



VERSION 8.0.1.XXX - DEVELOPED BY: AVOLITES MEDIA LTD. POWERED BY: SALVATION (TM)
HARRISON DIGITAL MEDIA INC. DRIVEN BY: DAVE GREEN, TREY HARRISON, STEVE WARREN, J.B.
CIARAN ABRAMS, SELVIN COOPER, ARRAN ROTHWELL-EYRE, SIMON GRAHAM, MARY, PRADS,
GREG, ADAM, OLIE, ALL AT AVOLITES AND YOU. SPECIAL THANKS MARK CALVERT. LETS ROCK!

Performance Units

VERSION 8.X

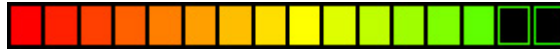
By Arran Rothwell-Eyre December 2014

with Additions by Dave Green & Ciaran Abrams

Performance Units

In the top left corner of the Main User Interface window you should see the performance units indicator. This bar measures the amount of resources the system is currently using. As you add layers, fixture groups, trigger media & connect video outputs you will see the performance units indicator gradually reduce.

If the performance units indicator is in the green area like this:



Then your system is performing well and you should not see any problems with video playback.

However if your performance units indicator is in the red area like this:



Then you may start to see performance issues such as frame drops, latency and slow triggering. You should consider the possibility that you may be expecting too much of your system and you should consider reducing the load on the system.

Below is a list of the impact each additional function in the system will have on your performance units indicator:

- Each active video output uses 1 performance unit
- Each active video input uses 1 performance unit
- 1 Layer of 1024 x 1024 25fps = 1 Performance Unit
- 1 Layer of 1920 x 1080 25fps = 2 Performance Units
- 1 Layer of 3840 x 2160 25fps = 8 Performance Units
- 1 Layer of 7680 x 1080 25fps = 8 Performance Units
- Each video effect uses performance units = n units of layer

Each Ai server system has a specific capacity of performance units

- Infinity EX4, EX8, S4, S6 & S8 Series Systems = capacity of 32 Performance Units
- T and Infinity Series Systems = capacity of 16 Performance Units
- S2 Series Systems = capacity of 8 Performance Units

It is also possible to set the capability expectation of your system manually. The standard Ai installation sets the performance units indicator to only 16 units. This was set at the point of release for Ai version 8 to suit the majority of systems in the field. To set this field manually open this file:

C:\Program Files\Avolites\Ai\Distrib\System\PerformanceUnits\PerformanceUnits.txt

Then set the value contained in this file to either 8, 16, 24 or 32.