



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!

## Video Input Capture Patches

### VERSION 8.X

**By Arran Rothwell-Eyre December 2014**

with Additions by Dave Green & Ciaran Abrams

## **Capture Patches**

The capture patches are stored in Distrib/Patches. They can be copied into any location you wish to use them from, or they can be simply dragged into the Performance Page to create a media file. They allow you to capture live video from a variety of sources. They are named as follows:

### ***LiveVideo***

A generic capture patch which can be used to capture from any WDM compliant source such as the Black Magic series of capture cards.

### ***LiveVideoASPhoenixWithAdjustments***

A Capture Patch designed specifically for use with the Active Silicon Phoenix capture cards

### ***LiveVideoDatapathDVI***

Also see - LiveVideoDatapathDVIInterlaced

Capture Patches designed to work with the Datapath DVI Capture Boards.

### ***LiveVideoDatapathSDI\_CH1\_Interlaced***

Also See -

LiveVideoDatapathSDI\_CH1\_Interlaced\_optimised

LiveVideoDatapathSDI\_CH1\_Progressive

LiveVideoDatapathSDI\_CH2\_Interlaced

LiveVideoDatapathSDI\_CH2\_Interlaced\_optimised

LiveVideoDatapathSDI\_CH2\_Progressive

LiveVideoDatapathSDI\_CH3\_Interlaced

LiveVideoDatapathSDI\_CH3\_Progressive

LiveVideoDatapathSDI\_CH4\_Interlaced

LiveVideoDatapathSDI\_CH4\_Progressive

Designed to work with the Datapath SDI capture boards. Channel 3 and 4 will typically be loaded from a second board.

### ***Live Cam Override***

Also See - Live Cam Override uyvy

Example patches which can be dropped into the stage patch directly and merged with the output of the mixer to create a live camera override which will draw over the top of the mixer output. This can be a much more efficient way to merge capture with your show.