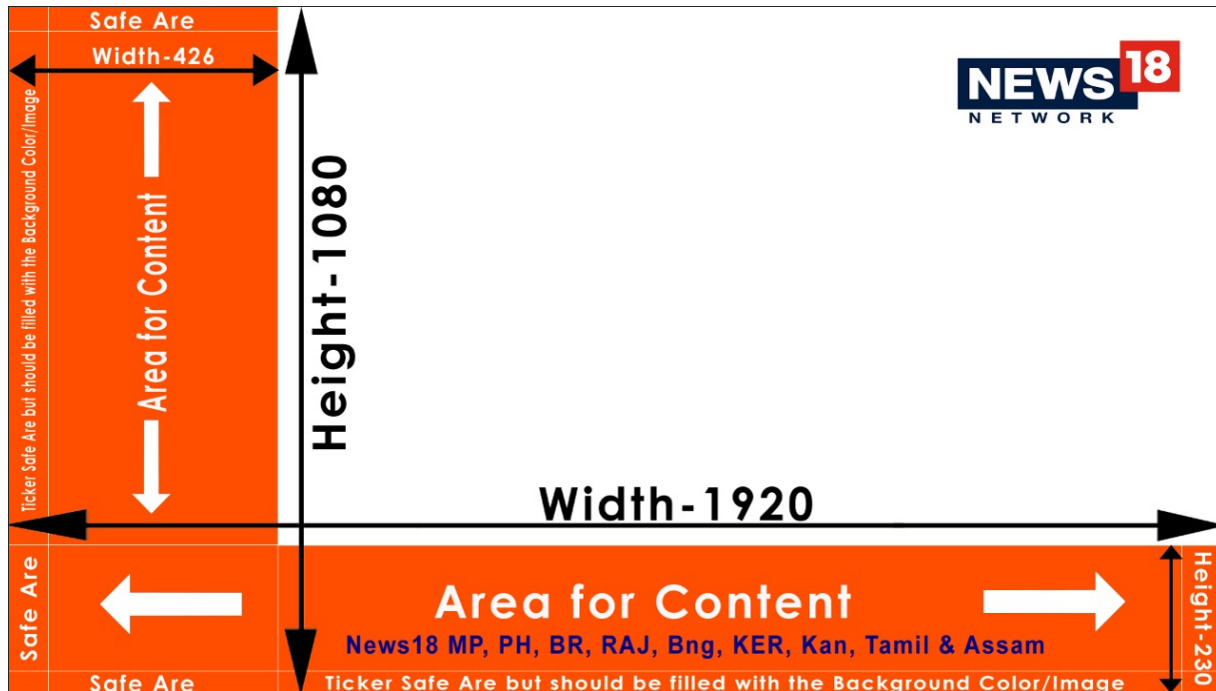


# Create L-Band Ads via second Channel

This article will show how to use how to utilize the second Channel to create L-Band advertisements.

## L-Band Specifications

Every Station has their own specs on the size, so we just borrow this sample from News18:



The principal is always the same: We “shrink” our main content proportionally to make room for Ads in the remaining area. After shrinking, we leave some overlap to not risk black background. Our final shrink-size is: 1520×855 Pixel.

Scale Channel 1 and send to Channel 2

We assume with have our Main Video Content on Channel 1. So we enable the Output Scaler in the Settings to our shrinked size of 1520×855 Pixel. Then we send our scaled Content as NDI signal:

Settings

Playlist

Application

Subtitles / CC

Video

Channel

Outputs

Inputs

Director View

Streaming

Recording

Audio

Channel Audio

Input Audio

Normalization

Network

Channel ID:

1✓ 2 3 4 5 6 7 8

Refresh Page

Preview

Output is running

Output Scaler:

☒ Position
 

0

/

0

Pixel X/Y

Scale type

☐ Original Size
 

☒ Fixed Size
 

1520

/

855

Pixel X/Y

☐ Percental
 

66

/

66

% X/Y

☒ Lock X/Y

Device Output:

☐ Device
 

DeckLink Duo 2

Line

SDI

☐ Keying
 

<None>

Straight Alpha

Options

Show Help

Desktop Output:

☐ Monitor
 

<Window Mode>

Audio

<No Audio>

NDI Output:

☒ Name
 

PlaydeckCh1

Group:

Options

Show Help

Additional Audio:

☐ Device
 

Dante Virtual Soundcard (x64) (ASIO)

We now loop our NDI signal to Input 1:

Settings

Playlist

Application

Subtitles / CC

Video

Channel

Outputs

Inputs

Director View

Streaming

Recording

Audio

Channel Audio

Input Audio

Normalization

Network

Input ID:

1✓ 2 3 4 5 6 7 8 9 10 11 12

Refresh Page

Preview

Input is running

Input Name:

INPUT 1

Update to Playlist >

Crop / Aspect:

0

/

0

Letterbox / Pillarbox

Update >

Time shifting:

☐ Active
 

Delay: 0 0 7 HH:MM:SS

Device Input:

☐ Device
 

DeckLink Duo 2 (2)

Line

SDI Video & SDI Audio

Format

<Auto/Variable>

Audio

<No Audio>

☐ Background
 

<Black>

Image:

Options

Show Help

Desktop Input:

☐ Monitor
 

NVIDIA GeForce RTX 3080 - 3840x1600@144,00 - PRIMARY

Audio

<No Audio>

Mouse

Hide

NDI Input:

☒ Source
 

MKO-OFFICE (PlaydeckCh1) NDI Source at 192.168.178.42::

Bandwidth

Highest

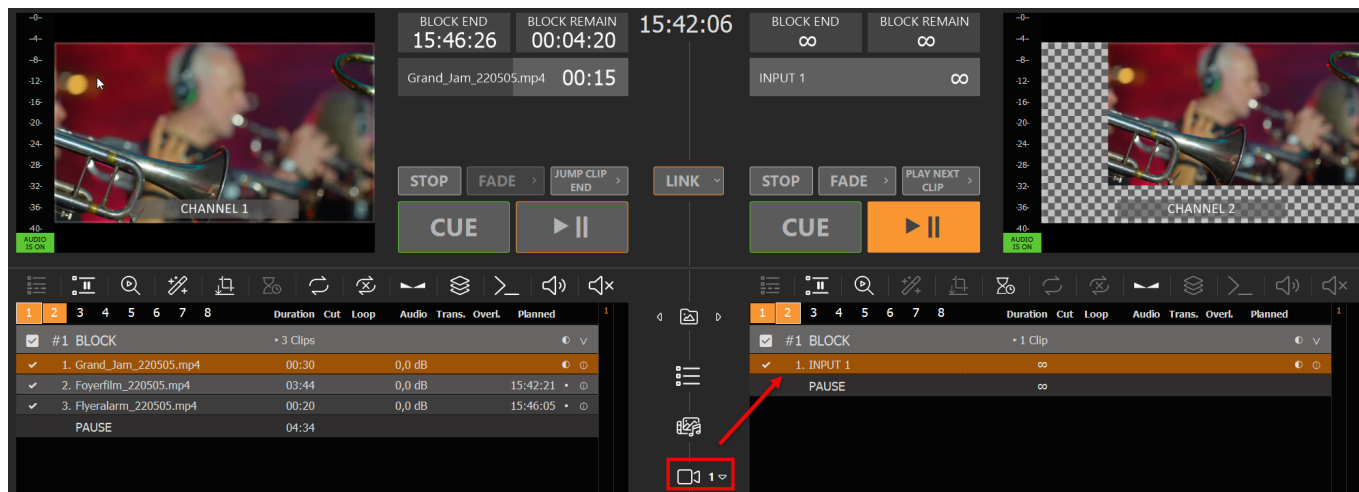
Tally Flag

Do not send any Tally Flags

Options

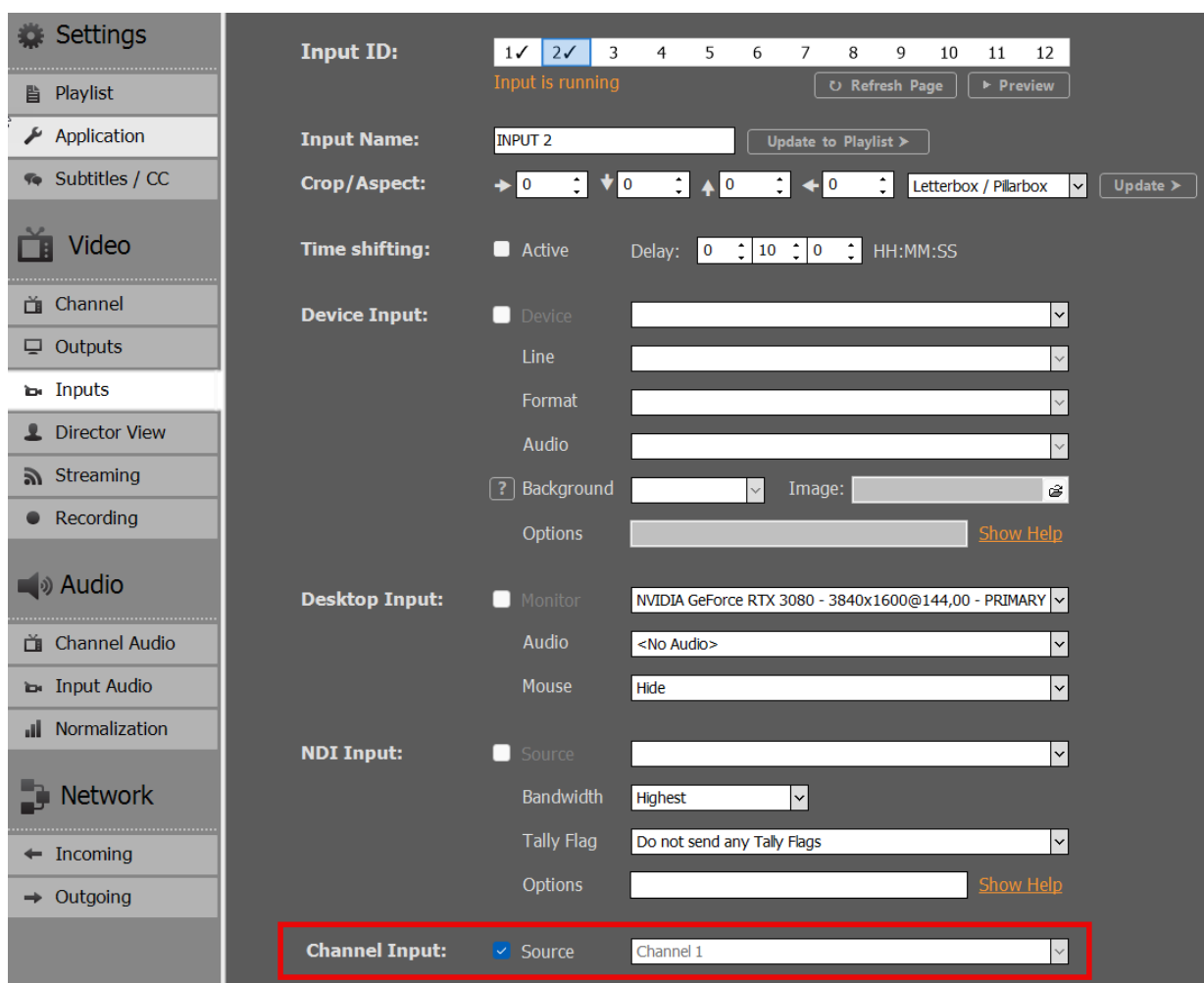
Show Help

We then add Input 1 to the Playlist of Channel 2, by Drag Drop of the Input Icon to the Playlist. We now have the Video Content in L-Band size:

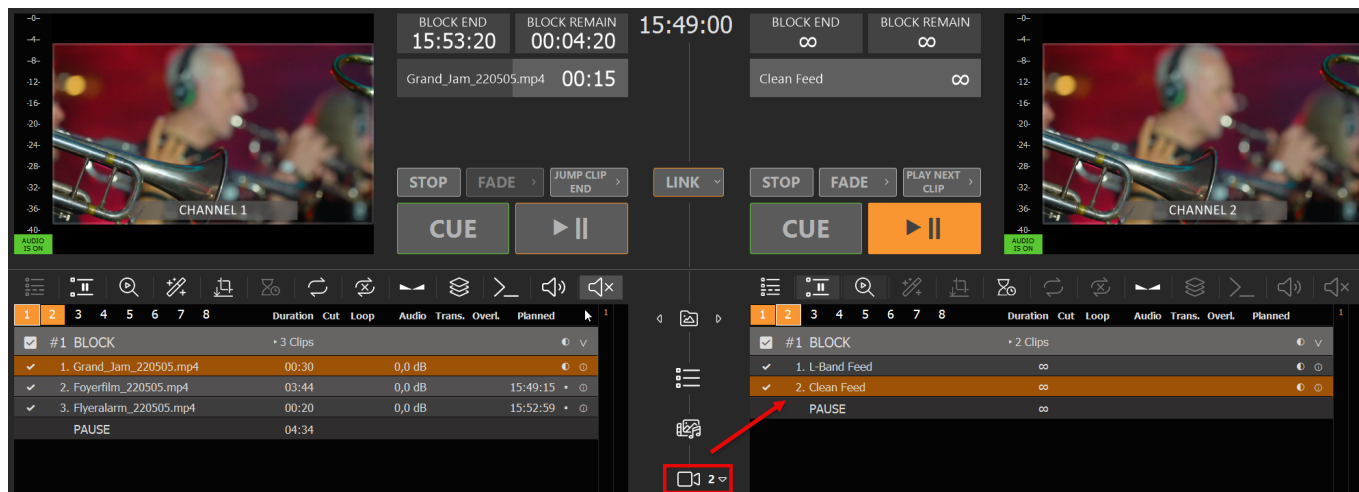


## Add the Clean Feed for Switching

Since our Final Output will run over Channel 2, we also want our Clean Feed to be selectable in the Channel 2 Playlist. For this, we can simply copy the Channel without the Output Scaler. Use another Input and set Channel 1 as Source:



Then also add that Input to Channel 2. I already renamed both Inputs in the Playlist to be more distinguishable:



You can now quickly switch between L-Bands and Clean Feed.

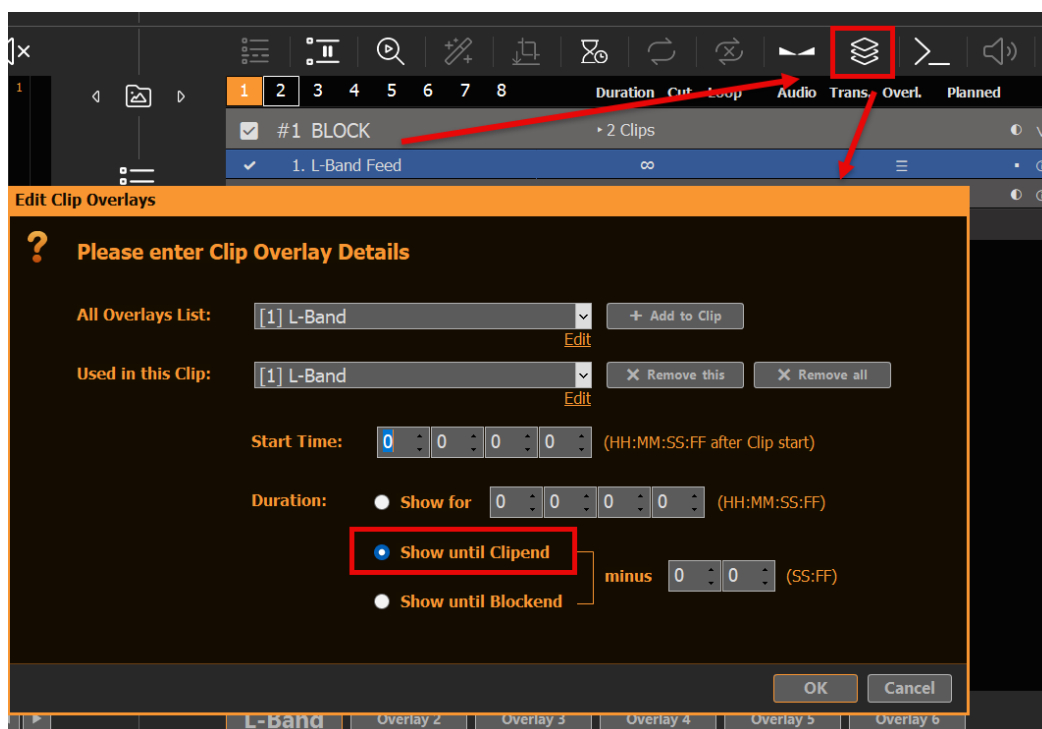
Use Overlays for L-Bands

You can use PLAYDECK Overlays for your L-Bands. For simplicity, we use this transparent PNG over the Video signal. But these can be more complex. See this article on how to create Overlay groups and fade them together.

Click on any empty Overlay Button, then add our Sample PNG:



We now want our Overlay to ONLY play with the Playlist Clip for the “L-Band Feed” Input. For this we select the L-Band Clip and click the Overlay Icon, then add our new Overlay for the whole duration of the Clip:



Our L-Band Overlay will now automatically start together with the L-Band

Feed:

BLOCK END  
∞

BLOCK REMAIN  
∞

L-Band Feed  
∞

STOP

FADE >

PLAY NEXT CLIP >

CUE

▶ ||

-0-

-4-

-8-

-12-

-16-

-20-

-24-

-28-

-32-

-36-

-40-

Safe Area

Width: 424

Area for Content

Safe Area

Area for Content

Height: 230

Safe Area

Area for Content

Safe Area

News18 MP CHANNEL 2 ER, Kan, Tamil & Assam

Ticket Safe Area but should be filled with the Background Color/Image

AUDIO 15 ON

1

2

3

4

5

6

7

8

Duration Cut Loop Audio Trans. Overl. Planned

✓ #1 BLOCK ▶ 2 Clips ⓘ v

✓ 1. L-Band Feed ∞ ⓘ ⓘ

✓ 2. Clean Feed ∞ ⓘ ⓘ

PAUSE ∞

DROP HERE

L-Band

Overlay 2

Overlay 3

Overlay 4

Overlay 5

Overlay 6

◀ ▶

Action 1

Action 2

Action 3

Action 4

Action 5

Action 6

◀ ▶

**Note:** Overlays that are assigned to Clips always have a slight reaction delay. This can be overcome by finetuning Playlist and Overlay Fade Times. You could also split the L-Band Feed and Clean Feed to Channel 2 and 3 and use an external Mixer for Transitions.