Production Window / Director View

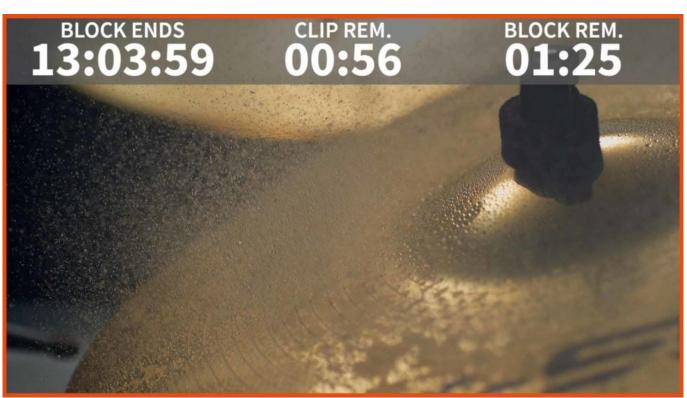
Settings	×					
i Settings	Channel 1 Channel 2 Production Closed Captions Export					
🗱 Workflow	Settings for Production					
Video	? View Mode: O 2 Channels ● Channel 1 ● Channel 2 ● Ch.1 (Fullscreen) ● Ch.2 (Fullscreen)					
Playlist Output	Include Audio: O No Audio O Channel 1 O Channel 2					
🖿 Playlist Live Input	Device Output: on Device DedLink 8K Pro					
Area of Interest	Line SDI 🗸					
🖿 Recordings	Video Format HD 1080-25p HDYC 1920x1080@25.00p 16:9					
Audio	? Desktop Output: on Monitor <window mode=""> ✓ Refresh</window>					
Audio Settings	Audio Default Audio Device 🗸					
Internet + Network	NDI Output: with Name Playded Production Group:					
🔲 Stream Output						
🛜 FTP Uploads						
Remote Control						

In addition to the output of the two playlist channels, PLAYDECK provides a very convenient view for the director or other crew members: A preview of a single or both playlist channels including the various countdown timers is available for output via a playout card, via an output of the local graphics card or for playback via NDI.

In connection with a remote connection to a connected Blackmagic ATEM video mixer, a vMix system or NDI, the tally state (Preview/Program) is also displayed in the preview window.



Director View: One-Channel view with clock, clip and block timers and tally light activated



Director View: One-Channel full-screen view with clip and block timers and tally light activated

Settings for Production Window / Producer View

View Mode:	O 2 Channels	🔵 Channel 1	🔵 Channel 2	 Ch.1 (Fullscreen) 	Ch.2 (Fullscreen)
Include Audio:	O No Audio	🔵 Channel 1	🔵 Channel 2		

Use the radio buttons to set whether you want to use the two-channel view or the one-channel view with time, or whether you prefer the full-screen variant.

Use the radio buttons in the bottom line to set the audio output of the Director View.

The settings fo**r Device Output**, **Desktop Output** and **NDI Output** correspond to those for Channel 1 and Channel 2.