



Vizrt CaptivAlte Integrator's Guide

Version 1.0.0



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Revised on 06/11/2026

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Chapter 1 Setting Up

This chapter explains how to connect power, monitors and audio-visual sources, and external control devices to your Vizrt CaptivAlte system. After completing this short section, you'll be set to begin using your new unit.

Section 1.1 Hardware Command and Control

Hint: The user interface requires a minimum monitor resolution of 1920x1080.

1. Connect an external computer monitor to a suitable video output port on the system's backplane (Appendix B, Connections).
2. Connect the *mouse* and *keyboard* to any of the USB ports.
3. Connect the *power cord* to an A/C power receptacle.
4. Connect one end of a network or ethernet cable to one of the network ports, and the other to your network.
5. Turn on the computer monitor.
6. Press Vizrt CaptivAlte's *Power* switch.

At this point, the blue *Power LED* will illuminate, and the device will boot up. (If this does not happen, check your connections, and retry.)

Though not a requirement, we do strongly recommend that you use an uninterruptable power supply (UPS), as for any 'mission critical' system.

Likewise, consider A/C "power conditioning", especially in situations where local power is unreliable or 'noisy'. Surge protection is especially important in some locales.

A word about UPS devices:

'Modified sine wave' UPS devices are popular due to low manufacturing costs. However, such units should generally be viewed as being of low quality and possibly inadequate to fully protect the system from abnormal power events.

For a modest added cost, consider a "pure sine wave" UPS. These units can be relied on to supply very clean power, eliminating potential problems, and are recommended for applications demanding high reliability.

SAFETY

Safe installation and proper connection of your Vizrt CaptivAlte system to ensure reliable, long-term operation and user safety. Always follow these guidelines carefully.

To connect power:

- Use only the provided power cord(s), each equipped with a grounding pin.
- If the system is provided with redundant power supplies, connect *both* power supply modules using separate power cords. Plug each cord firmly in a compatible, grounded three-prong outlet.
- Avoid extension cords, adapter, or power strips, as they can compromise grounding safety.
- Route cords away from heat sources, sharp edges, and high-traffic areas to prevent damage.

Proper grounding is essential; it safely directs any stray electrical current away from users and protects the equipment from potential hazards.

Note: Risk of Electrical shock. Disconnect all power sources before servicing.



This Protective Earth (ground) symbol identifies terminal which is intended for connection to an external conductor for protection against electric shock in case of a fault, or terminal of protective earth (ground) electrode.



This indicates that the equipment must be powered using 100 to 240 Volt Alternating Current.



Warning: Risk of Electric Shock. Disconnect all power sources before servicing.

Section 1.2 Rack Mounting

The 1RU model is designed for secure mounting in a standard 19-inch EIA equipment rack. The system ships with a sliding ball-bearing rack rail kit. These provide essential weight-bearing support and smooth access; standard rack ears alone are insufficient to support the full load.

Adequate cooling is essential for optimal performance and longevity of the unit. We strongly recommend maintaining at least 1.5–2 inches (38–50 mm) of clearance on all sides (especially top, bottom, and sides) to allow unrestricted circulation of cool, room-temperature air. Side ventilation is particularly critical—use a well-ventilated or actively cooled rack enclosure whenever possible.

When planning rack layouts, fixed installations, or custom enclosures, prioritize free airflow around the chassis as a key design requirement. This helps prevent thermal buildup, especially in enclosed or high-density rack environments where the unit will operate continuously.

Chapter 2 Getting Started

Section 2.1 Introduction

Vizrt CaptivAlte brings broadcast-style AR (Augmented Reality) and VR (Virtual Reality) effects into your Zoom Rooms conferencing solution. Leveraging broadcast technology from Vizrt, a/v data encoding and transmission from NDI®, and popular communications tools from Zoom, your meetings and presentations can be more eye-grabbing, memorable and effective.

Section 2.2 Features

The Vizrt CaptivAlte system supports up to 4* unique effect output channels that can be displayed in your Zoom room, controlled with the Vizrt CaptivAlte app for Zoom Rooms. Each output can incorporate one or more video or graphic sources, whether from within Zoom Room or supplied by other means.

** Less capable Zoom Room host hardware may limit the number of Vizrt CaptivAlte outputs the Room is able to display.*

Section 2.3 Requirements

To connect and use your Vizrt CaptivAlte system in a Zoom room environment, you will need:

- A Zoom Account with permissions to add apps from the Zoom Marketplace
- A Zoom Rooms license – <https://zoom.us/pricing/zoom-rooms>
- A Zoom Rooms appliance – <https://www.zoom.com/en/products/meeting-rooms/hardware>
- Optional, but highly recommended – an NDI PTZ camera for your Zoom Room

Hint: For important details about NDI connectivity in more complex environments, see also Appendix A, Working with NDI.

Chapter 3 Configure Zoom Room

Section 3.1 Licensing

Before you can configure a Zoom Room, you need a Zoom Rooms license. See details on the webpage at <https://zoom.us/pricing/zoom-rooms>.

Section 3.2 Adding a Zoom Room

To configure a new Zoom Room, login to your Zoom account at <https://zoom.us/myhome>. On the left-hand navigation bar, click to expand the **Room Management** group (Figure 1).

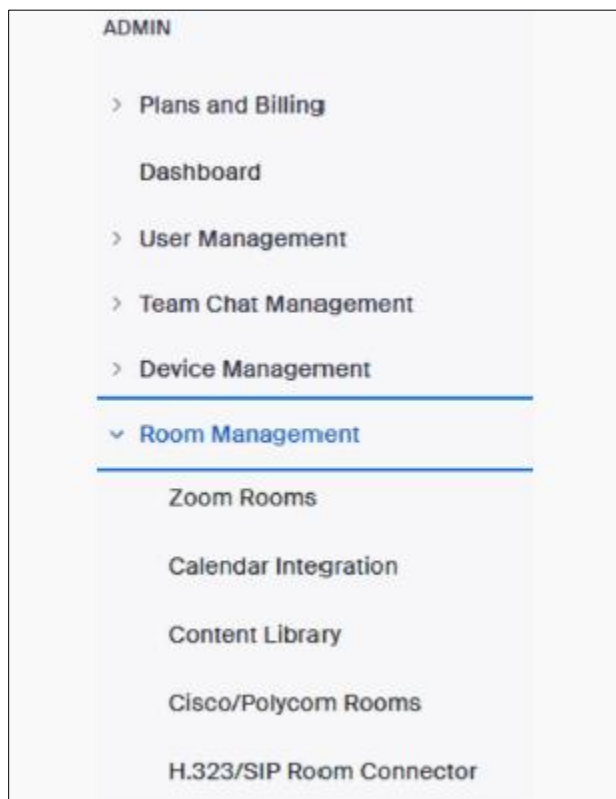


FIGURE 1

Click **Zoom Rooms**, then add a new room via the **Add Room** button at right (Figure 2).

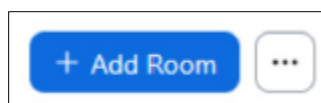


FIGURE 2

Select **Zoom Rooms (for shared spaces)** as the **Room Type** to add (Figure 3). All other options can be configured as you wish.

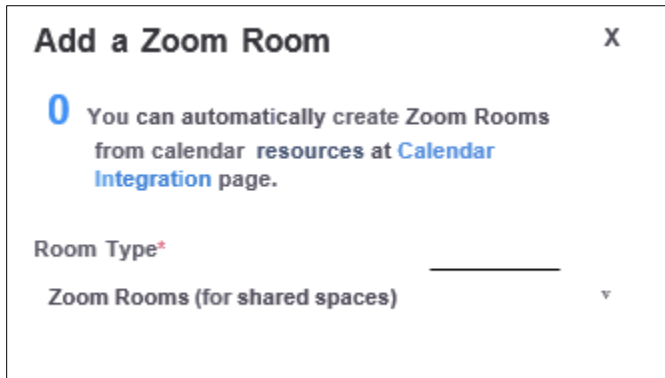


FIGURE 3

After adding your new Zoom Room, it should appear in the list of Rooms available. Click **Edit** (Figure 4), just to the right of your new entry.

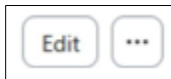


FIGURE 4

On the edit page, use the lefthand navigation pane to select **Custom AV** (Figure 5).

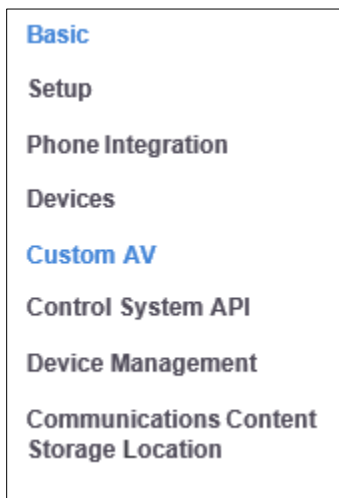


FIGURE 5

Under Custom AV, configure the following* settings (Figure 6):

- Enable Custom AV input and output devices = true
- Allow Network Device Interface (NDI®) usage = true
- Allow NDI inputs = true

- Allow NDI outputs = true
- Set NDI When Room is Online = true
- Set number of NDI outputs = 12

** Feel free to change any settings not specified here at your discretion.*

Custom AV

Enable Custom AV input and output devices ☒
 Use compatible hardware devices for Custom AV output streams and camera inputs. ⓘ ⓘ

Allow Network Device Interface (NDI) usage ☒
 Make NDI® video streams from your local network available as camera sources in this Zoom Room. In addition, use NDI® technology to output audio and video feeds and make them available to other devices on your local network. ⓘ

☒ Allow NDI® inputs

☒ Allow NDI® outputs

☐ Separate Audio

☒ Set NDI® When Room is Online ⓘ

Set NDI® Resolution ⓘ

720p ▾

Set NDI® Frame Rate ⓘ

30fps ▾

Set number of NDI® outputs ⓘ

12 ▾

Maximum 12 outputs

FIGURE 6

Now go to the **Devices** section in the navigation list at left, and enable **Allow Multi-Camera Mode** (Figure 7).

Allow Multi-Camera Mode

Enable default cameras below for multi-camera streaming when a meeting starts.
 {Select up to 2 cameras and additional cameras on Companion Zoom Rooms, if using}

@

FIGURE 7

Your **Zoom Room** settings are now correctly configured for use with **CaptivAlte**.

** These settings are required to make your Zoom Room work with CaptivAlte; you may, of course, wish to adjust other settings in the Zoom Room to suit your needs.*

Section 3.3 Obtaining Your Activation Code

Return to the main list of Zoom Rooms and make note of the **Activation Code**. (Generate the code if it does not yet exist – Figure 8.)



FIGURE 8

Section 3.4 Activating Your Zoom Rooms Appliance

If you purchased a **Zoom Rooms Appliance** from Zoom or one of their authorized partners, please refer to the documentation accompanying that appliance. Otherwise, if you are supplying your own machine to serve as a Zoom Room Appliance, follow this guide to set it up.

Before you begin, please consult Zoom's hardware requirements to ensure your system meets the minimum specifications listed:

https://support.zoom.com/hc/en/article?id=zm_kb&sysparm_article=KB0060469

Download the **Zoom Rooms for Conference Rooms** installer from Zoom's website (<https://zoom.us/download>).

Use the installation wizard to install the application on your computer, and restart the system on completion (the system should automatically restart after installation, following which the Zoom Room application should likewise automatically launch.)

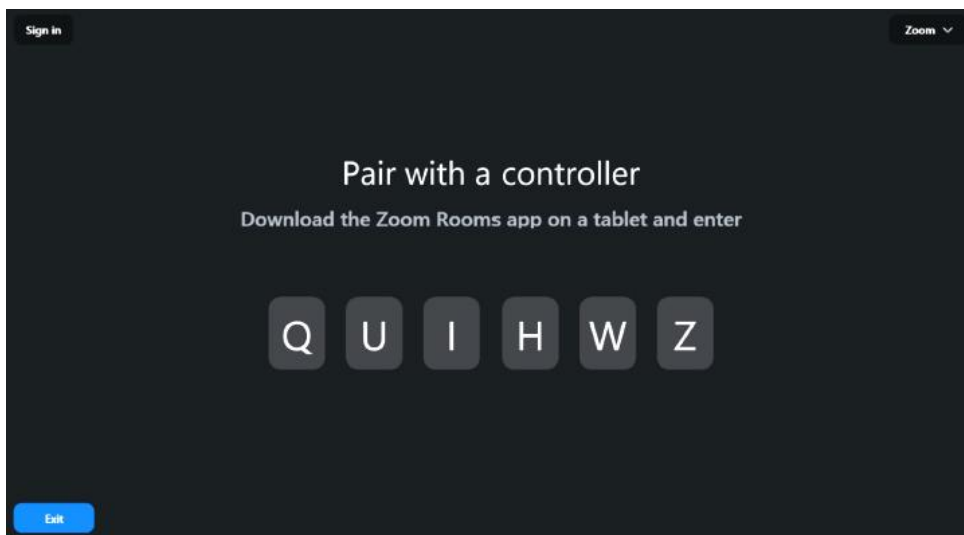


FIGURE 9

Once open, use the **Sign in** button at top left to identify yourself (Figure 9).

In the sign-in dialog, select **Activation code** at the bottom of the dialog (Figure 10).

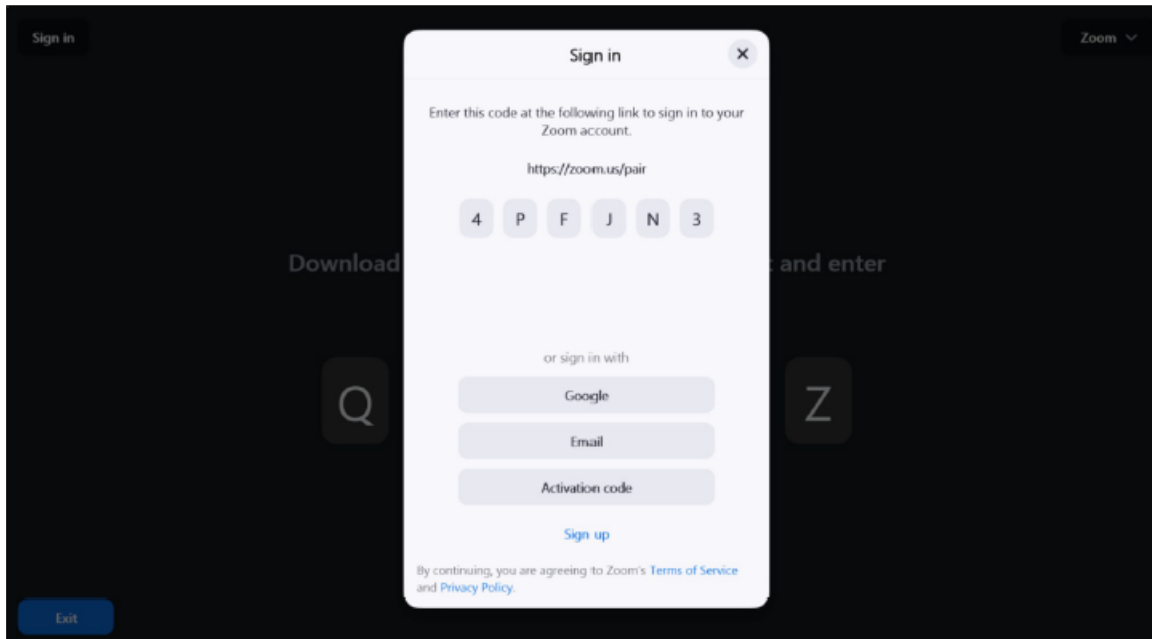


FIGURE 10

Insert the Activation Code you recorded in the [Configure Zoom Room](#) section of this document (Figure 11).

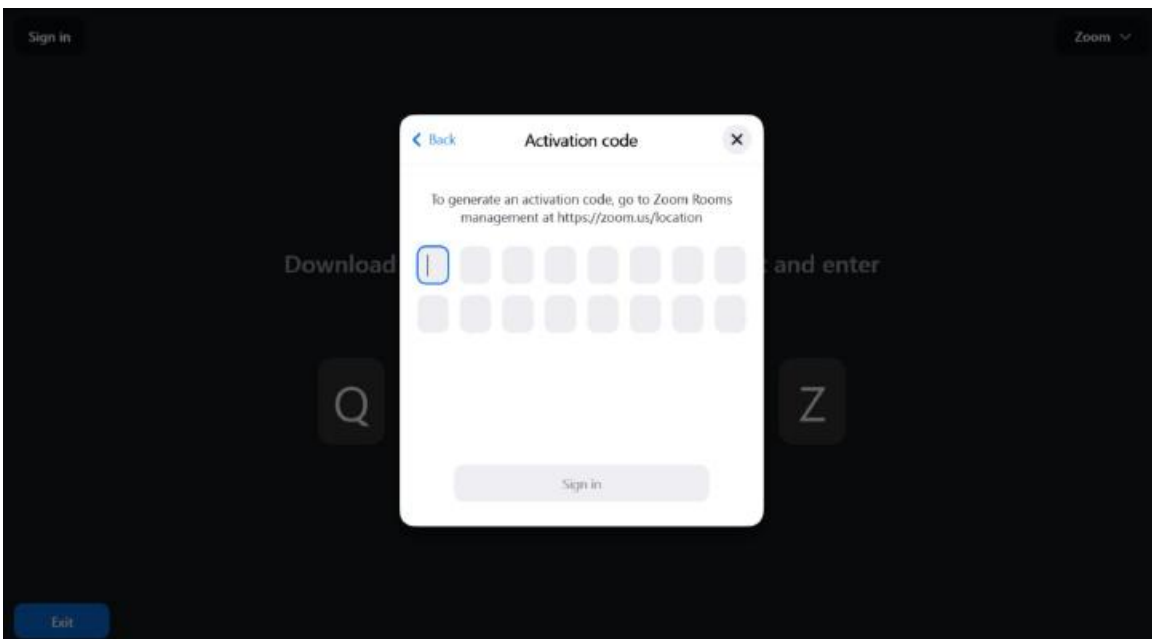


FIGURE 11

When asked which mode to use, select **Zoom Rooms** (Figure 12).

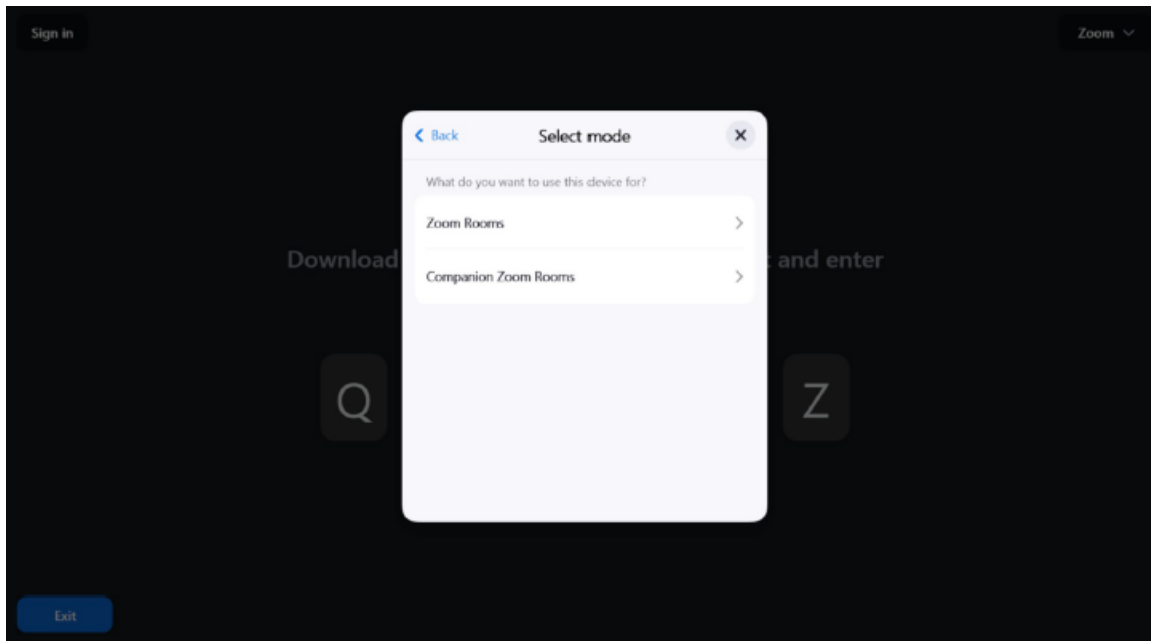


FIGURE 12

After you have entered the activation code and selected the mode, your Zoom Room is activated and ready to use.

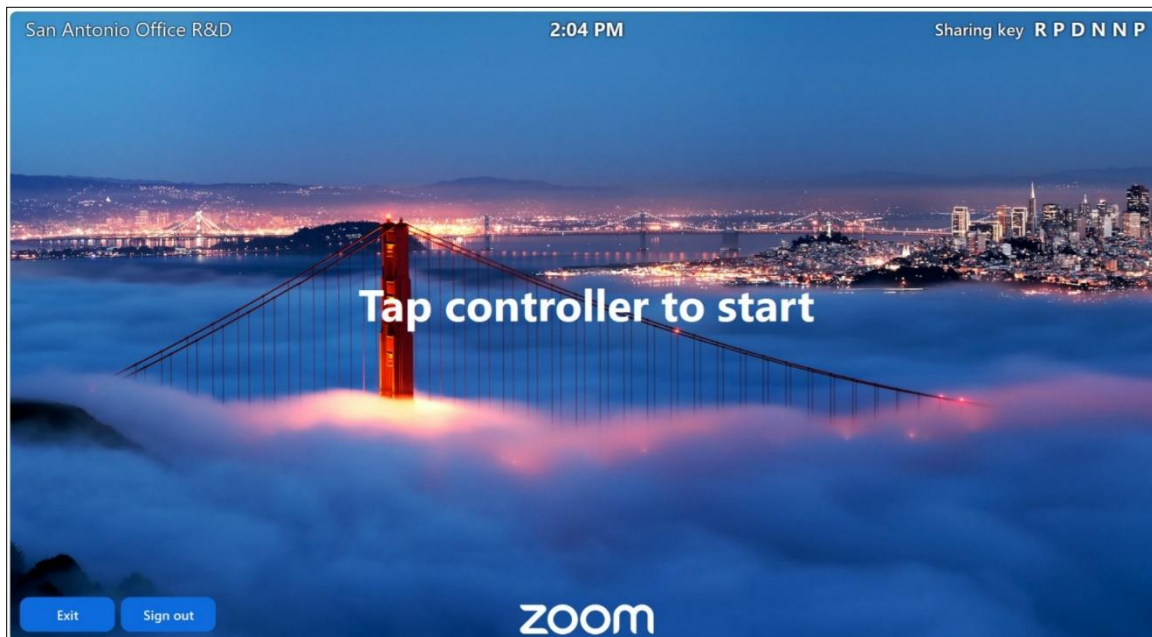


FIGURE 13

Section 3.5 Connecting Zoom Room Controllers

A number of **Zoom Room** controllers are available from Zoom as well as third parties. For this discussion, we will explain how to access the web-based controller and the iOS controller.

WEB BROWSER

The web based controller can be accessed via the Zoom Room configuration page you used earlier after logging into your Zoom account (<https://zoom.us/myhome>).

At the very right of your Zoom Room entry in the list, click on the **more-options** button and select **Launch Controller** to run the web-based controller (Figure 14).

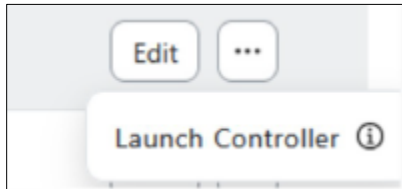


FIGURE 14

Your browser should display a new tab hosting Zoom Room controls (Figure 15).

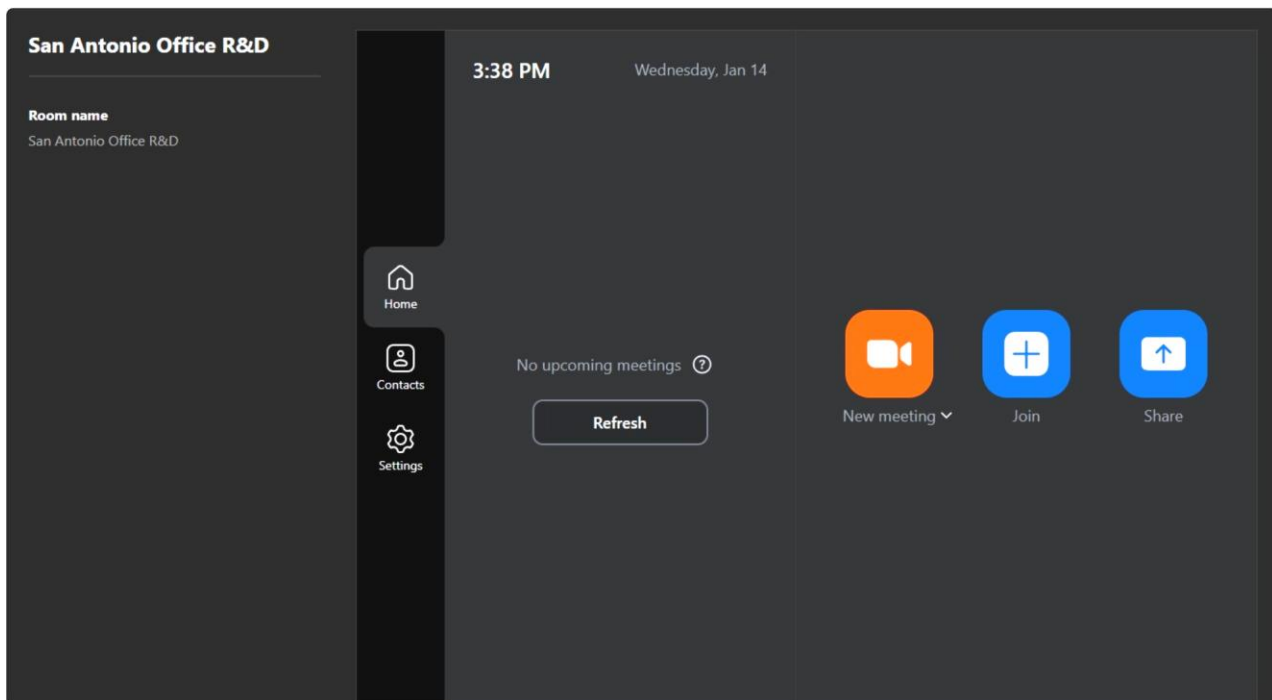


FIGURE 15

IOS

Similarly, for any iOS device, search for "Zoom Rooms" on the App Store and download it (Figure 15).

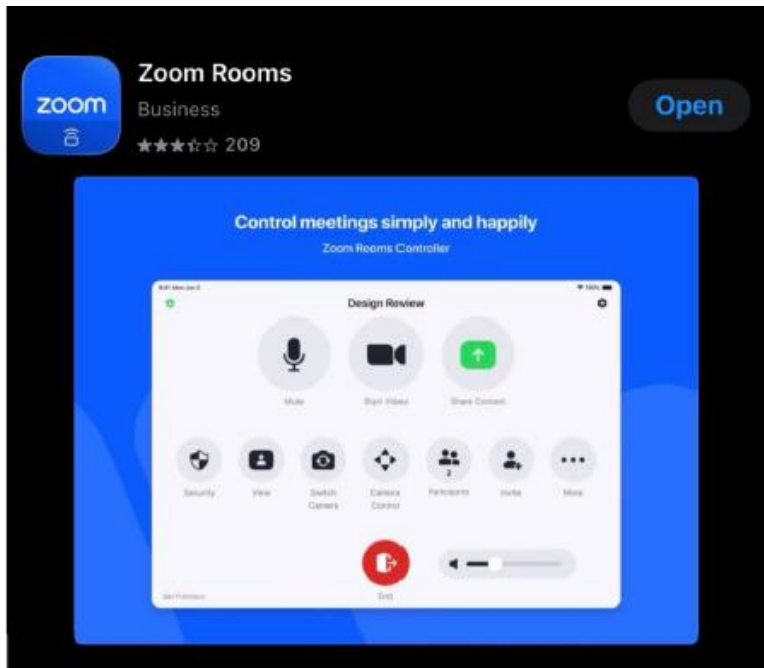


FIGURE 16

Open the app and select **Zoom Rooms controller** for the appropriate device type (Figure 17).

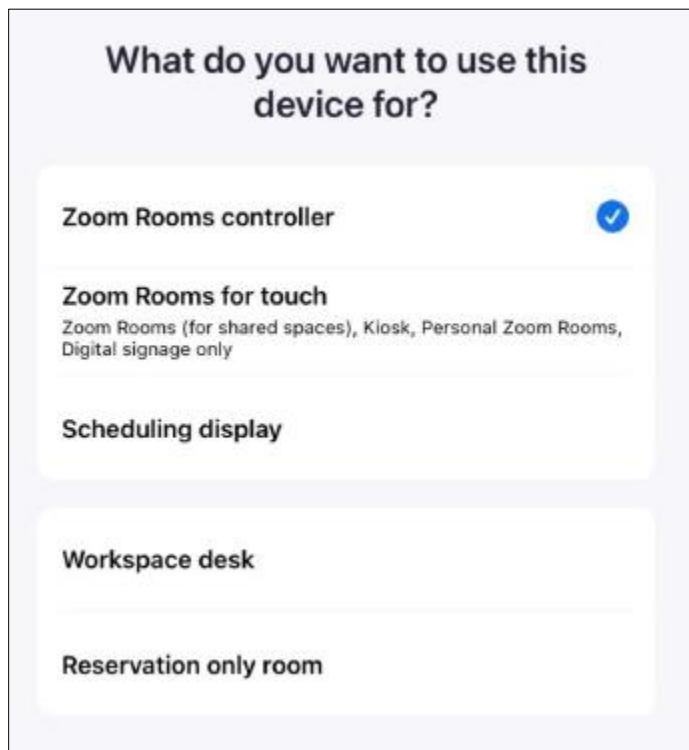


FIGURE 17

You will then be asked to enter a pairing code; this pairing code can be found on the display output of your Zoom Room appliance (Figure 18).

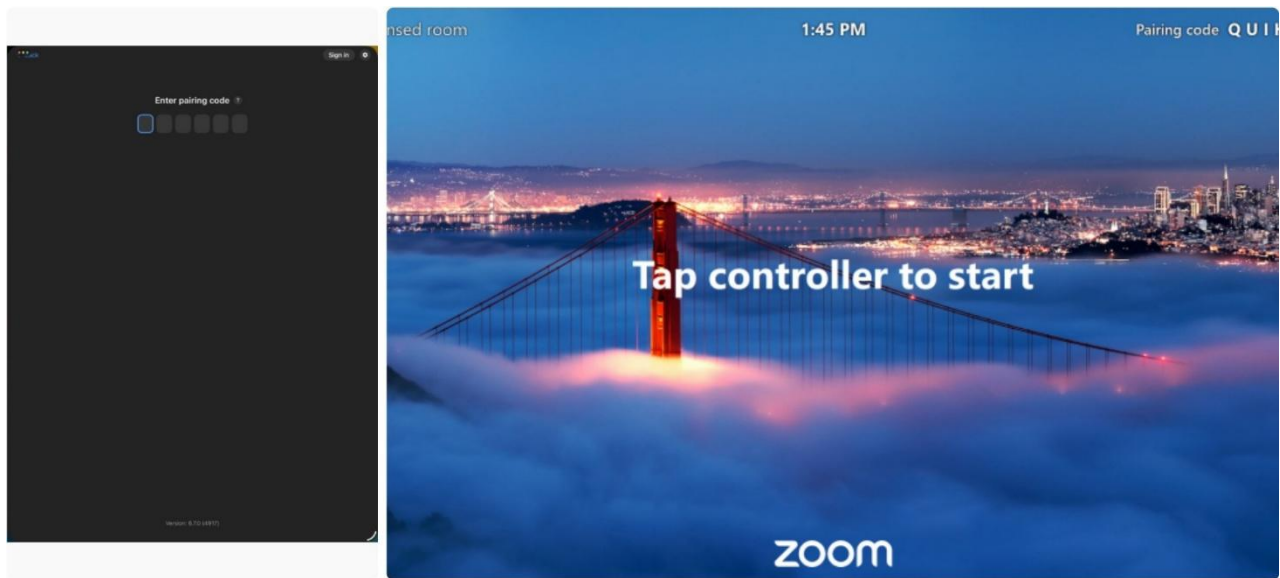


FIGURE 18

After entering the pairing code, you will be asked to sign in. Select **Sign in** and then **Activation Code** on the following page (Figure 19).

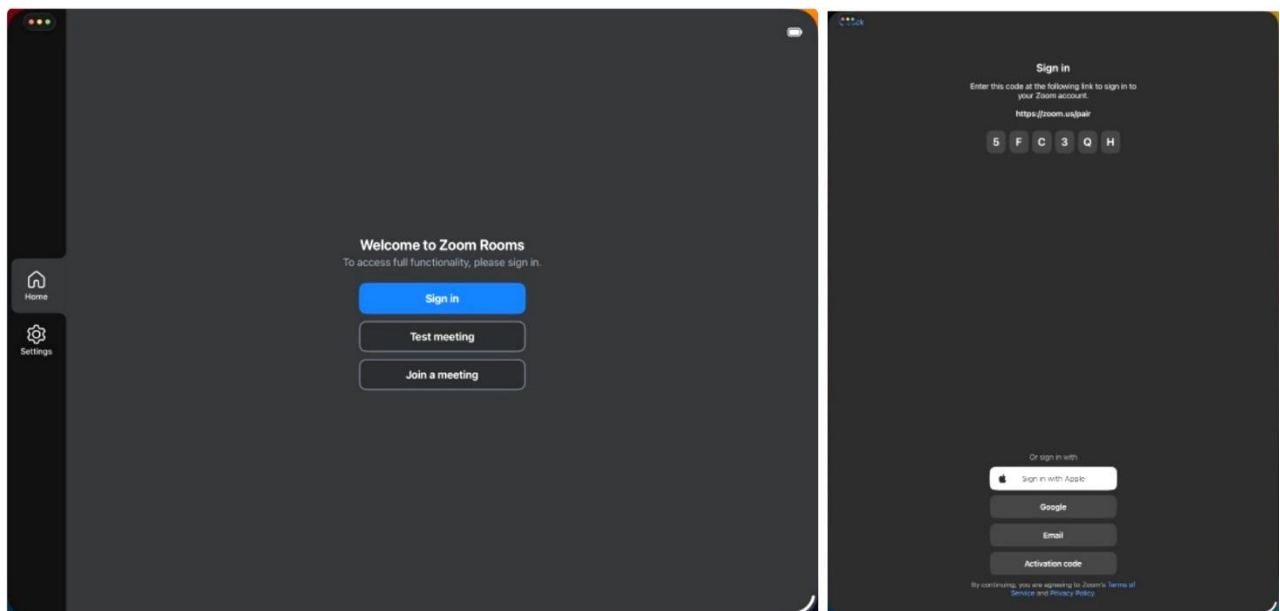


FIGURE 19

Enter the **Activation Code** you took note of earlier (in the [Configure Zoom Room](#) section of this document). After pairing and adding the activation code, you should see a Zoom Room controller UI similar to the web-based controller (Figure 20) previously discussed.

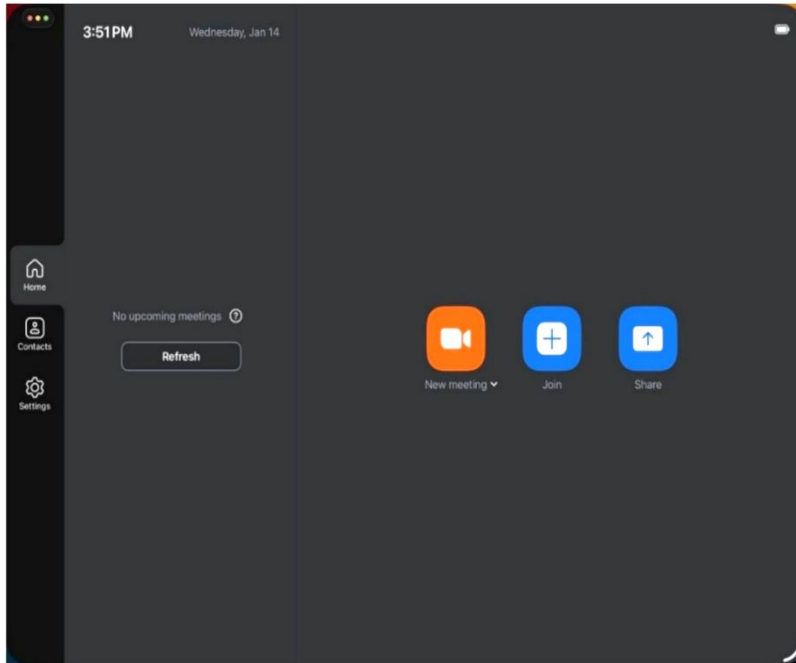


FIGURE 20

Section 3.6 Adding the Vizrt CaptivAlte App

Having set up the **Zoom Room**, your Zoom account administrator can now access the Zoom **App Marketplace** and add the **Vizrt CaptivAlte app** (Figure 21).

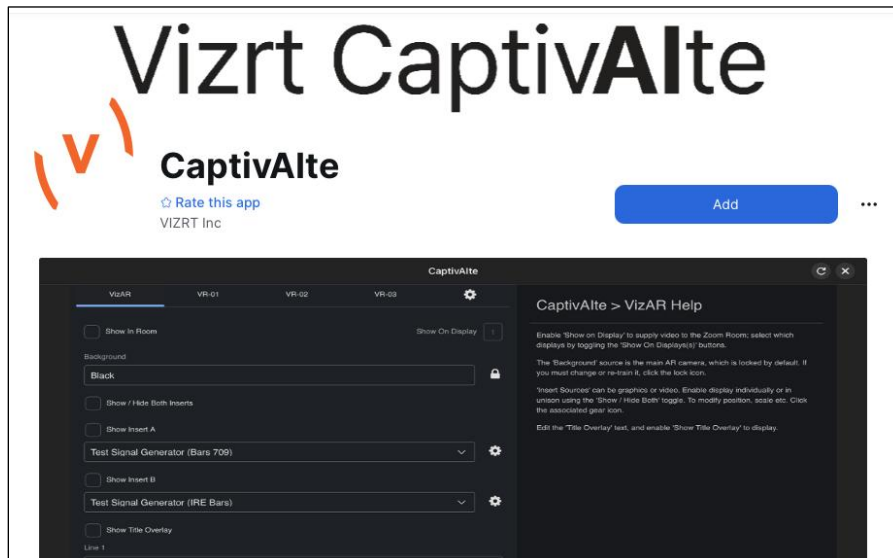


FIGURE 21

Having done that, return to your Zoom account and select **Zoom Rooms** under the **ADMIN** heading (Figure 22).

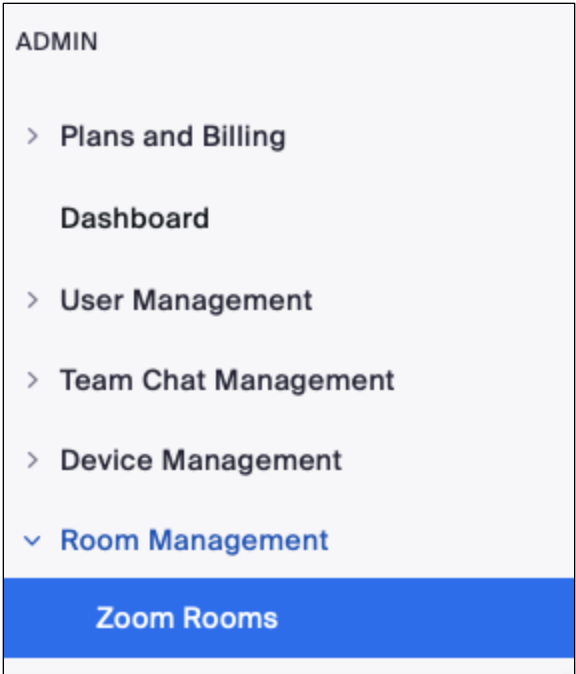


FIGURE 22

In the **Zoom Rooms** settings, go to **Account settings** (Figure 23), and select the **Zoom Apps** tab. Choose the **Room Control Apps** link in the menu at left, then add and enable the **Vizrt CaptivAlte app** (Figure 24).

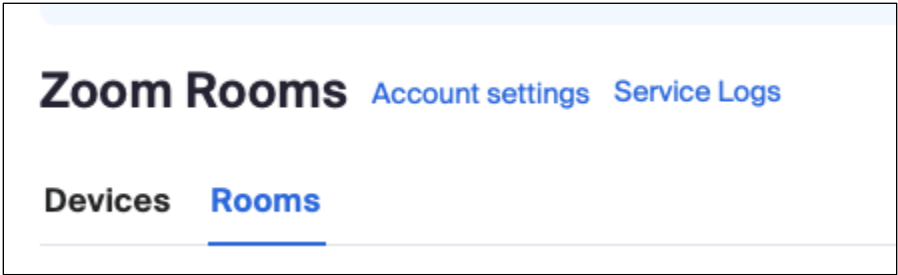


FIGURE 23

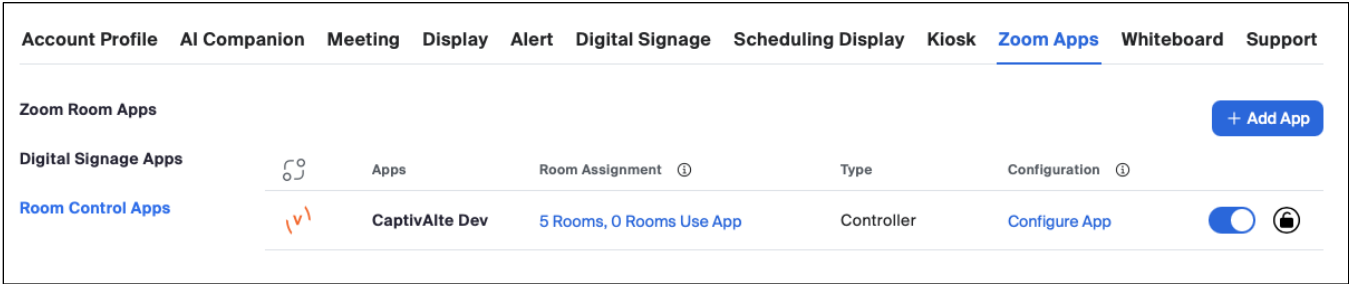
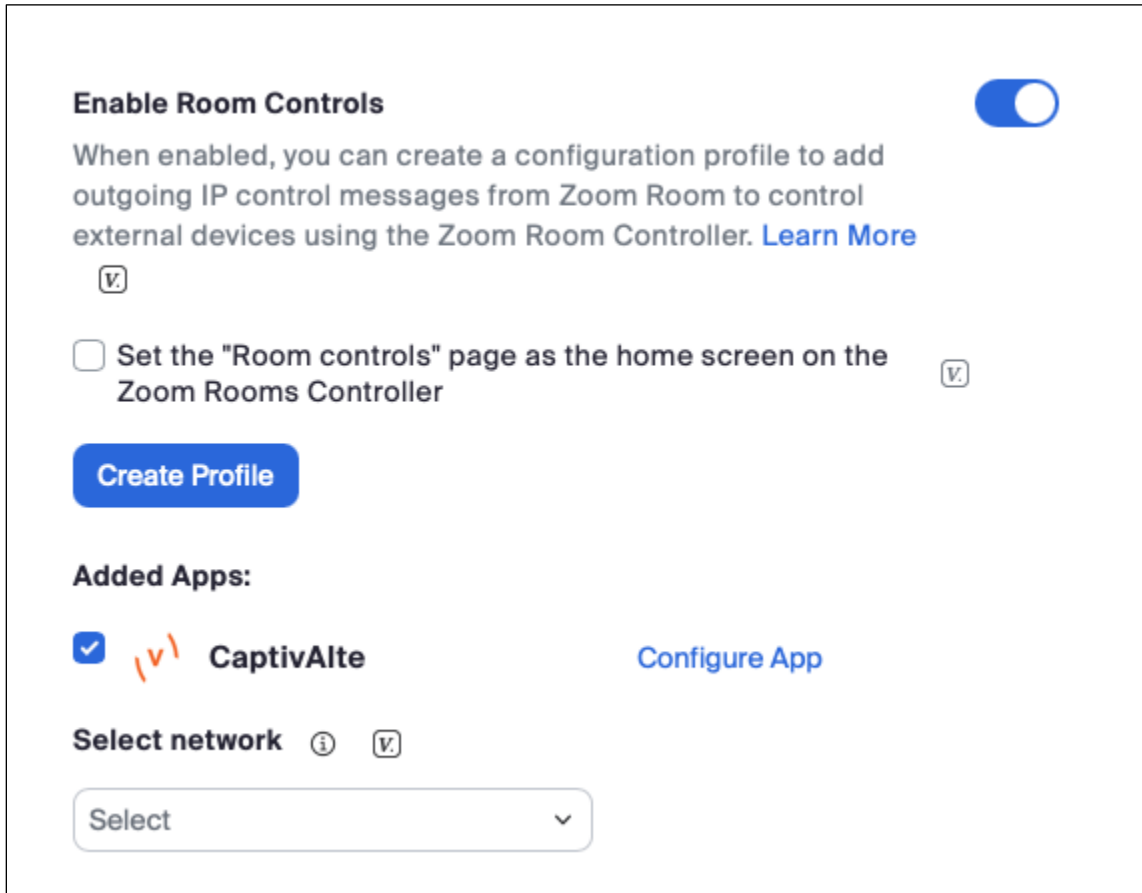


FIGURE 24

Navigate back to the list of **Zoom Rooms** on your Zoom account page. For *each Zoom Room* that you want to enable Vizrt CaptivAlte, select **edit** and go to the **Devices** section.



The screenshot shows a configuration panel for a Zoom Room. At the top, there is a section titled 'Enable Room Controls' with a blue toggle switch turned on. Below this, a text block explains that when enabled, a configuration profile can be created to add outgoing IP control messages from the Zoom Room to control external devices using the Zoom Room Controller, with a 'Learn More' link. A small 'V' icon is present. Below this is a checkbox labeled 'Set the "Room controls" page as the home screen on the Zoom Rooms Controller', also with a 'V' icon. A blue 'Create Profile' button is located below the checkbox. Under the heading 'Added Apps:', there is a checked checkbox next to the 'CaptivAlte' app icon and name, with a 'Configure App' link to its right. At the bottom, there is a 'Select network' section with an information icon and a 'V' icon, followed by a dropdown menu currently showing 'Select'.

FIGURE 25

Toward the bottom enable the **Enable Room Controls** option. Select **Vizrt CaptivAlte** under **Added Apps** and save (Figure 25).

Section 3.7 Pairing

Once the Zoom administrator has configured a **Zoom Room** and added the **Vizrt CaptivAlte app**, it should appear on all your **Zoom Room Controllers** under **Room controls**.

Note: The web version of the Zoom Room Controller does not support room controls.

If correctly configured, you will be presented with a pairing code (Figure 26).

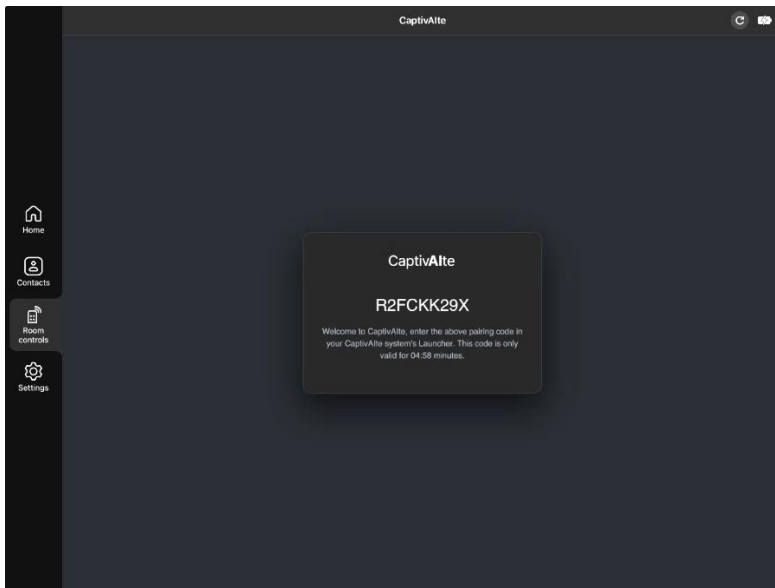


FIGURE 26

Make a note of this code. You will need it shortly when configuring the Vizrt CaptivAlte system.

Section 3.8 The Zoom Rooms Meeting

To start a meeting in your **Zoom Room**, use any of the **Zoom Room Controllers** described in [Section 3.5](#), Connecting Zoom Room Controllers. In the controller select **New meeting** or **Join**, as appropriate. Once the meeting starts, configure it to suit your needs. For more information, please refer to Zoom's own documentation.

To test your Vizrt CaptivAlte system, invite yourself to the meeting via the **Participants** control in the meeting UI.

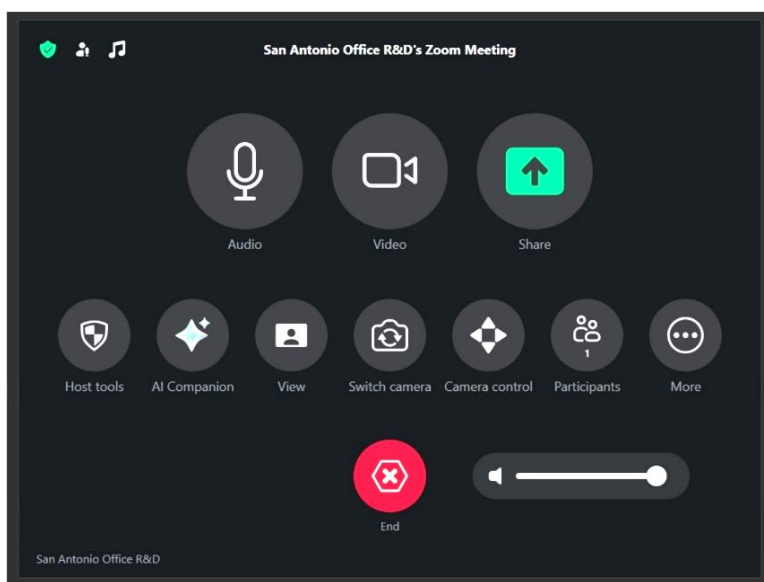


FIGURE 27

Chapter 4 Prepare Vizrt CaptivAlte

This chapter discusses setting up your Vizrt CaptivAlte system, which handles processing required to provide Zoom Room sources to fulfill the needs of your Vizrt CaptivAlte app users.

Section 4.1 Launch and Activation

As shipped, your Vizrt CaptivAlte system is configured with a local administrator account. In most cases you will want to set a password (highly recommended), or perhaps configure a Microsoft® user account (possibly required by your organization).

Until the unit is registered and the **End User License Agreement** is accepted, you will be presented with registration and End User License Agreement dialogs on powering up the device.

Afterward, the main **Launcher** screen is displayed (Figure 28).

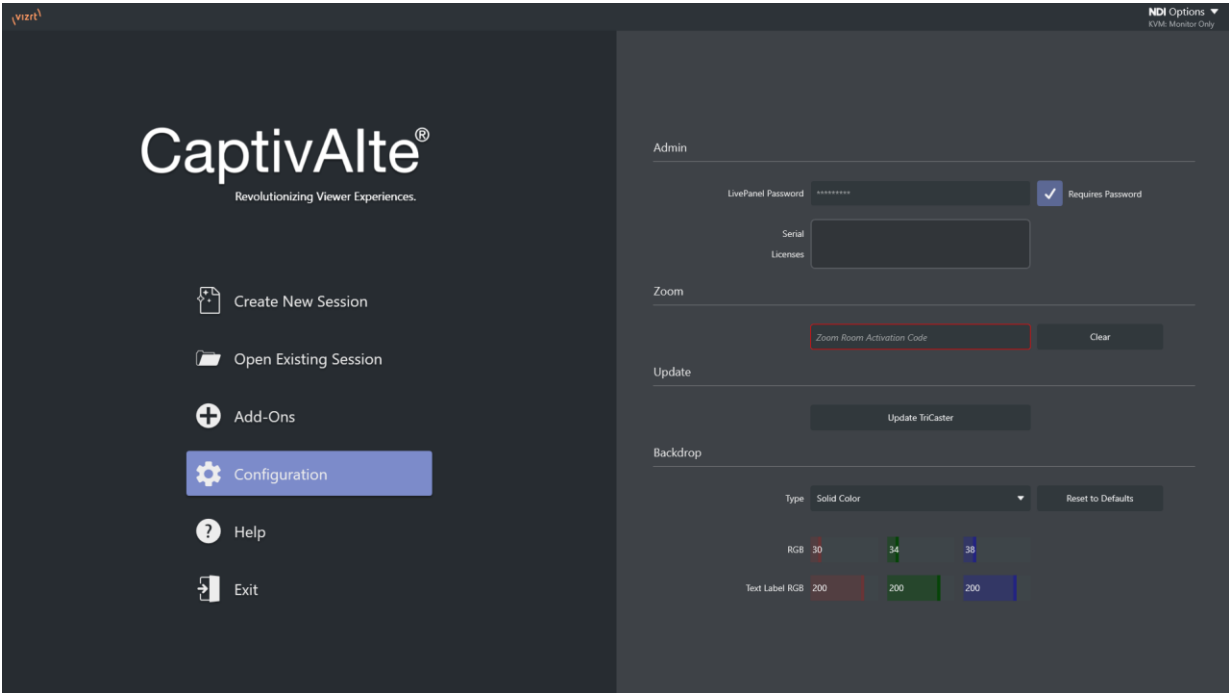


FIGURE 28

This chapter discusses setting up your Vizrt CaptivAlte system, which handles processing required to provide **Zoom Room** sources to fulfill the needs of your **Vizrt CaptivAlte app** users.

UPDATE

Viz CaptivAlte may periodically provide software updates. Updates can enhance performance, security and even add useful new features. If the unit is connected to the Internet, clicking *Update TriCaster* (in the *Admin* page) takes you to the *Updates and Downloads webpage* where you can locate the most recent software version.

Section 4.2 Activation and Pairing

As shipped, your Vizrt CaptivAlte system is configured with a *local* administrator account. In most cases you will want to set a password (highly recommended), or perhaps configure a Microsoft user account (possibly required by your organization).

Until the unit is registered and the **End User License Agreement** is accepted, you will be presented with registration and End User License Agreement dialogs. Afterward, the main **Launcher** screen is displayed.

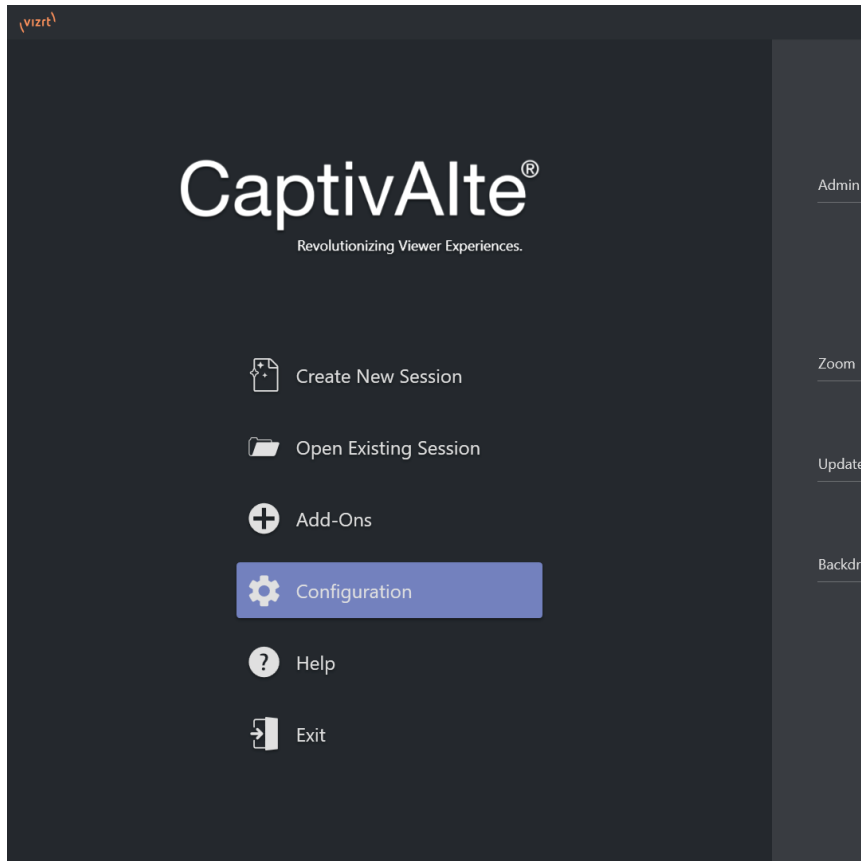


FIGURE 29

Select the **Configuration** link at left (Figure 29), and enter your **Activation Code** (obtained in Section 3.3 of this document) into the corresponding box under the **Zoom** heading at right (Figure 30). This code connects Vizrt CaptivAlte to the **Zoom Room**.

You will not be able to launch a CaptivAlte session before entering your activation code.

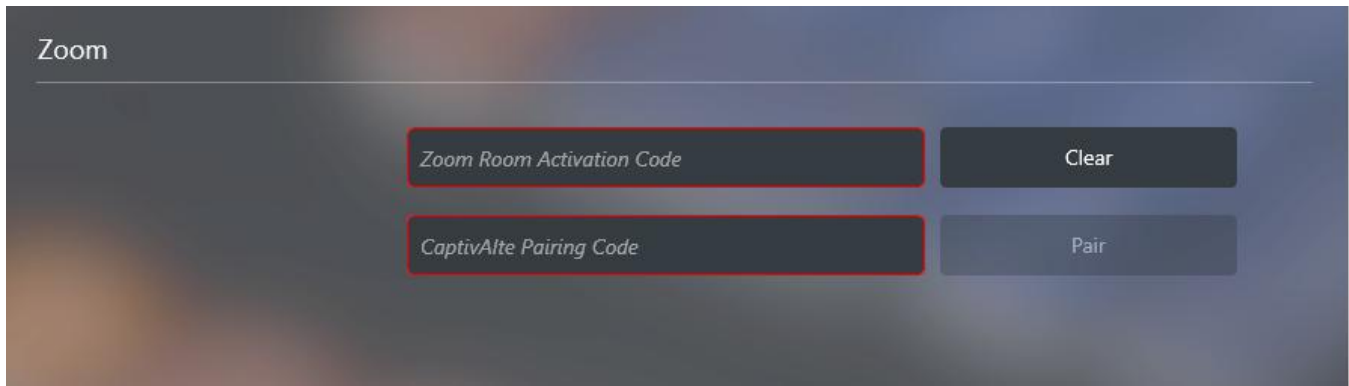


FIGURE 30

To connect Vizrt CaptivAlte to the web app in the cloud, the pairing code obtained in Section 3.7 must also be entered just below the **Activation Code** entry. Then select **Pair** to connect your Vizrt CaptivAlte device with the **Zoom Room Controller**.

In a moment or two, you should see a message in the **Configuration** pane indicating the pairing process is complete (Figure 31).

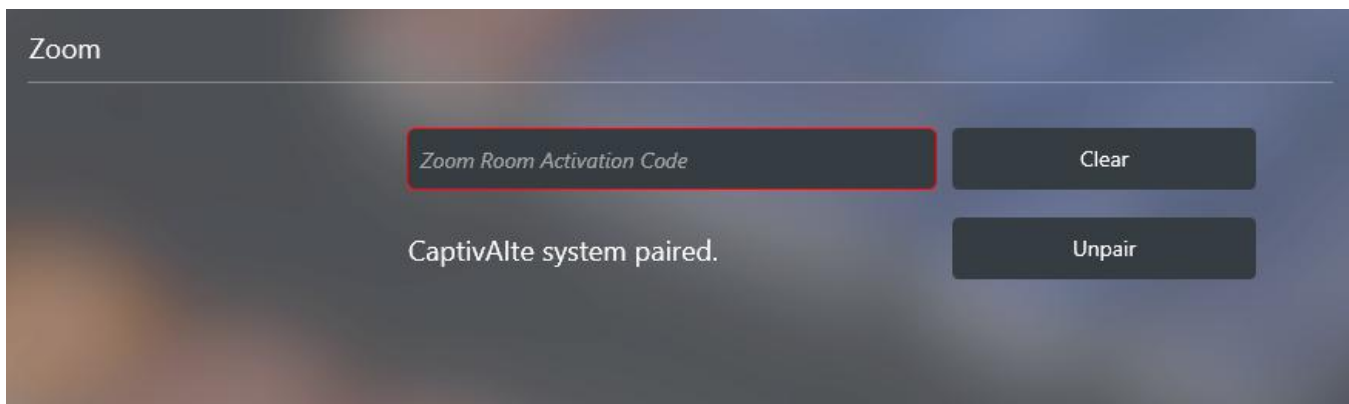


FIGURE 31

Likewise, the **Zoom Room Controller** should now display a message indicating it is ready for you to start a meeting. You have successfully paired your Zoom Room Controller and Vizrt CaptivAlte system.

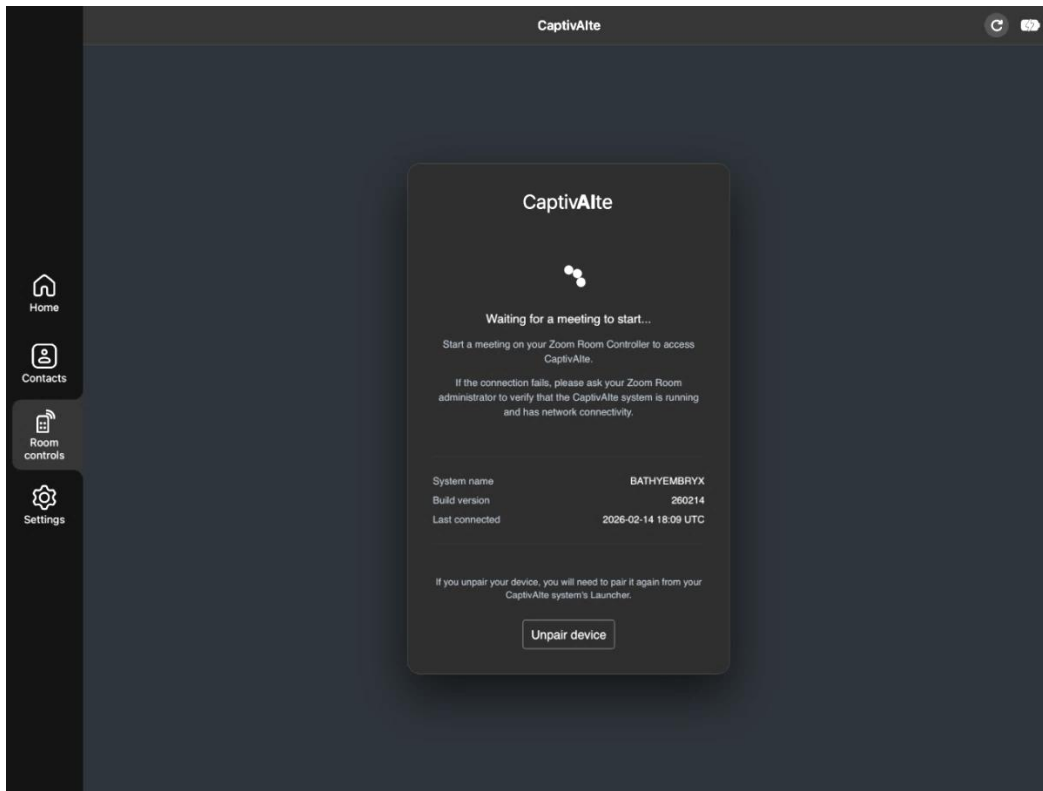


FIGURE 32

*Note: If the Vizrt CaptivAlte app no longer shows on your Zoom Room Controller, you can return to it by re-selecting it on the **Room controls** page. If the connection should drop due to running the app in the background, it should reconnect automatically; otherwise, refresh the browser window to recover.*

Section 4.3 Default Vizrt CaptivAlte Session

Vizrt CaptivAlte's **Launcher** provides a number of configuration options, but having set these up once, the system normally continues past this screen to automatically load a specially curated Vizrt CaptivAlte session (project).

At first run, however, you must load this session (in its default state) before proceeding. Having done that, you will customize it to suit your particular visual needs.

To load the default Vizrt CaptivAlte session the first time, click the **Open Existing Session** link at left in the Launch screen's navigation pane (Figure 33).

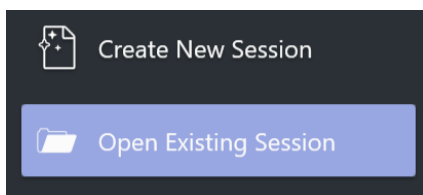


FIGURE 33

Click the **Restore Backup Session ...** button at upper-right in Launcher (Figure 34), and use the file pop-up that appears to navigate to `C:\ProgramData\vizrt\CaptivAlte`.

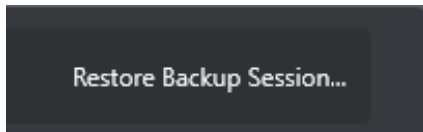


FIGURE 34

Select the file named *CaptivAlte Factory Session.Zip*, and in a few moments the default session will be re-constituted from this archive.

Note: If you need to do so at any time, as for example if an inadvertent change in the working Vizrt CaptivAlte session interferes with its functionality, you can delete the working session in the Launcher, and restore the factory default once again, as just described.

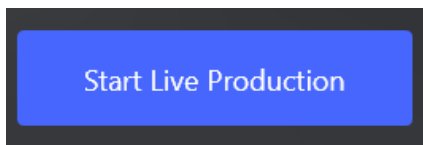


FIGURE 35

Now you are all ready to proceed. Press **Start Live Production** (Figure 35) near the bottom right corner of the **Launcher** to load the specially-curated Vizrt CaptivAlte session into the Live Desktop (Figure 36).

Note: Subsequently, on powering up and signing in, Vizrt CaptivAlte automatically loads this prepared session – unless you deliberately interrupt the launch sequence, such as to perform configuration tasks; a mouse-click on the screen will suffice for that purpose.

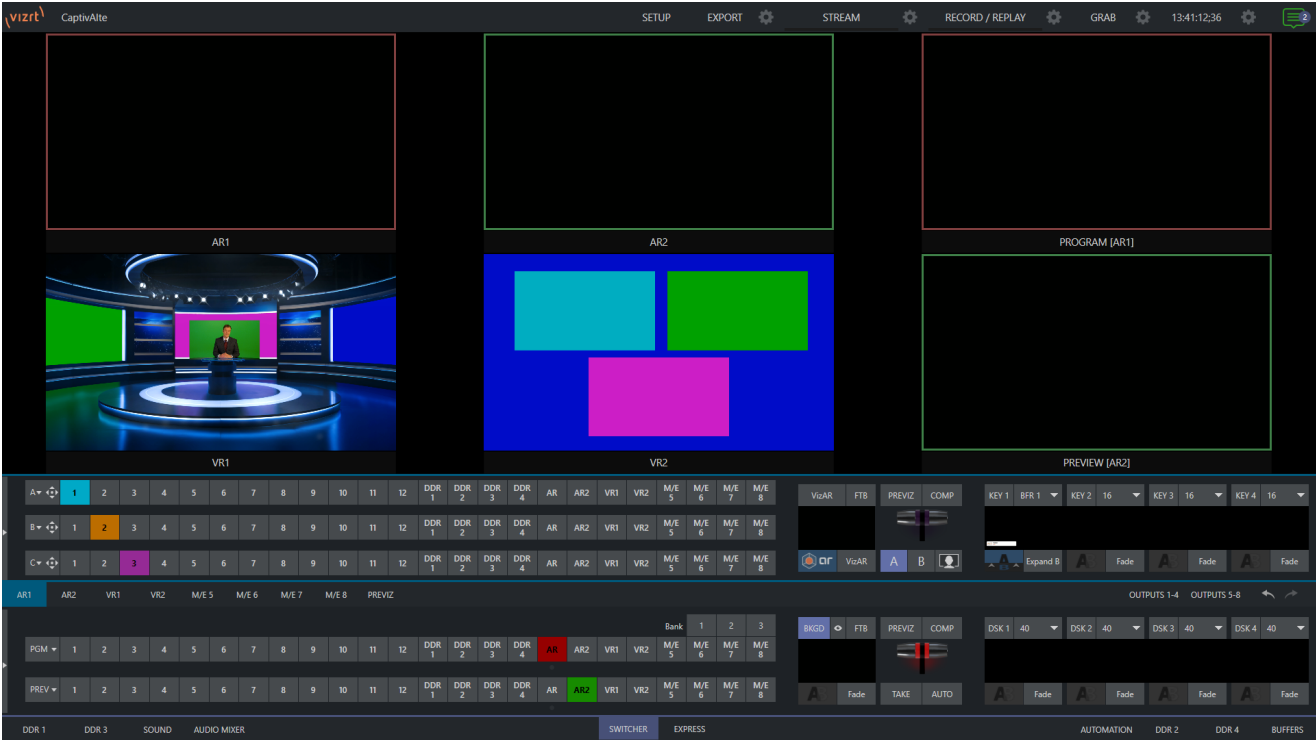


FIGURE 36



FIGURE 37

If your Vizrt CaptivAlte system has successfully paired to your Zoom Room, a notification is posted at upper-right in the **Desktop** titlebar (Figure 37) after the Vizrt CaptivAlte session launches. Click the notification icon to display the success message (Figure 38).

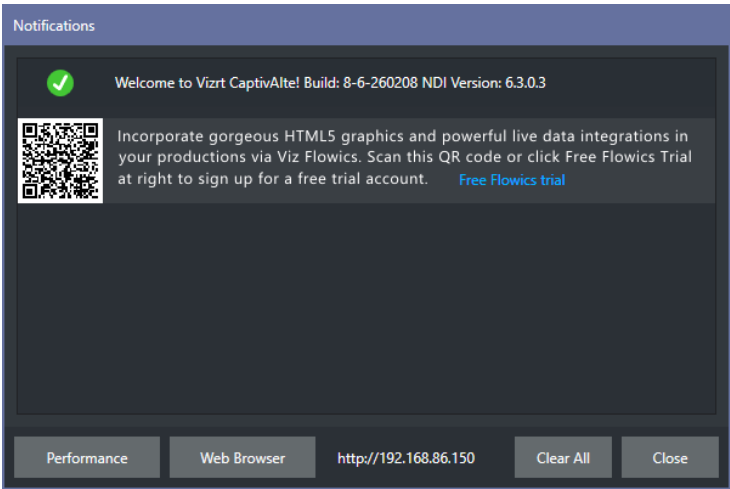


FIGURE 38

Your CaptivAlte system is now live. Shortly, we'll discuss how customize the default session to present your preferred content.

Chapter 5 The Vizrt CaptivAlte Session

Section 5.1 Overview

Vizrt CaptivAlte provides two primary effect types: AR (augmented reality) and VR (virtual reality). For our purposes, we can think of these as complementary:

- An AR effect typically involves adding graphic or video elements to a live video scene, making the inserted elements appear to actually exist ‘in the scene’. If the camera supplying the ‘live’ video stream pans or zooms, insertions remain in place – just as if they were actually in the room.
- In contrast, VR effects involve adding external video or graphic sources to a ‘virtual’ environment, as for example supplying a live participant to a scene that is actually computer generated.

With sufficiently powerful Zoom Rooms host systems, Vizrt CaptivAlte can produce two AR effects and two VR effects, and display these in your Zoom Room on demand – all controlled by the Vizrt CaptivAlte app discussed previously.

In addition, Vizrt CaptivAlte app users can display and edit title overlays in the video output they send to the Zoom Room.

The Vizrt CaptivAlte system’s default session is specially pre-configured to produce the effects required by the Vizrt CaptivAlte app, which in turn can be utilized in your Zoom Room.

While some settings can be modified in the companion Vizrt CaptivAlte app you added to your Zoom client earlier, others are best left to those with intimate product knowledge — such as the system integrator or local Zoom Room administrator.

Section 5.2 Input and Output

In general, Vizrt CaptivAlte works with video and graphics supplied as Zoom Room participant video streams (including active caller video, and shared screens), other NDI video sources discovered on the local network, and local content from the Vizrt CaptivAlte host system.

The Vizrt CaptivAlte app permits direct selection of most sources for AR and VR effects. However, title overlays are locally assigned to individual effects channels (AR1, AR2, VR-1, or VR-2) directly on the Vizrt CaptivAlte system.

Section 5.3 Configuring Effects

The Vizrt CaptivAlte session normally auto-loads on launch and displays Vizrt CaptivAlte’s **Live Desktop** (Figure 40). This interface provides the tools needed to customize Vizrt CaptivAlte effects for local requirements.

‘Ordinary’ users do not need access to this display, and are well-advised to avoid modifying the established configuration.

The Vizrt CaptivAlte session provides four *partially* pre-configured effects, each prepared in its own M/E (Mix/Effect bank), identified by labels as **AR1**, **AR2**, **VR1**, and **VR2**.

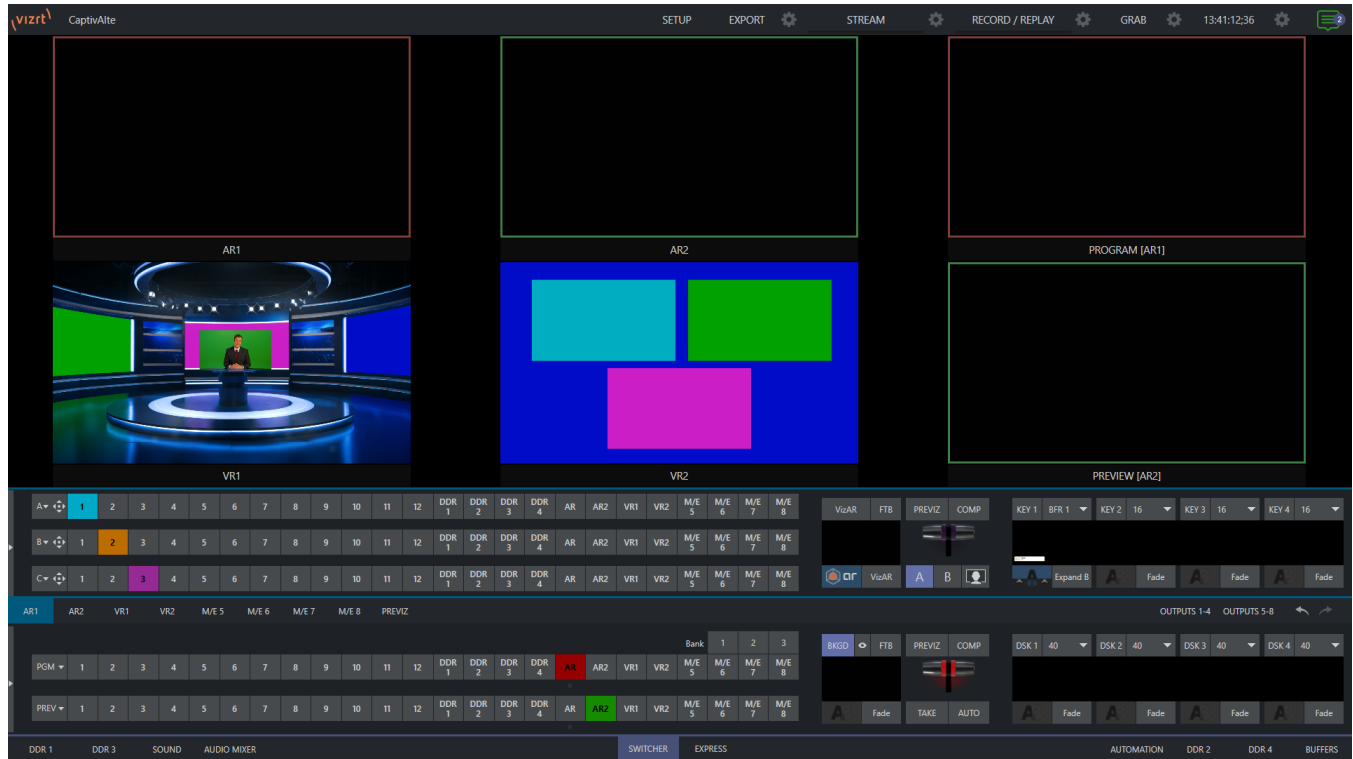


FIGURE 39

To modify the settings for any of these four effects, click the appropriately labelled button in the tab row located just below the monitoring section to expand its controls (Figure 40).

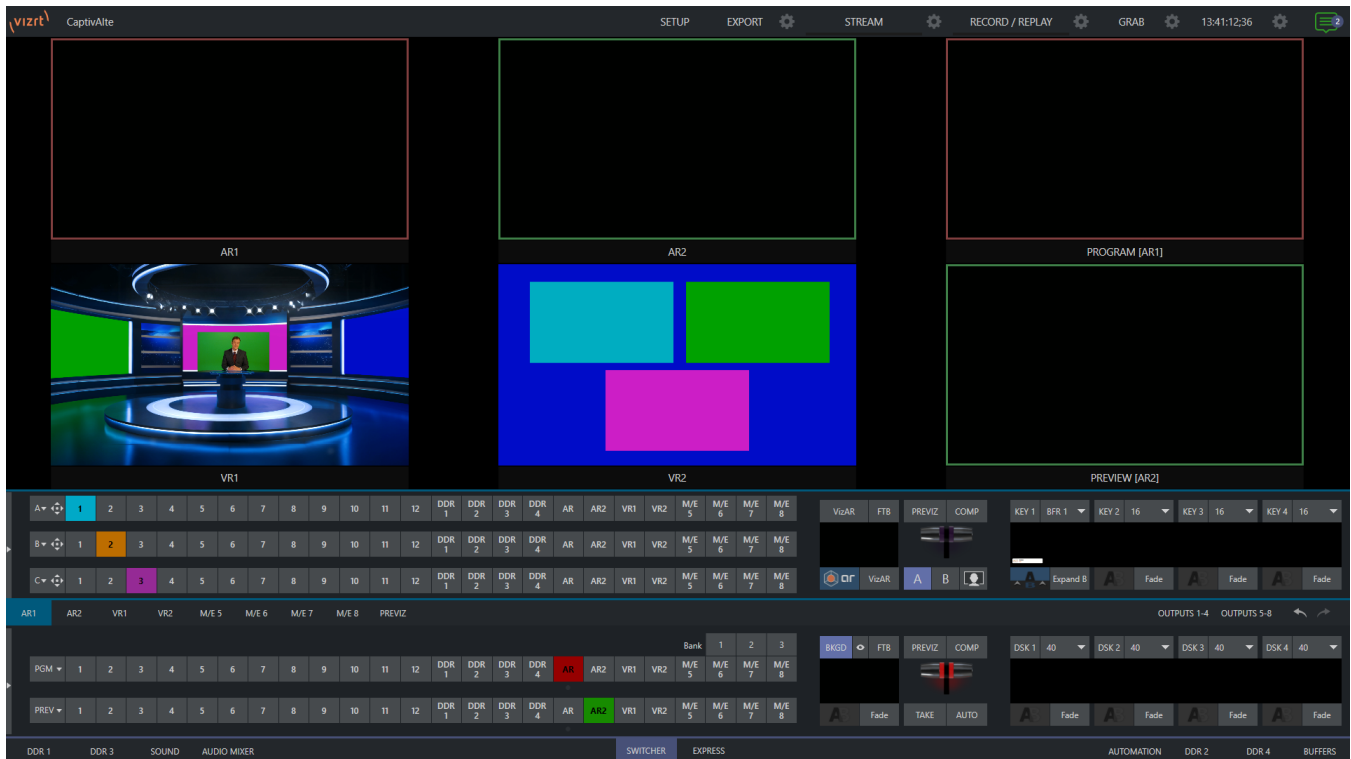


FIGURE 40

Each of these effects also has four unique inputs allocated to it (whether or not they are in use). Inputs 1-6 are reserved for the two AR effects; VR effects use those that follow sequentially. Users control the actual source sent to the input for each layer of the effects by means of Vizrt CaptivAlte app menus.

IMPORTANT NOTE: Generally, do not change the row selections in the effect tabs on the Live Desktop. Doing so prevents users from choosing their own the sources.

Section 5.4 The AR Effects

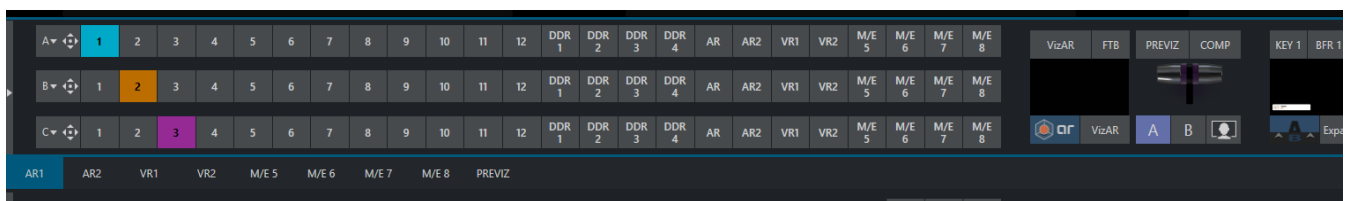


FIGURE 41

The AR effects each use three Inputs (plus a title overlay source, discussed later):

- **Input 1 and Input 2 (AR1) or Input 4 and Input 5 (AR2)** supply video or graphics for two 'insert' layers, and are assigned to the rows labeled **A** and **B** (Figure 42). Either one or both can be populated with video sources by Vizrt CaptivAlte app users, for display on output singly or together.

- **Input 3** (AR1) or **Input 6** (AR2) is pre-selected on the effect's C (bottom-most) row.

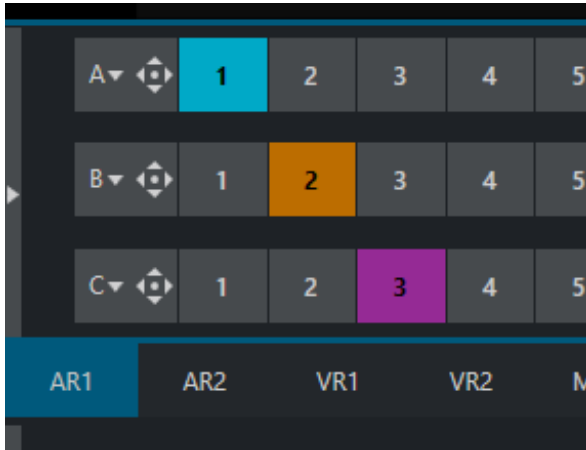


FIGURE 42

ROW C

For **AR** effects, the source assigned to **Row C** is usually predetermined – often permanently – by the integrator/administrator responsible for the Zoom Room. (You might think of this as the Zoom Room Camera. Ideally, it is an NDI PTZ camera physically located in a ‘presentation zone’ in the meeting room to allow space for AR overlays to be comfortably positioned.

Reminder: Do not change the row selections in the effect tabs on the Live Desktop as doing so will prevent users from choosing sources in the app

To assign a particular camera source to the input selected on **Row C**, right-click on the button labeled and choose **Configure ...** to pop up the **Input** settings pane. Use the **Source** menu (Figure 43) to identify the camera you intend to use as the **Zoom Room Camera** for the effect. This camera will need to be ‘trained’, which we’ll discuss shortly.

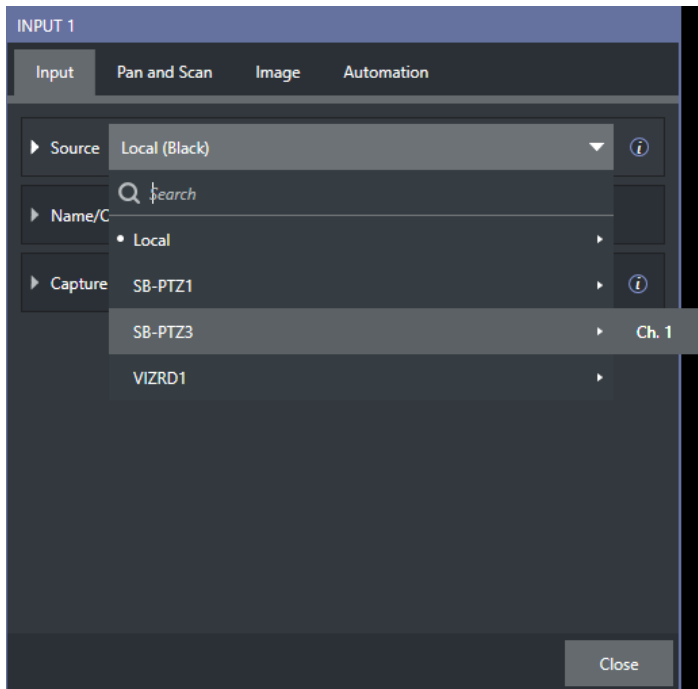


FIGURE 43

Reminder: Changing the row selections in the effect tabs on the Live Desktop is discouraged, as it prevent users from choosing sources in the app.

A/B ROWS

As-shipped, internally generated test patterns are pre-assigned to the Inputs selected on Rows A and B, to give you something to use when configuring the effect. Of course, you may use the **Input** configuration pop-up for the Inputs selected on **Layers A** and **B** to assign other available **Sources** instead.

THE T-BAR

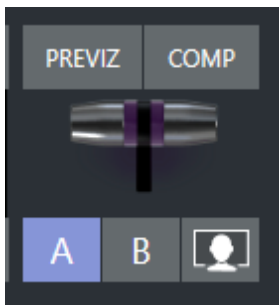


FIGURE 44

The **T-Bar** at right of the input rows for **AR** effects controls layer opacity. So, for example, when an opaque source is assigned to **Layer A** it will be visible as an overlay above **Layer C** when the **T-Bar delegate** button labeled **[A]** is pressed and **T-Bar** is at the bottom of its stroke.

To see these layers in the effect result, delegate **Layer A** or **B** by clicking the corresponding button below the **T-Bar**, and pull the **T-Bar** to the bottom of its stroke.

POSITIONING

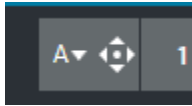


FIGURE 45

Click the diamond-shaped (Positioner) gadget (Figure 45) just to the right of the **A** or **B** label for the row you displayed (Figure 45) to open its **Positioner** pop-up (Figure 46).

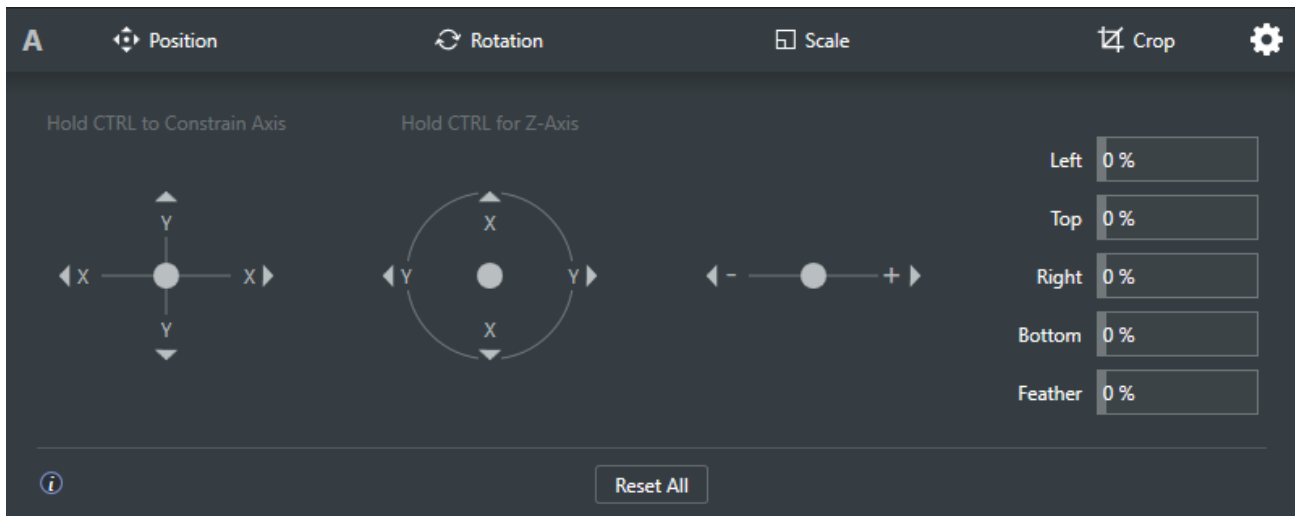


FIGURE 46

Hint: If you still don't see the content of the layer you're working with, clicking the Reset All button in the pop-up will usually bring it into view.

In this pane, you can modify the position, rotation, scale, cropping and edge feathering for sources assigned to **Layers A** and **B**. However, there is a vital step to perform before you make *permanent* adjustments to the content in these **layers**.

The ultimate position of content in the insert layers is dramatically affected by training the camera assigned to **Layer C**. Before training, if they have never been manually positioned, content in **Layers A** and **Layer B** will be clearly visible if displayed. After training, though, they might even be outside the field of view initially.

TRAINING THE CAMERA

This effect uses special AI plugins to process visual content in the camera output as it pans, tilts, and zooms. The data derived are applied to dynamically transform content from **Layer A** and **Layer B** to appear convincingly as if 'in the scene' when the camera is rotated or zoomed.

To do so, the camera first needs to be ‘trained’ to identify visual elements in the field of view as the camera pans, tilts or zooms in a given environment. This is not particularly difficult to do, but is worth doing well. Good training produces better results.

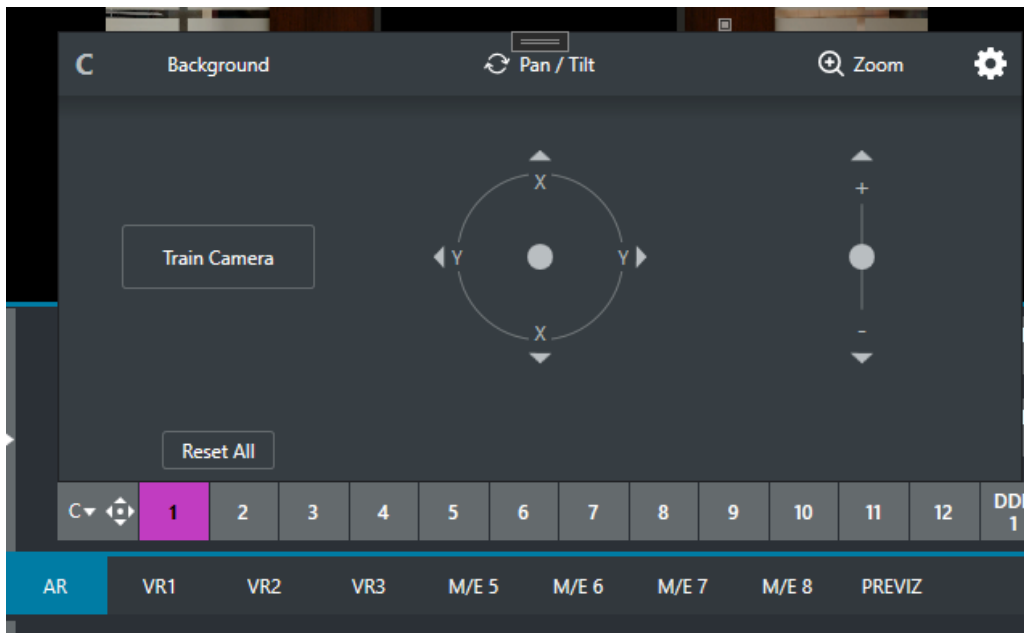


FIGURE 47

As mentioned earlier, a PTZ camera with NDI connectivity is ideal as the video source for **Layer C**. Among other reasons, the Vizrt CaptivAlte system recognizes these as PTZ cameras, and automatically displays both training and PTZ controls in its **Positioner** pop-up for **Layer C** (Figure 47).

Hint: Of course it's possible to configure PTZ control for cameras using other connection types and protocols in the Connection menu provided in the Input dialog (under Source > PTZ Control; see Figure 48).

Please be aware that many of these options require additional connection cabling and possibly third-party hardware.

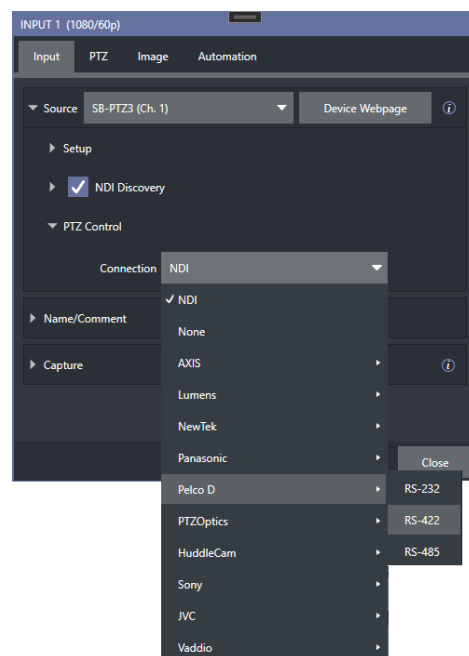


FIGURE 48

To train a camera, you will usually mount it in the ‘presentation space’ where you intend to use it; then follow these steps:

- Click **Train Camera** in the popup for **Layer C**. The popup panel will show a ‘busy’ indicator while training is in progress.
- Use the **Pan/Tilt** controls in the popup to progressively rotate the camera laterally and vertically to encompass the entire expected range of motion for your scene, and when possible, a bit more – just to be safe. Zoom the camera in or out a bit, and repeat this process. When you think you’ve covered the area of interest *adequately and included a little extra, click **Stop Training**.

* Though it’s vital to train the camera carefully, this part of the process need not be overly prolonged. Often it can be accomplished in a short time, perhaps even less than a minute.

- Click **Stop Training** and close the popup (to do so, press **ESC** on the keyboard or click somewhere outside the pane).

You’ll recall that, back in the section on the A/B Rows, you assigned a source to **Row A**. Click the **T-Bar** delegate button labeled **[A]** to activate it, and pull the **T-Bar** all the way down. You should now see a (probably dramatically askew) version of the source in **Layer A** superimposed over **Layer C** in the camera’s current view.

- Open the **Positioner popup** for **Layer A**, and use the **Position**, **Rotation** and **Scale** controls to relocate the content of **Layer A** in the scene to taste.

At this point, when you rotate or zoom the **Zoom Room Camera**, the source in **Layer A** should dynamically transform to appear as though it is physically in the scene. If it doesn’t seem as stable as you would like, a little more care in the training process may be needed.

Note: The quality of this effect can be affected by things like poor focus or lighting, and especially a lack of detail in the background of the scene. A blank wall, or classic ‘green screen’ is the worst possible scenario, giving the tracking process nothing to work with.

PRESENTER IN FRONT

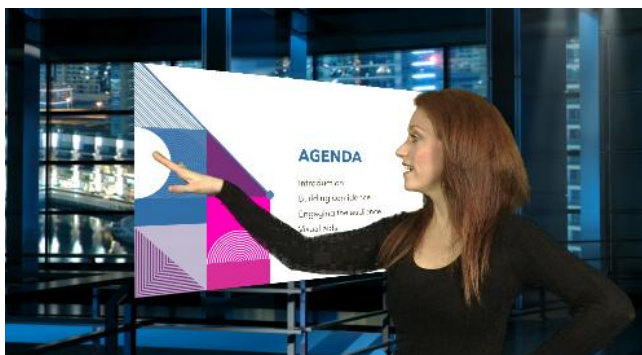


FIGURE 49

By default, the camera assigned to **Layer C** is *also* automatically processed by the **AI Keyer**, which removes the background from video streams with one or more persons in them.

This video stream *with embedded transparency* is supplied to a special overlay layer that you display above output from layers **A**, **B** and **C**, making it appear as though the presenter is in front of the insert layers rather than behind them. If there is a person in the scene on **Layer C** as you configure the effect, you should see them – as shown in Figure 49.

If you do *not* see the person in the scene in front of the other layers, try these steps:

- Enable the **Presenter** delegate button at right below the **T-Bar**
- and be sure the **T-Bar** is at the bottom of its stroke

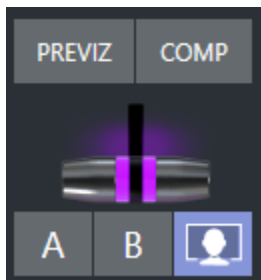


FIGURE 50

If you *still* do not see content from **Layer A** or **B** in the scene it may be that, for some reason, the **AI Keyer** is *not* enabled for the camera assigned to **Layer C**. If so, the fully opaque **Presenter** layer will occlude all the other layers.

To rectify this:

- Click **Setup** in the titlebar at the top of the screen, and open the **AI** tab in the **Setup** pane. Verify that the first two rows are enabled and configured as shown in Figure 51.

Setup				
Input Output Connectors Record Grab Sync AI				
#	Active	Target		AI Feature
1	☒	Input 3	▼	Remove Background
2	☒	Input 6	▼	Remove Background
3	☐	None	▼	None

FIGURE 51

COMPS

COMPs are effect presets, and the 4 pre-configured examples shown in Figure 52 are used by the Vizrt CaptivAlte app to show/hide the **Insert layers**. A **COMP** button sits at right immediately above the **T-Bar**. Clicking this button opens the COMP panel.

It is important that you DO NOT DELETE OR MODIFY THESE. However, you *may* modify the time interval of their execution if you wish, using the **Duration** menu provided in the lower right corner of the **COMP** pane.



FIGURE 52

RESET (EFFECT)

Vizrt CaptivAlte leverages a subset of tools the platform is capable of. Reliable performance of its standard functions depends on a very particular set of options and settings. The various settings its features depend on are properly set on as-shipped systems.

Still, some extended features and options not required for present purposes *have* been retained to provide advanced operators with flexibility, or for as-yet unforeseen features.

If someone should wander into uncharted territory and make a change that interferes with normal functionality, reliable settings are easily restored for any effect (AR, or VR 1-3).

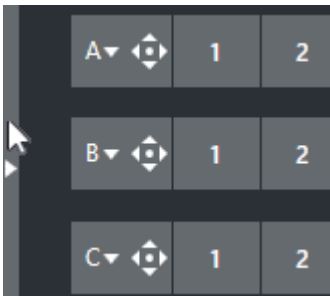


FIGURE 53

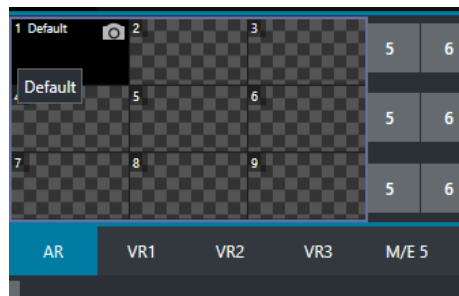


FIGURE 54

With the tab for the effect in question open, move your mouse pointer to the extreme left of the source rows (Figure 53) to pop up a preset bin (Figure 54). Click the preset labeled **Default** to reset this effect (your other effects will not be affected by this operation).

Section 5.5 The VR Effects



FIGURE 55

To modify the settings for one of the four VR effects, click its tab (seen at the bottom of Figure 55) just below the monitoring section to expand its controls.

VIRTUAL SETS

As-shipped, Vizrt CaptivAlte’s three VR effects are pre-configured with several different ready-to-go effects, including an attractive virtual scene, along with a generic multi-layer effects. These effects may allow up to four sources to be supplied to populate different elements in the scene.



FIGURE 56

For example, in this particular effect (Figure 56) **Row A** supplies video for the ‘presenter’ seated at the head of the table. **Row B** supplies the video stream displayed on the video screen mounted behind her, while **Row C** is displayed outside a window at left.

AI KEYER

Note: In many **Virtual Set** effects, the source on **Row A** is intended for the primary **Presenter** in the scene, and in the majority of cases requires the **AI Keyer** to be enabled.

Note: The AR effect supports AI keying for Layer A, to provide the so-called 'transporter' effect. If a VR effect supports keying, it is likewise available for Layer A only.

The Vizrt CaptivAlte app provides a switch to toggle this feature as required, but you might choose to enable it in advance directly in the default session when configuring these sort of effects.

- Click **Setup** in the titlebar above the screen, and open the **AI** tab in the **Setup** pane.
- In an unused row, select the input from **Row A** the **VR** effect you're configuring, as the **Target**, set **Remove Background** in the **AI Effect** column, and enable the switch for that row in the **Active** column.

POSITIONING LAYERS

As discussed back in Section 5.4, you can open the **Positioning** controls (Figure 58) for any layer in the scene by clicking the small 'diamond' gadget located beside the row label.

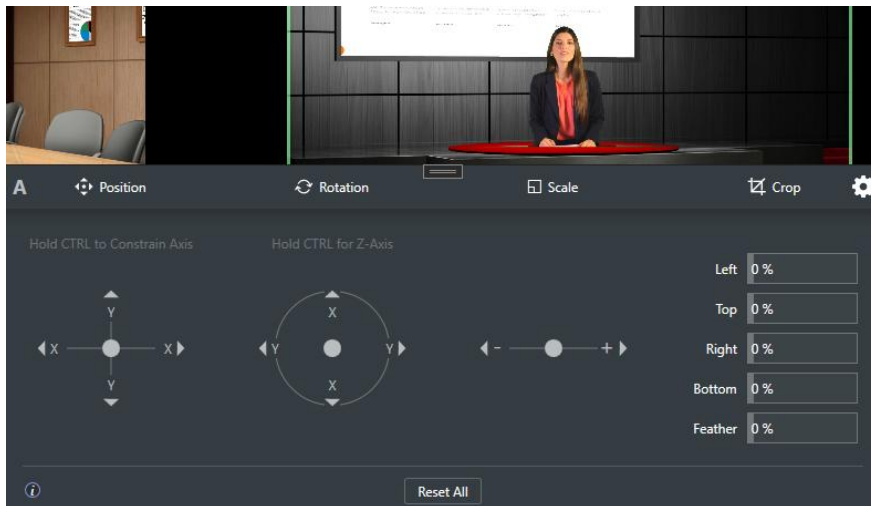


FIGURE 57

MORE EFFECTS

It's possible, of course, to use completely different VR effects in each tab. To select a different effect from the many supplied, click the current effect's thumbnail icon, provided at lower-left in the control group situated left of the **T-Bar** (Figure 59).

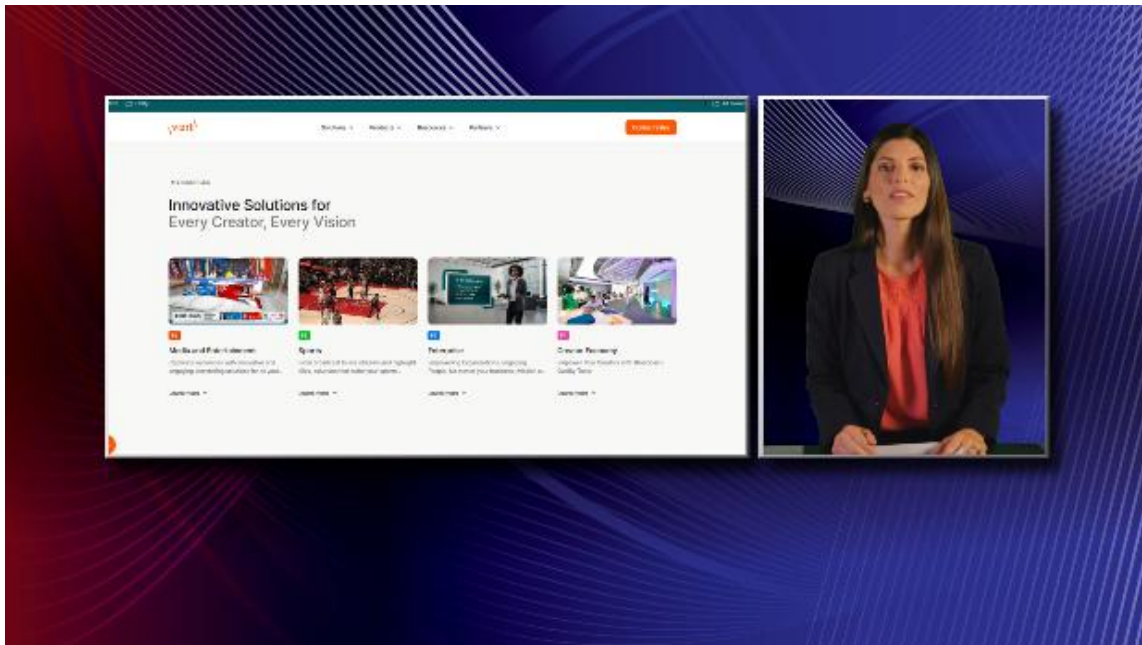


FIGURE 58

Doing so opens a popup bin showing icons for different effects (Figure 60). You can pick one you like from that bin, or roll over any effect icon in it to show a + gadget that, when clicked, opens a custom **File Explorer** (Figure 61).



FIGURE 59



FIGURE 60

With the **File Explorer** open, scroll the location list at left to the **LiveSets** heading, and choose another virtual set in the file pane at right to replace the current entry in the bin with your selection.

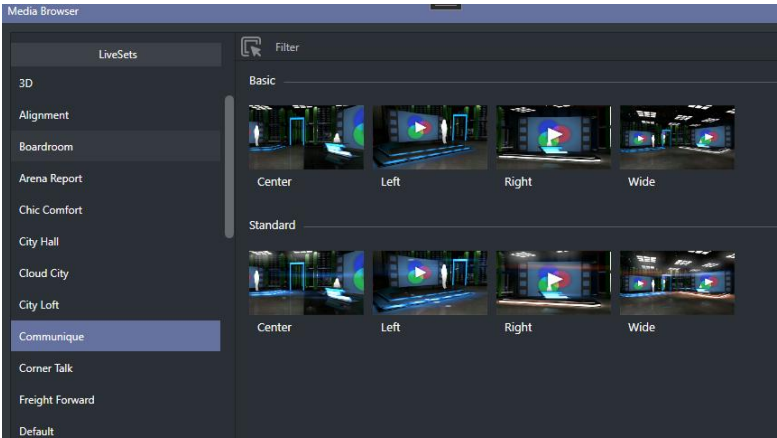


FIGURE 61

ASSIGNING SOURCES

As mentioned earlier, each VR effects has four pre-determined video inputs allocated to it (whether all of these are used or not), as follows:

Effect	Inputs Allocated
VR-1	7-10
VR-2	11-14

To assign a source to an input, right-click on its labeled button on any row or in the main **Switcher** pane below, and choose **Configure ...** to pop up the **Input** settings pane. Use the **Source** menu (Figure 43) to identify the source you want to use.

Note: It's not actually a necessity that you pre-configure these sources, since Vizrt CaptivAlte apps user can assign sources to the various inputs needed for different VR effects, and even reposition them to taste. However in some cases you will likely want to do so in advance.

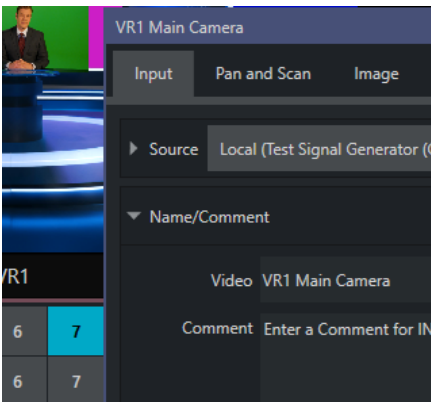


FIGURE 62

Hint: Set the long Video name for an input to identify it in the app – see Figure 62.

POSITIONING VR EFFECTS

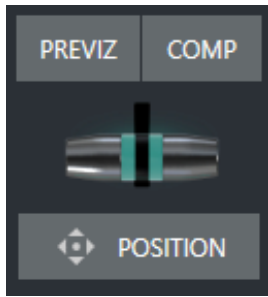


FIGURE 63

Individual layers in **VR** effects can be repositioned, cropped, rotated and so on using the standard layer **Positioner** popup discussed earlier. However, **VR** effects also differ (from the **AR** effect) in that the **T-Bar** – rather than controlling layer opacity – zooms in or out on the whole scene.

And, when zoomed in, dragging the mouse on the large **Position** button below the **T-Bar** pans the scene horizontally and vertically.

*Hint: Hold down **SHIFT** when dragging **Position** to increase accuracy. To constrain the direction of dragging to either horizontal or vertical, hold down **CTRL** before dragging.*

COMPS

COMPs are effect presets, and 4 pre-configured instances are used by the corresponding preset buttons in each **VR** tab of the Vizrt CaptivAlte app to animate the scene between stored positions.

A **COMP** button sits at right above the **T-Bar**. Click this button to open the **COMP** popup. Unlike the similar **Comps** provided for the **AR** effect, you are free to revise these presets to taste.

Each **Comp** icon has a right-click context menu that allows you to update, rename or clear it. Too, rolling the mouse pointer over an icon displays a small camera gadget. Clicking this likewise updates the preset. You can also modify the timing of **Comps** if you wish, using the **Duration** menu provided in the lower right corner of the **COMP** pane.



FIGURE 64

RESET (EFFECT)

Vizrt CaptivAlte leverages a subset of tools the platform is capable of. Reliable performance of its standard functions depends on a very particular set of options and settings. The various settings supported features depend on are properly set on as-shipped systems.

Still, some extended features and options *not* required for present purposes have been retained to provide advanced operators with some flexibility, or against the possibility of their being useful for as-yet unforeseen features.



FIGURE 65

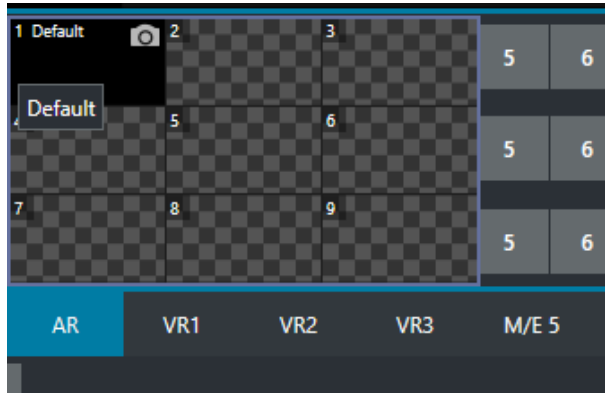


FIGURE 66

If someone should wander into uncharted territory and make a change that interferes with normal functionality, reliable settings are easily restored for any effect.

With the tab for the effect in question open, move your mouse pointer to the extreme left of the source rows (Figure 65) to pop up a preset bin (Figure 66). Click the preset labeled **Default** to reset this effect (your other effects will not be affected by this operation).

CUSTOM EFFECTS

Several examples of custom multi-layer effects may be provided for the VR effects in the default Vizrt CaptivAlte session. You can access these using the popup bin that holds the Default preset, as referred to in the previous section – see Figure 67.



FIGURE 67

Take time to examine these to see how they are structured. Later, you may of course modify or replace these to suit your local requirements, and store presets of you own.



FIGURE 68

For example, you may wish to make minor changes to the position, scale, rotation, cropping or edge-feathering for one or more layers in a multi-layer effect, like the one shown in Figure 68. Or perhaps to want to add a border to a layer. We'll discuss some of these possibilities next.

POSITIONING LAYERS

The basic layer position attributes can be easily and quickly adjusted in the **Position** popup for each layer, as discussed back in Section 5.5.

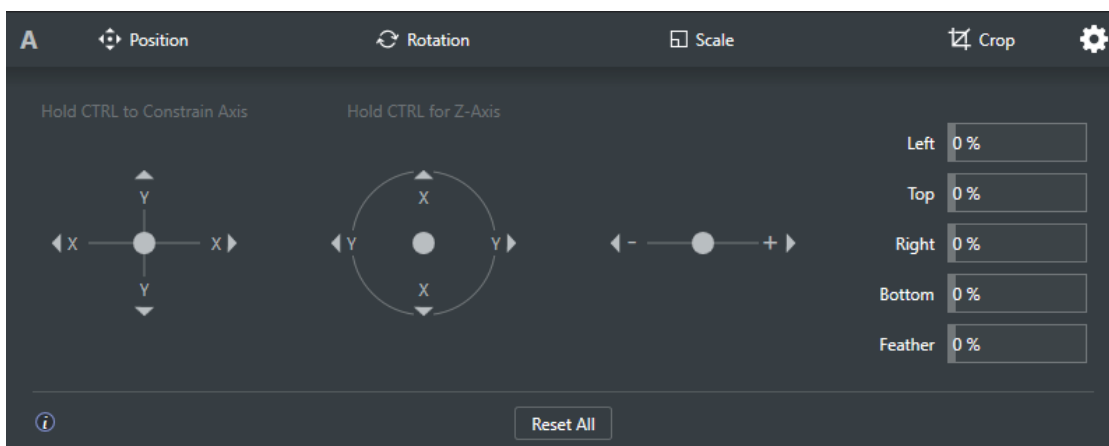


FIGURE 69

For more precise control, when needed, you can access an extended control panel supporting numeric input, and also some additional features. To open this panel, click the gear icon in the upper-right corner of the **Position** popup.

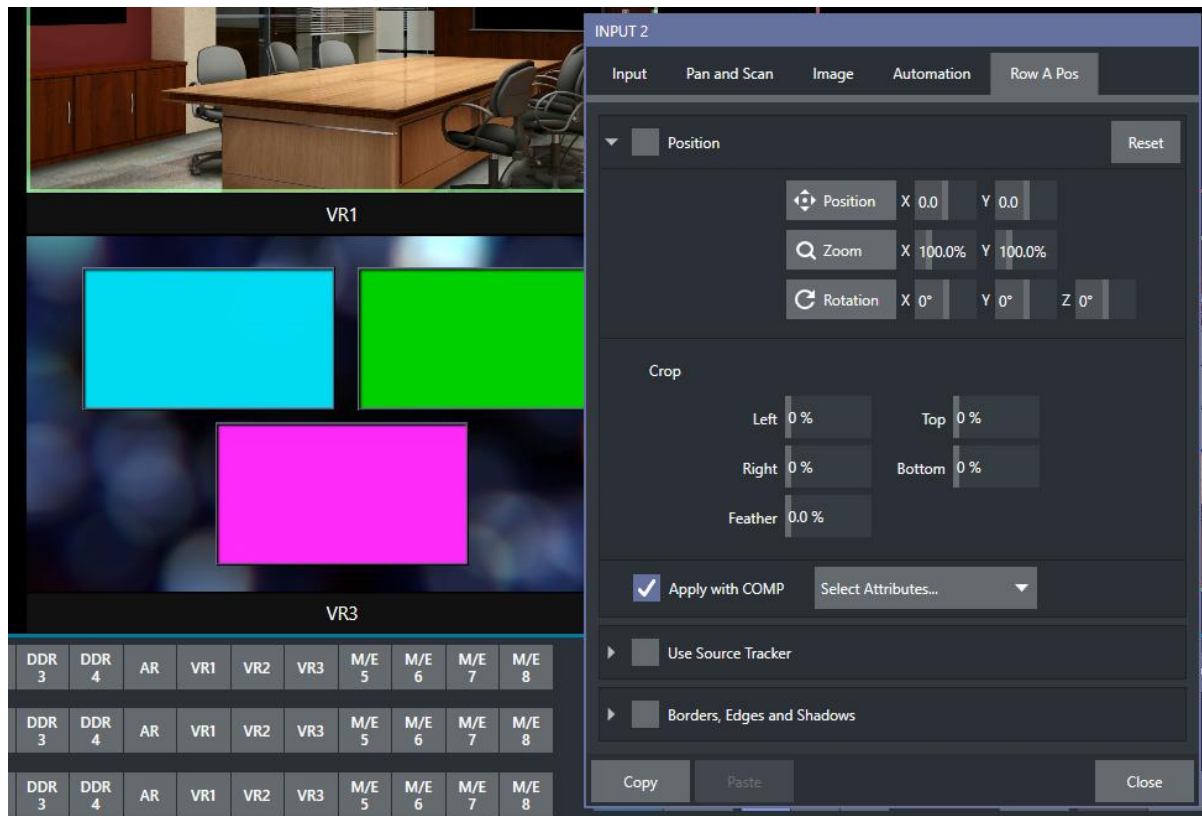


FIGURE 70

Notice that when this panel pops up, it opens to a tab labeled **Input (A-D) Pos** (Figure 70).

This page offers a number of controls in expandable groups. The **Position**, **Zoom**, **Rotation**, **Crop** and **Feather** controls correspond to simpler controls in the **Positioner** popup, but allow direct numeric entry controls for more precise work.

Hint: The numeric values in these controls do not represent pixels. Rather, the X/Y/Z origin (0,0,0) for a layer is 'center-screen', with the top of the frame being considered as Y = -100, and the bottom being Y=100. So, if you apply a value of -100 to Y, the content of the frame moves so that its own local center point is at the top of the screen. If you set Y to -200, the content will be just out of view above the visible frame.

If the frame was square, entering X = -200 would cause a similar effect on the horizontal axis – but it isn't square. It has a 16:9 aspect ratio, which can be treated for our purposes as 1.78. In other words, the frame is 1.78 times wider than it is high. What this means in the current context is that – to move the layer content completely out of view to the left – the X value required is 2 x (-178), or -356.

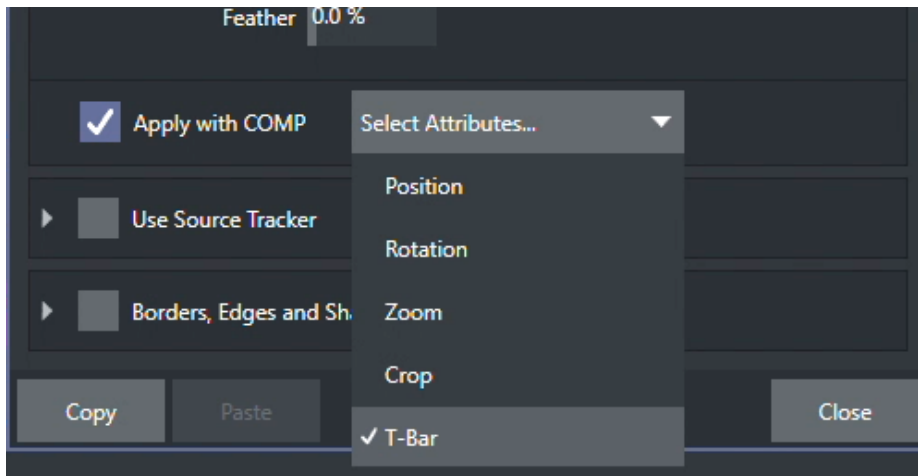


FIGURE 71

COMP (PRESET) OPTIONS

A switch labeled **Apply with Comp** (Figure 71) appears at the foot of the **Position** control group. A nearby menu allows you to enable or disable the attributes applied when Comps are invoked. In most cases, with the sole exception of **T-Bar** these should all be disabled for every layer in Vizrt CaptivAlte effects.

(There may be times when a custom effect can usefully leverage these Comp options, but their use inevitably means that dynamic position adjustments made using controls provided in the Vizrt CaptivAlte app on the Zoom Room Control device will not be persistent once a Comp is applied.)

Note: The reason for this is that the Vizrt CaptivAlte app uses various pre-configured Comps to accomplish a number of internal tasks (as, for example, fading insert layers in the AR effect on and off).

*If, for example, all attributes were enabled, and you used **Position** controls to tweak the cropping or location of an insert, the first time someone fades that layer on or off, your changes are lost. Rather than smoothly fading up and down in the position you chose, it would jump back to the location it was in when the Comp was created.*

BORDER AND SHADOWS

The other control group you may find useful when preparing custom effects is **Borders, Edges and Shadows**, found at the bottom of this tab.

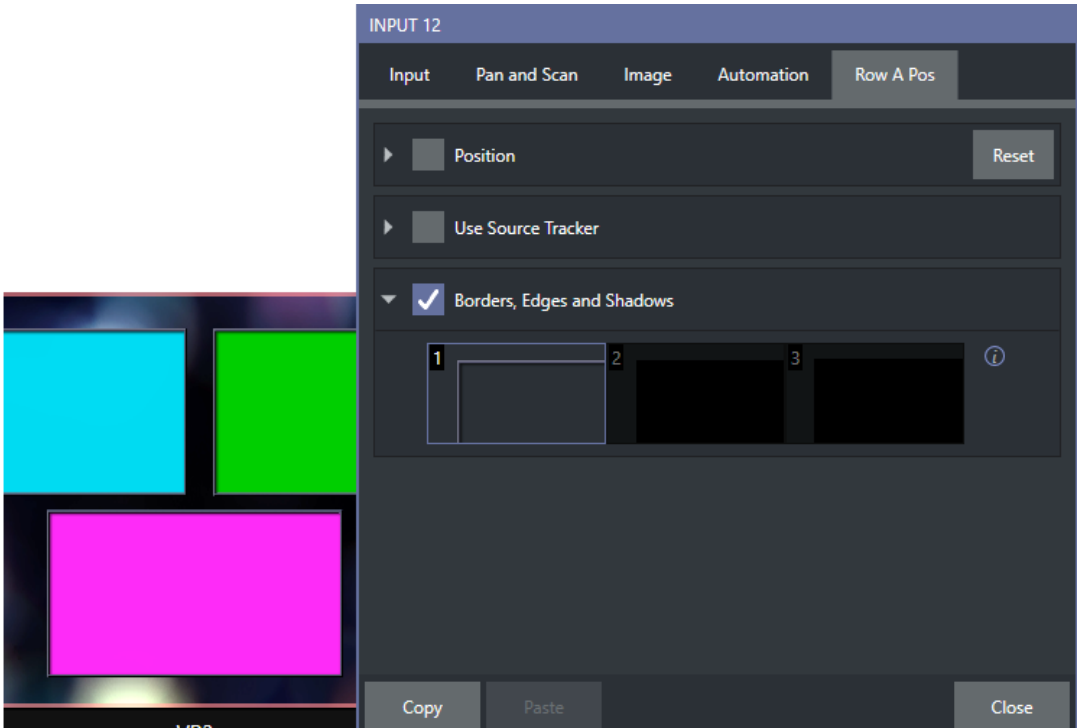


FIGURE 72

Expanding this control group reveals several preset icon. Rolling the mouse point over one of these will display a (+) gadget. Click this to open the **Media Browser**, scroll the left-hand Locations list to the **Borders** heading, and select an entry below in that group to show a set of prepared border types at right.

Hover the mouse over an icon in the pane at right to see the full descriptive name for the different entries. Select an entry and click OK to assign your selection to the preset and apply it to your source.

Hint: Selections prefixed “Box ...” actually crop the source they are applied to, while the “Rect ...” examples will scale to fit the aspect of your source.

INPUT / IMAGE / PTZ (PAN & SCAN)

In general, for Vizrt CaptivAlte purposes the options in the other main tabs provided in the advanced **Input** configuration pane are mostly best left at their defaults, with one exception.

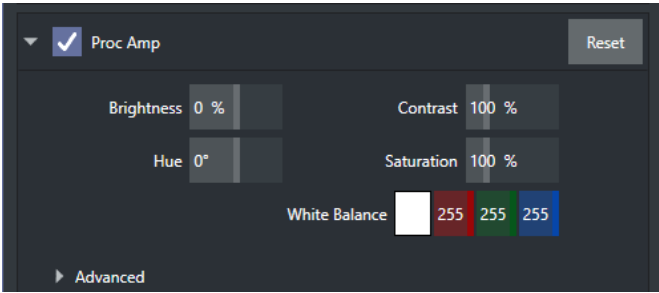


FIGURE 73

The **image** tab (Figure 73) has color and image processing tools in its **Proc Amp** group that may be useful when trying to match color and lighting characteristics of AR effects with participants in different environments.

Note that this tab also provides **Crop Source** controls. This is not the same tool that the Vizrt CaptivAlte app utilizes, and is best avoided for that reason. The **Keying** controls group is likewise not available in the Vizrt CaptivAlte app, which uses the **AI Keyer** instead – but may have some value in special circumstances – as for example when one source can be reliably expected to have a classic ‘greenscreen’ background.

Section 5.6 Title Overlays

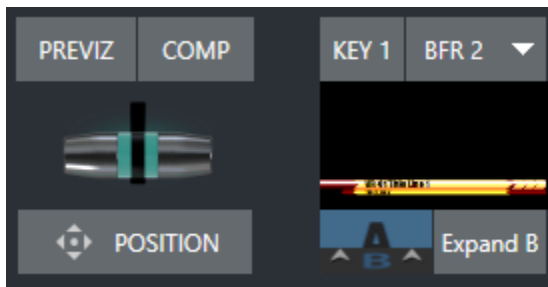


FIGURE 74

Each effect tab has independent **Onscreen Title** capabilities. The display mechanism used for this purpose is **KEY 1**, located just right of the **T-Bar** in the effect tabs (Figure 74).

The Vizrt CaptivAlte app allows users to easily show, hide and edit the text in each one, but when configuring the system, it may be helpful to know that you can toggle the title on and off right in the effect tab. To do so, click the overlay transition label shown at right below its small viewport.

TITLE TRANSITIONS

Similarly, you can select a different transition effect for your title by clicking the transition icon at left to open the effect bin. You can pick one you like from the bin, or roll over any effect icon in it to show a + gadget that, when clicked, opens the **File Explorer** again.

With the **File Explorer** open, scroll the location list at left to the **Overlay Effects** heading, and choose another transition in the file pane at right to replace the current entry in the bin with your selection.

Hint: While you have the transition bin open, note that you can also modify the duration of the transition using the control provided at right in the footer.

COMP (PRESET) OPTIONS

Earlier, in Section 5.5 we discussed a switch labeled **Apply with Comp** (Figure 71) in connection with layer controls. In particular, we noted that, for layers **A-D** of most effects, the optional attributes in this menu should all be disabled – with the sole exception of the **T-Bar**.

By default, **Apply with Comp** is off for **Title Overlays**. This is to avoid conflicts with other app features utilizing Comps, such as those used to drive layer display.

MODIFYING TITLES

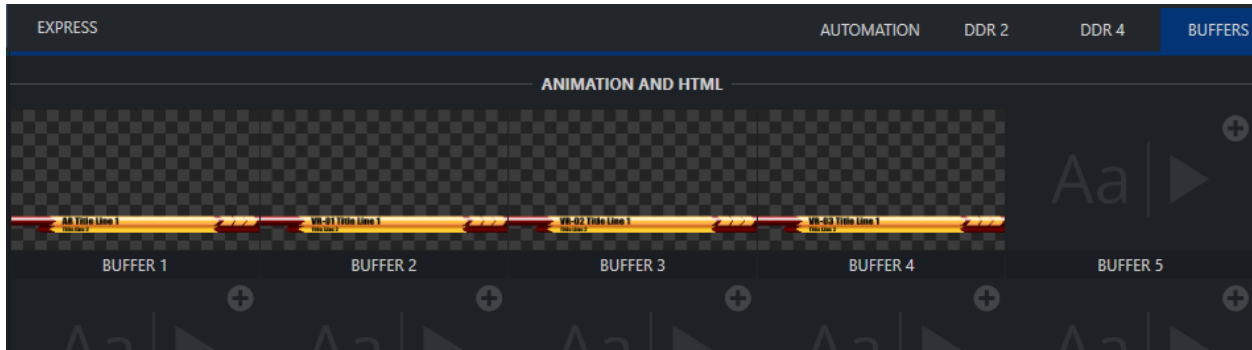


FIGURE 75

The title pages supplied to the **AR** and **VR(1-3)** effects are actually hosted consecutively in the first four slots of the **Buffers** pane, which is collapsed at lower right on the screen by default.

Click the **Buffers** tab to expand it. Notice that when you hover the mouse over a Buffer, it shows additional control gadgets (Figure 76).

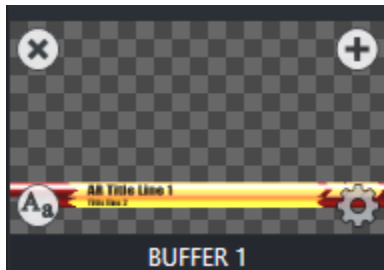


FIGURE 76

- Click the + (Add) gadget to open the **File Explorer**, and navigate to the **Titles** heading in the list at left to browse through supplied title templates.
- Click the **Aa** (Edit) gadget to open the **Title Editor** (Figure 77).

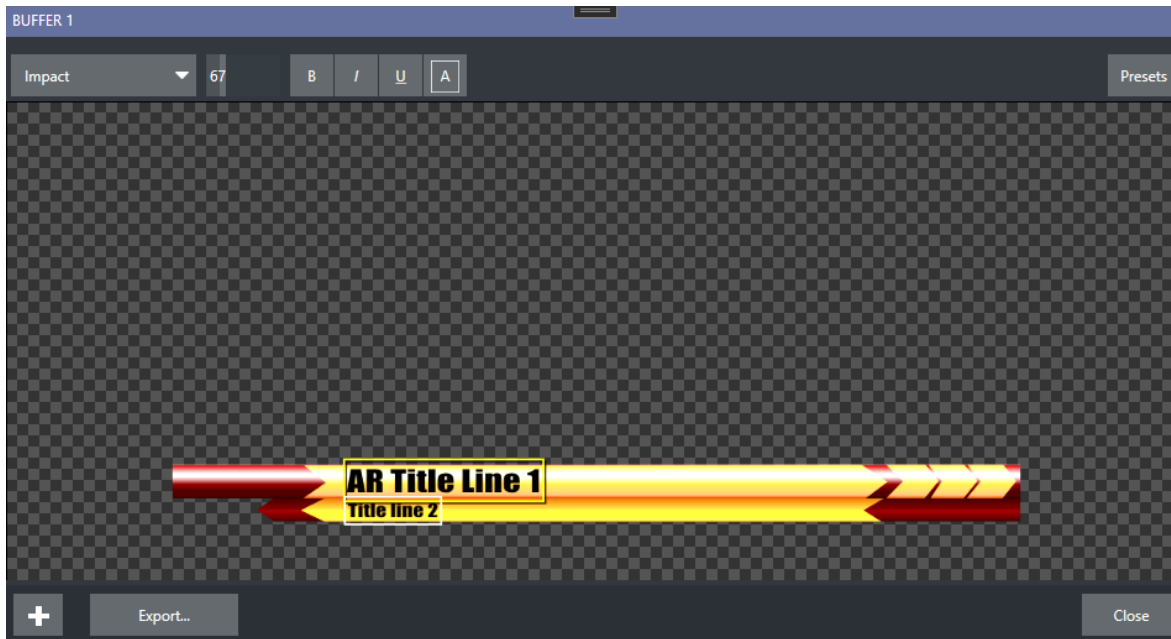


FIGURE 77

- To modify a line of text in the title page, simply click it. (Again, remember that the Vizrt CaptivAlte app user can also edit the title text interactively in the app.)

*Note: The Title pages provided in the **Title** folder, along with those in the **LiveGraphics** folder, have been specially curated to work with the Vizrt CaptivAlte app. Title pages or LiveGraphics files from other collections may not perform as expected.*

DATALINK ENTRIES

Many Vizrt live video systems support a very useful feature called **Datalink**, that can be used to automatically populate and update the values assigned to predetermined *key name* entries in titles. When the page is displayed on output, the current value assigned is substituted for the key name.

Text fields on title pages can contain either literal text or DataLink keys.

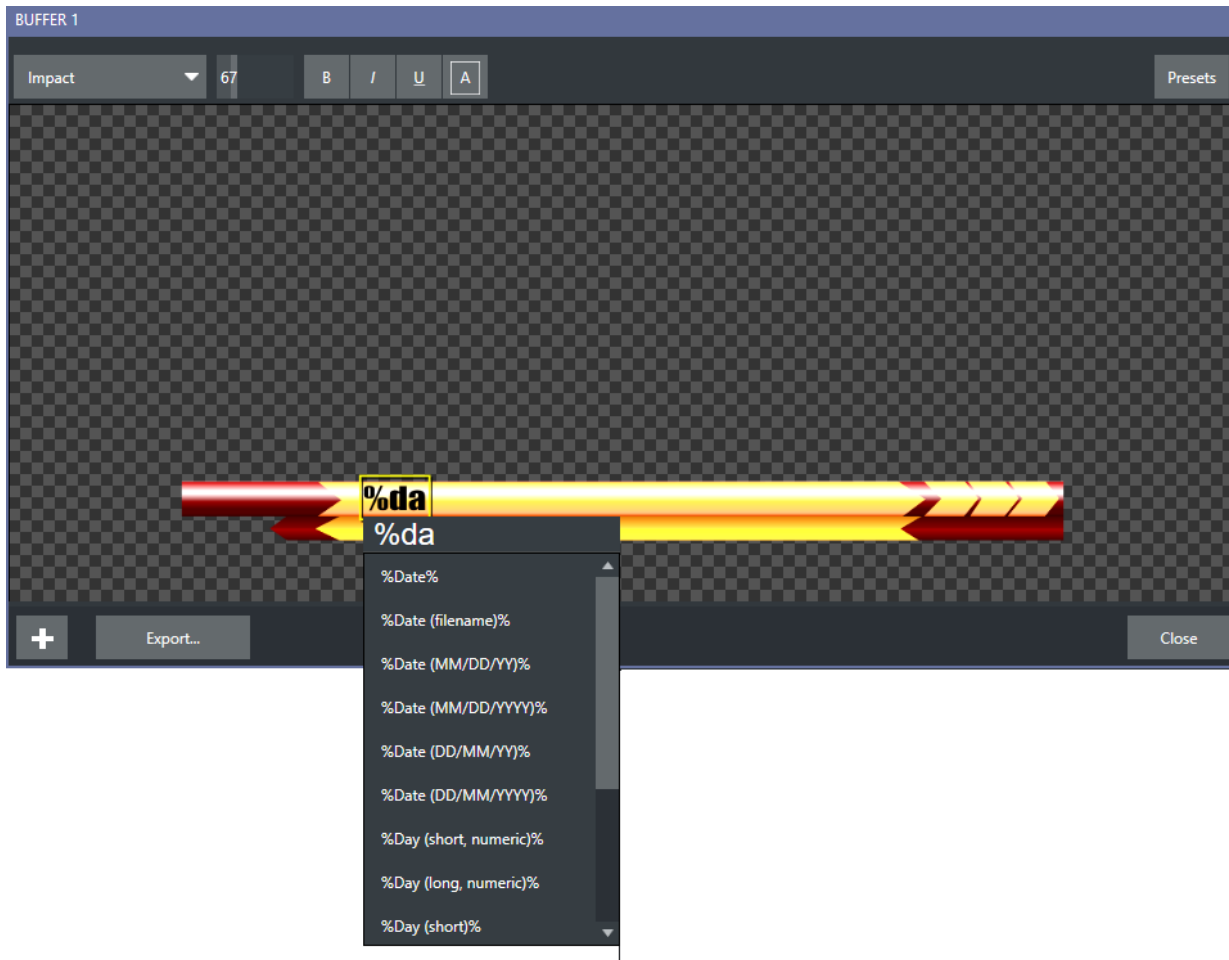


FIGURE 78

Many internal keys are provided, including keys based on time and day, and much more. To make key entry easier, all available *DataLink keys* are shown in the drop-down menu as soon as you enter a % sign into an entry box (*key names* are in the format %*key name*%). If you continue typing, the list shown is filtered to show only relevant key names (Figure 78).

A line of text on a title page that has been set to a key name will be automatically replaced by the current value assigned to that key when the page is displayed.

Hint: Some Vizrt CaptivAlte-specific DataLink keys are populated when a Zoom participant source is supplied to the AR and VR(1-3) effects. For example:

- %arbackgroundname%
- %arinsertaname%
- %arinsertbname%
- %vr1sourceaname%
- %vr1sourcebname%
- %vr1sourcecname%
- %vr1sourcedname%
- (etc.)

*Hint: Much more information about **Datalink** can be found in the **Vizrt Live Production Automation, Integration & Control User Guide**, available on the Vizrt website.*

CUSTOM TITLES

Create your own custom graphics and title pages in Adobe Photoshop®, then use the (+) button for a **Buffer** to import the **PSD** files (Figure 79) directly into Vizrt CaptivAlte, automatically converting them to its native file format.

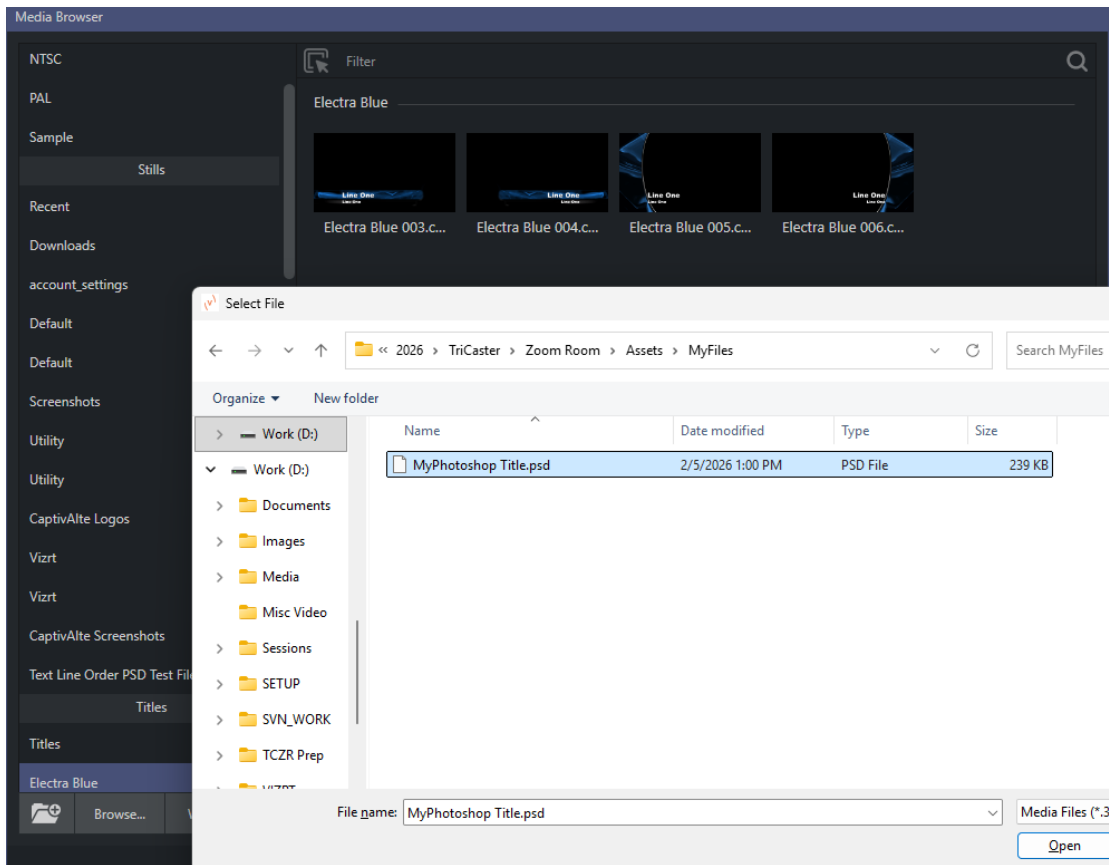


FIGURE 79

Vizrt CaptivAlte recognizes the layers automatically, allowing you to manage elements independently. The first two lines of (un-rasterized) text will be editable in the order they appear in Photoshop's layer list (the uppermost being line 1), and Datalink entries are fully supported.

Hint: Compose your custom titles and graphics on a 1920x1080 canvas before exporting the PSD file.

WEB PAGES AND HTML5

As a powerful alternative to the static titles included with Vizrt CaptivAlte, you can display dynamic live graphic content from an online service such as [Viz Flowics](#).

Among other benefits, such services supply HTML 5 output with embedded transparency, allowing content to be seamlessly overlaid on your Vizrt CaptivAlte effects.



FIGURE 80

You need merely assign the **Buffer** supplying a given effect (see the heading MODIFYING TITLES above) to the URL for your online source.

Click the (+) gadget for the **Buffer** to open the **Media Browser** and, in the footer of the **Locations** column at left, click **Web Browser** (Figure 81) to open the integrated browser, and enter the **URL** (Figure 82) that supplies output from your online graphics provider.

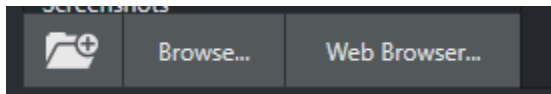


FIGURE 81

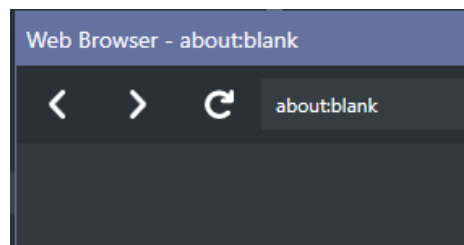


FIGURE 82

Appendix A Working with NDI®

Some more complex environments, typically busy network or production environments with a great many available NDI sources, can benefit from some freely available NDI utilities and advanced measures.

Section A.1 NDI Groups

In particular, if you have a large number of **NDI** sources on your network, or equally if your facility has multiple **Zoom Rooms**, use the **NDI Groups** feature to limit which **NDI** sources your **Vizrt CaptivAlte** system and your **Zoom Room** host system can ‘see.’

Some **NDI** devices (such as cameras) allow you to add them to an **NDI group** in their own configuration options. At the system level, **NDI groups** are usually configured in the **NDI Access Manager** utility. This is included as part of the **NDI Tools** software suite, but is also pre-installed on your **Vizrt CaptivAlte** system for your convenience.

To access it, **Exit** to the **Launcher** (if necessary), click the **Add-Ons** link, and choose **NDI Access Manager** from the list shown at right.

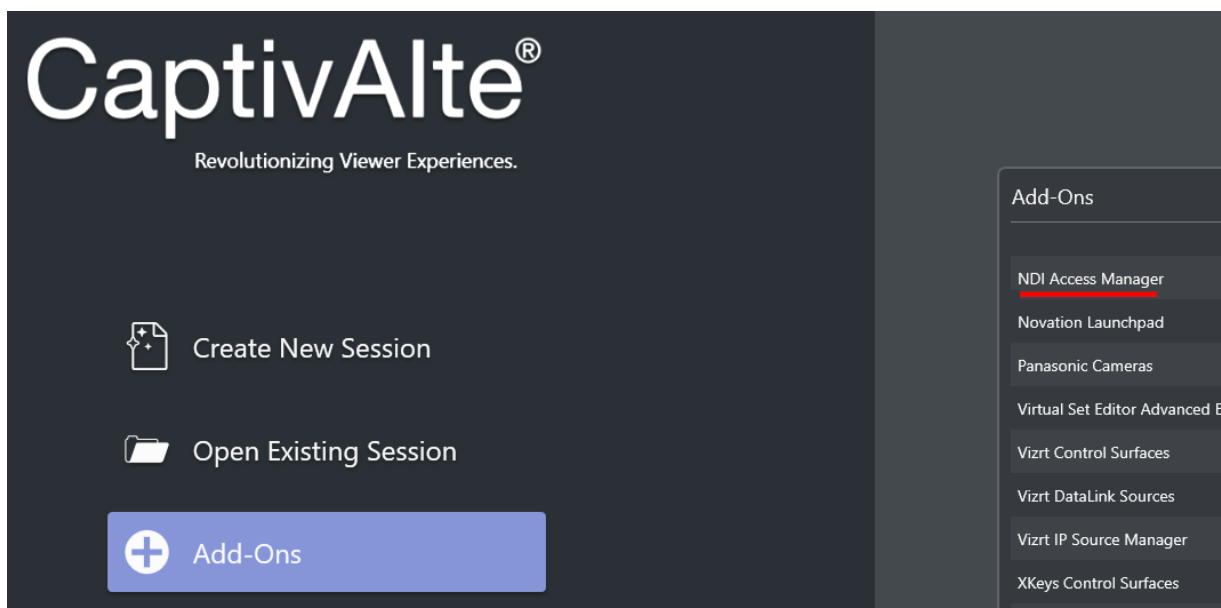


FIGURE 83

For more information, please see the section on Creating Groups on the webpage at <https://docs.ndi.video/all/using-ndi/ndi-tools/ndi-tools-for-windows/access-manager>.

Section A.2 [NDI Discovery Server](#)

At times, network contention can interfere with reliable **NDI** source recognition. The **NDI Discovery Server** and **Discovery Service** allow you to replace the automatic discovery **NDI** uses (mDNS) with a server that operates as a centralized registry of **NDI** sources.

NDI Access Manager, discussed earlier, allows you to configure your devices to point to a **Discovery Server**, but does not actually create and configure the latter. For more information on these matters, please visit <https://docs.ndi.video/all/using-ndi/utilities/discovery-service#overview>.

Appendix B Connections

In this appendix you'll find instructions for connecting hardware devices to Vizrt CaptivAlte.

Section B.1 SDI Input /Output

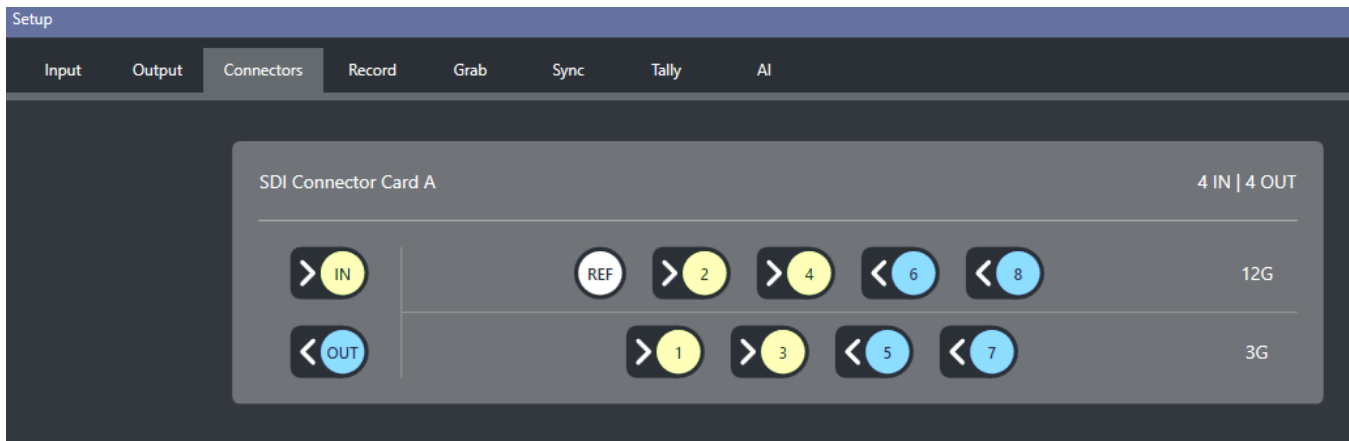


FIGURE 84

Vizrt CaptivAlte provides 4 each SDI inputs and outputs. The configuration of these SDI ports is pre-assigned and is not meant to be modified in the field.

You can identify inputs and outputs on the system backplane using the reference display shown in by clicking **Setup** in Vizrt CaptivAlte's live **Desktop** interface and opening the **Connectors** tab (Figure 84).

SUPPLEMENTAL VIDEO OUTPUTS

As mentioned previously, there are multiple monitor ports on the system's backplane. The operating system will have set one of these as the "main display", and this is where the **Desktop** (the primary user interface) appears.

Hint: You can choose the "main display" for using Windows Display settings.

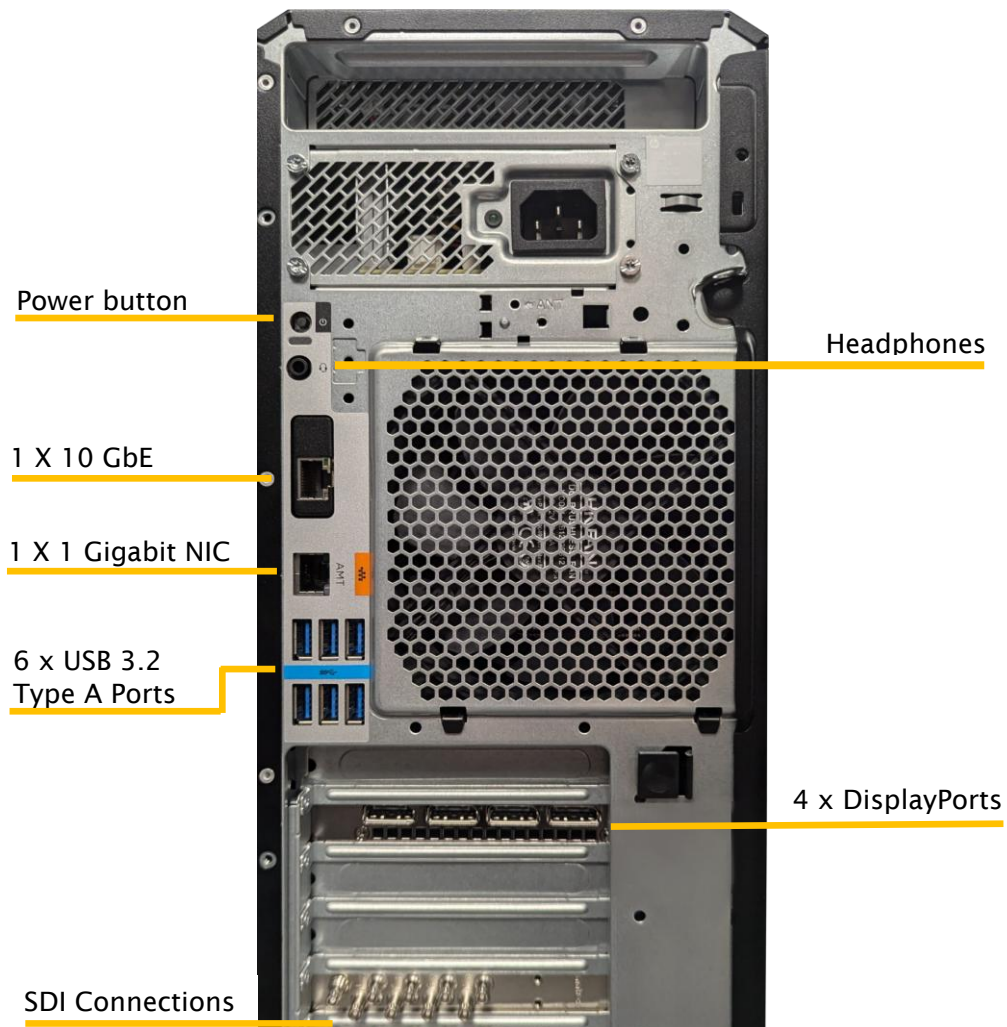
Additional monitor ports (number varies by model) *located left of the SDI inputs on the backplane* are available to connect supplemental monitors referred to as *Multiview* outputs.

These can display a variety of optional layouts that can be selected and configured at any time in the **Workspaces** menu at the top of Vizrt CaptivAlte's live **Desktop** interface, though generally these are not intended for Zoom Room purposes.

Section B.2 Hardware Connections

TOWER MODEL

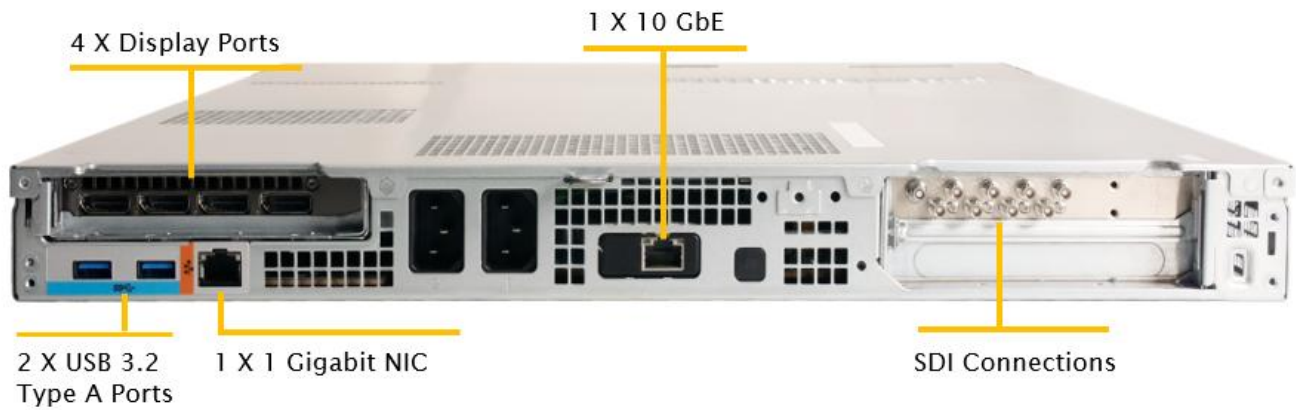
Note: The 'main' power button is on the faceplate for easy access.



Note: Hardware details as depicted are subject to change without prior notice.

Connect local SDI video sources to BNC connectors in the *SDI IN* section.

1RU MODEL



Note: Hardware details as depicted are subject to change without prior notice.

Connect local SDI video sources to BNC connectors in the *SDI IN* section.