DrasticScope

Signal Analysis Software
Version 8

March 18, 2025

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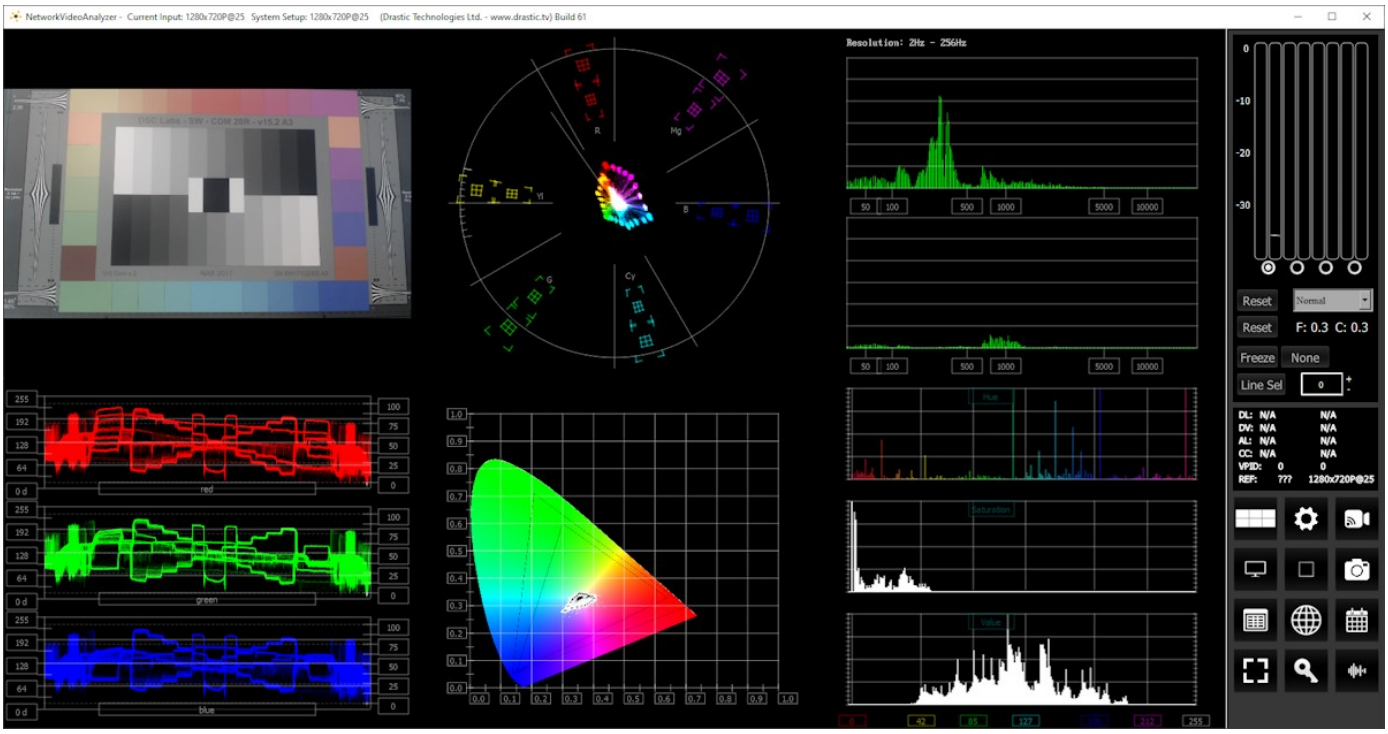
Drastic Technologies Ltd
523 The Queensway, Suite 201

Toronto, ON, M8V 1J7
Telephone: (416) 255-5636

About DrasticScope



DrasticScope is a full featured signal analysis software, with all the tools you'd expect to find on a much more expensive hardware waveform/vectorscope device. DrasticScope supports your basic RGB/YCbCr waveforms and traditional vectorscope, as well as workflow specific tools like the Channel Plot, 6 Bar Gamut, Composite Peak, and a full set of audio analysis tools.

DrasticScope can be licensed at the following levels to accommodate various workflows.

Free – you can download a free version, which is useful for a limited number of setup and configuration purposes. Features up to 2 scopes at a time, with time code, YCbCr waveform, RGB waveform, and vectorscope. Mainly available for download to see if the tools would be useful to clients' workflows. Time outs can be removed with a sign in.

sdiScope – supports up to 4 scopes at a time, up to HD, with a limited but slightly larger range of scopes, suitable for small productions such as house of worship or wedding videographers to coordinate signal levels among their SD/HD equipment.

4KScope – this is the professional level, designed for post houses and production companies working with more extensive setups. Provides most of the important tools you would see on more expensive hardware scopes, including 6 Bar Gamut, Composite/Luma Peak, Channel Plot, as well as hex/decimal per pixel display, web GUI, REST API, area select, audio routing, and more.

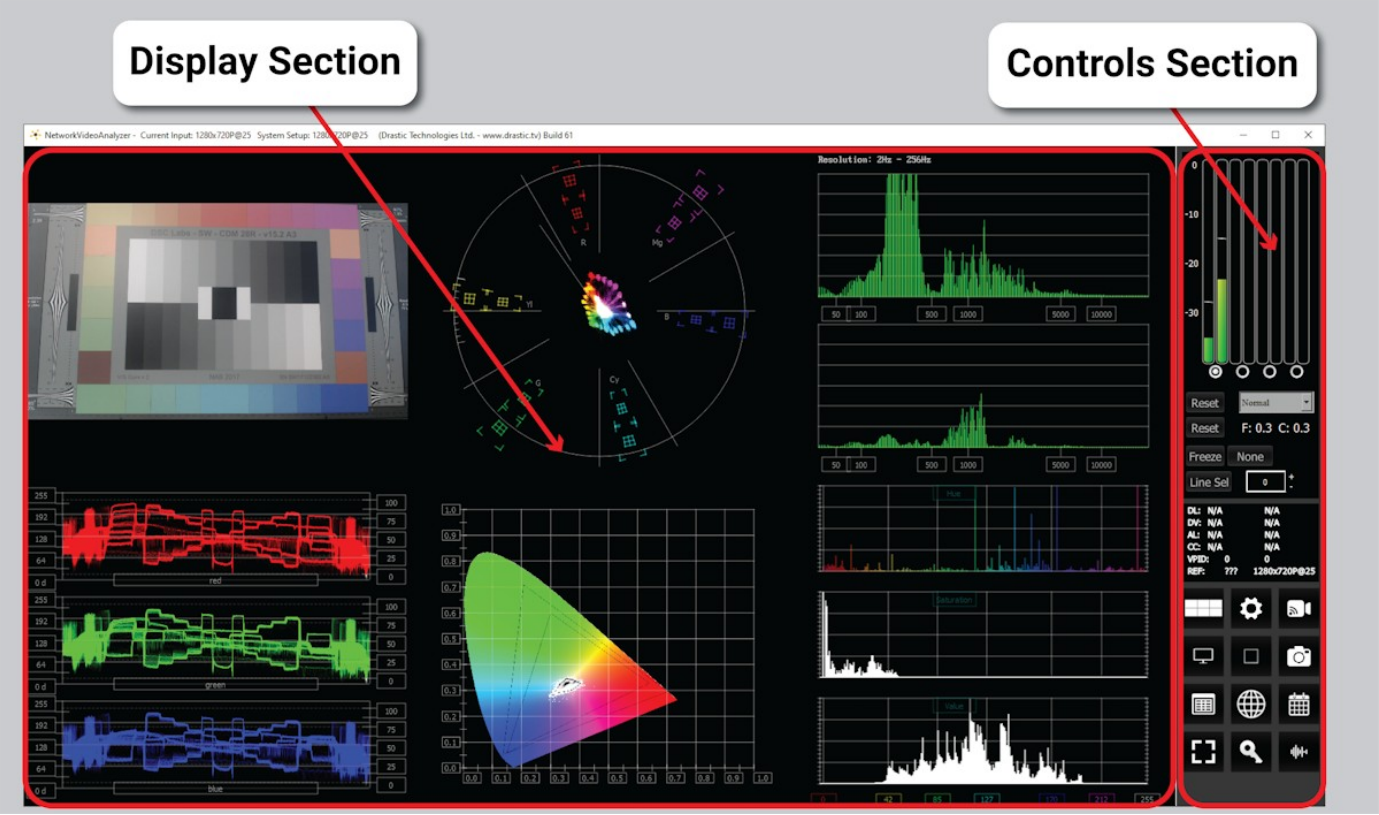
HDRScope – at this level we add features for high dynamic range and wide color gamut based workflows. MaxFALL/MaxCLL are measured for loudness, another 11 chromaticity triangles are provided for camera raw support, and support for 8K standards is added.

2110Scope – at the 2110Scope level, everything is included, plus support for ST-2110 and analysis for specific IP stream types, including RTP, UDP, SRT, and RIST.

Reference

The reference section provides a detailed look at each of the elements in the **DrasticScope** graphical user interface.

Main Interface Overview

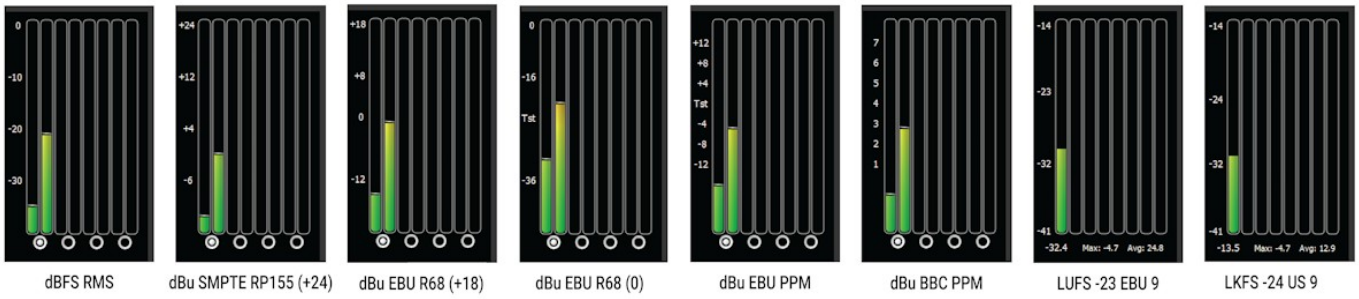


Display section – to the left of the controls (the main portion of the GUI) is the screen where the various scopes, meters, or data will be displayed. Depending on the version licensed, DrasticScope features up to four different layouts: (1up) single, (2up) side by side, (4up) four quadrants, and (6up) six up (three across, two down). These layouts can be selected in the Scope Config window.

Controls section – The panel on the right with the audio controls, status display, and access buttons is the Controls section. Following are details for the Controls section.

Note: controls that have not been licensed will be grayed out, and will provide a mini preview of the unlicensed feature, unless the user selects the Hide Unavailable Controls option. The following document documents a fully licensed version, equivalent to the 2110Scope level.

Audio Controls and Displays



Audio display and pair selectors – At the top of the Controls section there are a set of audio meters. Licensing provides the following audio meters:

Free	sdiScope	4KScope	HDRScope	2110Scope
2 audio meters, dBFS	up to 8 audio meters, dBFS, audio pair selector buttons	up to 16 audio meters, dBFS, dBu EBU R68 (+18), dBu EBU R68 (0), dBu EBU PPM, dBu BBC PPM, LUFS -23 EBU 9, LKFS -24 US 9, audio pair selector buttons		

The buttons just below the meters allow the user to select between audio pairs for monitoring. Various types of audio meters may be selected using the Audio Scale pulldown menu in the Configuration Settings window.

In the above spread, all types are all shown (L-R):

- dBFS RMS - decibels relative to Full Scale, root mean squared
- dBu SMPTE RP155 (+24) – decibel units, SMPTE RP155
- dBu EBU R68 (+18) - decibel units, EBU R68
- dBu EBU R68 (0) - decibel units, EBU R68
- dBu EBU PPM - decibel units, EBU peak programme meter
- dBu BBC PPM - decibel units, BBC peak programme meter
- LUFS -23 EBU 9 - Loudness Units relative to full scale, -23 EBU 9
- LKFS -24 US 9 - Loudness, K-weighted, relative to full scale, -24 US 9

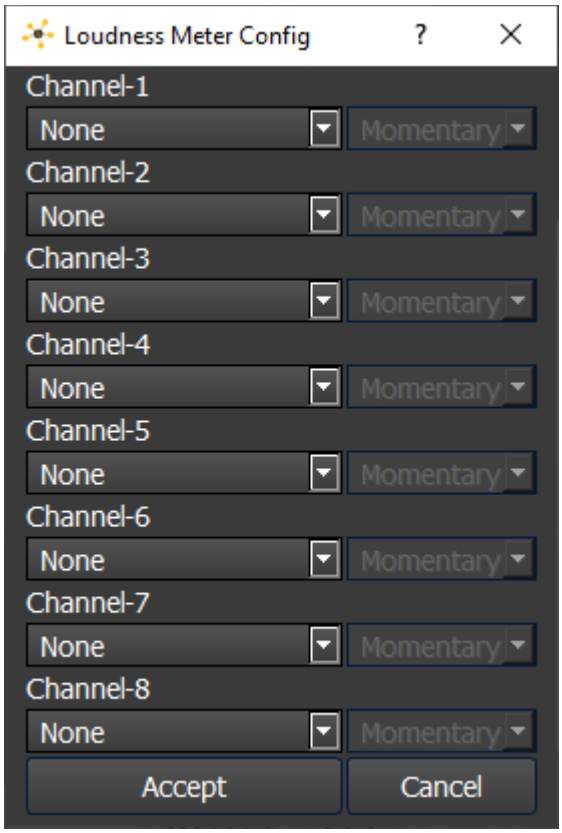
Loudness Settings

Loudness support is added at the 4KScope level.

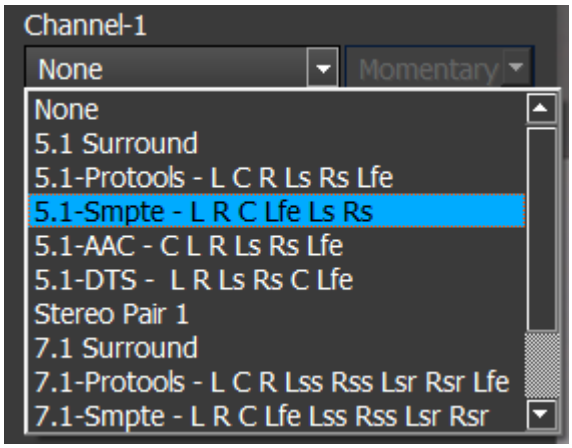
Free	sdiScope	4KScope	HDRScope	2110Scope
		Loudness		

With either of the loudness scales set, a Config button becomes available.

Pressing this button will open the **Loudness Meter Config** dialog.



In this dialog there are a number of presets for monitoring differing audio input types.



Presently these include:

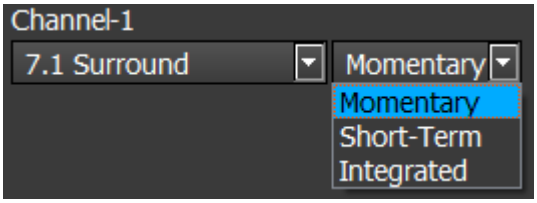
- None
- 5.1 Surround
- 5.1-Protools - L C R Ls Rs Lfe
- 5.1 Smpte - L R C Lfe Ls Rs
- 5.1-AAC - C L R Ls Rs Lfe
- 5.1-DTS - L R Ls Rs C Lfe

- Stereo Pair 1
- 7.1 Surround
- 7.1-Protools - L C R Lss Rss Lsr Rsr Lfe
- 7.1-Smpte - L R C Lfe Lss Rss Lsr Rsr
- 7.1-EXT - L R C Lfe Lss Rss Lsr Rsr
- 7.1-Dolby - L C R Ls Rs Lfes Bsl Bsr
- Stereo Pair 2

The descriptions for the channels (abbreviated above) are as follows:

- L - Left
- R = Right
- C = Center
- Ls = Left Surround
- Rs = Right Surround
- Lfe = Low Frequency Effects
- Lss = Left Side Surround
- Rss = Right Side Surround
- Lsr = Left Rear Surround
- Rsr = Right Rear Surround
- Lfes = Low Frequency Effects
- Bsl = Back Surround Left
- Bsr = Back Surround Right

Each channel can be set up separately. Once an input type has been selected, the user can select between measurement options.



These include:

- **Momentary Loudness** – measures the loudness of the past 400 Milliseconds
- **Short-Term Loudness** – measures the loudness of the past 3 Seconds
- **Integrated Loudness** – (Also called Programme Loudness) indicates how loud the programme is on average, and is measured over entire duration of material

At the bottom of the Loudness Meter Config dialog, there is an **Accept** button to enable any changes you have made, and there is a **Cancel** button to exit the dialog without making any changes to the settings.

Hold Peak/RMS

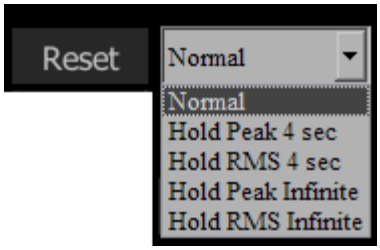
Hold Peak/RMS is added at the sdiScope level.

Free	sdiScope	4KScope	HDRScope	2110Scope
	Hold Peak/RMS			

Hold Peak/RMS – Just under the audio pair selector buttons there is a reset button and a pulldown menu for options to hold the peak audio level. Hold Peak/RMS is not supported in the Free version.

The following options are available:

- **Normal** – allow Peak and RMS to range freely with no hold
- **Hold Peak 4 sec** – hold the peak (the little white line in the audio level, typically near the top) for 4 seconds
- **Hold RMS 4 sec** – hold the RMS (the main audio level, green near the bottom and red at the top if the signal is too high) for 4 seconds
- **Hold Peak Infinite** – hold the Peak at its highest level and leave it there
- **Hold RMS Infinite** – hold the RMS at its highest level and leave it there



These values can be held for either 4 seconds, or frozen (Infinite Hold), or not held. A **Reset** button exists to clear any Peak/RMS values to refresh the display for a new measurement.

MaxFall/MaxCLL

MaxFall/MaxCLL support is added at the HDRScope level

Free	sdiScope	4KScope	HDRScope	2110Scope
			MaxFall/MaxCLL	

MaxFall/MaxCLL section – below the Peak/RMS is the MaxFall/MaxCLL section.

When working in HDR, MaxFall and MaxCLL values become available. MaxFALL/MaxCLL is metadata required for HDR10 content. These features are available in HDRScope and 2110Scope.

MaxFALL (Maximum Frame Average Light Level) indicates the maximum value of the frame average light level (in cd/m2 or nits) of the entire playback sequence. MaxFALL is calculated by

averaging the decoded luminance values of all the pixels within a frame. MaxFALL is usually much lower than MaxCLL.

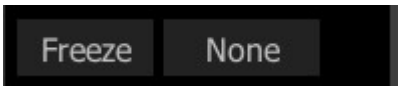
MaxCLL (Maximum Content Light Level) indicates the maximum light level of any single pixel (in cd/m2 or nits) of the entire playback sequence. MaxCLL is usually measured off the final delivered content after mastering.

The **F** field displays the MaxFall.

The **C** field displays the MaxCLL.

A reset button clears the measurement to view a new signal, or refresh the display for another look at the same signal.

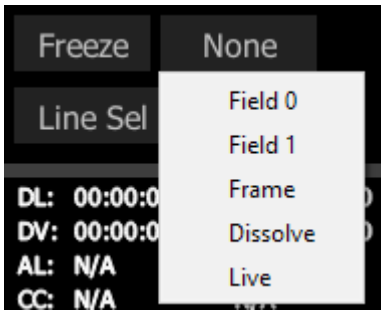
Freeze Field/Frame



Freeze Field/Frame functions are added at the 4KScope level.

Free	sdiScope	4KScope	HDRScope	2110Scope
		Freeze Field/Frame		

Freeze section – the Freeze button saves an image of the current frame of video for closer inspection or comparison. Freeze Field/Frame is added at the 4KScope level. The button to the right offers a popup menu for the type of image that is created.



Field/Frame/Live drop down – selects how a frozen frame will be displayed against the live video
Field 0 – show field 0 frozen, field 1 live
Field 1 – show field 1 frozen, field 0 live
Frame – show the frozen frame
Dissolve – show 50% of the frozen frame and 50% of the live frame
Live – show the live video (frozen frame is still saved)

Line Select

Line select is added at the 4KScope level.

Free	sdiScope	4KScope	HDRScope	2110Scope
		Line Select		

Line Select – when clicked, all the video scopes will analyze only the video line in the line selection box next to the button. Line Select is added at the 4KScope level. This line will be highlighted on the in app video display.

Clicking the plus and minus buttons will increment the line up or down. Pressing the Line Sel button sets that line as the line to monitor.

Status Display

Feature support by version:

Free	sdiScope	4KScope	HDRScope	2110Scope
DL, DV, AL		DL, DV, AL, Closed Captions, VPID, Ref input, Vid standard		

Status Display – the Status display shows time code and user bits (where present) for:

- RP-188 L SDI inputs
- RP-188 V SDI inputs
- Analog SMPTE time code input
- Closed captions presence and type
- VPID (Video Payload Identifier)
- Reference input presence
- Video Standard

Scopes Layout and Setup

Scope Setup button **–** The Scope Setup button in the Controls section opens the Scope Config window, which allows the user to configure how many scopes are displayed, to switch between scopes, and to set up each particular scope.

Layout Options

When you press the Setup button the Scopes config window opens up. At the top of the window there are four layout options. Select the layout that suits your workflow:

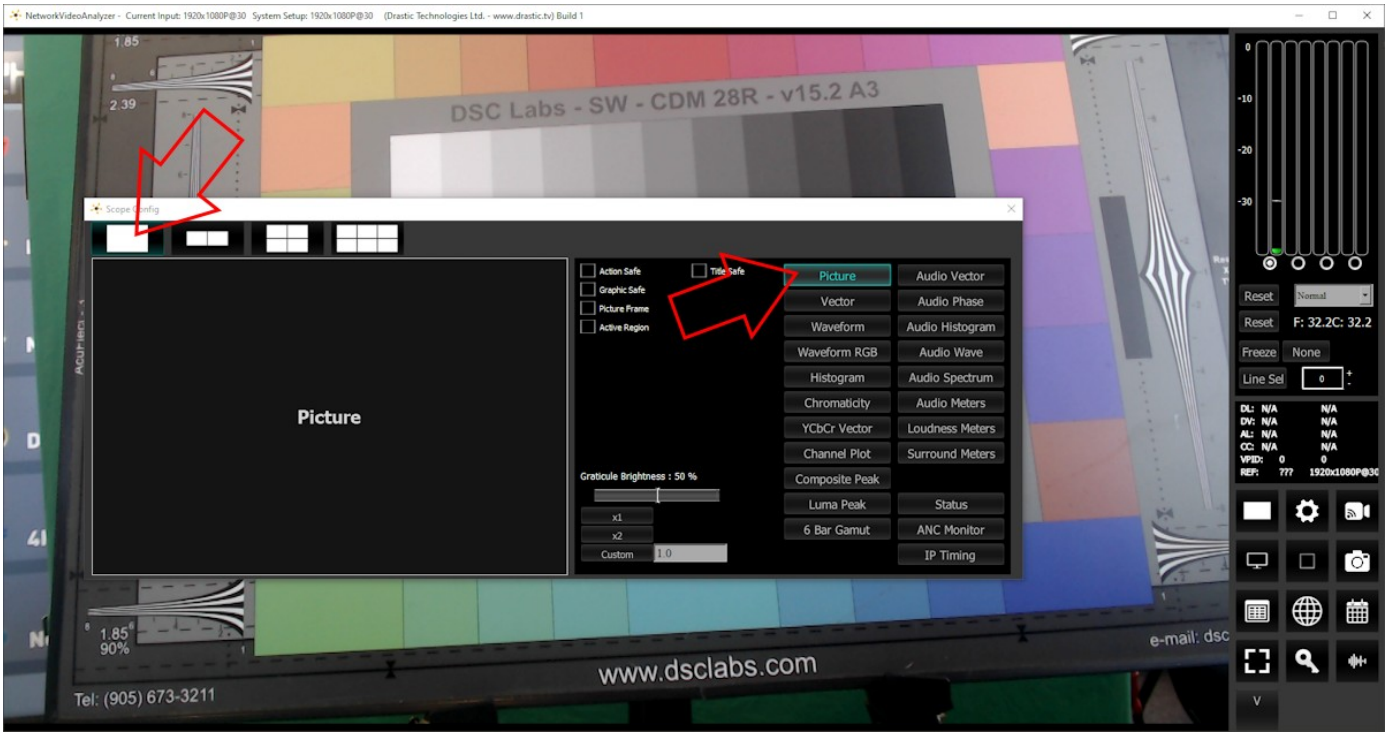
From left to right, the choices are: 1 scope (single), 2 scopes (side by side), 4 scopes (2 x 2 grid), or 6 scopes (two rows of three scopes).

Feature support by version:

Free	sdiScope	4KScope	HDRScope	2110Scope
Up to 2 scopes	Up to 4 scopes	Up to 6 scopes		

Single Scope Layout

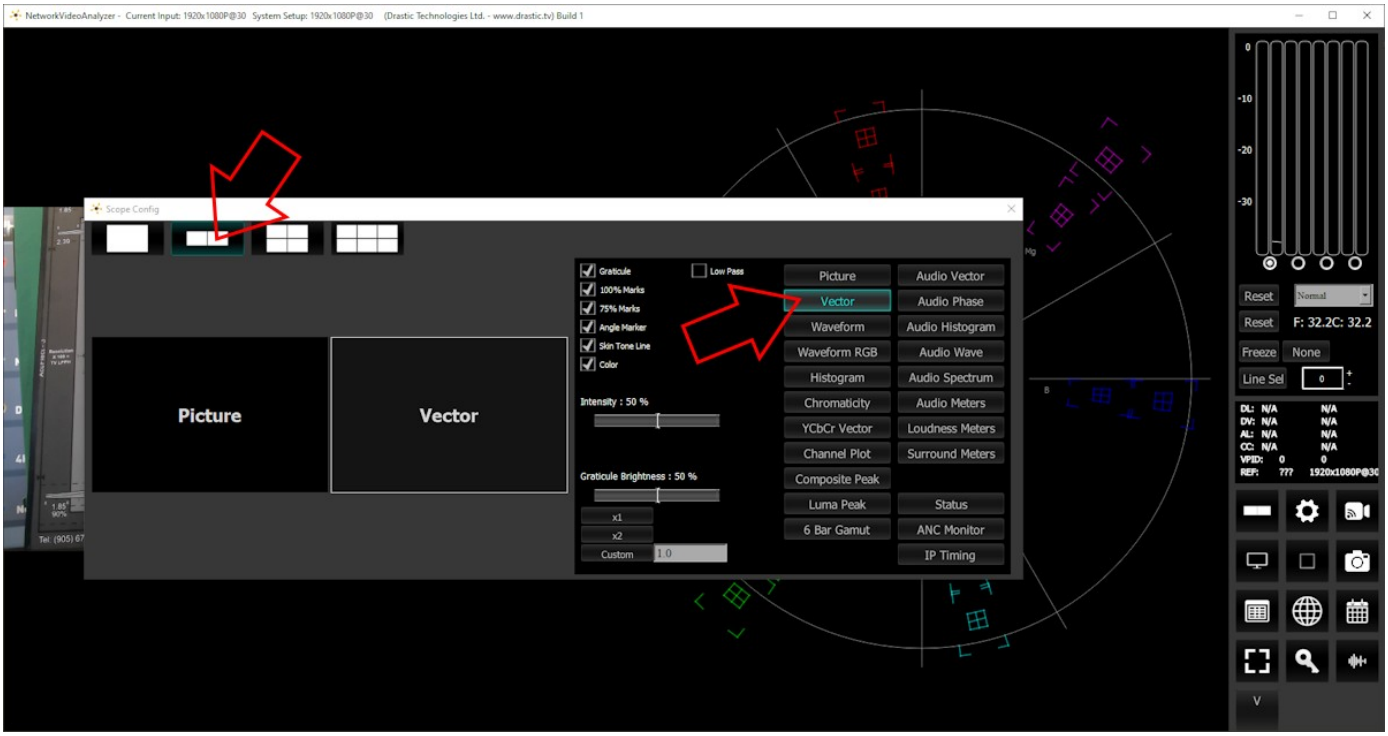
A single scope layout has been selected.



The arrow on the left shows the button used to select the single scope layout. The example shown displays the selection of the picture view. The arrow on the right shows the button used to select the picture view.

Two Scopes Layout

The two scopes layout has been selected.

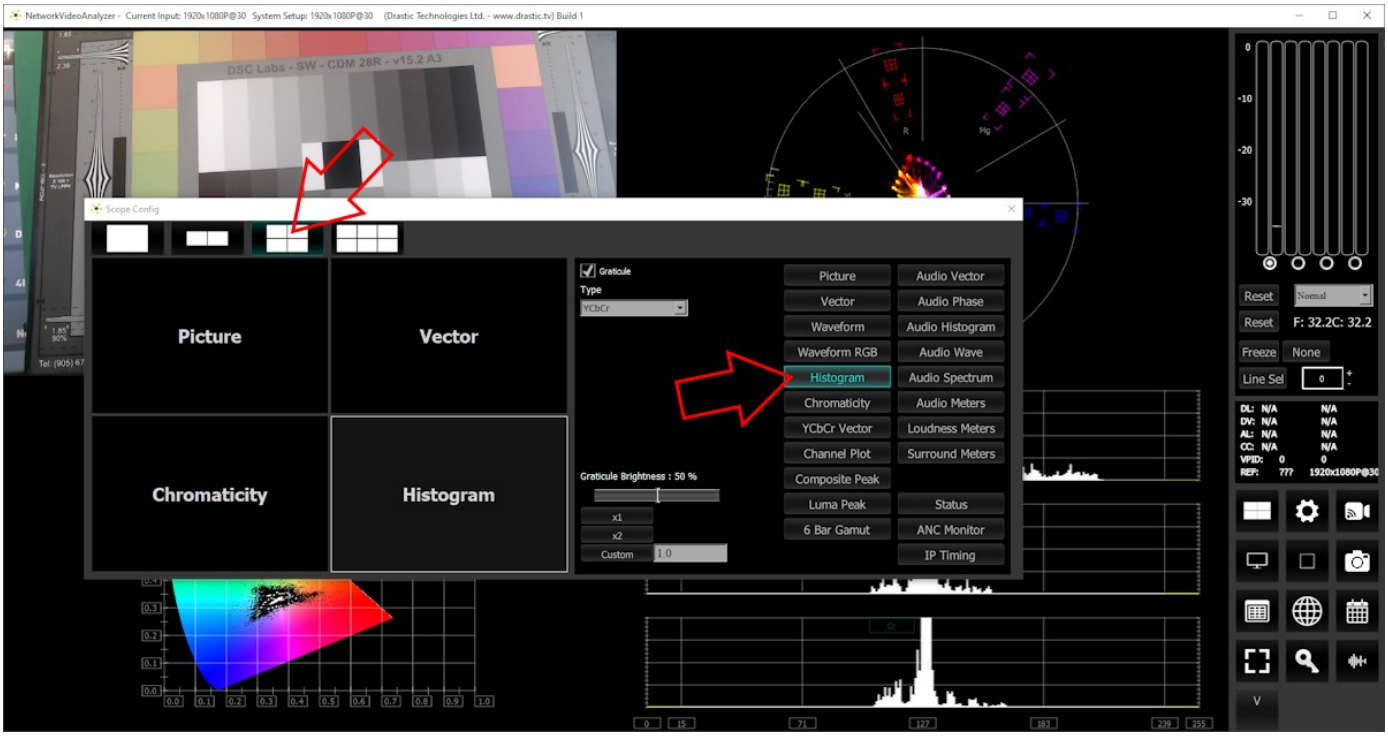


The arrow on the left shows the button used to select the two scopes layout. The example shown features the picture view and the vectorscope. The arrow on the right shows the button used to select the vectorscope.

To change which scope appears in a panel, click on it and use the selection buttons on the right to choose the scope. For example if you would like a waveform monitor on the left panel, you would click on the left panel, and click on the appropriate waveform button.

Four Scopes Layout

The four scopes layout has been selected. Note that this layout is not available in the Free version.

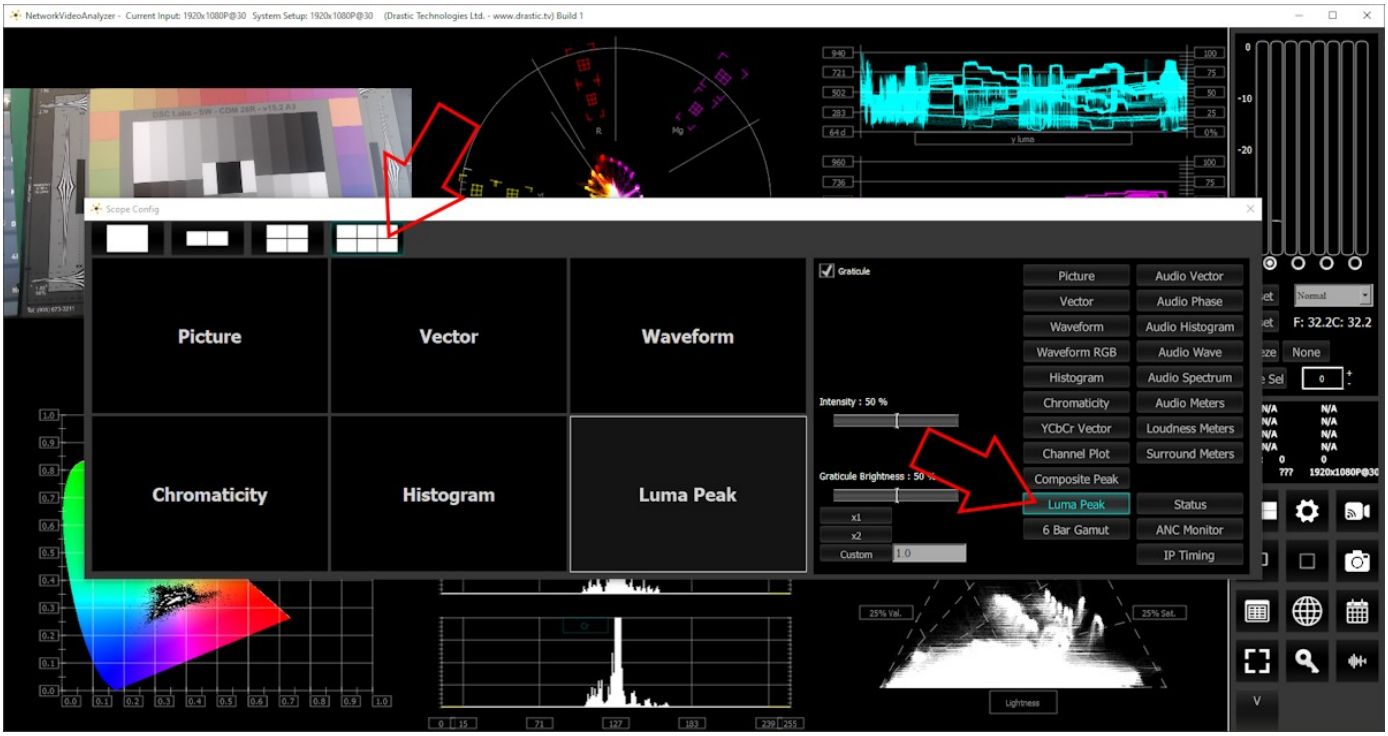


The arrow on the left shows the button used to select the four scopes layout. The example shown features the picture view, the vectorscope, the chromaticity, and the histogram. The arrow on the right shows the button being used to select the histogram.

To change which scope appears in a panel, click on it and use the selection buttons on the right to choose the scope. For example if you would like a waveform monitor on the lower left panel, you would click on the left panel, and click on the appropriate waveform button.

Six Scopes Layout

The six scopes layout has been selected. This layout is added at the 4KScope level.



The arrow on the left shows the button used to select the six scopes layout. The example shown features the picture view, the vectorscope, the YCbCr waveform, the chromaticity, the YCbCr histogram, and the Luma Peak. The arrow on the right shows the button being used to select the Luma Peak.

To change which scope appears in a panel, click on it and use the selection buttons on the right to choose the scope. For example if you would like an audio waveform display on the lower left panel, you would click on the left panel, and click on the appropriate waveform button.

Picture View

To set up the Picture view, press the **Scope Config** button. This opens the Scope Config window. Click on the **Picture** button on the right. There are a number of options to set up the picture view:

Feature support by version:

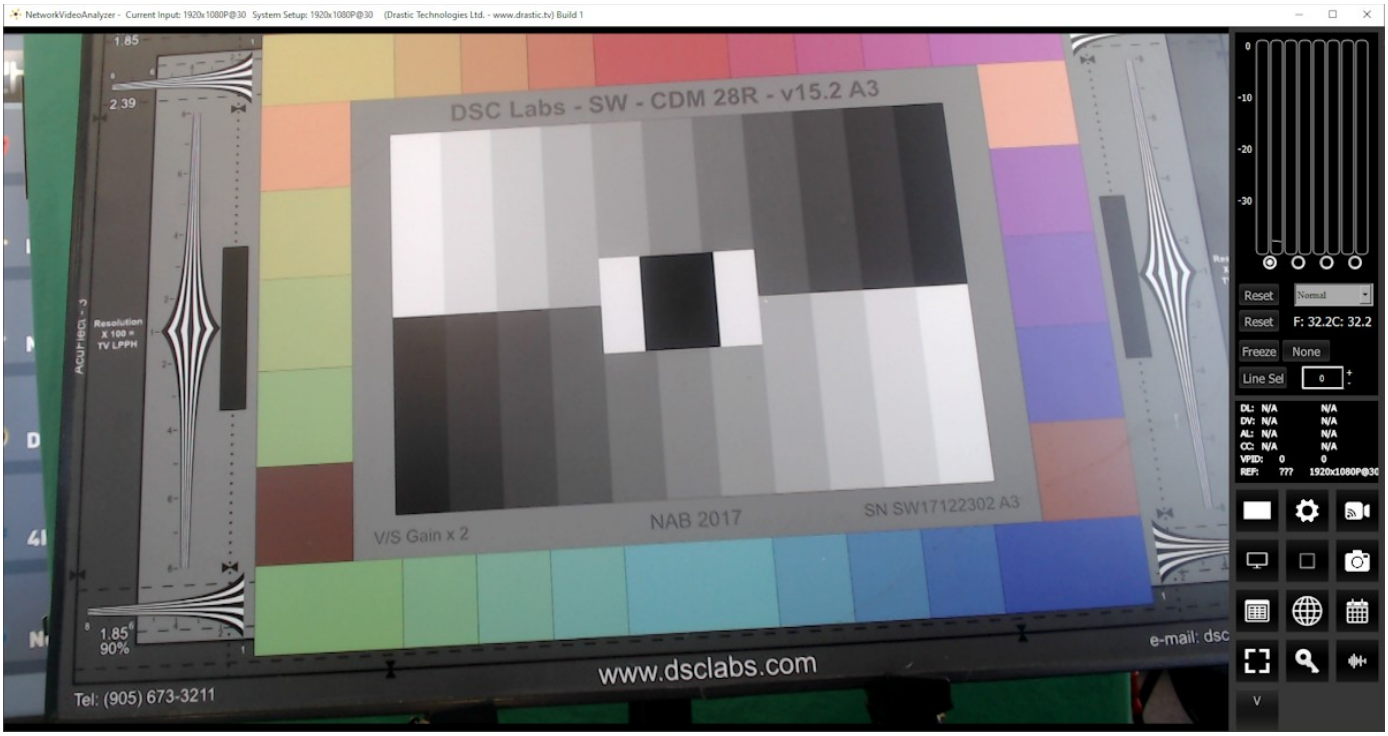
Free	sdiScope	4KScope	HDRScope	2110Scope
Picture	Picture, Action Safe, Title Safe, Graphic Safe, Picture Frame, Active Region graticules			

Action Safe checkbox – when selected, the Action Safe graticule is displayed over the video output.
Title Safe checkbox – when selected, the Title Safe graticule is displayed over the video output.
Graphic Safe checkbox – when selected, the Graphic Safe graticule is displayed over the video output.
Picture Frame checkbox – when selected, the Picture Frame graticule is displayed over the video output.
Active Region checkbox – when selected, the Active region graticule is displayed over the video output.
Graticule Brightness slider – Moving the Graticule Brightness slider adjusts the brightness of the graticule overlay, 0% providing no display and 100% being maximum brightness.
x1 button – clicking this button sets the display to standard size
x2 button – clicking this display zooms in to set the display at 200%, or 2x normal display. Pressing the x1 button sets the display back to normal.

Custom button and field – The user may enter a custom enlargement value in the field, and press the Custom button to zoom in and see details up close. Pressing the x1 button sets the display back to normal.

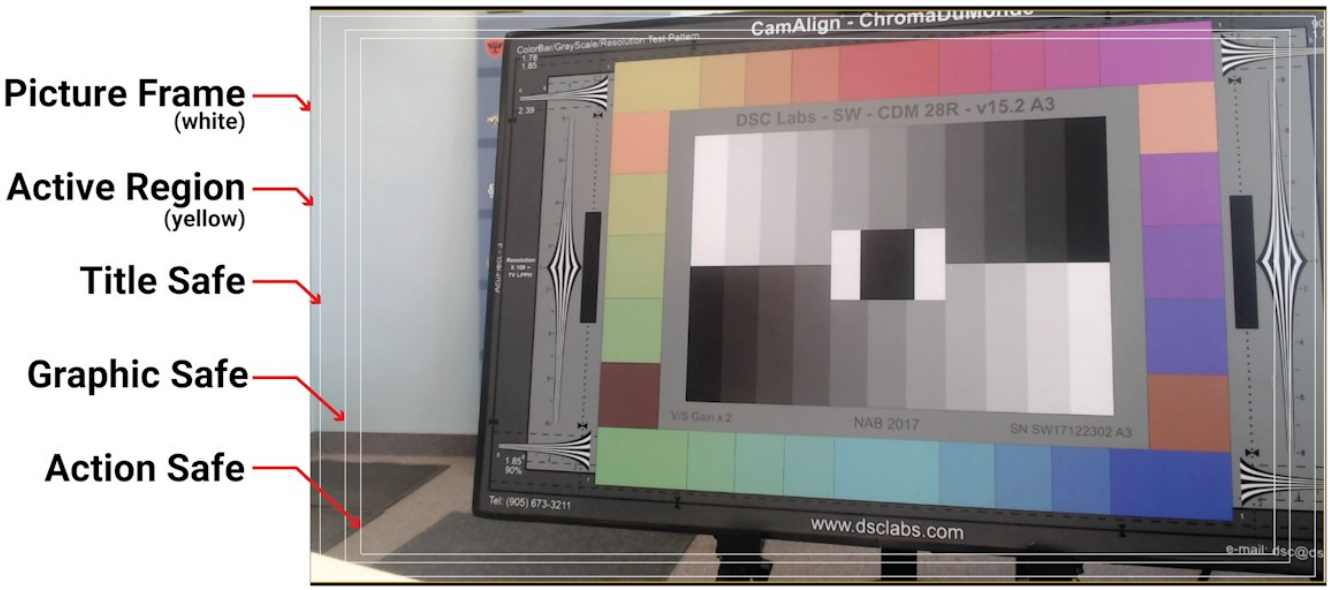
Pressing the x in the upper right corner will close the Scope Config window.

Here is the Picture view.



The Picture view shows the video signal, to confirm the source is correct and to display time code location.

Graticules

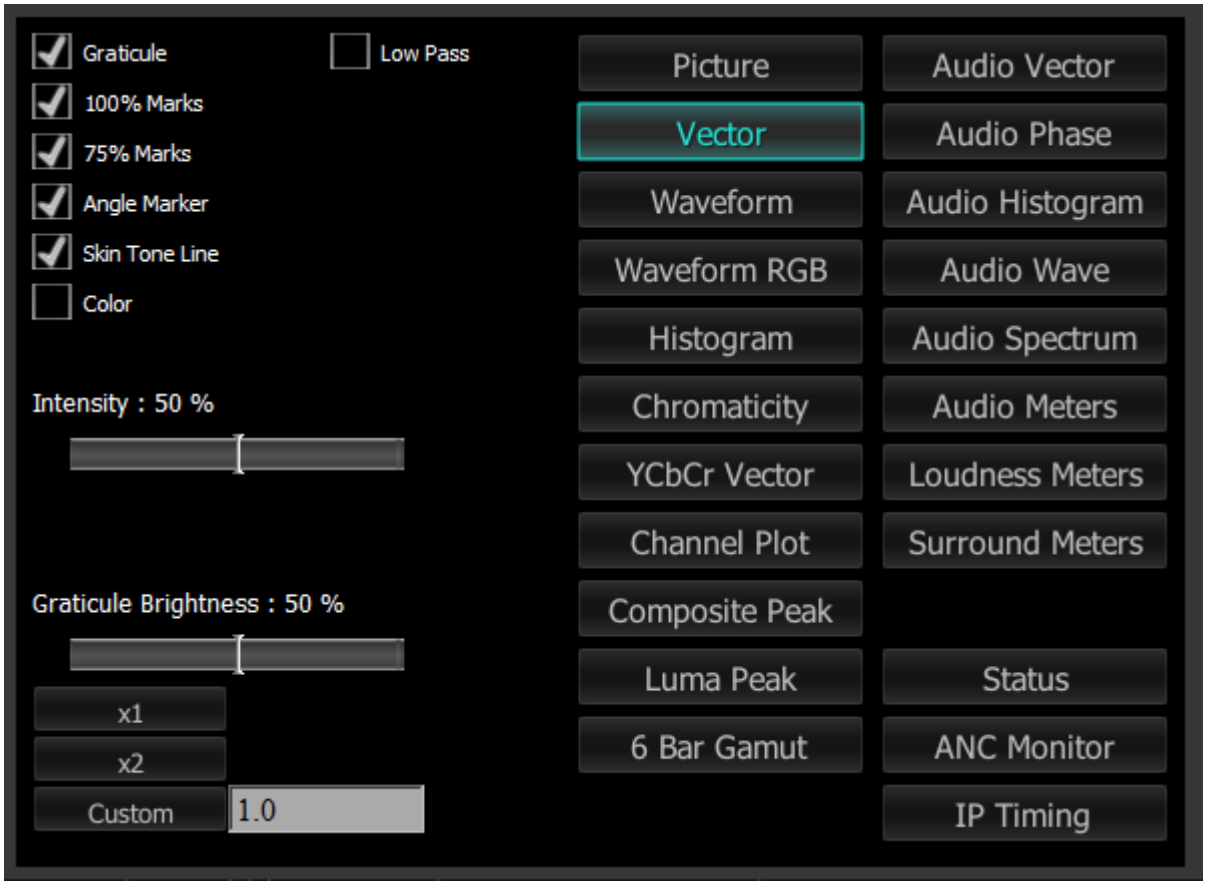


Here are the Action Safe, Title Safe, Graphic Safe, Picture Safe, and Active Region graticules.

Vectorscope

Vectorscope Setup

To set up the vectorscope, press the **Scope Config** button. This opens the Scope Config window. Click on the **Vector** button on the right. There are a number of options to set up the vectorscope:



Feature support by version:

Free	sdiScope	4KScope	HDRScope	2110Scope
Vectorscope Graticule, 100%, 75%, Angle Marker, Intensity	Vectorscope Graticule, 100%, 75%, Angle Marker, Intensity, Skin Tone line, Color, Low Pass			

Graticule checkbox – when selected, the graticule is laid over the Vectorscope. The brightness of the Graticule may be adjusted using the **Graticule Brightness** slider described below.
100% Marks checkbox – when selected, the 100% Marks are displayed over the Vectorscope
75% Marks checkbox - when selected, the 75% Marks are displayed over the Vectorscope
Angle Marker checkbox - when selected, the Angle Marker is displayed over the Vectorscope
Skin Tone Line checkbox - when selected, the Skin Tone Line is displayed over the Vectorscope
Color checkbox – when selected, the lines, regions, and points of the signal in the vectorscope are drawn in their respective colors.

Intensity slider – Moving the Intensity slider brightens or dims the display of the video signal through the Vectorscope. The current setting is displayed above the slider, as a percentage, 0% providing no display and 100% being maximum intensity.

Graticule Brightness slider - Moving the Graticule Brightness slider adjusts the brightness of the graticule overlay, 0% providing no display and 100% being maximum brightness.

x1 button – clicking this button sets the display to standard size

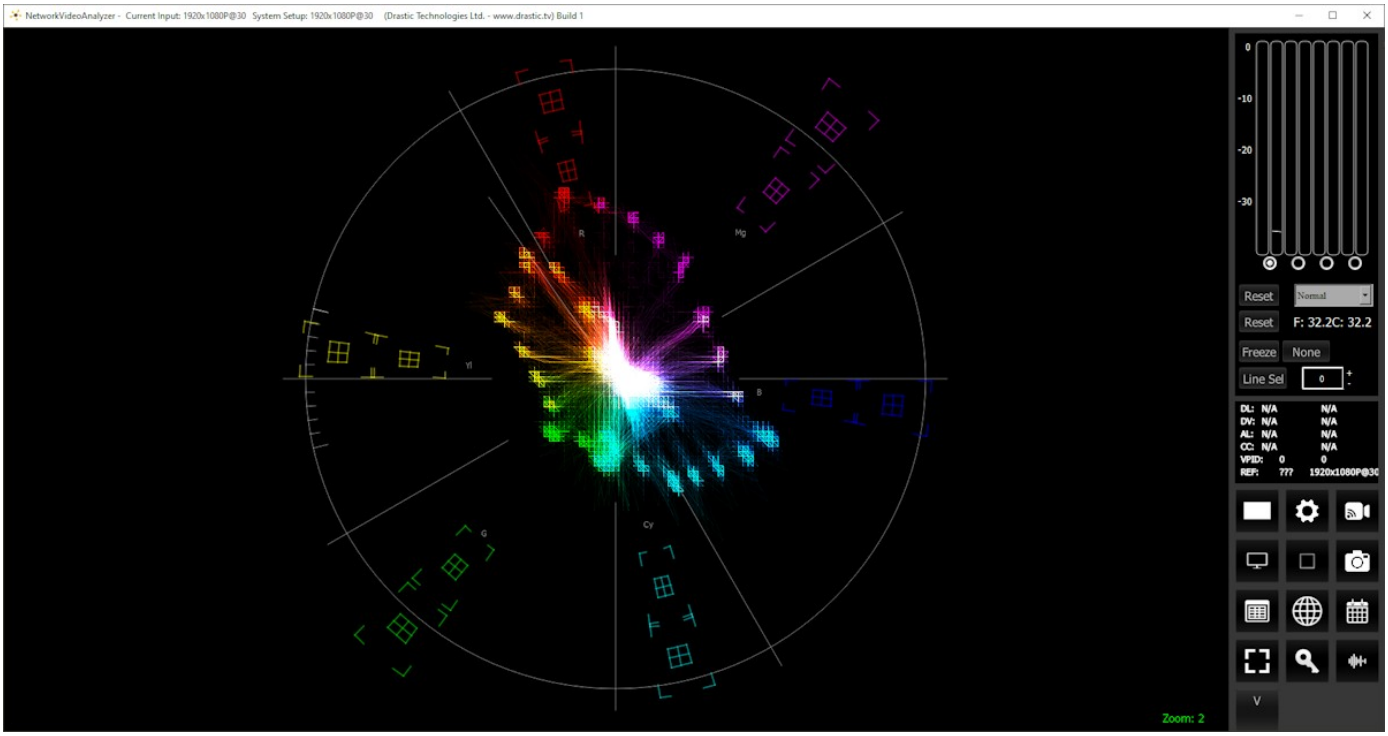
x2 button – clicking this display zooms in to set the display at 200%, or 2x normal display. Pressing the x1 button sets the display back to normal.

Custom button and field – The user may enter a custom enlargement value in the field, and press the Custom button to zoom in and see details up close. Pressing the x1 button sets the display back to normal.

Pressing the x in the upper right corner will close the Scope Config window.

Vectorscope Window

Here is the Vectorscope.



The **Vectorscope** displays a traditional Cb by Cr X-Y display with overlaid reference graticule. Color accurate graticules automatically switch between SD and HD color spaces. The markers include color points (for standard bar checks) at 75% and 100% saturation. All the standard points are boxed; red, magenta, blue, cyan, green and yellow. A skin tone/flesh line is provided to allow for easy hue adjustment as well as standard diagonals.

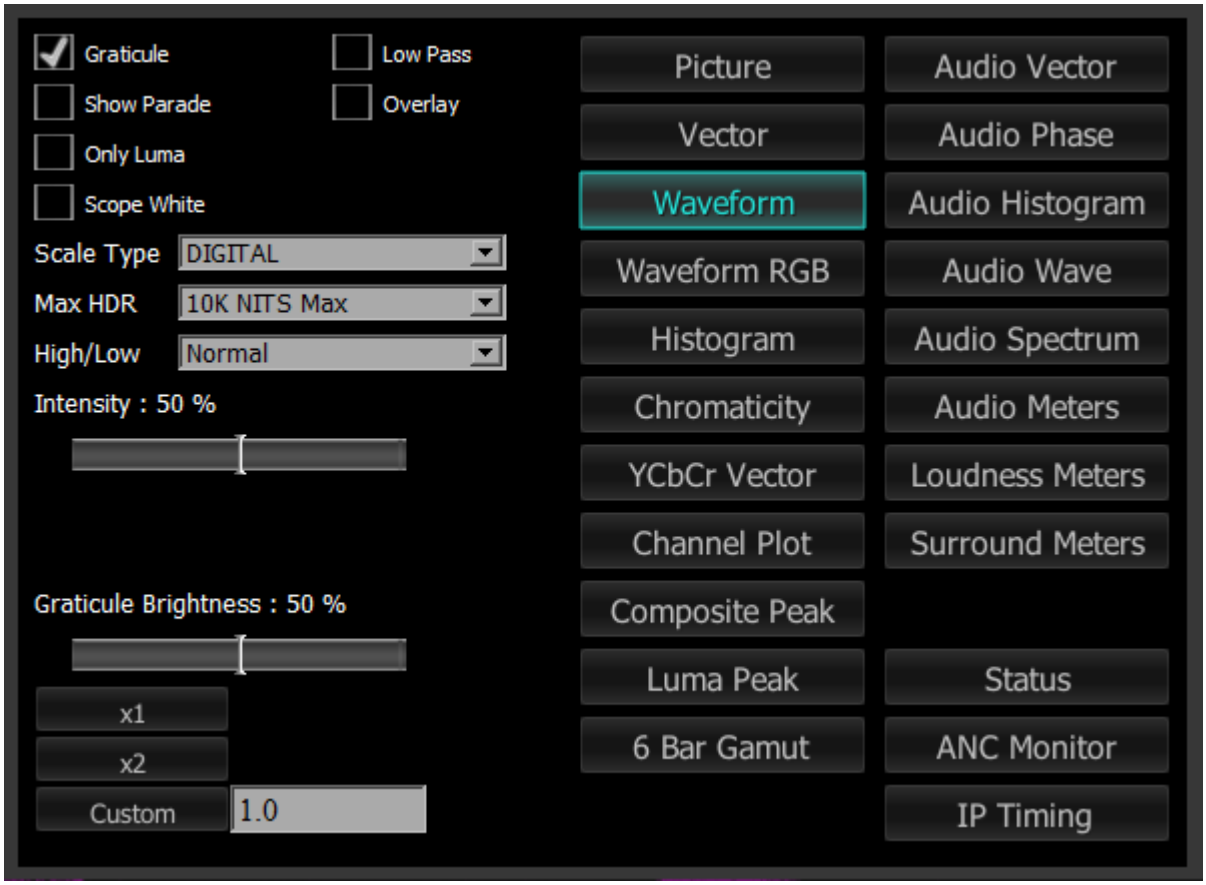
At all times a minimum and maximum value for each of the channels (Y, Cr and Cb) is displayed in 10 bit mode (0-1023). The color of the text for each channel indicates the following: in range (green), out of range but legal (yellow) and illegal/sync values (red).

For single link 8 and 10 bit YCbCr signals, there is no color processing involved. For dual link 4:4:4 RGB signals, the equivalent Cb and Cr are calculated to create the display.

Waveform YCbCr

Waveform YCbCr Setup

To set up the Waveform YCbCr, press the **Scope Config** button. This opens the Scope Config window. Click on the **Waveform** button on the right. There are a number of options to set up the waveform:



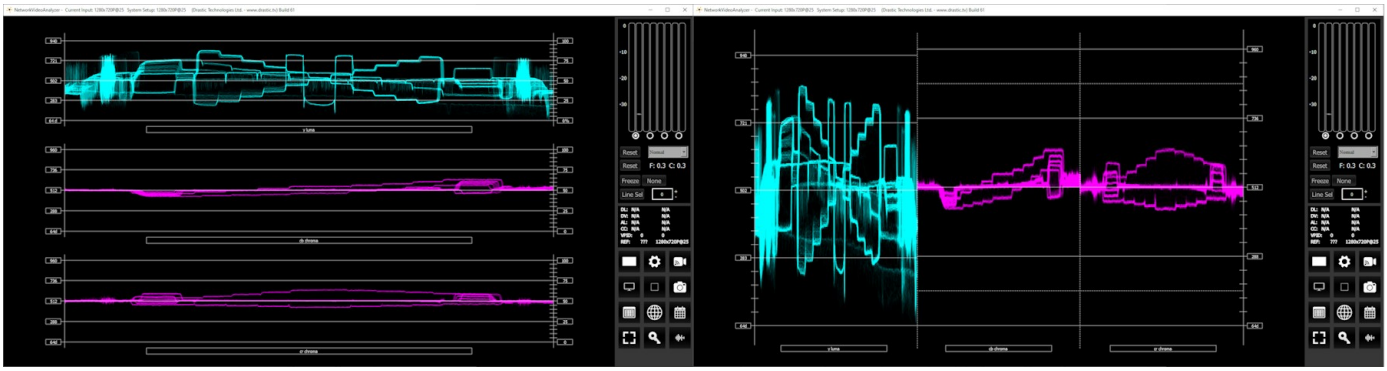
Feature support by version:

Free	sdiScope	4KScope	HDRScope 2110Scope
YCbCr Waveform stacked, parade, intensity, scope white, scale type	YCbCr Waveform stacked, parade, intensity, scope white, scale type	YCbCr Waveform stacked, parade, intensity, scope white, scale type, low pass, luma only, YCbCr Waveform Overlay, High/Low	YCbCr Waveform stacked, parade, intensity, low pass, luma only, scope white, scale type, YCbCr Waveform Overlay, High/Low, Max HDR

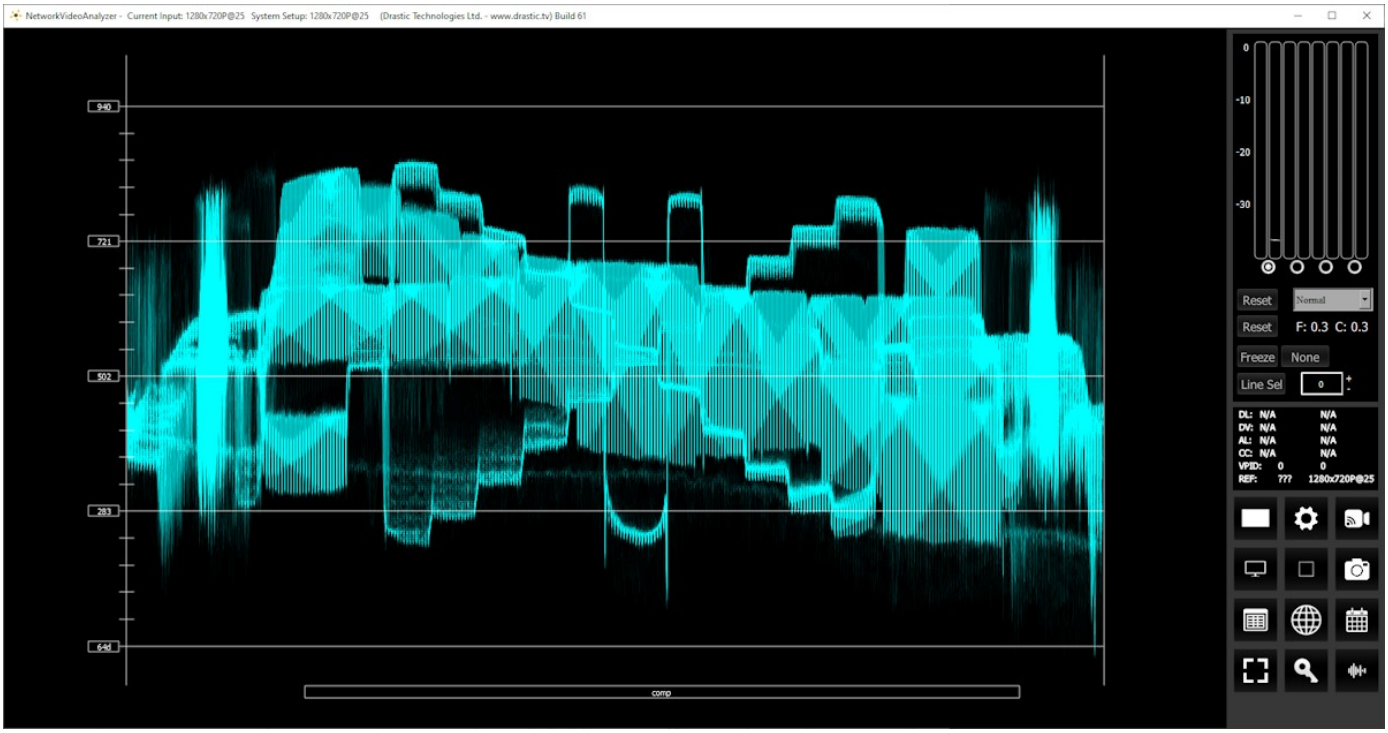
Graticule checkbox – when selected, the graticule is laid over the Waveform YCbCr display. The brightness of the Graticule may be adjusted using the **Graticule Brightness** slider described below.

Low Pass checkbox – when selected, smooth the scope with a 1/3 filter to remove single pixel anomalies.

Show Parade checkbox – when selected, the display is from left to right. When not selected, the display is stacked top to bottom.

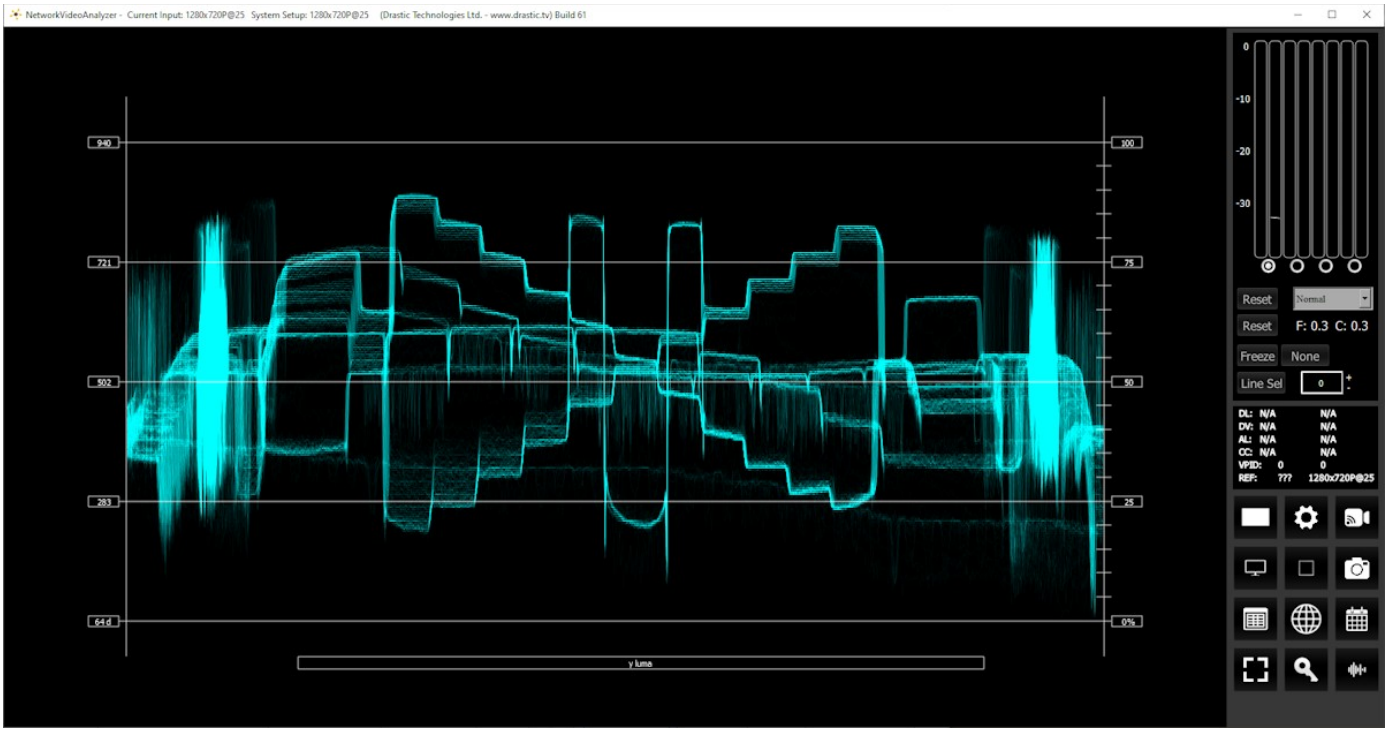


Overlay checkbox – when selected, overlays the Y, Cb, and Cr channels on one waveform.

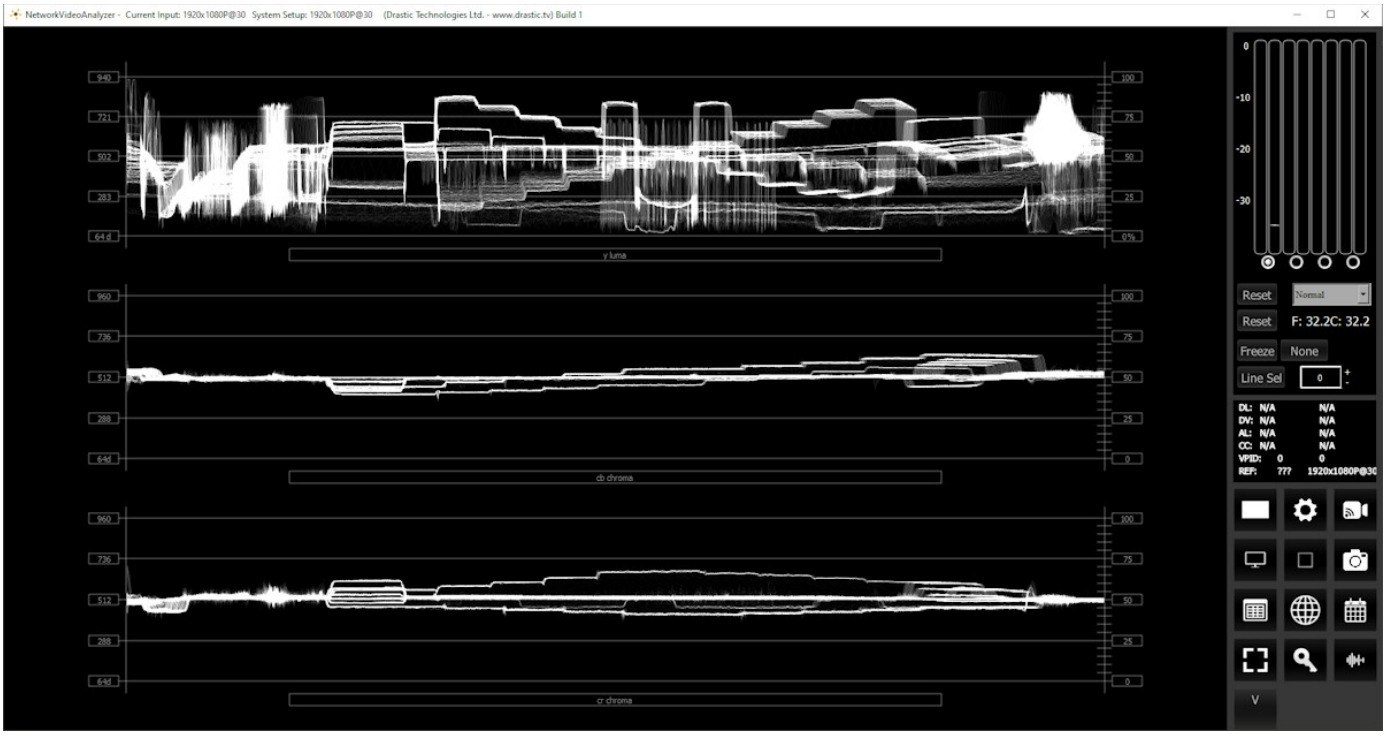


Composite Waveform YCbCr

Only Luma checkbox – when selected, displays only the luminance of the signal.

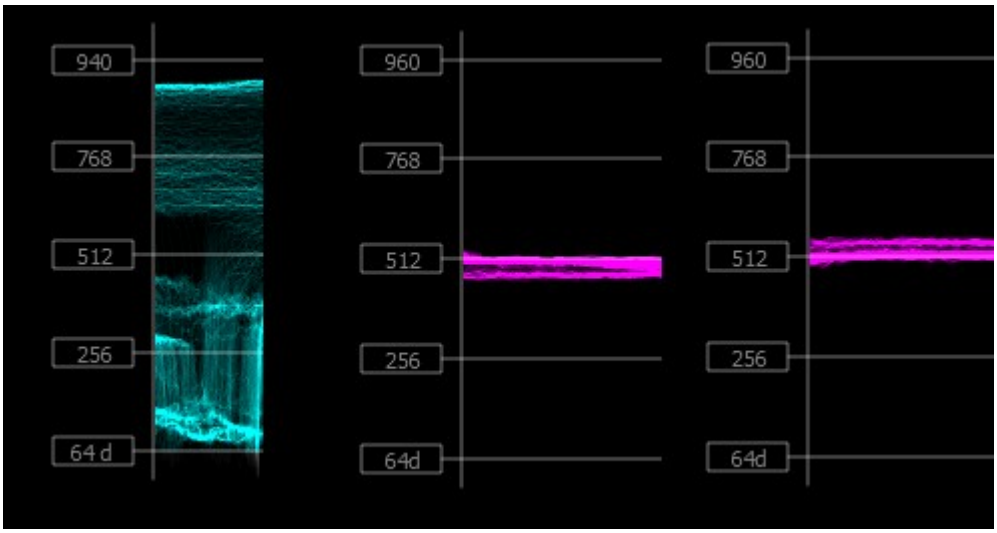


Scope White checkbox – turns the display white.

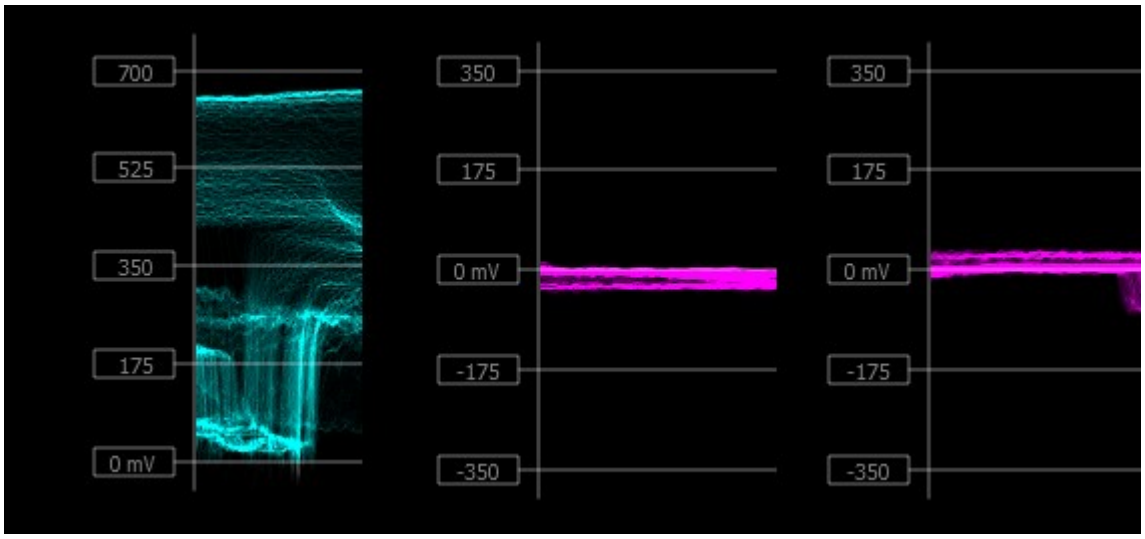


Scale Type pulldown – set the type of scale used to draw the waveform. Choices include:

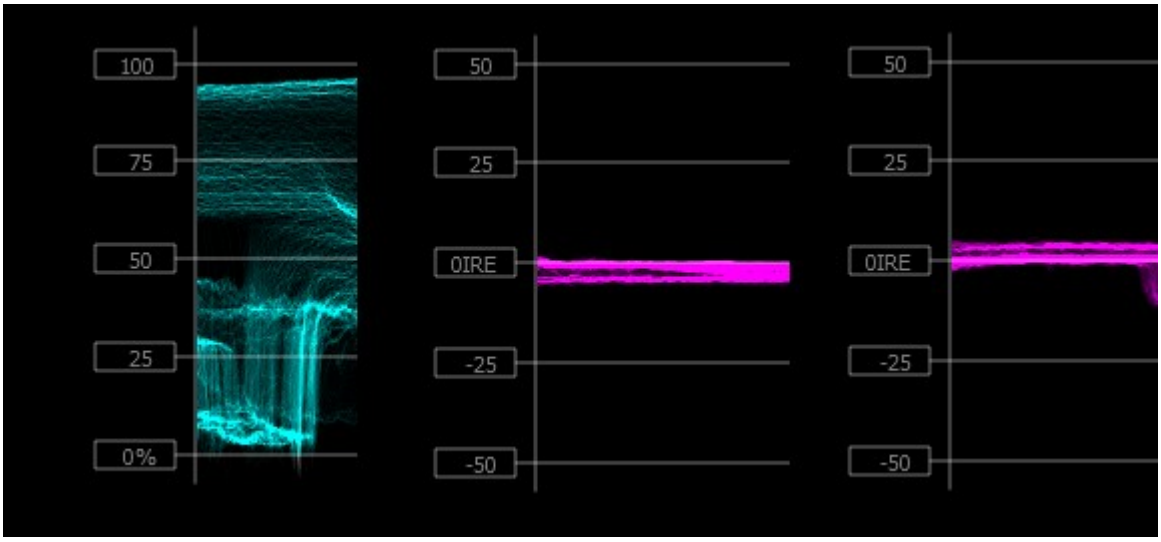
- **Digital** - the actual 0..255, 0..1023, or 0..4095 numeric values of the signal. In parade mode, the Cb and Cr graticule are not displayed.



- **MV** - the equivalent millivolts value of the signal if it was converted to analog. In parade mode, the Cb and Cr graticule are not displayed.



- **IRE** – Institute of Radio Engineers units, spanning 0..100. In parade mode, the Cb and Cr graticule are not displayed.



Max HDR checkbox – lets the user select between NITS settings for HDR work. Options include:
- 10K NITS Max
- 5K NITS Max
- 4K NITS Max
- 3K NITS Max
- 2K NITS Max
- 1K NITS Max
- 200 NITS Max

High/Low pulldown – Show only the high and low portions of the signal, cutting out the middle. Choices include: Normal, 2x zoom, 3x zoom.

Intensity slider – Moving the Intensity slider brightens or dims the display of the video signal through the Vectorscope. The current setting is displayed above the slider, as a percentage, 0% providing no display and 100% being maximum intensity.

Graticule Brightness slider - Moving the Graticule Brightness slider adjusts the brightness of the graticule overlay, 0% providing no display and 100% being maximum brightness.

x1 button – clicking this button sets the display to standard size

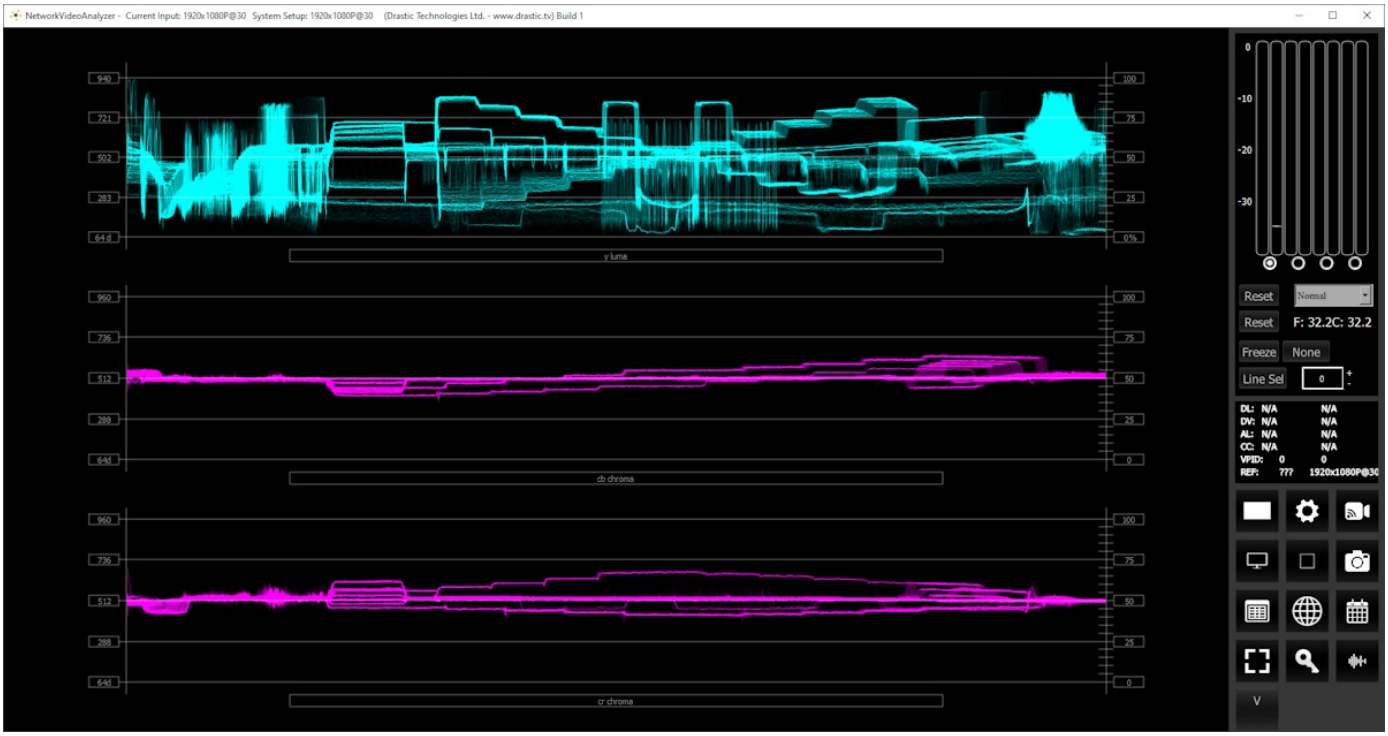
x2 button – clicking this display zooms in to set the display at 200%, or 2x normal display. Pressing the x1 button sets the display back to normal.

Custom button and field – The user may enter a custom enlargement value in the field, and press the Custom button to zoom in and see details up close. Pressing the x1 button sets the display back to normal.

Pressing the x in the upper right corner will close the Scope Config window.

Waveform YCbCr Window

Here is the Waveform YCbCr.



The YCbCr Waveform Monitor displays the levels of the Y, Cb and Cr from the left of the picture to the right of the picture with all the lines summed into one graph. The Y, or luma/luminance, graph provides accurate white and black level information, as well as the range in between. The Cb and Cr display the +/- 512 levels of chroma of both types. This provides a visual representation of the chroma range of the signal.

IRE (percentage) to Digital Equivalence

Waveform 0..100% SMPTE Level/YCbCr
* 0 – 64d 0x40
* 25 – 283d 0x11b
* 50 – 502d 0x1F6
* 75 – 721d 0x2D1
*100 – 940d 0x3AC

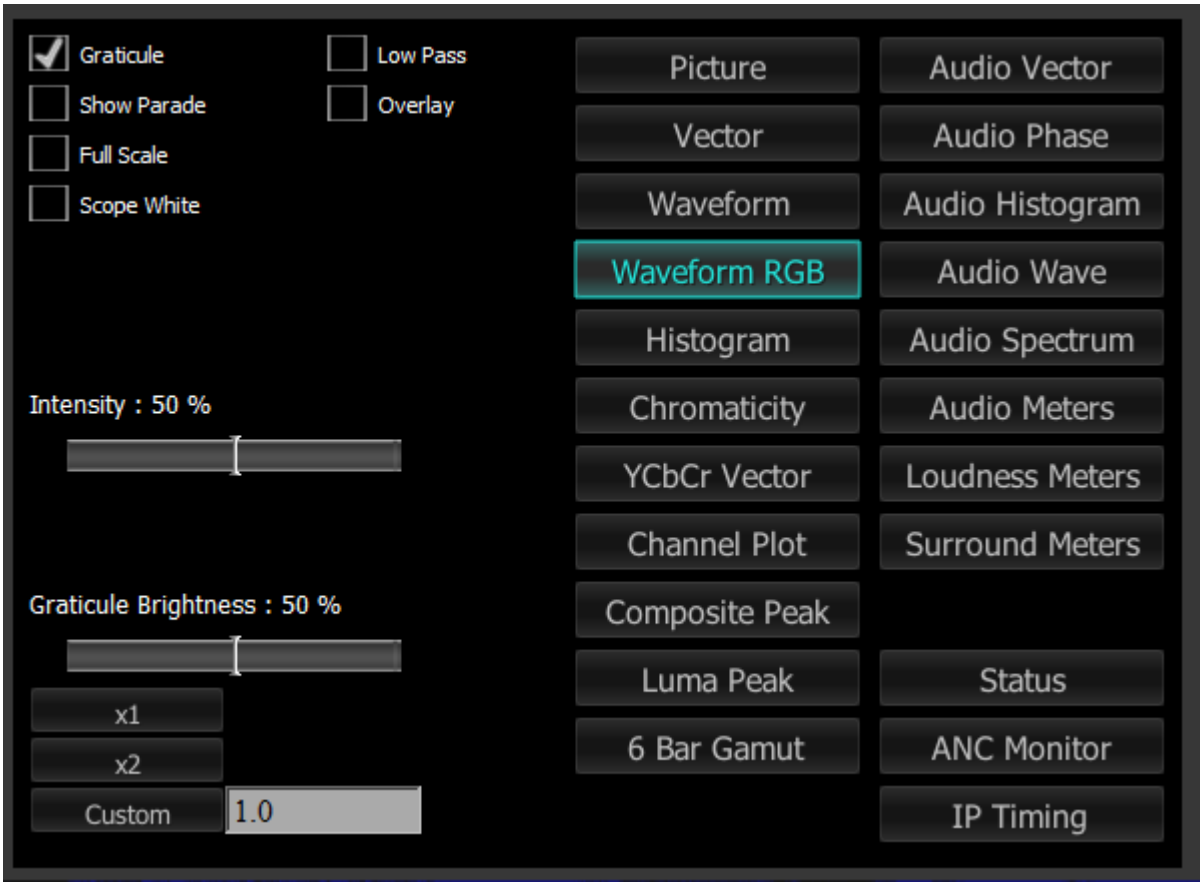
Critical for downstream color correction is the need to ensure proper luminance levels at the stage of initial capture, so any corrections will not muddy or wash out the signal information.

At all times a minimum and maximum value for each of the channels (Y, Cr and Cb) is displayed in 10 bit mode (0-1023). The color of the text for each channel indicates the following: in range (green), out of range but legal (yellow) and illegal/sync values (red).

Waveform RGB

Waveform RGB Setup

To set up the Waveform RGB press the **Scope Config** button. This opens the Scope Config window. Click on the **Waveform RGB** button on the right. There are a number of options to set up the Waveform RGB:



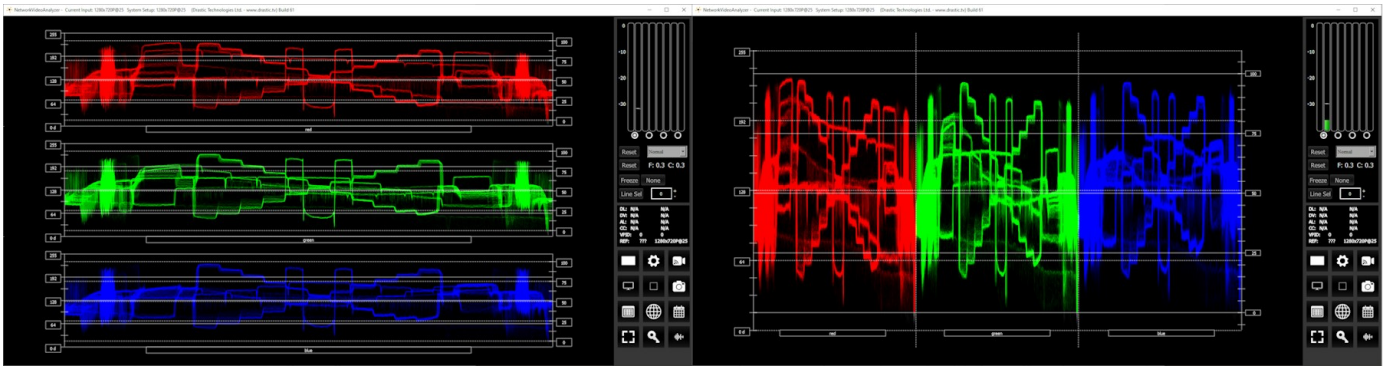
Feature support by version:

Free	sdiScope	4KScope	HDRScope	2110Scope
Graticule, Stacked/Parade, Intensity, Scope White	Graticule, Stacked/Parade, Intensity, Scope White, Full Scale	Graticule, Stacked/Parade, Intensity, Scope White, Full Scale, Low Pass, Overlay		

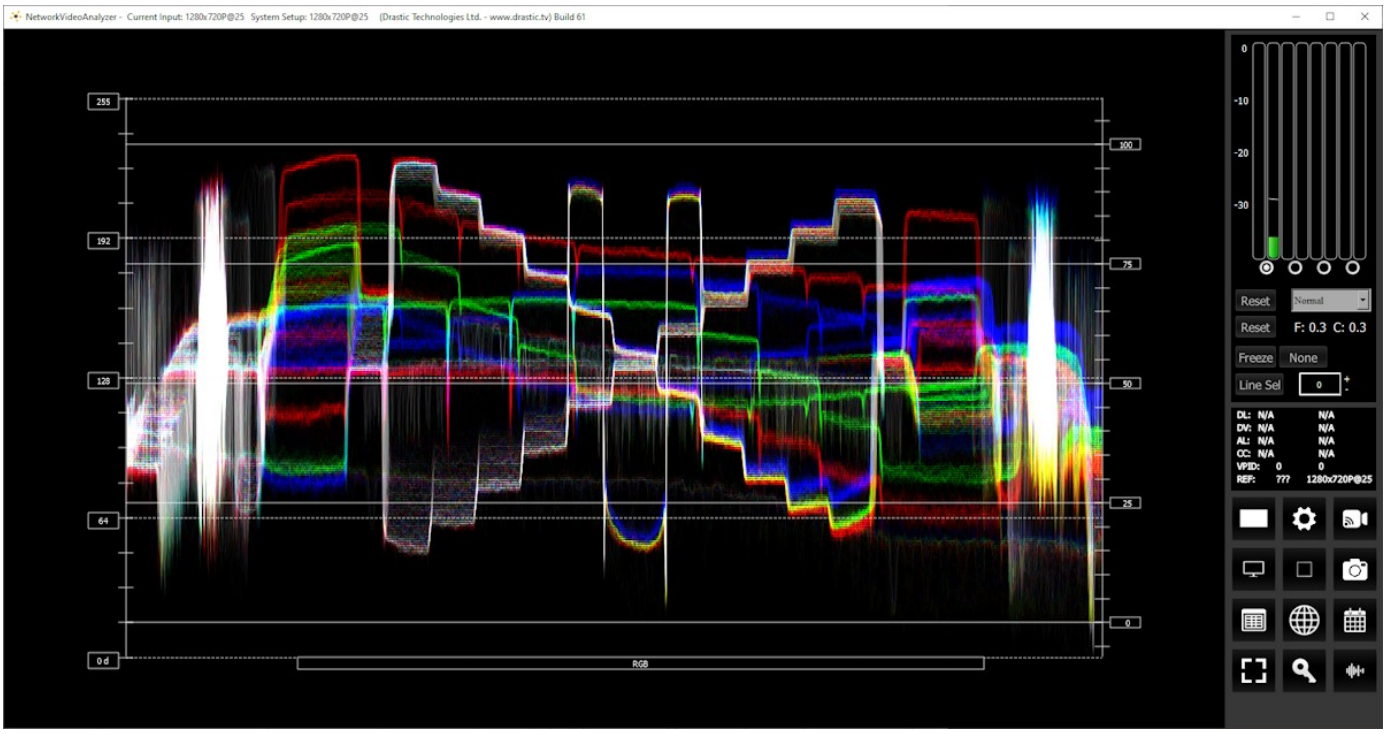
Graticule checkbox – when selected, the graticule is laid over the Waveform RGB display. The brightness of the Graticule may be adjusted using the **Graticule Brightness** slider described below.

Low Pass checkbox – Smooth the scope with a 1/3 filter to remove single pixel anomalies.

Show Parade checkbox – when selected, the display is from left to right. When not selected, the display is stacked top to bottom.



Overlay checkbox – show Red, Green, and Blue overlaid on top of each other, to directly compare the relative strength of the channels.



Full Scale checkbox – RGB, by default, will be sRGB. The range of each color will be from 16 to 240 (in 8 bit), so the scale will place white at 240 and black at 16 in normal scale. If in full scale, white will be placed at 255 and black at 0.

Scope White checkbox – turns the trace white.

Intensity slider – Moving the Intensity slider brightens or dims the display of the video signal. The current setting is displayed above the slider, as a percentage, 0% providing no display and 100% being maximum intensity.

Graticule Brightness slider – moving the Graticule Brightness slider adjusts the brightness of the graticule overlay, 0% providing no display and 100% being maximum brightness.

x1 button – clicking this button sets the display to standard size

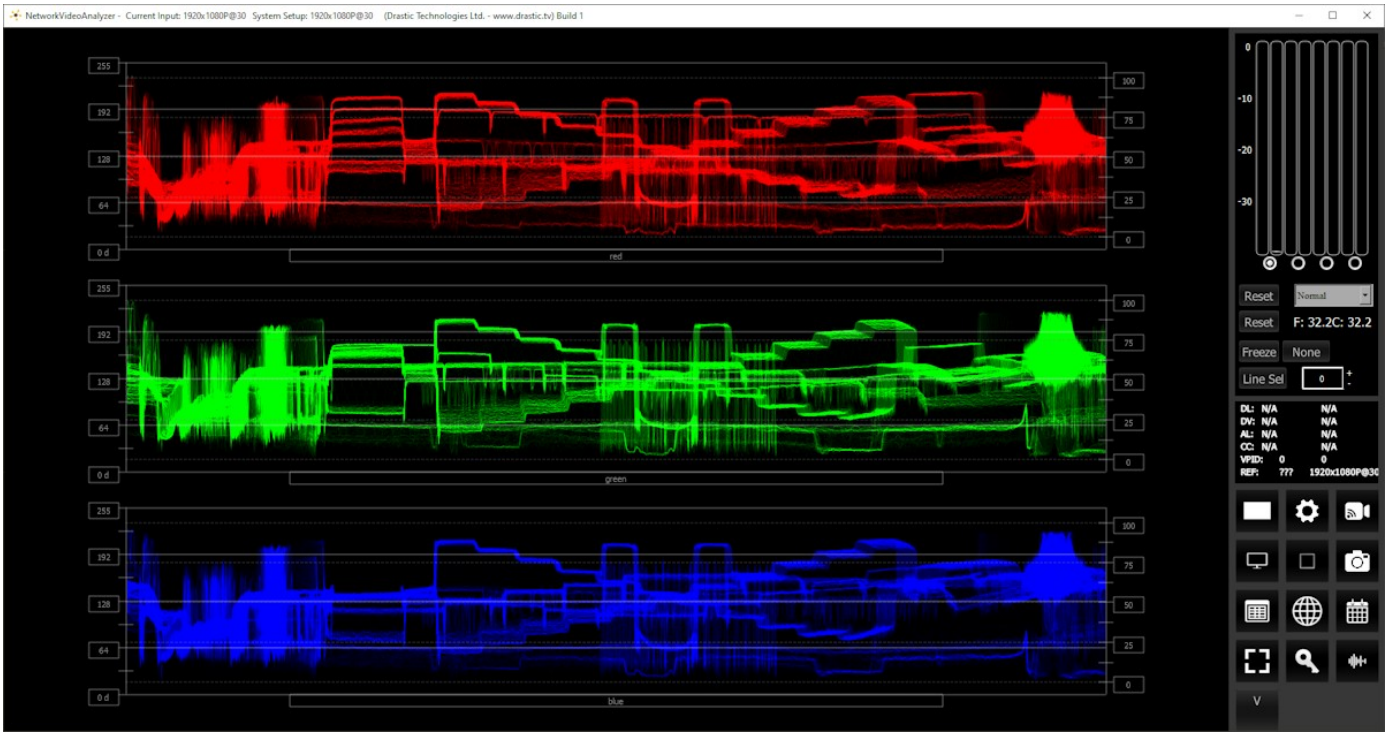
x2 button – clicking this display zooms in to set the display at 200%, or 2x normal display. Pressing the x1 button sets the display back to normal.

Custom button and field – The user may enter a custom enlargement value in the field, and press the Custom button to zoom in and see details up close. Pressing the x1 button sets the display back to normal.

Pressing the x in the upper right corner will close the Scope Config window.

Waveform RGB Window

Here is the Waveform RGB.



The RGB Waveform Monitor shows each of the red, green and blue signals as independent graphs, displaying the RGB, or chrominance/color values associated with the signal.

IRE (percentage) to Digital Equivalence

Waveform 0..100% RGB Level/FULL
0 - 0 0x0
25 – 256 0x100
50 – 512 0x200
75 – 768 0x300
100 – 1023 0x3FF

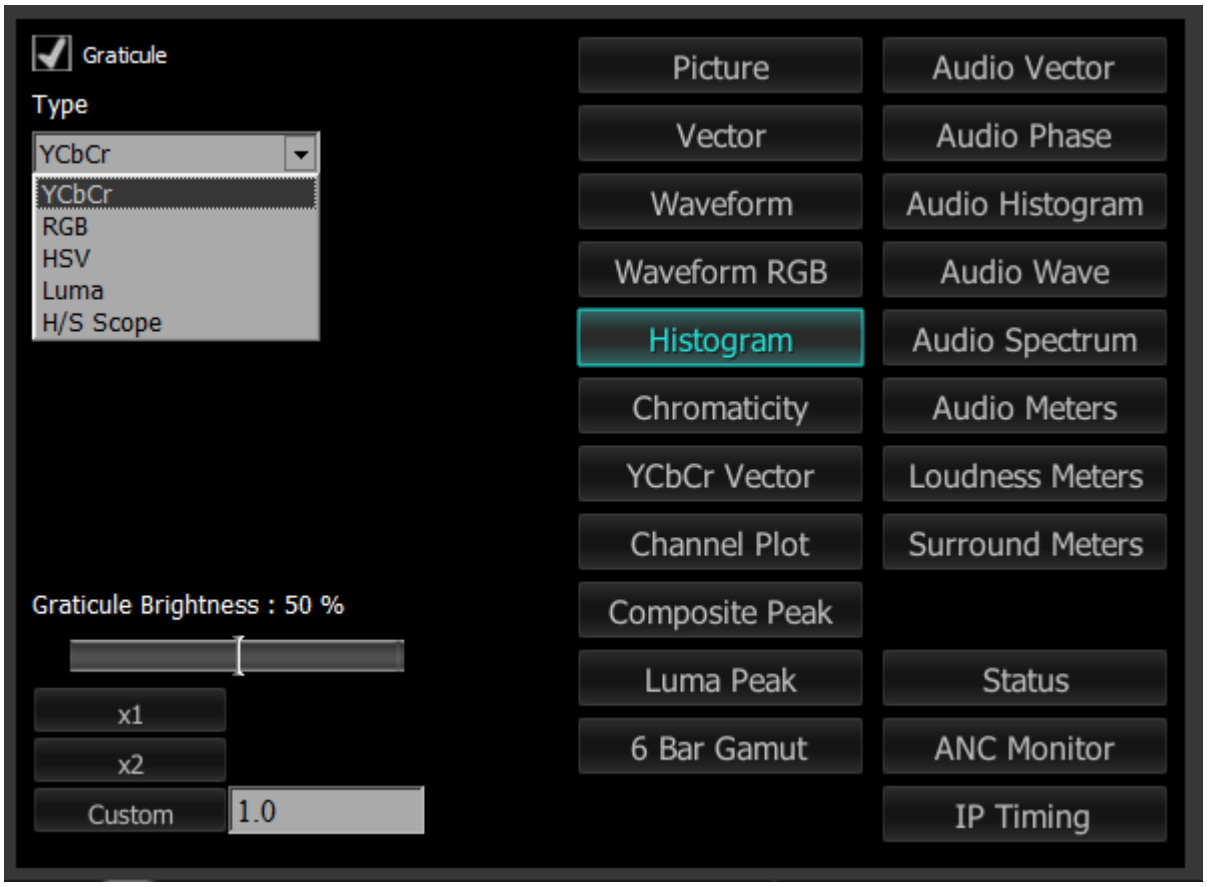
For dual link RGB signals, the original RGB 10 bit values are used unprocessed. For single link YCbCr signals, they are first converted to RGB before being analyzed and displayed.

Histogram

Histogram Setup

There are five Histograms available in the histogram panel: the Histogram YCbCr, Histogram RGB, Histogram HSV, Histogram Luma, and the H/S Scope.

To set up one of the Histogramss press the **Scope Config** button. This opens the Scope Config window. Click on the **Histogram** button on the right. Then use the pulldown menu to select between the available histograms. There are a number of options to set up each Histogram:



Histogram support by version:

Free	sdiScope	4KScope	HDRScope	2110Scope
	YCbCr, RGB, HSV, Luma	YCbCr, RGB, HSV, Luma, H/S Scope		

For each of the histograms, the following controls may be used to adjust the display:

Graticule checkbox – when selected, the graticule is laid over the Histogram display. The brightness of the Graticule may be adjusted using the **Graticule Brightness** slider described below.
Graticule Brightness slider – moving the Graticule Brightness slider adjusts the brightness of the graticule overlay, 0% providing no display and 100% being maximum brightness.
x1 button – clicking this button sets the display to standard size

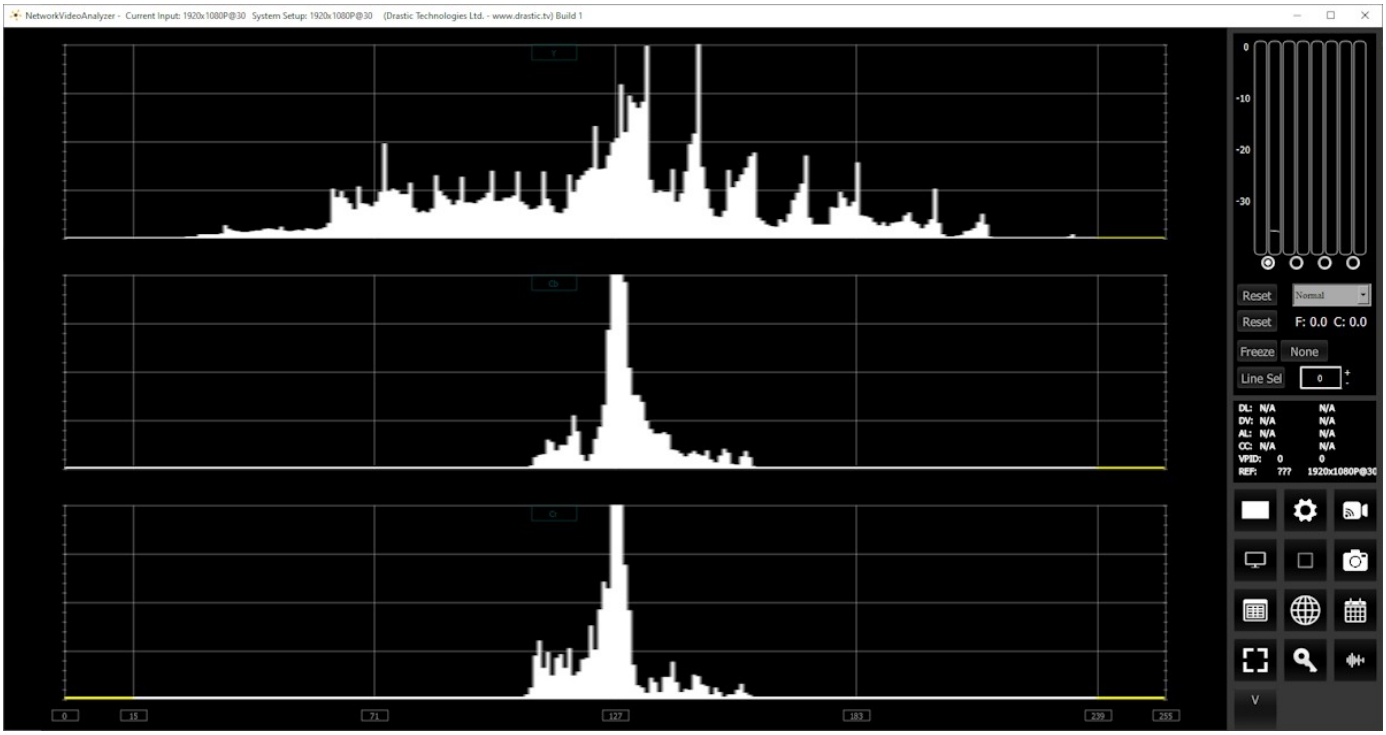
x2 button – clicking this display zooms in to set the display at 200%, or 2x normal display. Pressing the x1 button sets the display back to normal.

Custom button and field – The user may enter a custom enlargement value in the field, and press the Custom button to zoom in and see details up close. Pressing the x1 button sets the display back to normal.

Pressing the x in the upper right corner will close the Scope Config window.

Histogram YCbCr Window

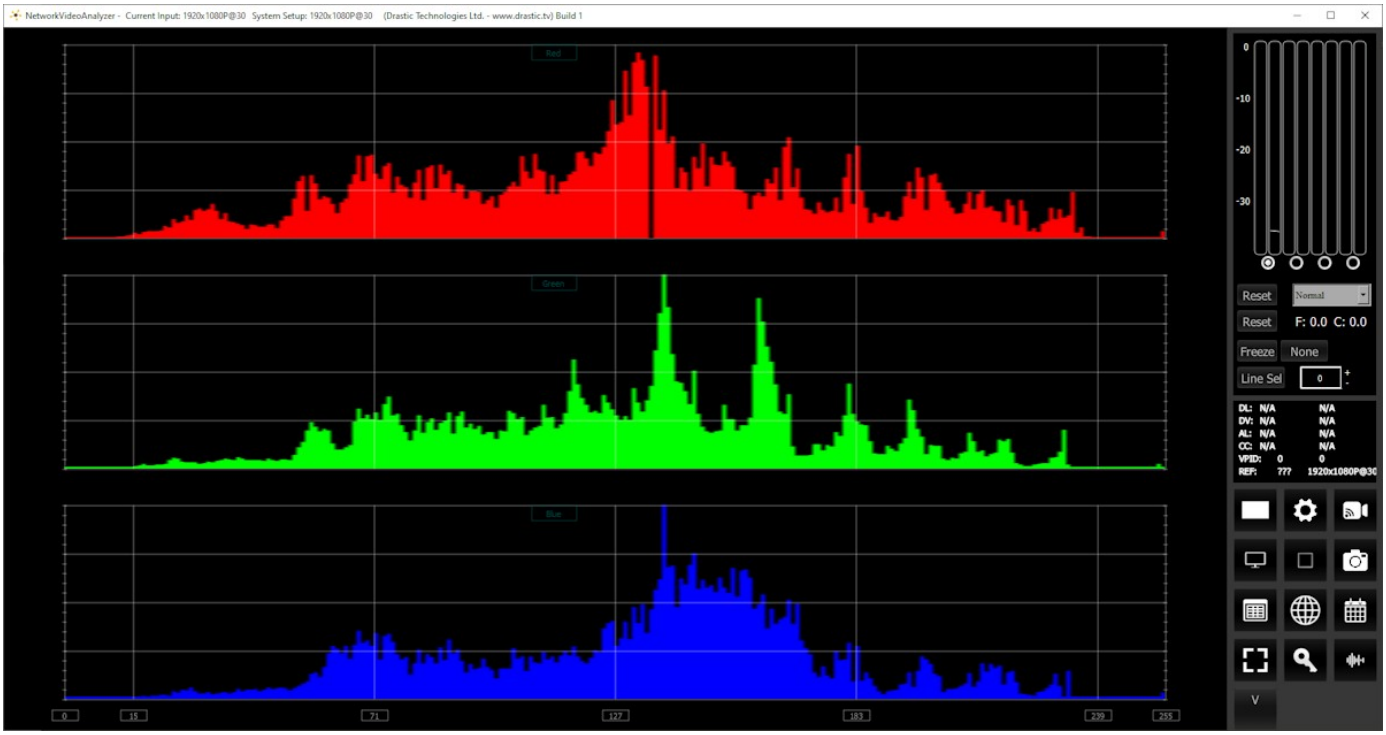
Here is the Histogram YCbCr.



YCbCr - displays a YCbCr range. This histogram breaks up the signal in into luma and chroma components. The top histogram represents the luma (Y) power of the various levels in the signal. The Cb (blue difference) and Cr (red difference) histograms that follow show the power distribution for those two components.

Histogram RGB Window

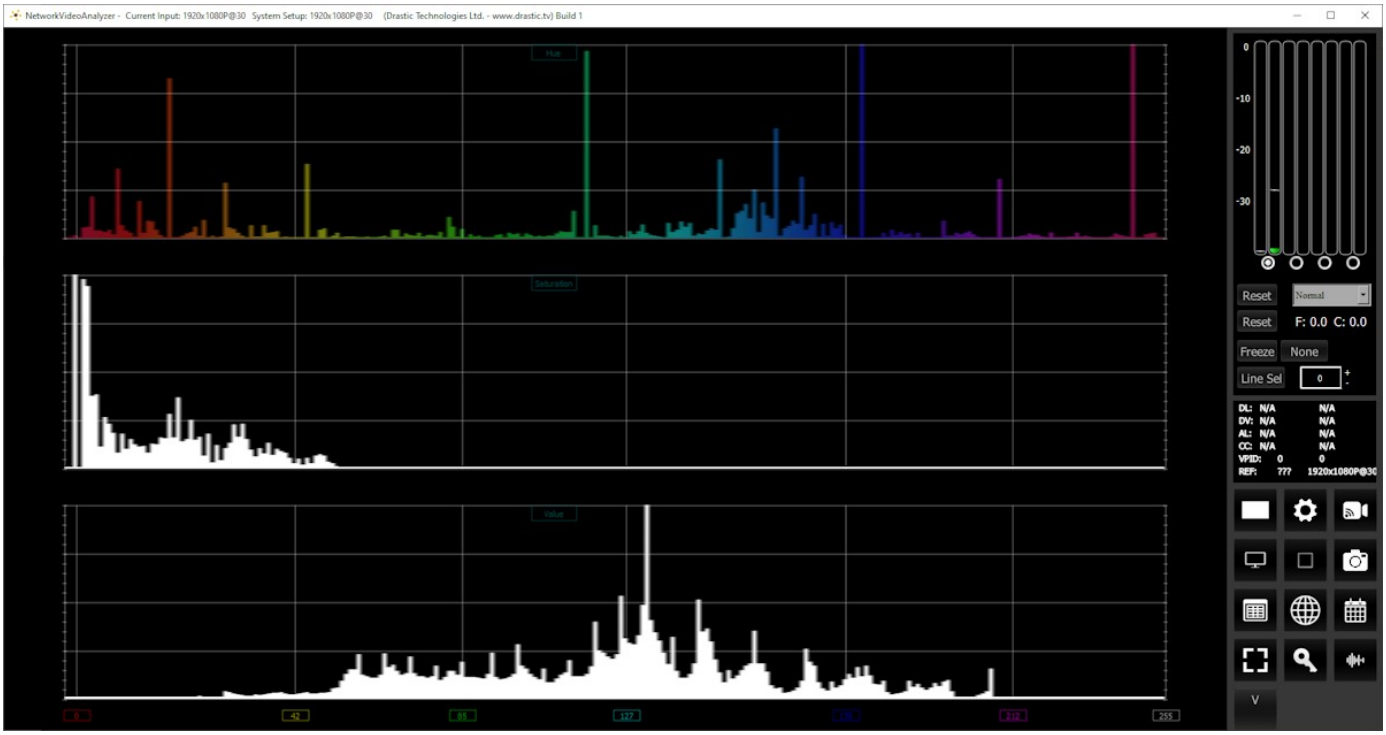
Here is the Histogram RGB:



RGB – display an RGB range. Shows the distribution of red/green/blue within the signal as a series of discrete bars that make a continuous graph for each color. This display provides an overview of the tonal range of each color in the picture. Each bar is the count of the number of pixels for one of the 256/1024/4096 possible bins.

Histogram HSV Window

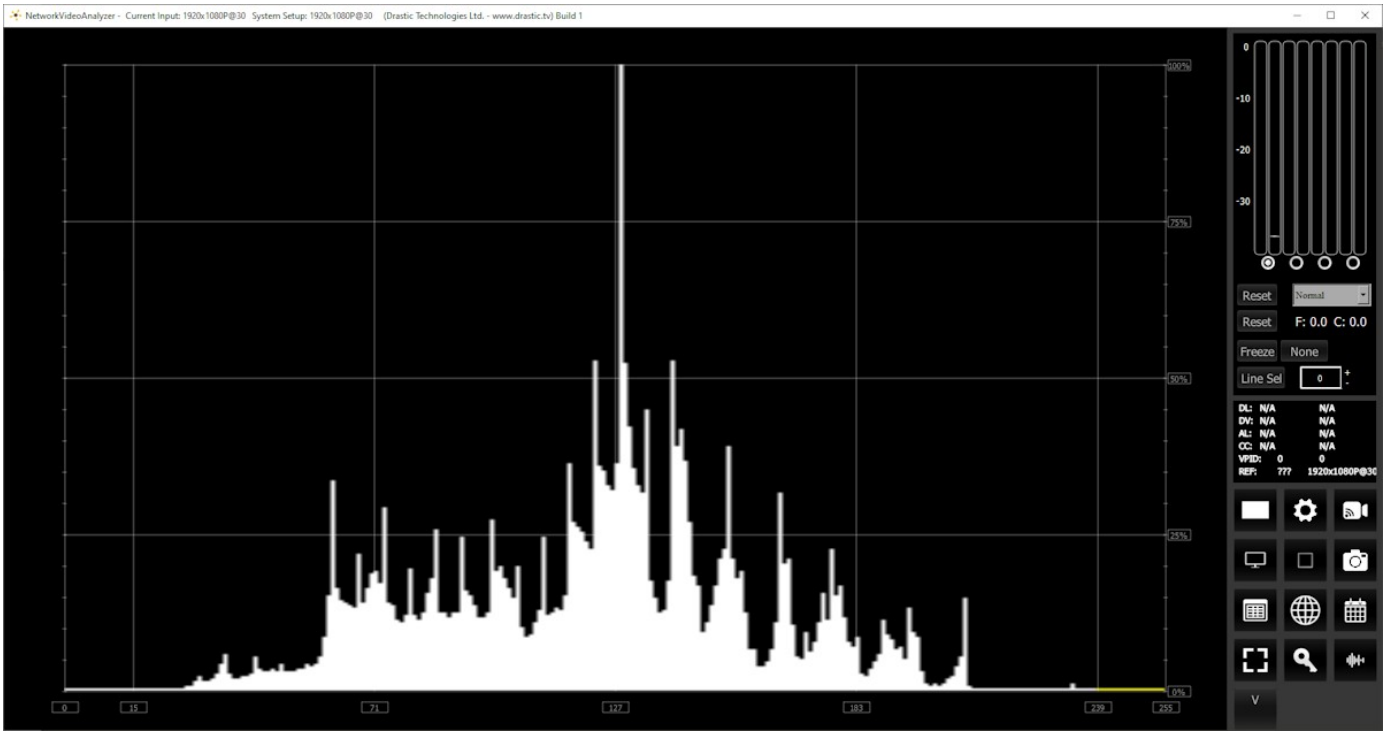
Here is the Histogram HSV:



HSV – display Hue, Saturation, and Value levels. The top range shows the strength of each hue, the middle section displays the saturation levels of the hues, and the lower section displays the value, or darkness/lightness levels.

Histogram Luma Window

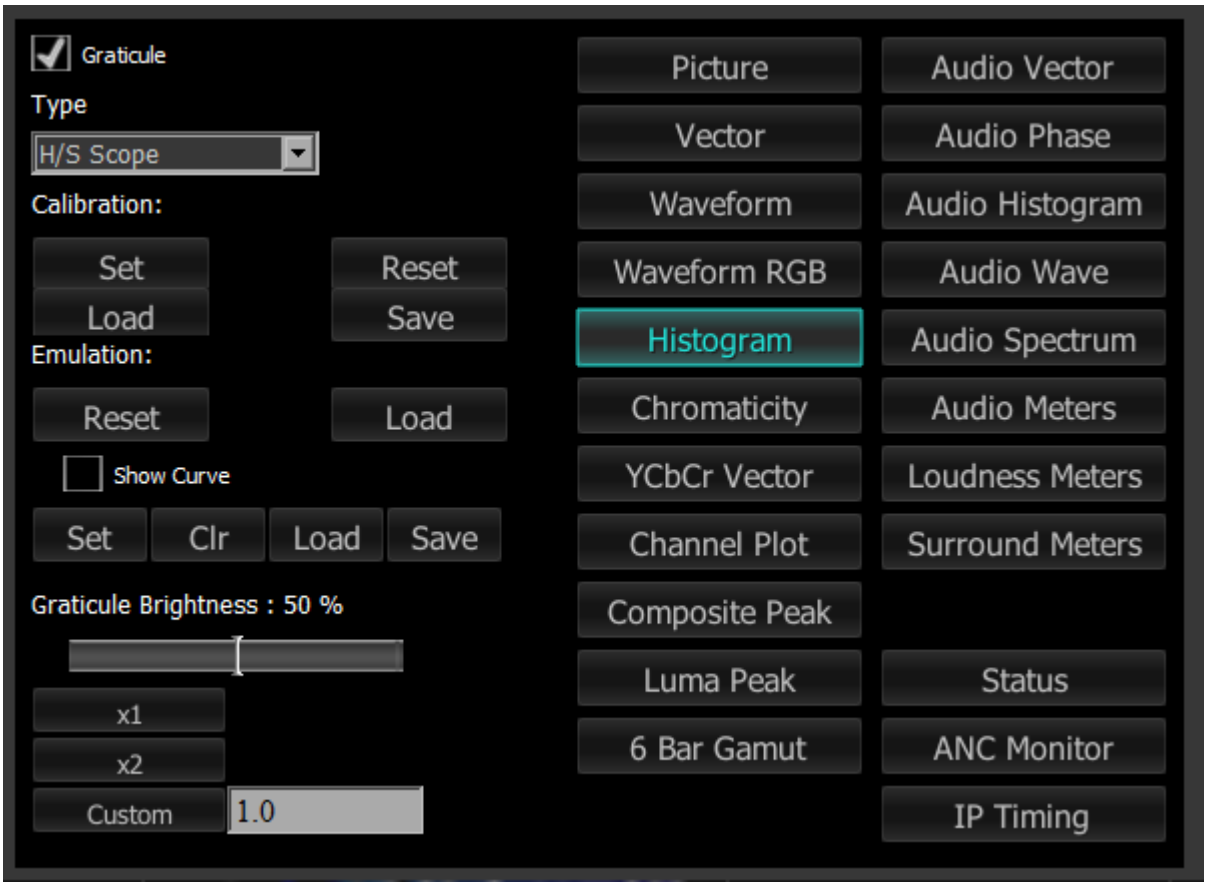
Here is the Histogram Luma:



Luma – display only the luma in the signal. Each of the possible luminance values are ranged across the bottom of the scale, and the strength at each value is indicated the trace's vertical level, as a percentage of 100.

The Drastic H/S Scope

Drastic's exclusive H/S Scope provides several important configuration options once it has been selected in the Histogram pulldown menu.



Graticule checkbox – when selected, the graticule is laid over the Histogram display. The brightness of the Graticule may be adjusted using the Graticule Brightness slider described below.

Calibration section – choices include:

- **Set –** given a camera and a DSC ChromaDuMonde color chart, click to calibrate the input so the hue and saturation levels are even across the spectrum. Creates a calibration settings file that may be saved into memory.
- **Load –** opens a browser which allows the user to browse to and load a saved calibration file.
- **Reset –** remove any calibration and display the signal unaltered, to show what the camera or device is seeing.
- **Save –** opens a save as window which allows the user to select a location and save the current calibration settings as a file.

Emulation section – choices include:

- **Reset** – reset the emulation values back to default.
- **Load –** load a calibration file, for a new camera to emulate the camera used to create the calibration file.

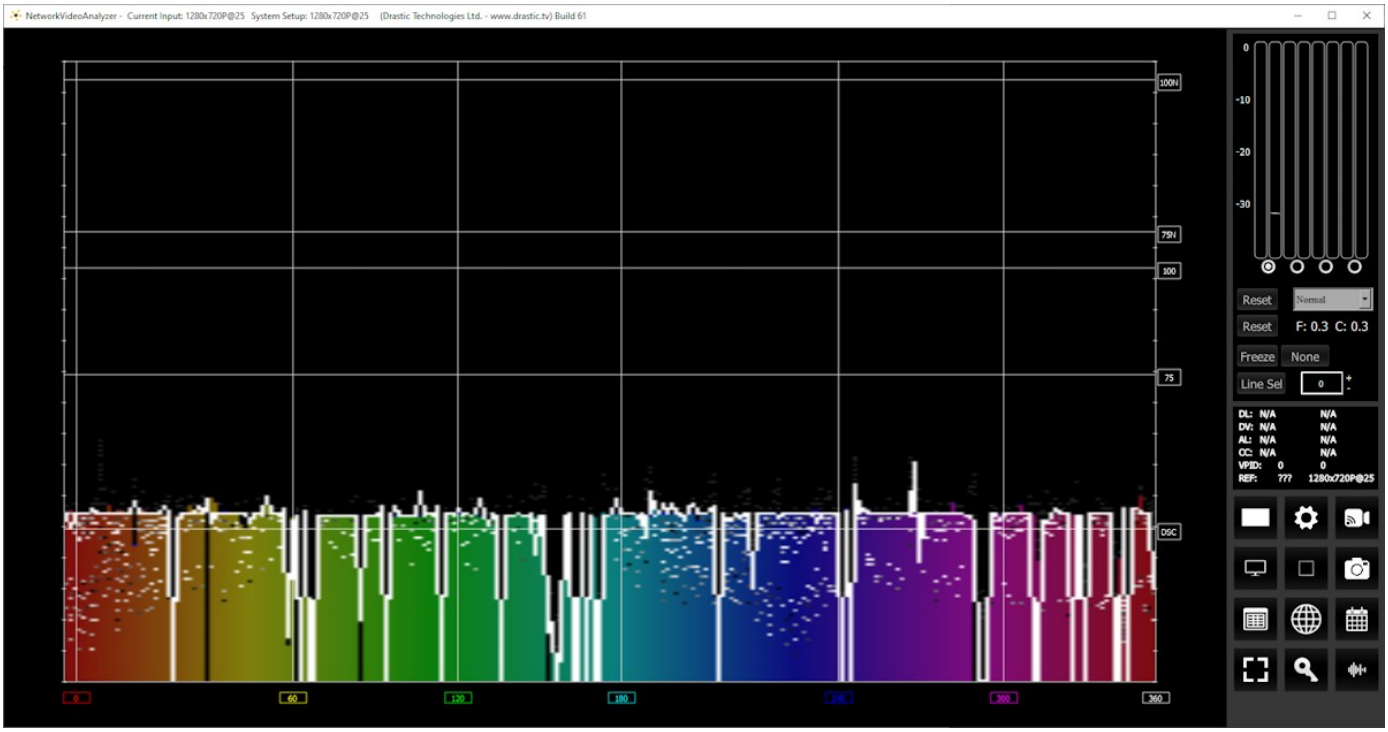
Show Curve section – choices include:

- **Set** – click to set the current curve into memory. With Show Curve selected, displays the curve as a white line at the top of the signal, for levels comparison. With the curve set, the user can then test other lights to see how the peaks and valleys of the curve line up with the signal.
- **Clear** – clear the current curve and return to default settings.

- **Load** – opens a browser which allows the user to browse for and select a saved curve file to display in the H/S Scope.
- **Save** - opens a save as window which allows the user to select a location and save the current curve settings as a file.

H/S Scope Window

Here is the H/S Scope:



H/S Scope Histogram

H/S Scope – Designed for calibration of lighting or camera to a standard DSC ChromaDumonde chart. The target color level or saturation is calibrated to a single horizontal line in the chart. The color hue component is mapped horizontally, with standard 601, 709 or 2020 targets as vertical lines.

The Histogram view shows the distribution of red, green and blue within the signal as a series of discrete bars that make a continuous graph for each color. This display provides an overview of the tonal range of each color in the picture. Each bar is the count of the number of pixels for one of the 1024 possible colors. These totals are then auto ranged to fit within the graticule and represent the relationship between the shades of each color and between each other.

Each color has its own graph. The color's levels are represented from left to right, with the absolute left being 0 and the absolute right being 1024. The scale is presented as a percentage to allow for extremely bright or dark pictures to be analyzed without truncating.

The H/S (Hue/Saturation) Scope is designed to assist in calibrating lighting between cameras, or between different lighting setups. There is an instructional video located here:

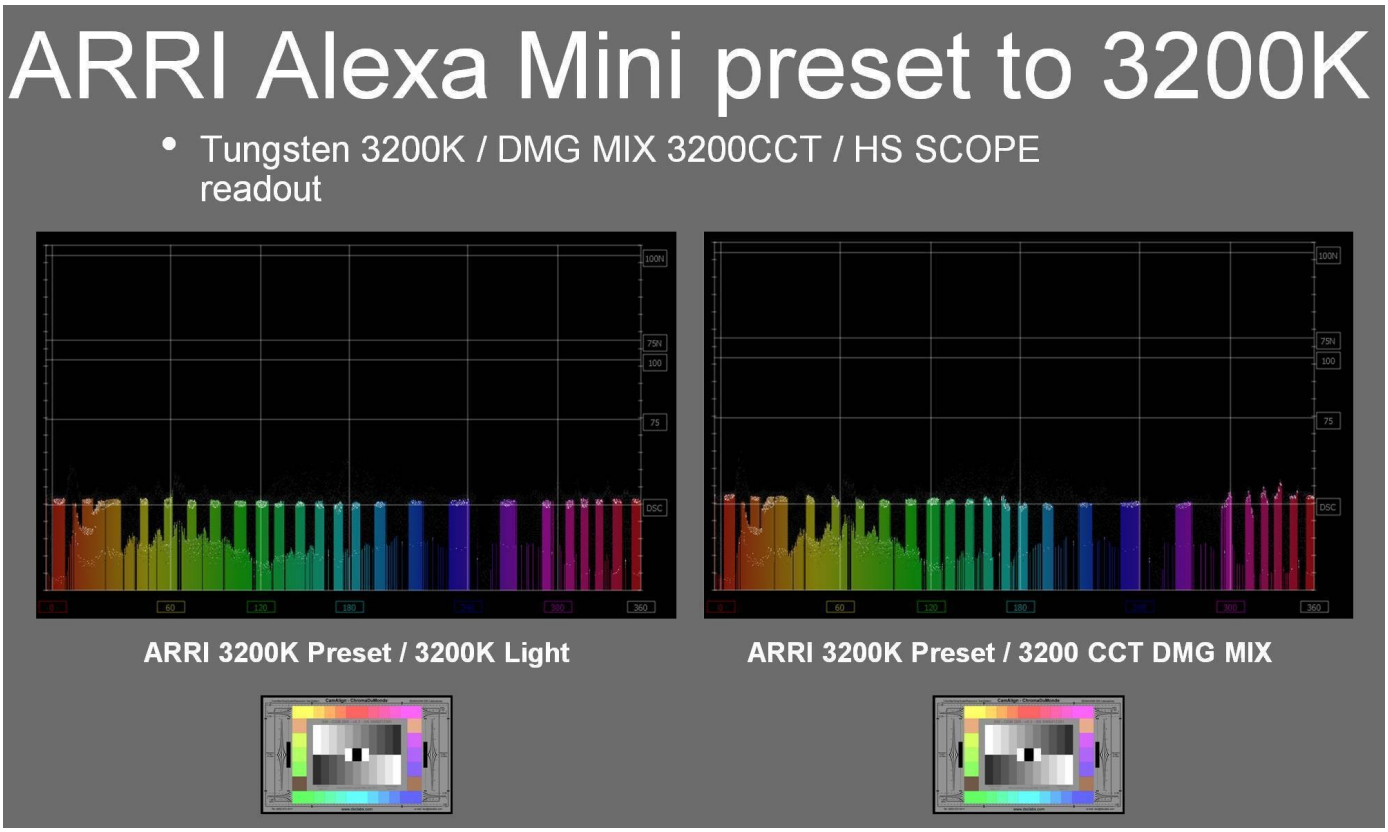
https://www.youtube.com/watch?v=or835LLlqVU

and a similar one here:

https://www.youtube.com/watch?v=nHg-_yCxooU

H/S Scope Example

Here is an example where the H/S Scope reads the chroma signal response from a camera, to evaluate the Rosco DMG MIX LED fixture.



We used an ARRI and RED camera, preset to 3200K rec 709, for our tests, shooting a DSC ChromaDuMonde 24 + 4R chart. A Tungsten light source was the target reference for the Rosco DMG MIX to match on camera. This allowed the team to quantify their calibration work on the MIX. The results were encouraging as both on the RED and ARRI the on-camera chroma differences between the actual tungsten source and the MIX were very slight, based on the multiple points of the DSC chart. The H/S Scope is a good tool for evaluation and calibration for an LED source for on-camera use. Should adjustments to the spectrum be needed they can be adjusted in real time using the H/S Scope reference, thus getting camera accurate results.

Finally at the end of each Histogram setup, there are the following controls:

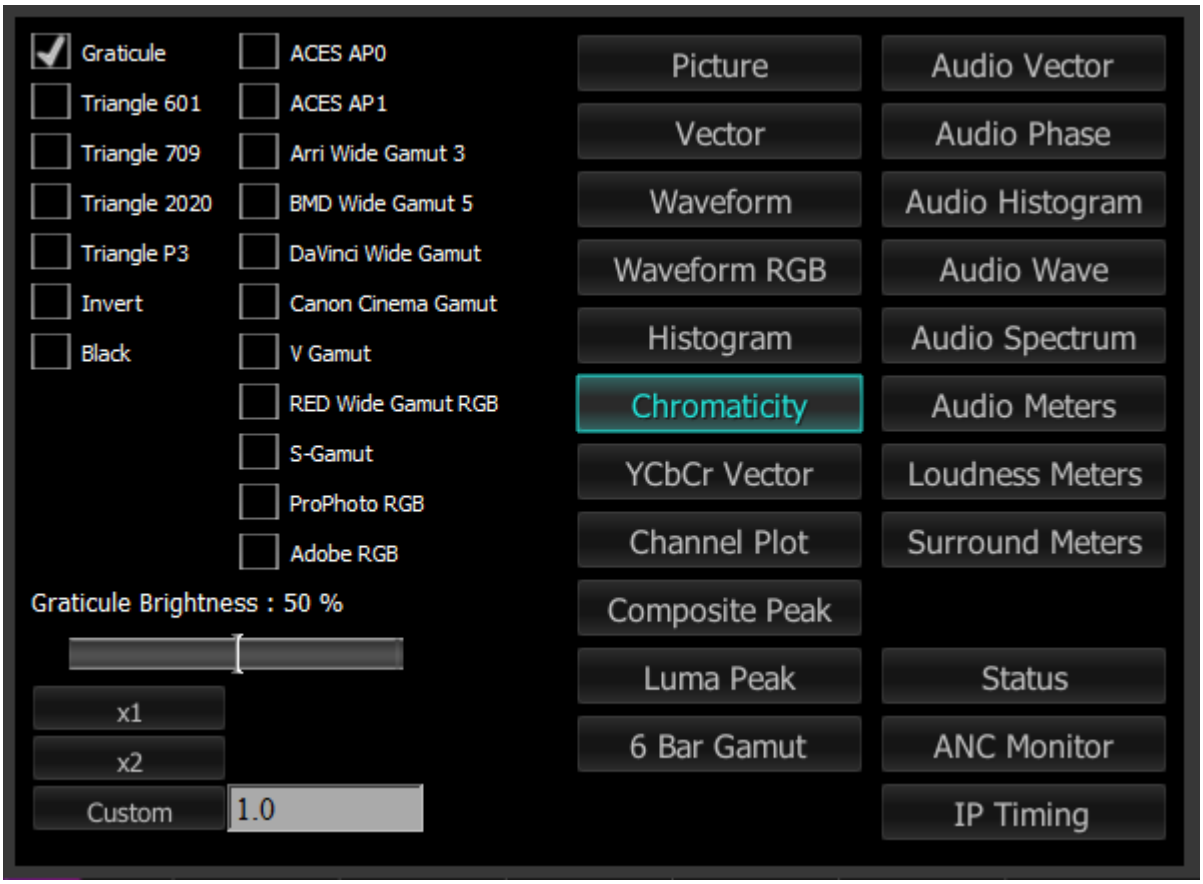
Graticule Brightness slider – moving the Graticule Brightness slider adjusts the brightness of the graticule overlay, 0% providing no display and 100% being maximum brightness.
x1 button – clicking this button sets the display to standard size
x2 button – clicking this display zooms in to set the display at 200%, or 2x normal display. Pressing the x1 button sets the display back to normal.
Custom button and field – The user may enter a custom enlargement value in the field, and press the Custom button to zoom in and see details up close. Pressing the x1 button sets the display back to normal.

Pressing the x in the upper right corner will close the Scope Config window.

Chromaticity

Chromaticity Setup

To set up the Chromaticity press the **Scope Config** button. This opens the Scope Config window. Click on the **Chromaticity** button on the right. There are a number of options to set up the Chromaticity display:



Feature support by version:

Free	sdiScope 4KScope	HDRScope 2110Scope
	Chromaticity scope, Triangles 601, 709, 2020, P3 gamut, Invert, Black	Chromaticity scope, Triangles 601, 709, 2020, P3 gamut, Invert, Black, ACES0, ACES1, Arri, BMD, DaVinci, Canon, V Gamut, RED, S-Gamut, ProPhoto, Adobe

Graticule checkbox – when selected, the graticule is laid over the Chromaticity display. The brightness of the Graticule may be adjusted using the **Graticule Brightness** slider described below.

Triangle 601 checkbox – when selected, displays the CCIR-601 (Rec. 601 or BT.601) triangle.

Triangle 709 checkbox – when selected, displays the Rec.709 (BT.709 or ITU 709) triangle.

Triangle 2020 checkbox – when selected, displays the BT.2020 (or Rec. 2020) triangle.

Triangle P3 checkbox – when selected, displays the P3 (DCI-P3 or DCI/P3) triangle.

Invert checkbox – when selected, displays the video signal over a black background instead of the Chromaticity hued background.

Black checkbox – when selected, displays the video as black. If unselected, the video will be displayed as white.

ACES AP0 checkbox - when selected, displays the ACES AP0 triangle. The ACES AP0 primaries form the smallest possible triangle which contains all the real colors. The result may be that a significant proportion of code values are "wasted" on unreal colors.

ACES AP1 checkbox - when selected, displays the ACES AP1 triangle. The ACES AP1 primaries are a compromise which code most colors likely to occur in images from real cameras using positive values. Because even the most saturated ACEScc/ACEScct/ACEScg colors are still real, this means that the maths of grading operations works in a way which "feels" better to colorists.

Arri Wide Gamut 3 checkbox - when selected, displays the Arri Wide Gamut 3 triangle. Images encoded with Log C (C is for Cineon; the original Cineon log encoding is based on the density of color film negative) can be identified by their flat and desaturated nature. Whites and blacks are not extended to their maximum values. The reason for this: the Log C curve is a logarithmic encoding for images, the encoding has a grayscale characteristic similar to a scan from negative film. LogC3 images were based on the origins and requirements of the ALEV3 (the original ALEXA sensor).

BMD Wide Gamut 5 checkbox - when selected, displays the BMD Wide Gamut 5 triangle. Blackmagic Design specific triangle.

DaVinci Wide Gamut checkbox - when selected, displays the DaVinci Wide Gamut triangle. DaVinci specific triangle.

Canon Cinema Gamut checkbox - when selected, displays the Canon Cinema Gamut triangle. Canon created an expanded gamut color space they call DCI-P3+ using the same ~6300 K white point as DCI-P3. Otherwise, P3+ has no relation to DCI-P3 nor the Digital Cinema Initiative. Unlike the DCI-P3 color space, which defines an actual display technology, Canon's DCI-P3+ color space uses imaginary primaries which cannot be realized by any physical display technology.

V Gamut checkbox - when selected, displays the V Gamut triangle. This is the log curve and gamut used in Panasonic's "Varicam" for utilization in recording and workflow composition. V-Log has characteristics similar to a log curve of a scan from negative film and is highly compatible with conventional firm workflow.

RED Wide Gamut RGB checkbox - when selected, displays the RED Wide Gamut RGB triangle. REDWideGamutRGB is the new standardized colorspace option for RED footage. It can reproduce a much larger range of colors than REDcolor4, which is very useful for shots that have high saturation levels. However, it will look desaturated on a Rec709 monitor.

S-Gamut checkbox - when selected, displays the S-Gamut triangle. sRGB is a standard numerical encoding of colors, based on the RGB (red, green, blue) color model, for use on monitors, printers, and the internet. It is the current defined standard colorspace for the web, and it is usually the assumed colorspace for images that are neither tagged for a colorspace nor have an embedded color profile. The sRGB standard uses the same color primaries and white point as the ITU-R BT.709 standard for HDTV, but a different transfer function (or gamma) compatible with older CRT displays, and assumes a viewing environment closer to typical home and office viewing conditions.

ProPhoto RGB checkbox - when selected, displays the ProPhoto RGB triangle. The ProPhoto RGB color space, also known as ROMM RGB (Reference Output Medium Metric), is an output referred RGB color space developed by Kodak. It offers an especially large gamut designed for use with photographic output in mind. The ProPhoto RGB color space encompasses over 90% of possible surface colors in the CIE L*a*b* color space, and 100% of likely occurring real-world surface colors, making ProPhoto even larger than the Wide-gamut RGB color space.

Adobe RGB checkbox - when selected, displays the Adobe RGB triangle. Adobe RGB (1998) color space or opRGB is a color space developed by Adobe Inc. in 1998. It was designed to

encompass most of the colors achievable on CMYK color printers, but by using RGB primary colors on a device such as a computer display. The Adobe RGB (1998) color space encompasses roughly 30% of the visible colors specified by the CIELAB color space – improving upon the gamut of the sRGB color space, primarily in cyan-green hues. It was subsequently standardized by the IEC as IEC 61966-2-5:1999 with a name opRGB (optional RGB color space) and is used in HDMI

Graticule Brightness slider – moving the Graticule Brightness slider adjusts the brightness of the graticule overlay, 0% providing no display and 100% being maximum brightness.

x1 button – clicking this button sets the display to standard size

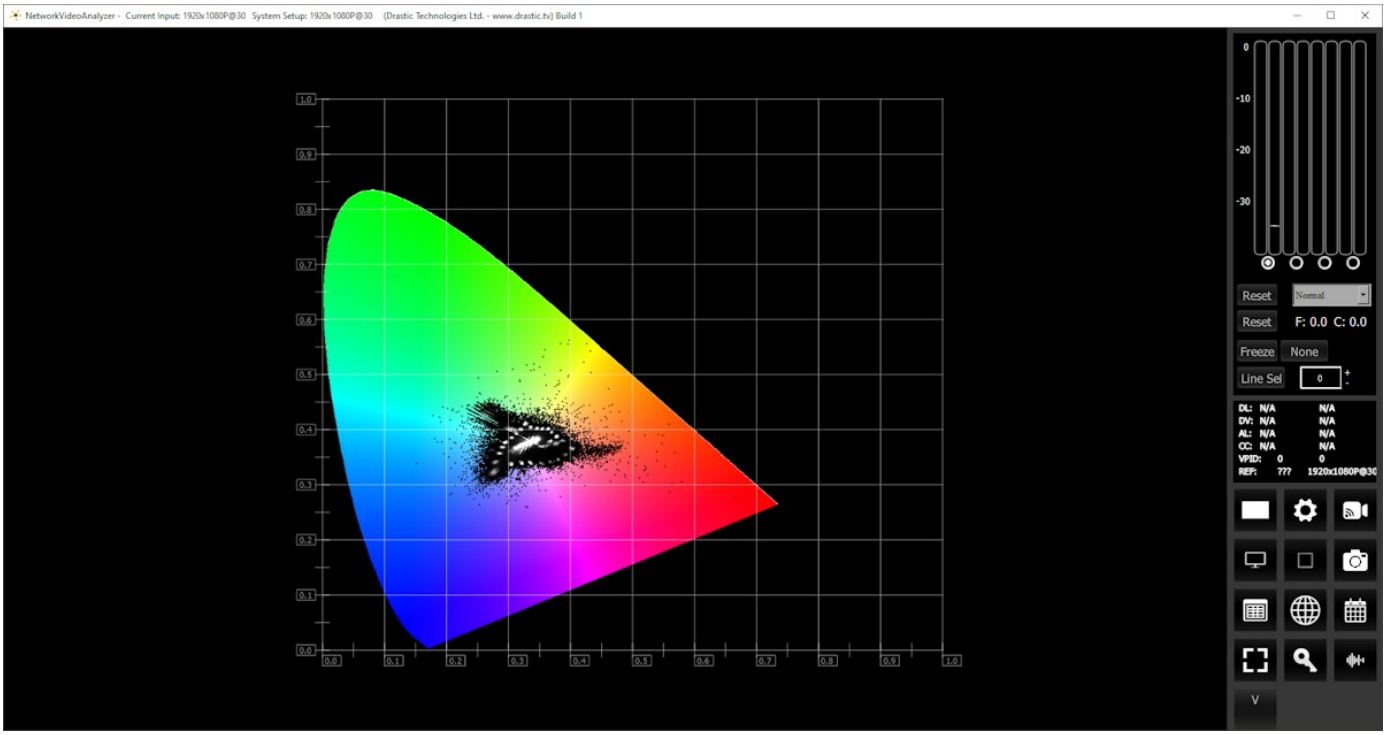
x2 button – clicking this display zooms in to set the display at 200%, or 2x normal display. Pressing the x1 button sets the display back to normal.

Custom button and field – The user may enter a custom enlargement value in the field, and press the Custom button to zoom in and see details up close. Pressing the x1 button sets the display back to normal.

Pressing the x in the upper right corner will close the Scope Config window.

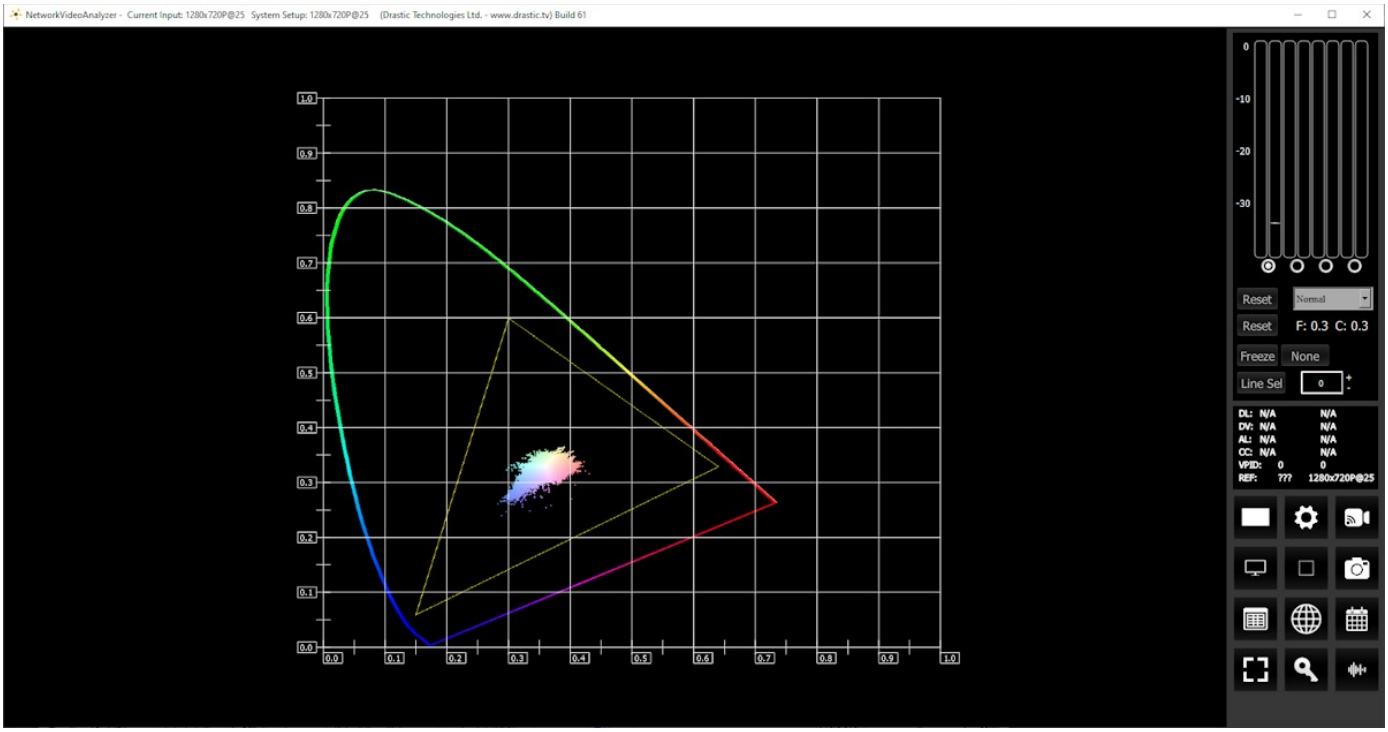
Chromaticity Window

Here is the Chromaticity window.

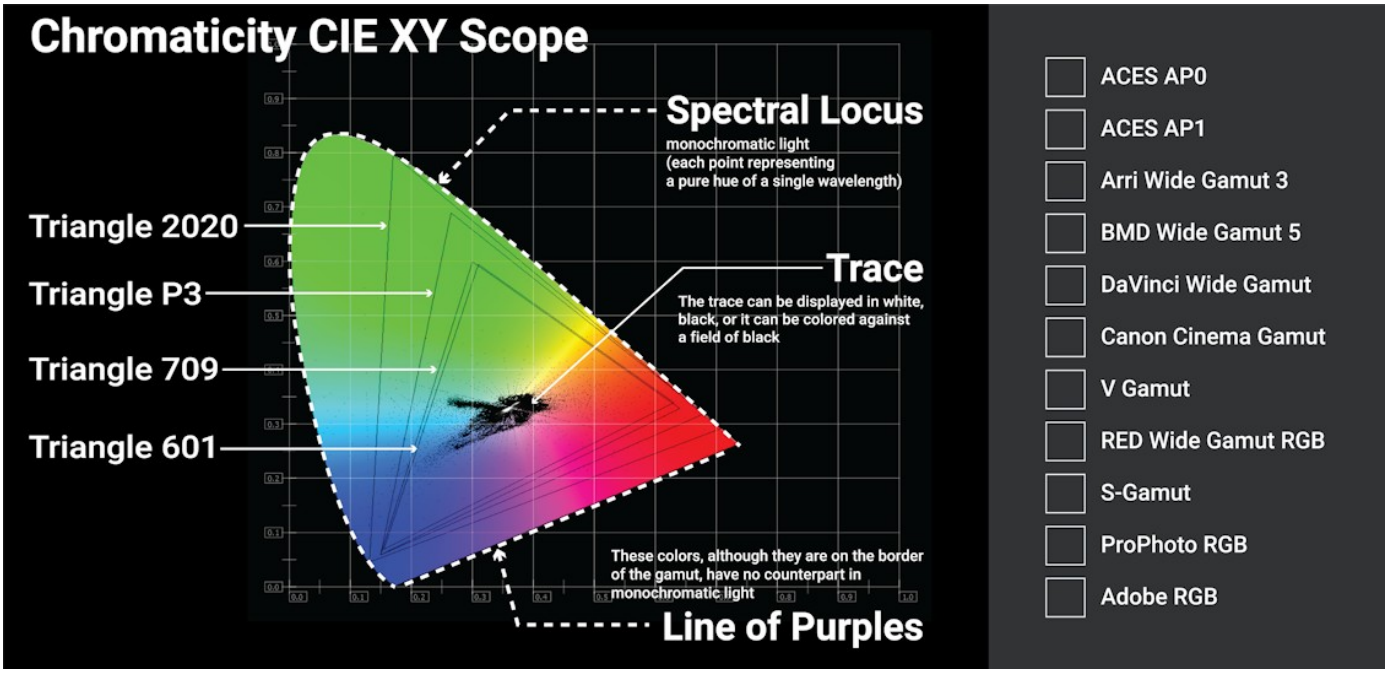


The Chromaticity scope provides a visual representation of the color in a video across all the colors of visible light. Depending on the version, there are a number of gamut triangles that can be superimposed. This will delineate the colors that fall within the acceptable range and those that are outside it. The color of the trace (video signal) within the CIE 1931 color display can be white, black, or the chromaticity hued background.

The display can be inverted to use black as the background, and the colors to show the trace.



The below image shows our chromaticity scope with the 4 most common gamut triangles: 2020, P3, 709, and 601.

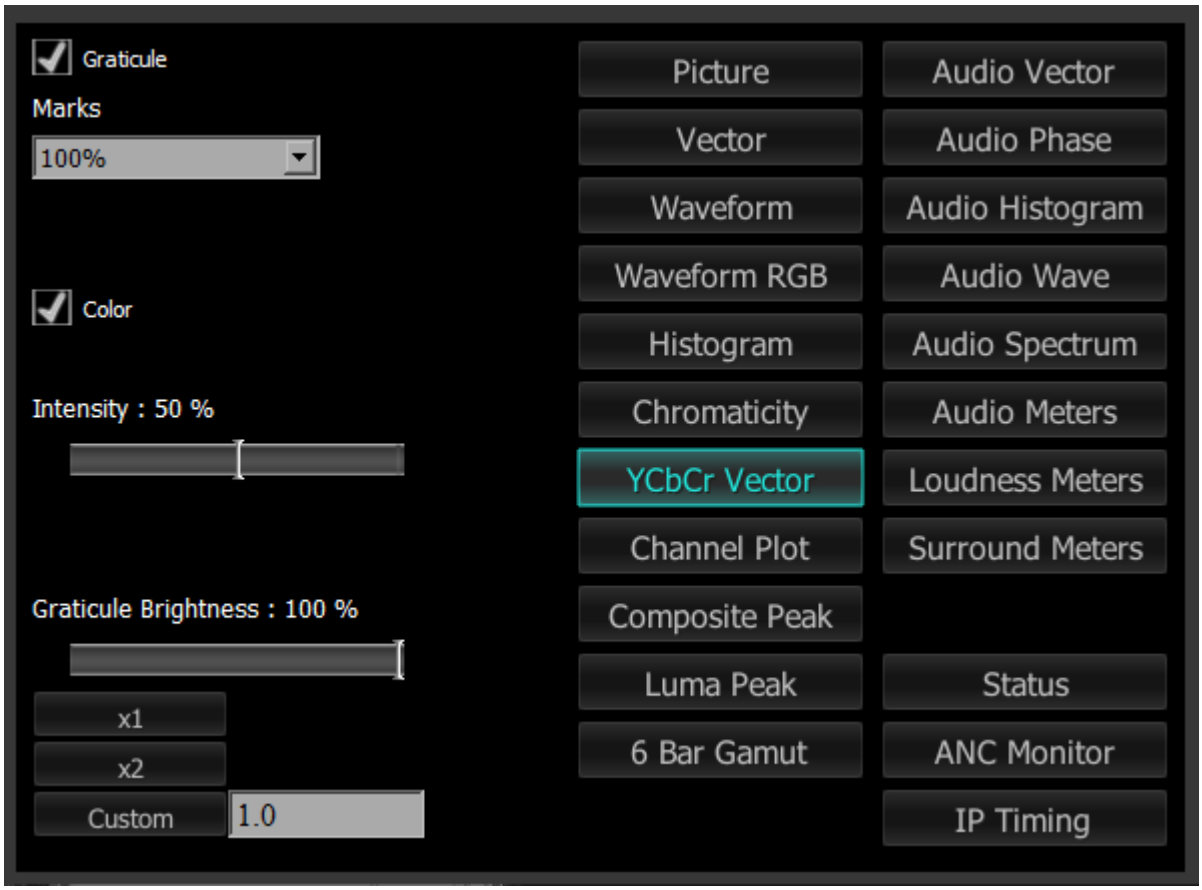


There is also a list of available triangles from specific manufacturers, used to validate their wide gamut and camera raw workflows without leaving the color space.

YCbCr Vector

YCbCr Vector Setup

To set up the YCbCr Vector press the **Scope Config** button. This opens the Scope Config window. Click on the **YCbCr Vector** button on the right. There are a number of options to set up the YCbCr Vector:



The YCbCr Vector scope is added at the 4KScope level.

Free	sdiScope	4KScope	HDRScope	2110Scope
		YCbCr Vector scope, marks, color, intensity		

Graticule checkbox – when selected, the graticule is laid over the YCbCr Vector display. The brightness of the Graticule may be adjusted using the **Graticule Brightness** slider described below.

Marks pulldown menu – allows the user to select between 75% marks and 100% marks, to provide targets for a signal that features color bars or a similar test pattern.

Color checkbox – check to display the graticule in color.

Intensity slider – Moving the Intensity slider brightens or dims the display of the video signal through the Vectorscope. The current setting is displayed above the slider, as a percentage, 0% providing no display and 100% being maximum intensity.

Graticule Brightness slider - Moving the Graticule Brightness slider adjusts the brightness of the graticule overlay, 0% providing no display and 100% being maximum brightness.

x1 button – clicking this button sets the display to standard size

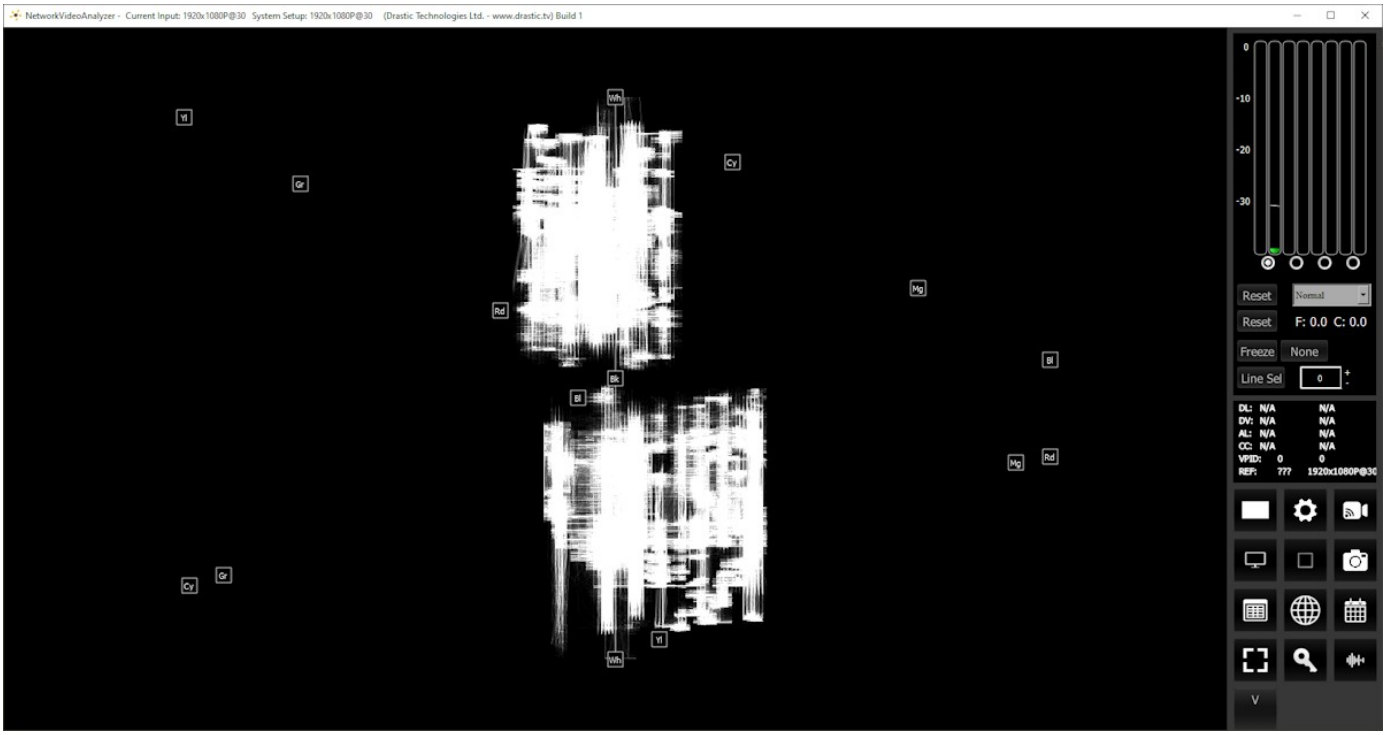
x2 button – clicking this display zooms in to set the display at 200%, or 2x normal display. Pressing the x1 button sets the display back to normal.

Custom button and field – The user may enter a custom enlargement value in the field, and press the Custom button to zoom in and see details up close. Pressing the x1 button sets the display back to normal.

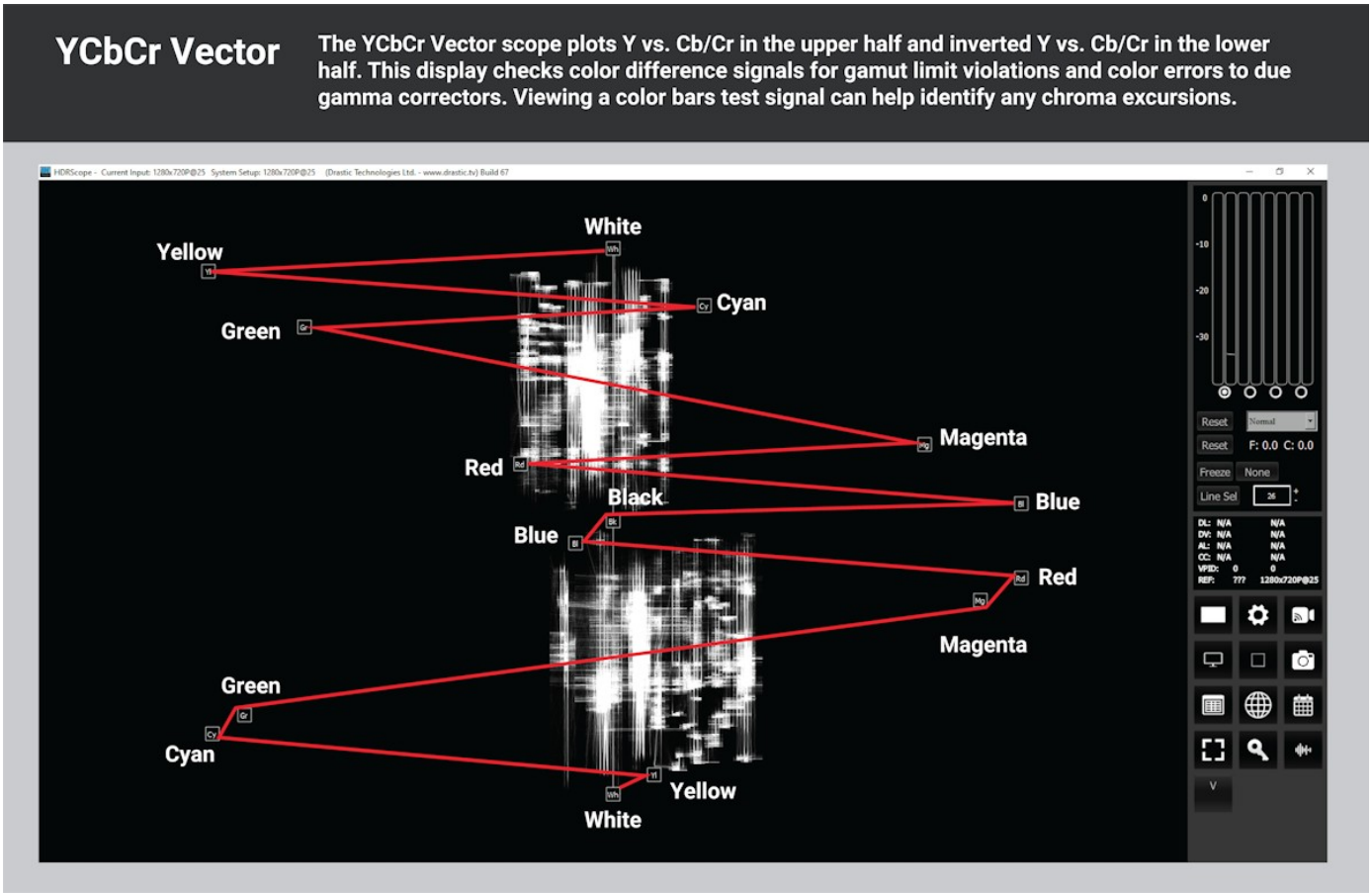
Pressing the x in the upper right corner will close the Scope Config window.

YCbCr Vector Window

Here is the YCbCr Vector window.



The YCbCr Vector scope plots the Y vs. Cb/Cr in the upper half and inverted Y vs. Cb/Cr in the lower half. The user can select between 75% marks and 100% marks, to provide a target for the primaries where a camera is looking at color bars or similar test pattern.

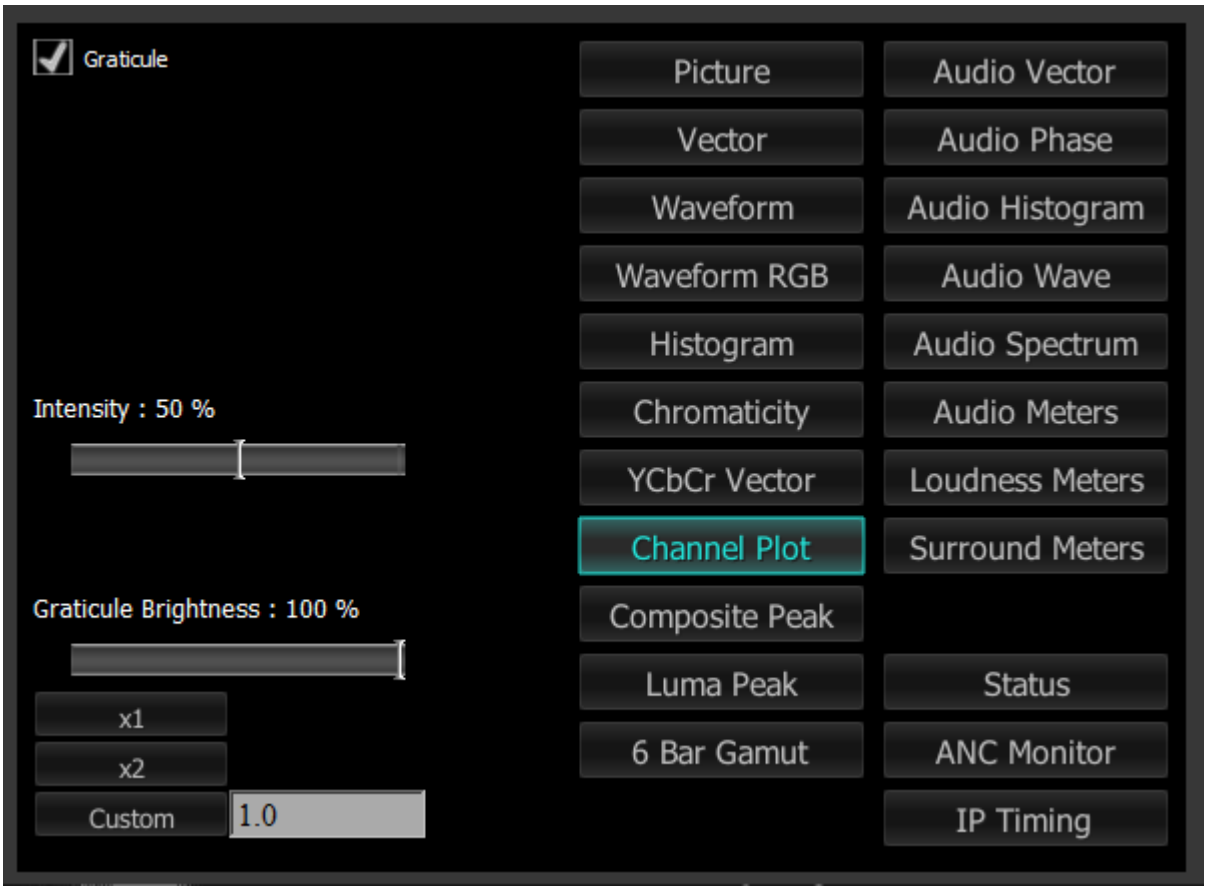


Here is a diagram with the primaries clearly identified, and the locations connected via the familiar "lightning style" trace path.

Channel Plot

Channel Plot Setup

To set up the Channel Plot press the **Scope Config** button. This opens the Scope Config window. Click on the **Channel Plot** button on the right. There are a number of options to set up the Channel Plot:



The Channel Plot scope is added at the 4KScope level.

Free	sdiScope	4KScope	HDRScope	2110Scope
		Channel Plot scope, graticule		

Graticule checkbox – when selected, the graticule is laid over the Channel Plot display. The brightness of the Graticule may be adjusted using the **Graticule Brightness** slider described below.

Intensity slider – Moving the Intensity slider brightens or dims the display of the video signal through the Vectorscope. The current setting is displayed above the slider, as a percentage, 0% providing no display and 100% being maximum intensity.

Graticule Brightness slider - Moving the Graticule Brightness slider adjusts the brightness of the graticule overlay, 0% providing no display and 100% being maximum brightness.

x1 button – clicking this button sets the display to standard size

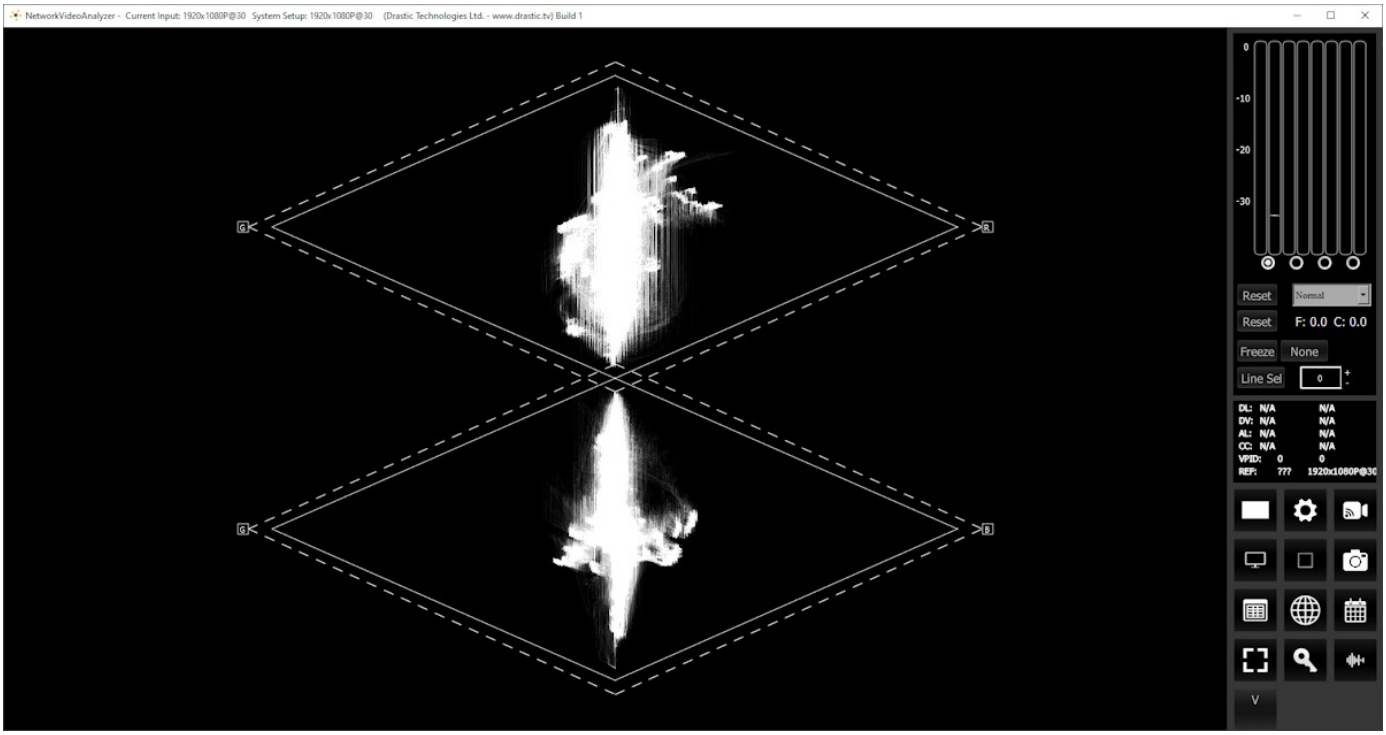
x2 button – clicking this display zooms in to set the display at 200%, or 2x normal display. Pressing the x1 button sets the display back to normal.

Custom button and field – The user may enter a custom enlargement value in the field, and press the Custom button to zoom in and see details up close. Pressing the x1 button sets the display back to normal.

Pressing the x in the upper right corner will close the Scope Config window.

Channel Plot Window

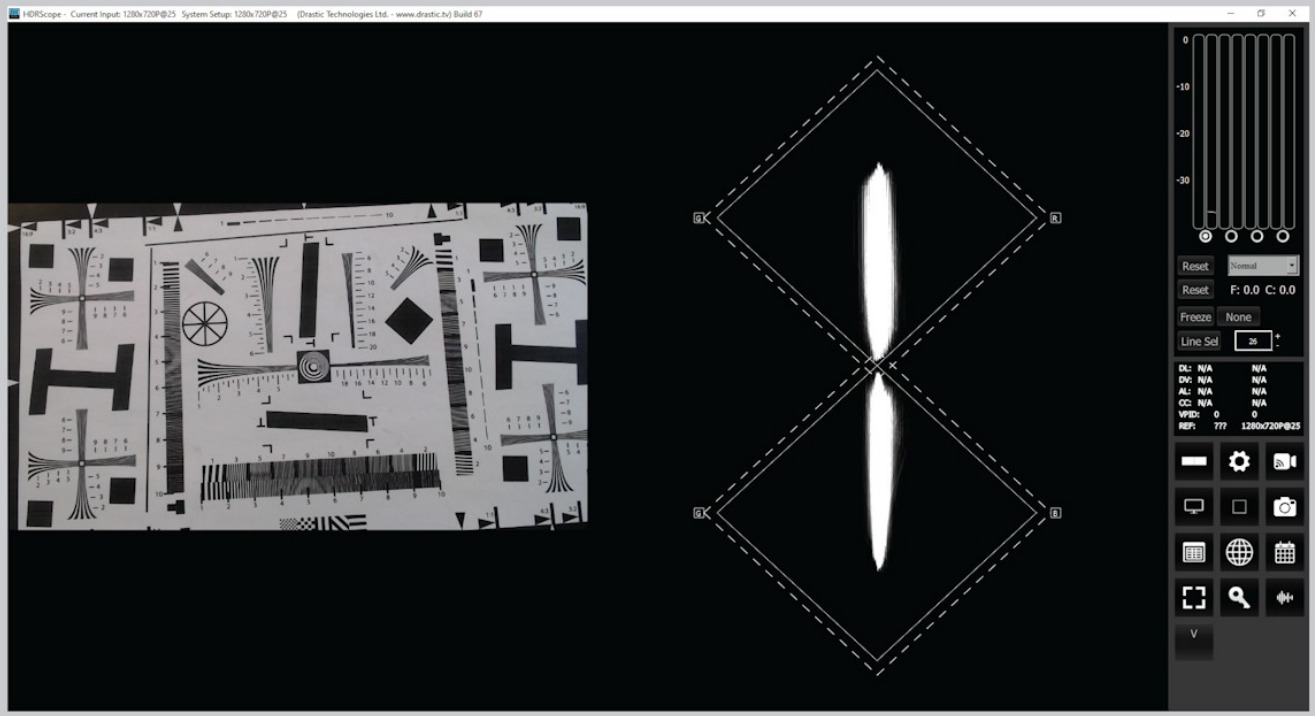
Here is the Channel Plot window.



The Channel Plot shows the G - R axis in the top plot and the G - B axis in the lower plot, offering the entire legal gamut within the borders of the two parallelograms. Neutral grays should offer a vertical trace, with any color imbalances shown by a deviation from vertical. Out of range signals would be shown outside the graticule.

Channel Plot

The Channel Plot display helps adjust white balance, overall luma levels, and camera shading. This scope processes the RGB signal similarly to the input processing of your camera. Equal R, G, and B channels produce a gray value, offering a vertical line in both halves of the Channel Plot display.

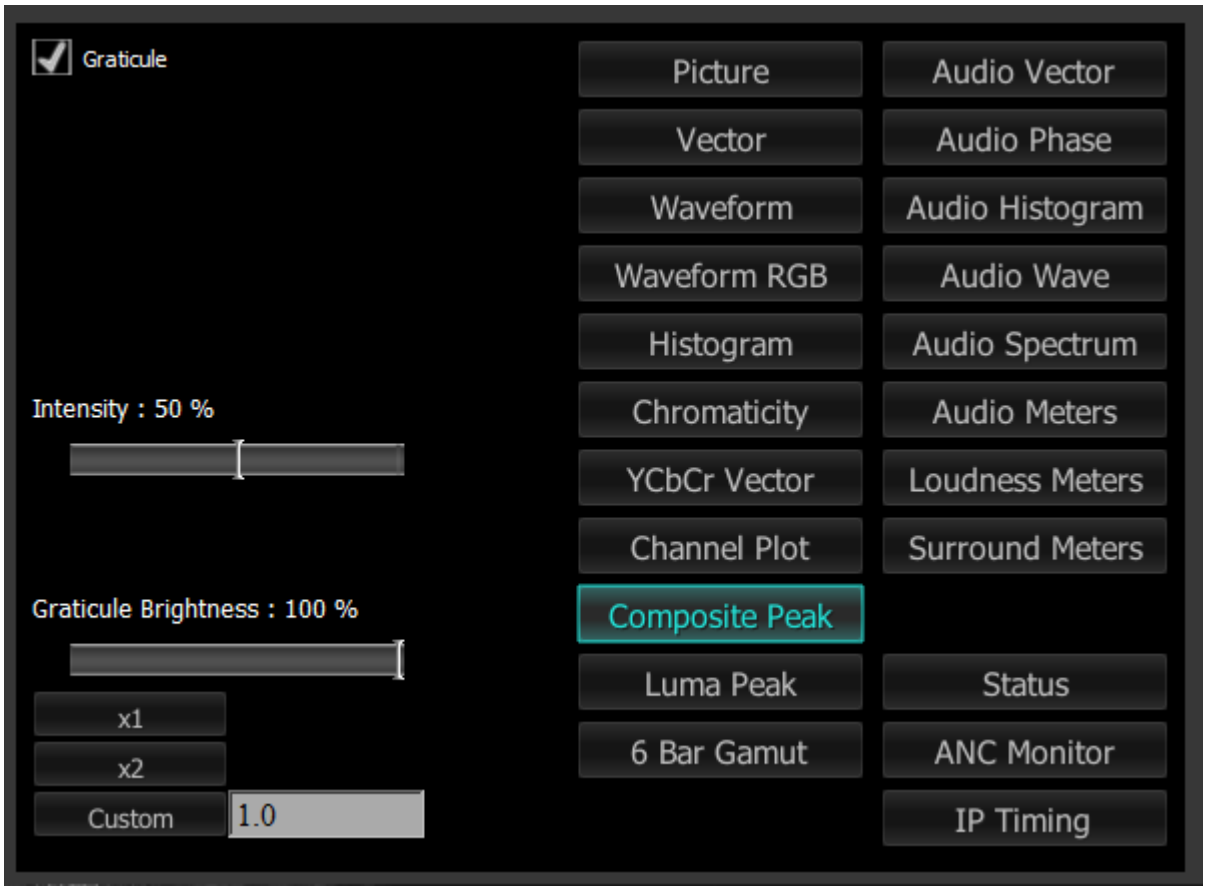


Above is an example where the camera is pointed at a black and white chart, and the trace is running quite convincingly through the center of the graticule.

Composite Peak

Composite Peak Setup

To set up the Composite Peak press the **Scope Config** button. This opens the Scope Config window. Click on the **Composite Peak** button on the right. There are a number of options to set up the Composite Peak:



The Composite Peak scope is added at the 4KScope level.

Free	sdiScope	4KScope	HDRScope	2110Scope
		Composite Peak scope		

Graticule checkbox – when selected, the graticule is laid over the Composite Peak display. The brightness of the Graticule may be adjusted using the **Graticule Brightness** slider described below.

Intensity slider – Moving the Intensity slider brightens or dims the display of the video signal through the Vectorscope. The current setting is displayed above the slider, as a percentage, 0% providing no display and 100% being maximum intensity.

Graticule Brightness slider - Moving the Graticule Brightness slider adjusts the brightness of the graticule overlay, 0% providing no display and 100% being maximum brightness.

x1 button – clicking this button sets the display to standard size

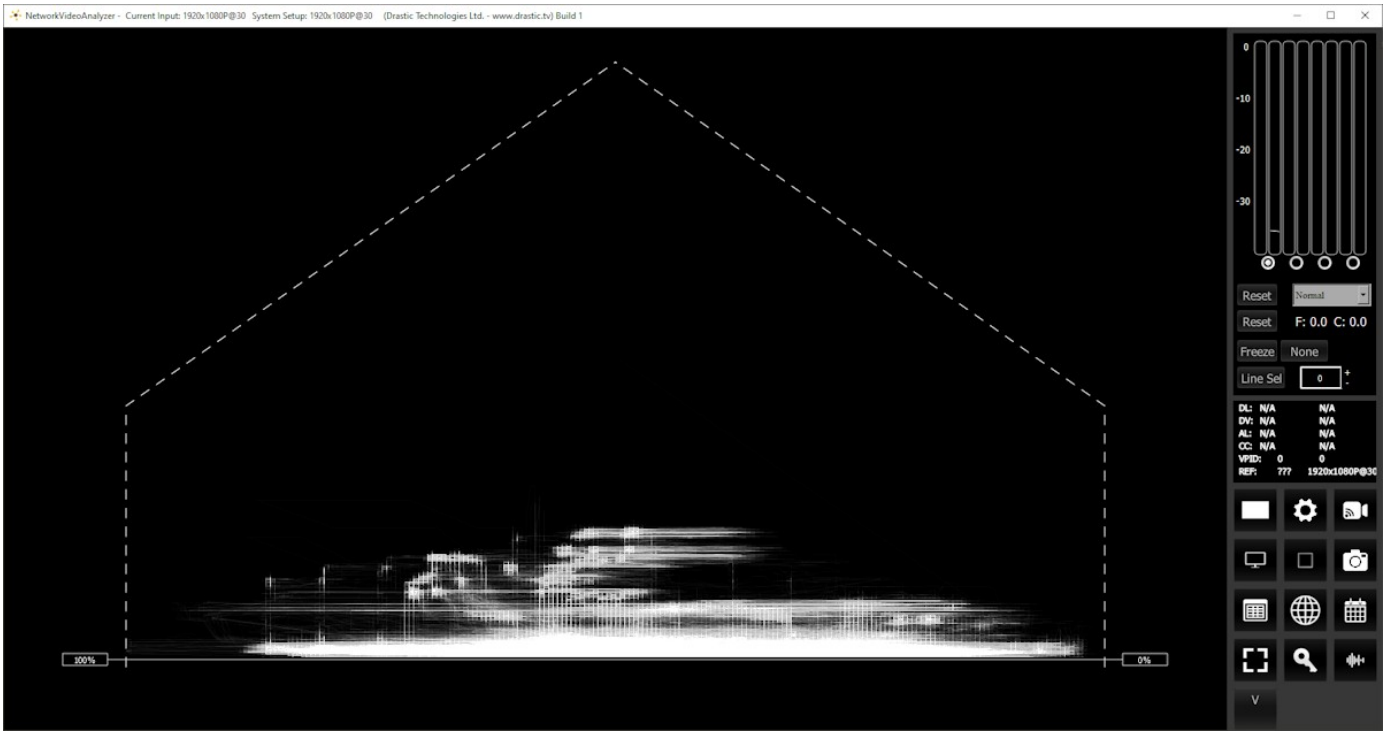
x2 button – clicking this display zooms in to set the display at 200%, or 2x normal display. Pressing the x1 button sets the display back to normal.

Custom button and field – The user may enter a custom enlargement value in the field, and press the Custom button to zoom in and see details up close. Pressing the x1 button sets the display back to normal.

Pressing the x in the upper right corner will close the Scope Config window.

Composite Peak Window

Here is the Composite Peak window.

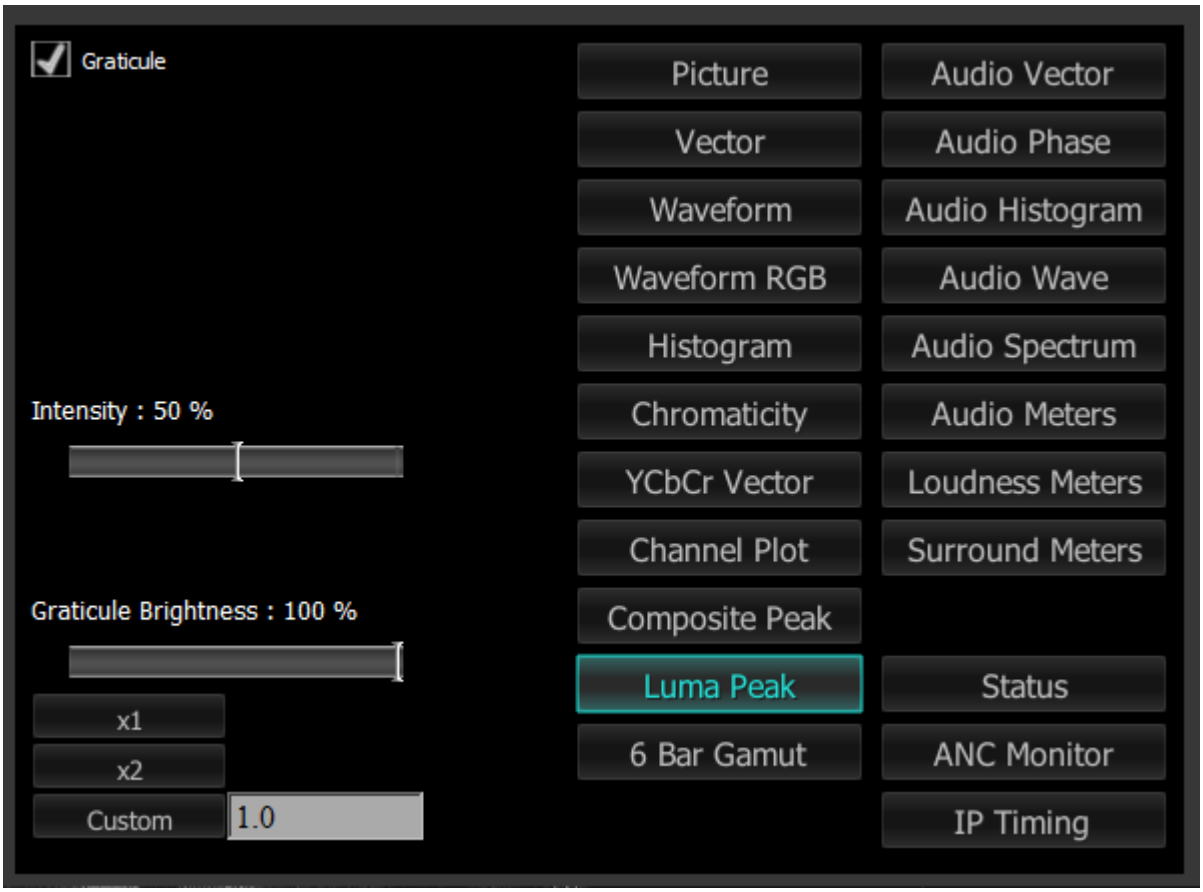


The Composite Peak window shows all three channels in composite mode, and the relative strength of the levels from 100% to 0 at the right. This display shows luminance as a function of the sum of the R, G, and B, and offers a quick way to make sure the signal levels are legal and valid.

Luma Peak

Luma Peak Setup

To set up the Luma Peak press the **Scope Config** button. This opens the Scope Config window. Click on the **Luma Peak** button on the right. There are a number of options to set up the Luma Peak:



The Luma Peak scope is added at the 4KScope level.

Free	sdiScope	4KScope	HDRScope	2110Scope
		Luma Peak scope		

Graticule checkbox – when selected, the graticule is laid over the Luma Peak display. The brightness of the Graticule may be adjusted using the **Graticule Brightness** slider described below.

Intensity slider – Moving the Intensity slider brightens or dims the display of the video signal through the Vectorscope. The current setting is displayed above the slider, as a percentage, 0% providing no display and 100% being maximum intensity.

Graticule Brightness slider - Moving the Graticule Brightness slider adjusts the brightness of the graticule overlay, 0% providing no display and 100% being maximum brightness.

x1 button – clicking this button sets the display to standard size

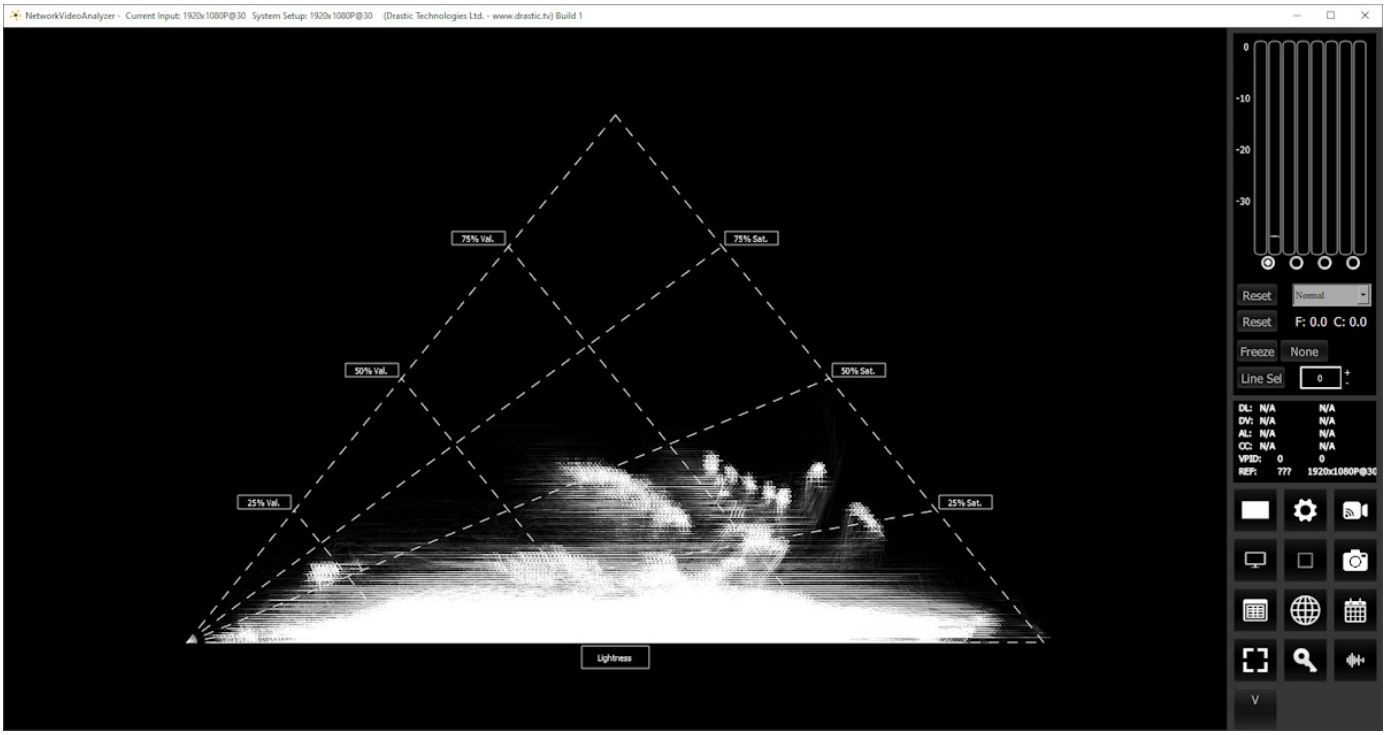
x2 button – clicking this display zooms in to set the display at 200%, or 2x normal display. Pressing the x1 button sets the display back to normal.

Custom button and field – The user may enter a custom enlargement value in the field, and press the Custom button to zoom in and see details up close. Pressing the x1 button sets the display back to normal.

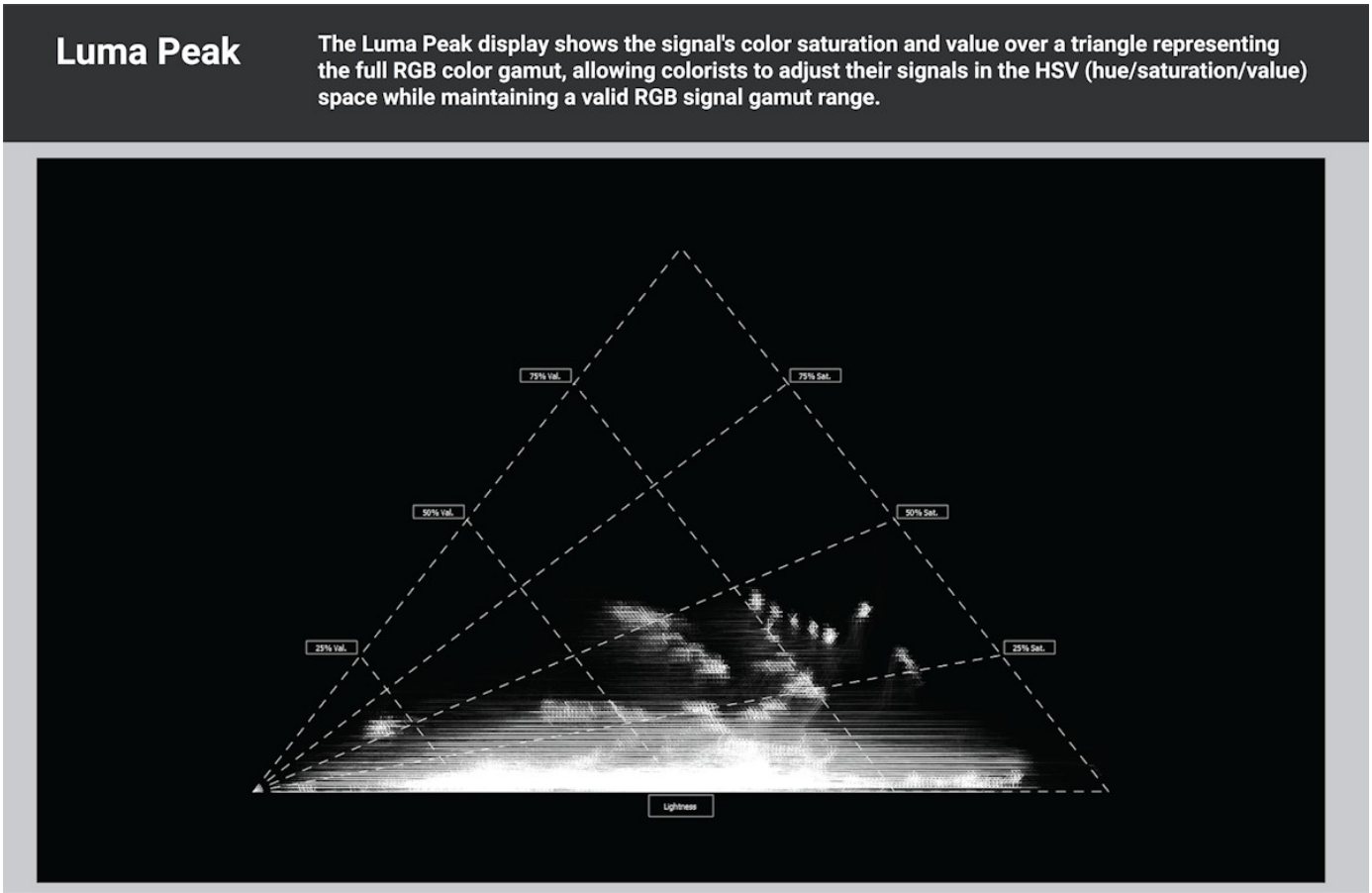
Pressing the x in the upper right corner will close the Scope Config window.

Luma Peak Window

Here is the Luma Peak window.



The Luma Peak display shows the signal's color saturation and value over a triangle representing the full RGB color gamut. Excursions would fall outside of the triangle.

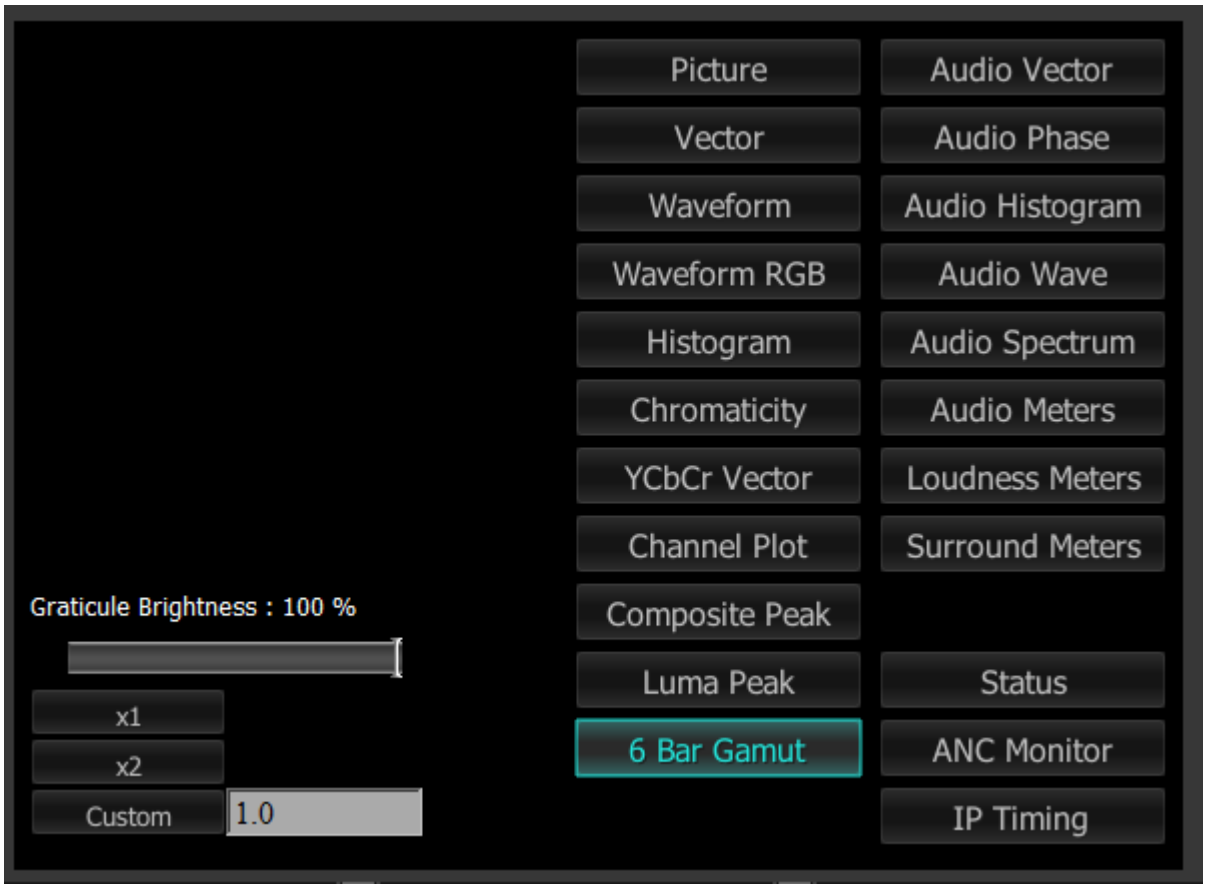


The Luma Peak display allows colorists to see hue, saturation, and value while maintaining a valid RGB signal gamut range.

6 Bar Gamut

6 Bar Gamut Setup

To set up the 6 Bar Gamut press the **Scope Config** button. This opens the Scope Config window. Click on the **6 Bar Gamut** button on the right. There are a number of options to set up the 6 Bar Gamut:



The 6 Bar Gamut scope is added at the 4KScope level.

Free	sdiScope	4KScope	HDRScope	2110Scope
		6 Bar Gamut scope		

Graticule Brightness slider - Moving the Graticule Brightness slider adjusts the brightness of the graticule overlay, 0% providing no display and 100% being maximum brightness.
x1 button – clicking this button sets the display to standard size
x2 button – clicking this display zooms in to set the display at 200%, or 2x normal display. Pressing the x1 button sets the display back to normal.
Custom button and field – The user may enter a custom enlargement value in the field, and press the Custom button to zoom in and see details up close. Pressing the x1 button sets the display back to normal.

Pressing the x in the upper right corner will close the Scope Config window.

6 Bar Gamut Window

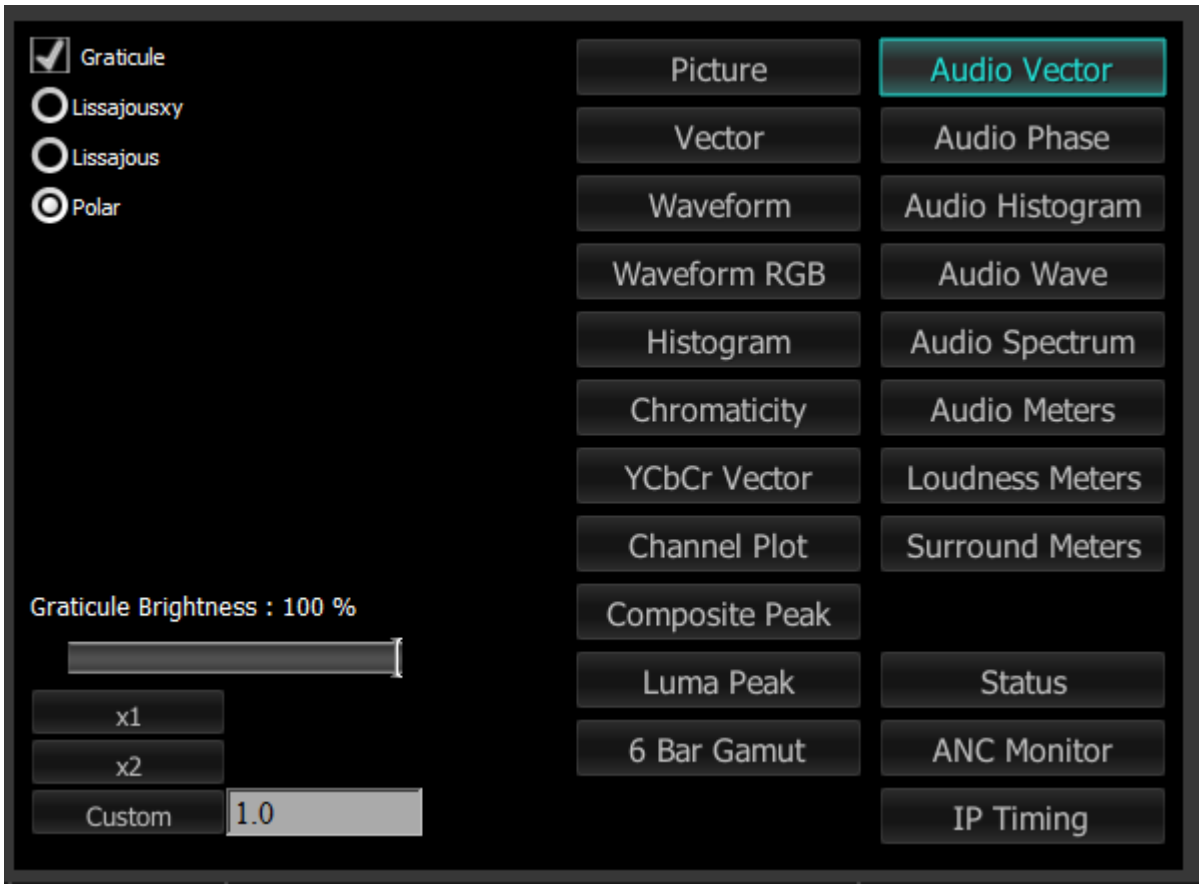
Here is the 6 Bar Gamut window.

The 6 Bar Gamut shows a set of channel strength markers for both YCbCr and RGB modes. Equivalent values are created depending on the current setup.

Audio Vector

Audio Vector Setup

To set up the Audio Vectorscope press the **Scope Config** button. This opens the Scope Config window. Click on the **Audio Vector** button on the right. There are a number of options to set up the Audio Vector display:



The Audio Vector scope is added at the 4KScope level.

Free	sdiScope	4KScope	HDRScope	2110Scope
		Audio Vector scope, graticule, mode selectors		

Graticule checkbox – when selected, the graticule is laid over the Audio Vector display. The brightness of the Graticule may be adjusted using the **Graticule Brightness** slider described below.

Lissajousxy, **Lissajous**, and **Polar** checkboxes – clicking/selecting one of these controls deselects the others. Use these buttons to set the mode to set the display to either Lissajousxy, Lissajous, or Polar configurations.

Graticule Brightness slider – moving the Graticule Brightness slider adjusts the brightness of the graticule overlay, 0% providing no display and 100% being maximum brightness.

x1 button – clicking this button sets the display to standard size

x2 button – clicking this display zooms in to set the display at 200%, or 2x normal display. Pressing the x1 button sets the display back to normal.

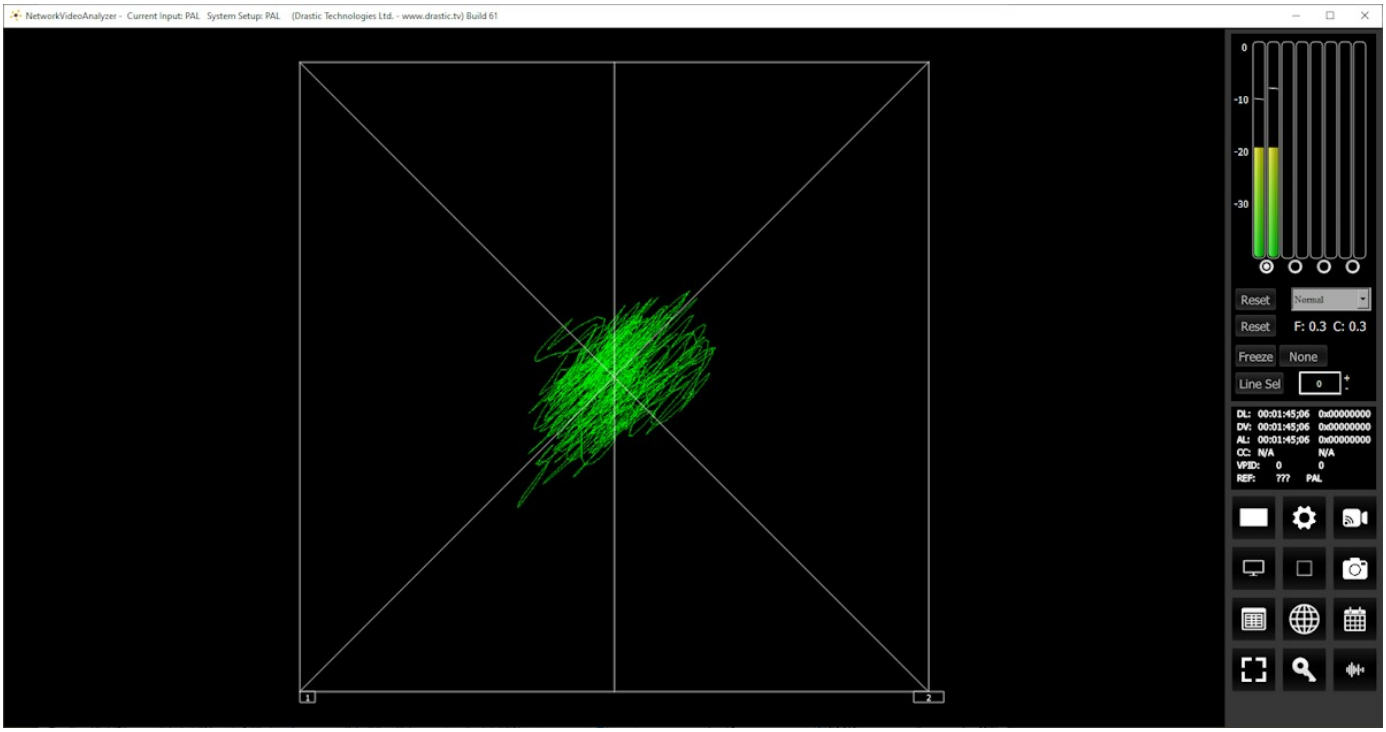
Custom button and field – The user may enter a custom enlargement value in the field, and press the Custom button to zoom in and see details up close. Pressing the x1 button sets the display back to normal.

Pressing the x in the upper right corner will close the Scope Config window.

Audio Vector Window

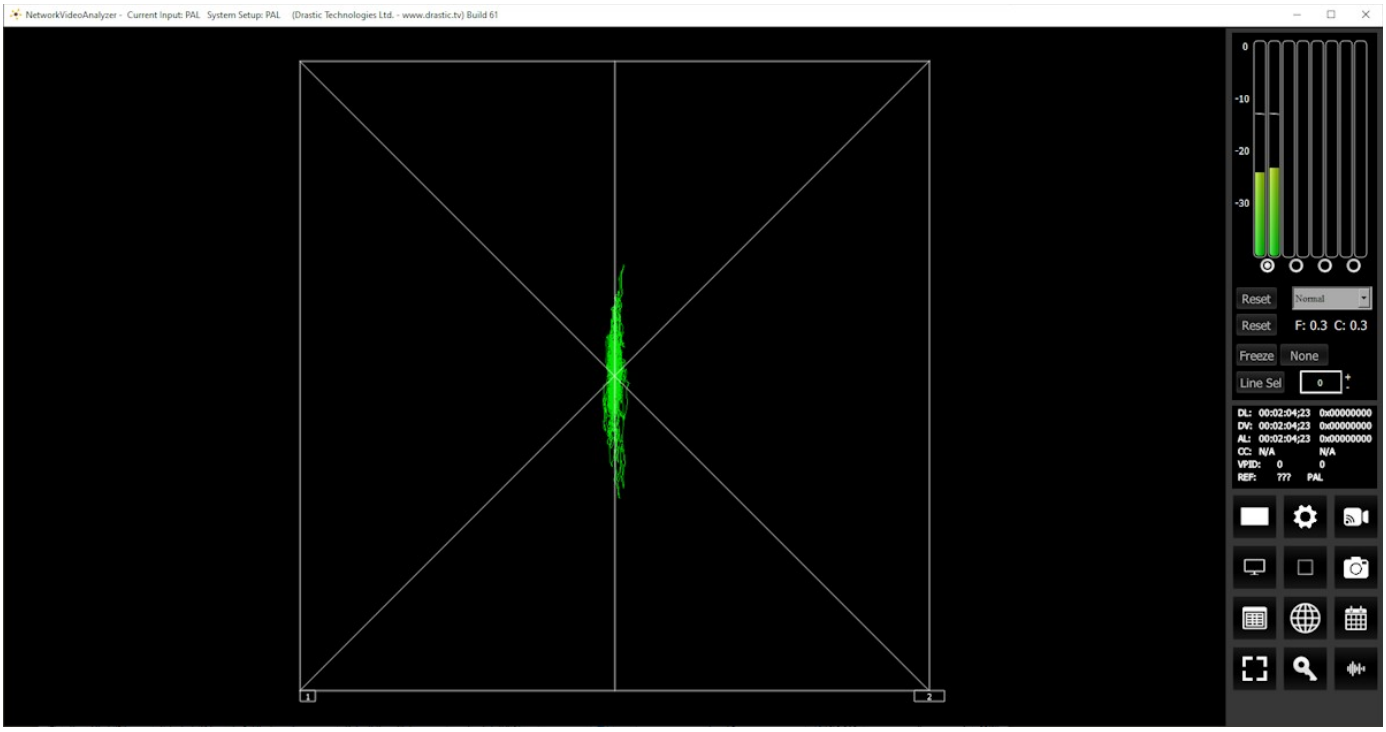
There are 3 types of audio vectorscope displays available.

Lissajous XY mode



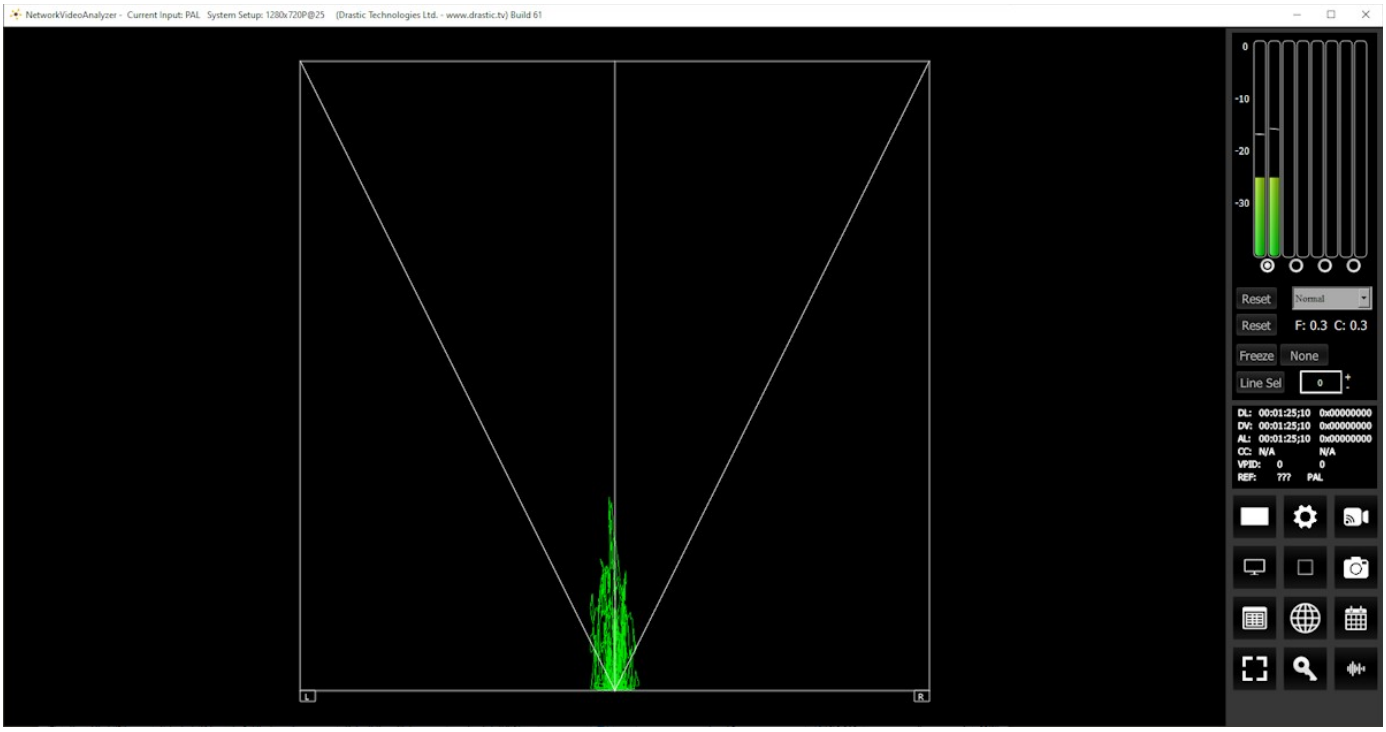
Lissajous XY mode centers the two audio channels along the X-Y axis (from the lower left corner to the upper right corner), and shows any difference between the channels as moving closer to vertical (left channel has more signal) or closer to horizontal (right channel has more signal).

Lissajous mode



Lissajous mode centers the two audio channels along the vertical axis, and shows any difference between the channels as either angled to the left (left channel has more signal) or angled to the right (right channel has more signal).

Polar mode



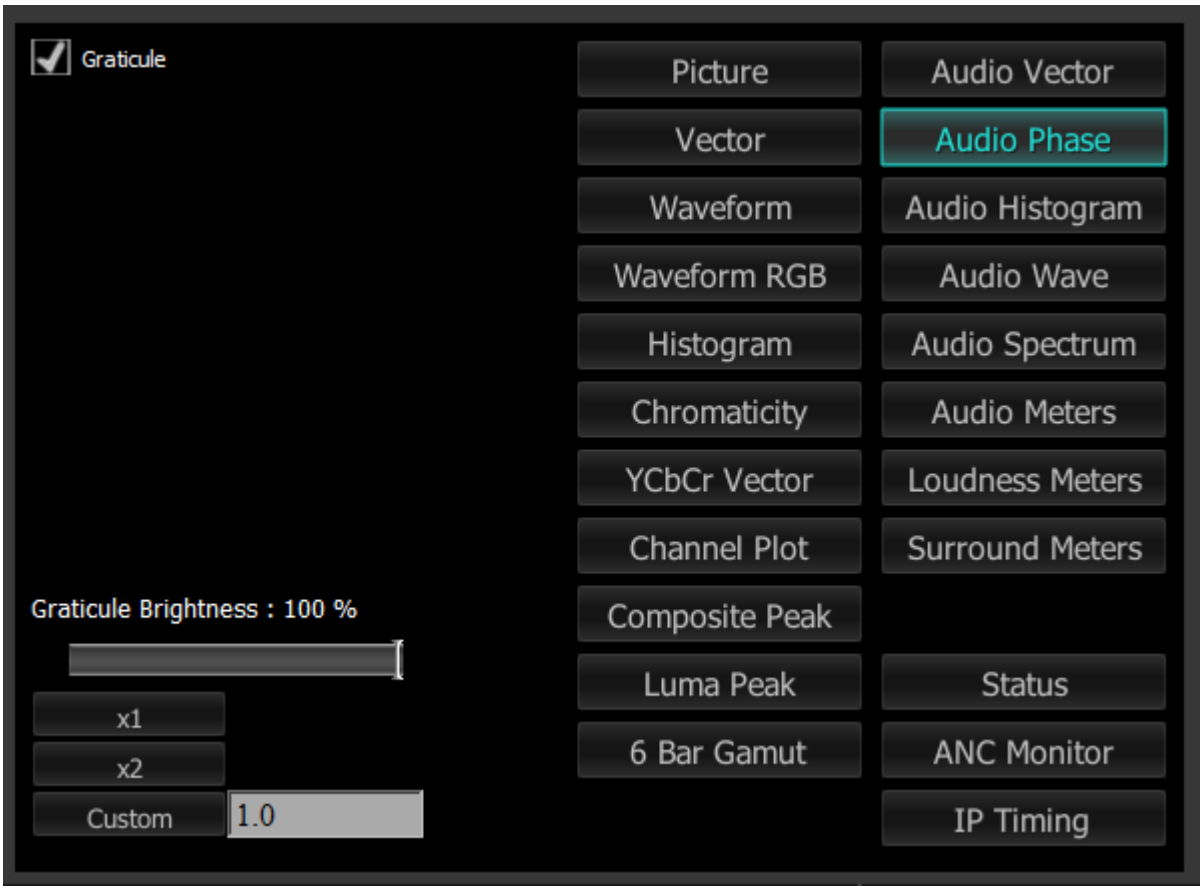
Polar mode centers the two audio channels along the vertical axis starting at the bottom center, and shows any difference between the channels as either angled to the left (left channel has more signal) or angled to the right (right channel has more signal).

The audio vectorscope measures the difference between channels of a stereo pair. One channel drives the horizontal and the other the vertical deflection. This will show the relative phase of the two channels. The pair being monitored can be changed using the radio buttons under the audio meters at the top right.

Audio Phase

Audio Phase Setup

To set up the Audio Phase press the **Scope Config** button. This opens the Scope Config window. Click on the **Audio Phase** button on the right. There are a number of options to set up the Audio Phase display:



The Audio Phase scope is added at the 4KScope level.

Free	sdiScope	4KScope	HDRScope	2110Scope
		Audio Phase scope		

Graticule checkbox – when selected, the graticule is laid over the Audio Phase display. The brightness of the Graticule may be adjusted using the **Graticule Brightness** slider described below.

Graticule Brightness slider – moving the Graticule Brightness slider adjusts the brightness of the graticule overlay, 0% providing no display and 100% being maximum brightness.

x1 button – clicking this button sets the display to standard size

x2 button – clicking this display zooms in to set the display at 200%, or 2x normal display. Pressing the x1 button sets the display back to normal.

Custom button and field – The user may enter a custom enlargement value in the field, and press the Custom button to zoom in and see details up close. Pressing the x1 button sets the display back to normal.

Pressing the x in the upper right corner will close the Scope Config window.

Audio Phase Window

Here is the Audio Phase window.

The audio phase meter shows the relative density of two audio channels and the relative loudness as a line moving towards the louder channel.

Audio Histogram

Audio Histogram Setup

To set up the Audio Histogram press the **Scope Config** button. This opens the Scope Config window. Click on the **Audio Histogram** button on the right. There are a number of options to set up the Audio Histogram display:

The Audio Histogram scope is added at the 4KScope level.

Free	sdiScope	4KScope	HDRScope	2110Scope
		Audio Histogram scope		

Graticule checkbox – when selected, the graticule is laid over the Audio Histogram display. The brightness of the Graticule may be adjusted using the **Graticule Brightness** slider described below.

Amp Linear and **Amp Log** selectors – clicking/selecting one deselects the other. Use these controls to set the amp method to either a linear or logarithmic amp setting.

Scale Linear, **Scale Sqrt**, **Scale Cbrt**, **Scale Log**, **Scale RLog**, **Scale Rlog** checkboxes – selecting one of these deselects all the others. Use these controls to set the scale. Choices include:

Scale Linear – linear scale.
Scale Sqrt – square root scale.
Scale Cbrt – cubed root scale.

Scale Log – logarithmic scale.
Scale RLog – reverse logarithmic scale.

Graticule Brightness slider – moving the Graticule Brightness slider adjusts the brightness of the graticule overlay, 0% providing no display and 100% being maximum brightness.

x1 button – clicking this button sets the display to standard size

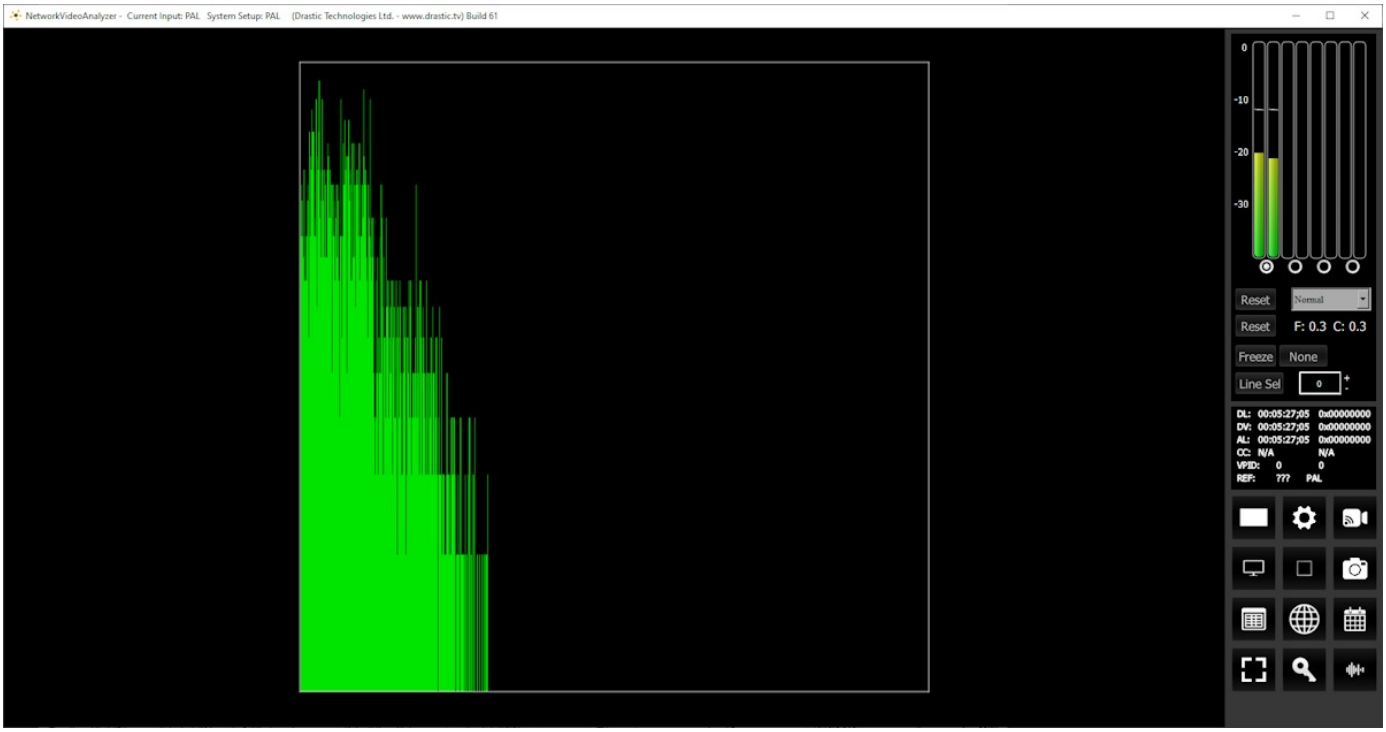
x2 button – clicking this display zooms in to set the display at 200%, or 2x normal display. Pressing the x1 button sets the display back to normal.

Custom button and field – The user may enter a custom enlargement value in the field, and press the Custom button to zoom in and see details up close. Pressing the x1 button sets the display back to normal.

Pressing the x in the upper right corner will close the Scope Config window.

Audio Histogram Window

Here is the Audio Histogram window.

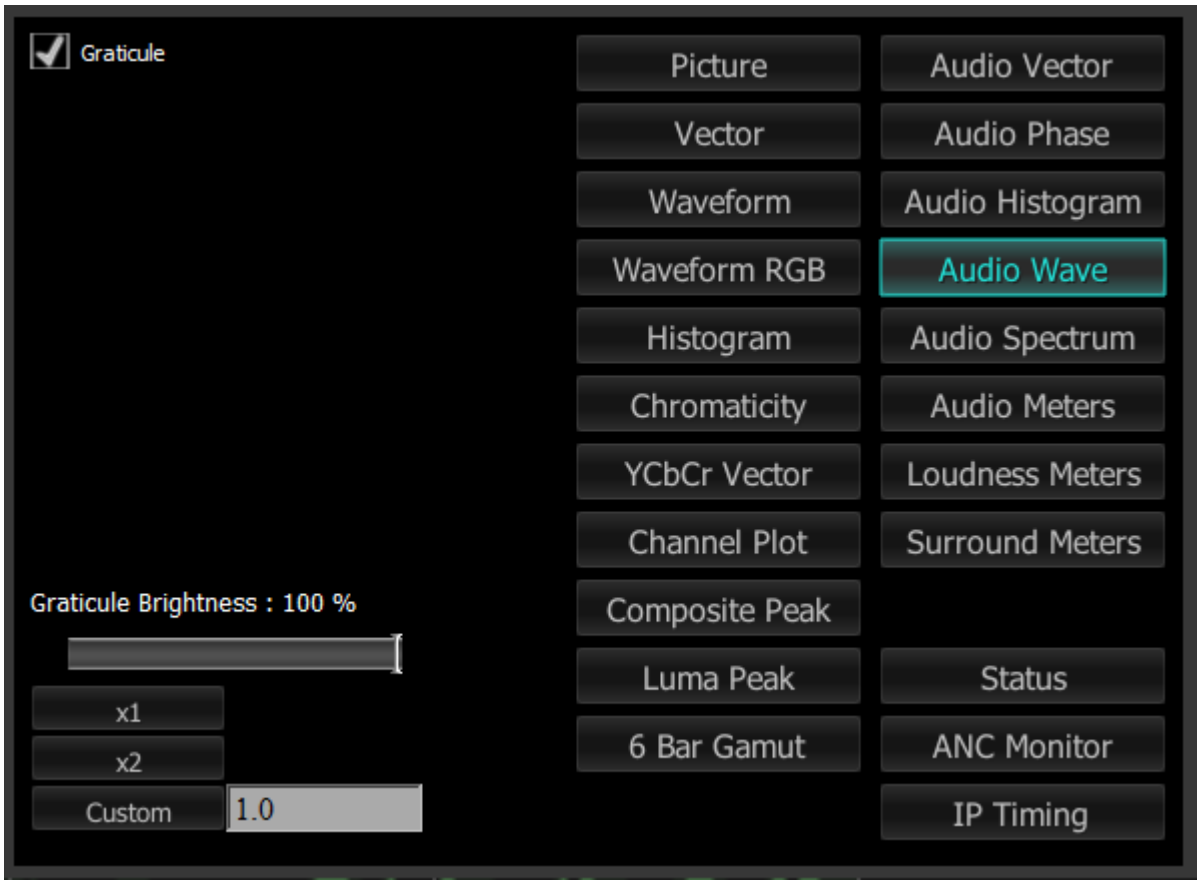


The audio histogram displays a bar chart of the levels of the components of an audio signal. This can be displayed as linear or logarithmic. The scale can be set as linear, square root, cube root, log or reverse log.

Audio Wave

Audio Wave Setup

To set up the Audio Wave press the **Scope Config** button. This opens the Scope Config window. Click on the **Audio Wave** button on the right. There are a number of options to set up the Audio Wave display:



The Audio Wave scope is added at the 4KScope level.

Free	sdiScope	4KScope	HDRScope	2110Scope
		Audio Wave scope		

Graticule checkbox – when selected, the graticule is laid over the Audio Wave display. The brightness of the Graticule may be adjusted using the **Graticule Brightness** slider described below.

Graticule Brightness slider – moving the Graticule Brightness slider adjusts the brightness of the graticule overlay, 0% providing no display and 100% being maximum brightness.

x1 button – clicking this button sets the display to standard size

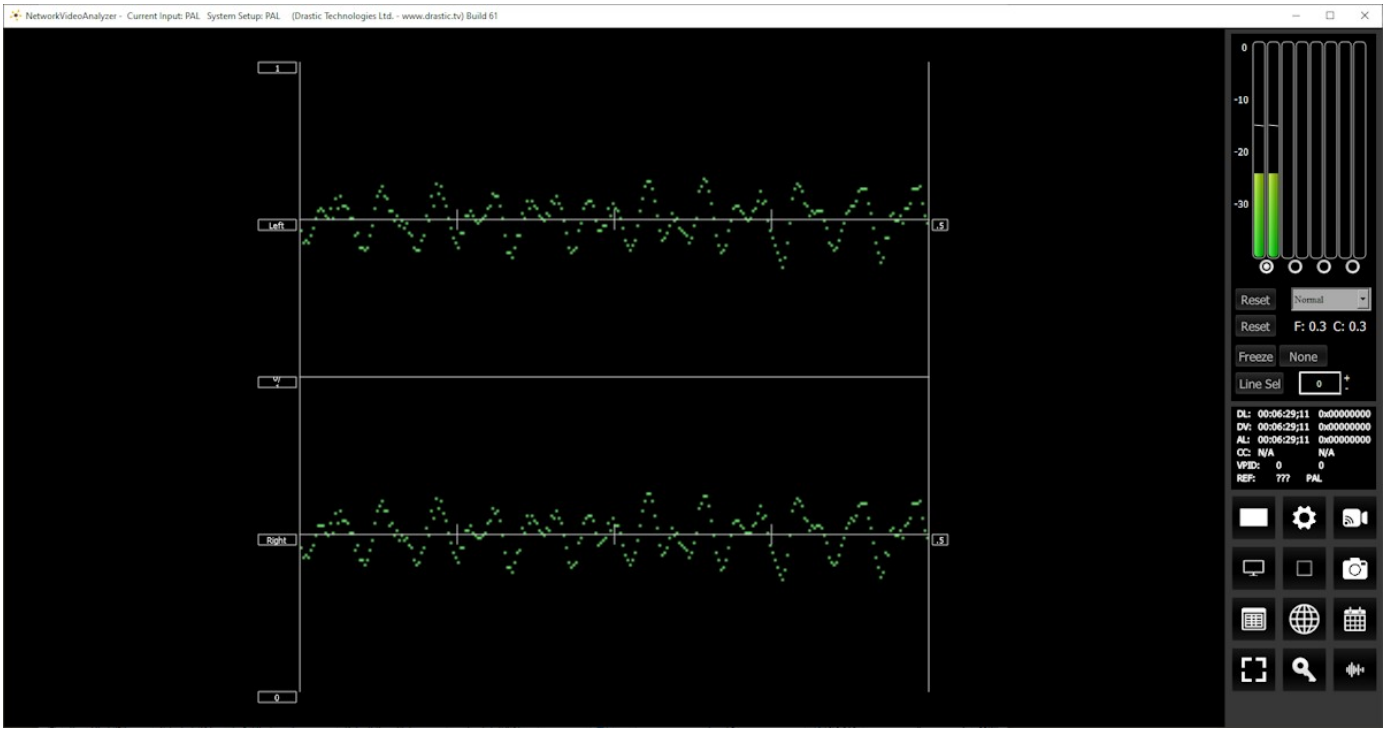
x2 button – clicking this display zooms in to set the display at 200%, or 2x normal display. Pressing the x1 button sets the display back to normal.

Custom button and field – The user may enter a custom enlargement value in the field, and press the Custom button to zoom in and see details up close. Pressing the x1 button sets the display back to normal.

Pressing the x in the upper right corner will close the Scope Config window.

Audio Wave Window

Here is the Audio Wave window.

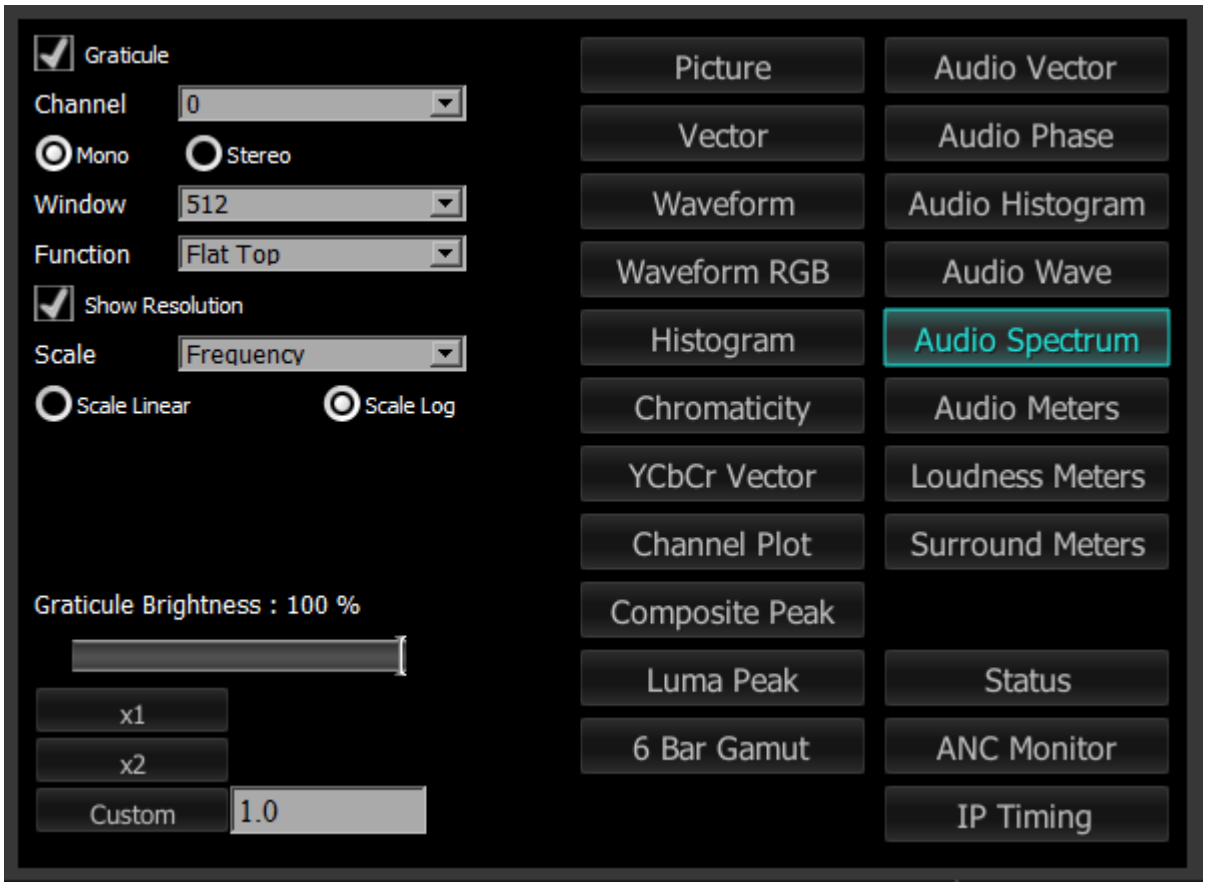


The audio waveform of any pair of channels can be displayed.

Audio Spectrum

Audio Spectrum Setup

To set up the Audio Spectrum press the **Scope Config** button. This opens the Scope Config window. Click on the **Audio Spectrum** button on the right. There are a number of options to set up the Audio Spectrum display:



The Audio Spectrum scope is added at the 4KScope level.

Free	sdiScope	4KScope	HDRScope	2110Scope
		Audio Spectrum scope		

Graticule checkbox – when selected, the graticule is laid over the Audio Spectrum display. The brightness of the Graticule may be adjusted using the **Graticule Brightness** slider described below.

Channel pulldown menu – lets the user select the first channel of the channel pair being monitored.

Mono / Stereo radio buttons – use these buttons to select between a mono (channel pair) or stereo (channel pair). Selecting one button deselects the other.

Window pulldown – sets the number of lines, or resolution, of the spectrum bands. Select between 256, 512, 1024, or 2048.

Function pulldown – sets the type of audio spectrum windowing that will be used. Types include:

Hann - The function is named in honor of von Hann, who used the three-term weighted average smoothing technique on meteorological data. It is also known as **raised cosine**, because the zero-phase version, w 0 (n), is one lobe of an elevated cosine function. Smooth taper, moderate resolution.

Bartlett - Triangular, moderate taper. General use, low complexity.

Welch - Parabolic taper. Reducing spectral leakage, good for large windows

Blackman - Strong taper, high side-lobe suppression. High precision, lower spectral leakage, faster calculations with high side-lobe suppression.

Blackman-Harris - for low spectral leakage if you can afford a wider main lobe, the Blackman-Harris window is suitable.

Nuttall - for low spectral leakage if you can afford a wider main lobe, the Nuttall window is suitable.

Gaussian-2.5 - shaped according to a Gaussian function, providing smooth transitions. The Gaussian window is known for providing a good balance between main-lobe width (frequency resolution) and side-lobe height (spectral leakage).

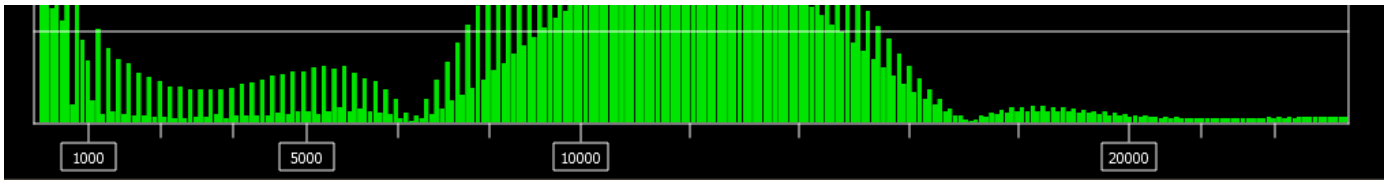
Gaussian-3.5 - shaped according to a Gaussian function, providing smooth transitions. The Gaussian window is known for providing a good balance between main-lobe width (frequency resolution) and side-lobe height (spectral leakage).

Gaussian-4.5 - shaped according to a Gaussian function, providing smooth transitions. The Gaussian window is known for providing a good balance between main-lobe width (frequency resolution) and side-lobe height (spectral leakage).

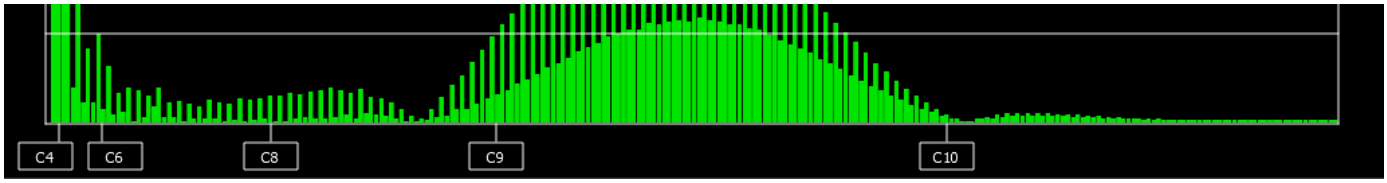
Flat Top - designed to provide the least spectral distortion. It has very flat main lobes and significantly reduced side lobes, making it useful for applications requiring high precision in amplitude measurements.

Show Resolution checkbox – when selected, displays the resolution value above the scope.
Scale pulldown menu – select between Frequency, and Octave.

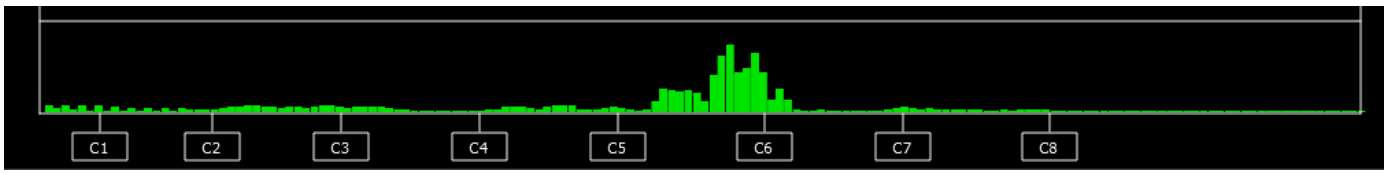
With **Frequency** selected, the graticule offers frequency markers along the bottom:



With **Octave** selected, the graticule offers a scale that shows where C is at each octave. For reference C4 is middle C on the piano.



Scale **Linear** and **Log** buttons – with Linear selected (above), the scale shows each octave as doubling the last. Notice how there is a small space between C4 and C6, and a huge space between C9 and C10. With Log selected as in the image below, the octaves are evenly spaced.



Graticule Brightness slider – moving the Graticule Brightness slider adjusts the brightness of the graticule overlay, 0% providing no display and 100% being maximum brightness.

x1 button – clicking this button sets the display to standard size

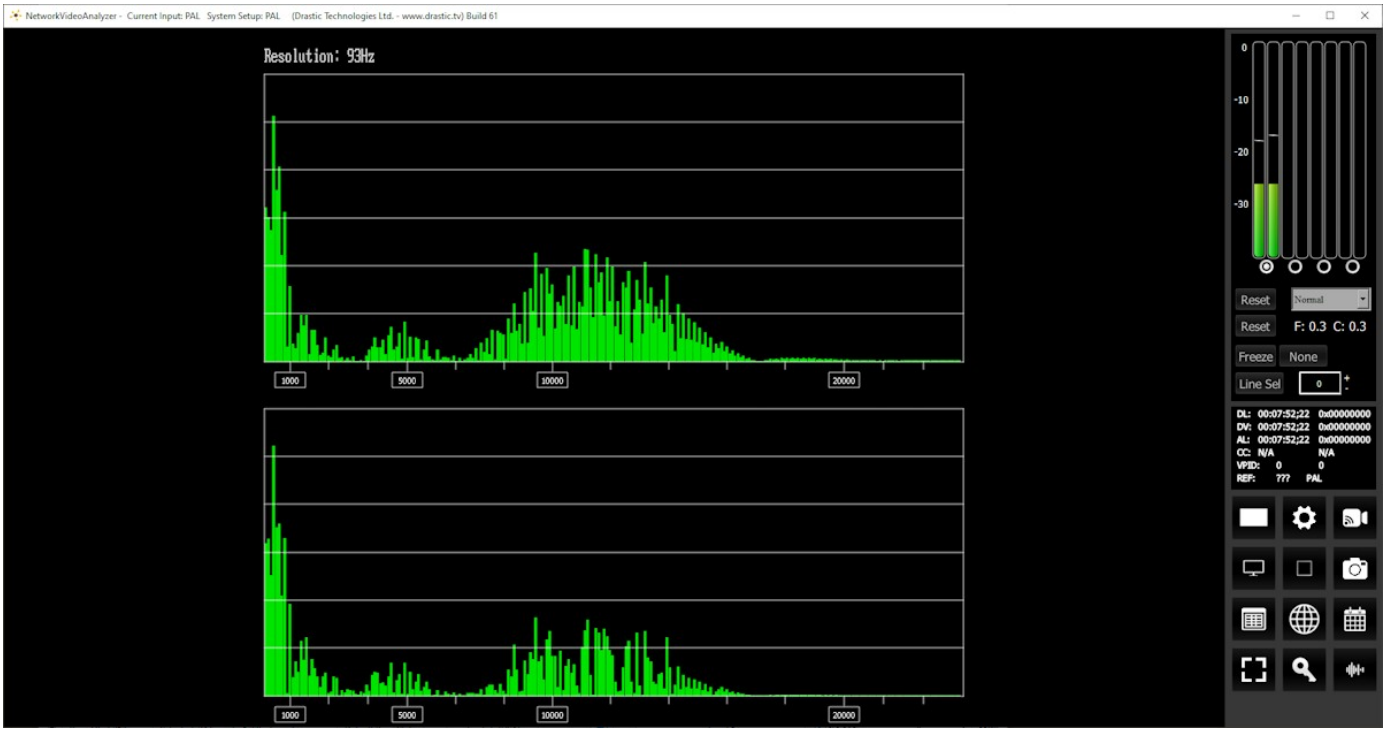
x2 button – clicking this display zooms in to set the display at 200%, or 2x normal display. Pressing the x1 button sets the display back to normal.

Custom button and field – The user may enter a custom enlargement value in the field, and press the Custom button to zoom in and see details up close. Pressing the x1 button or right clicking on the scope sets the display back to normal. Also, a mouse scroll wheel can be used to zoom in and out.

Pressing the x in the upper right corner will close the Scope Config window.

Audio Spectrum Window

Here is the Audio Spectrum window.

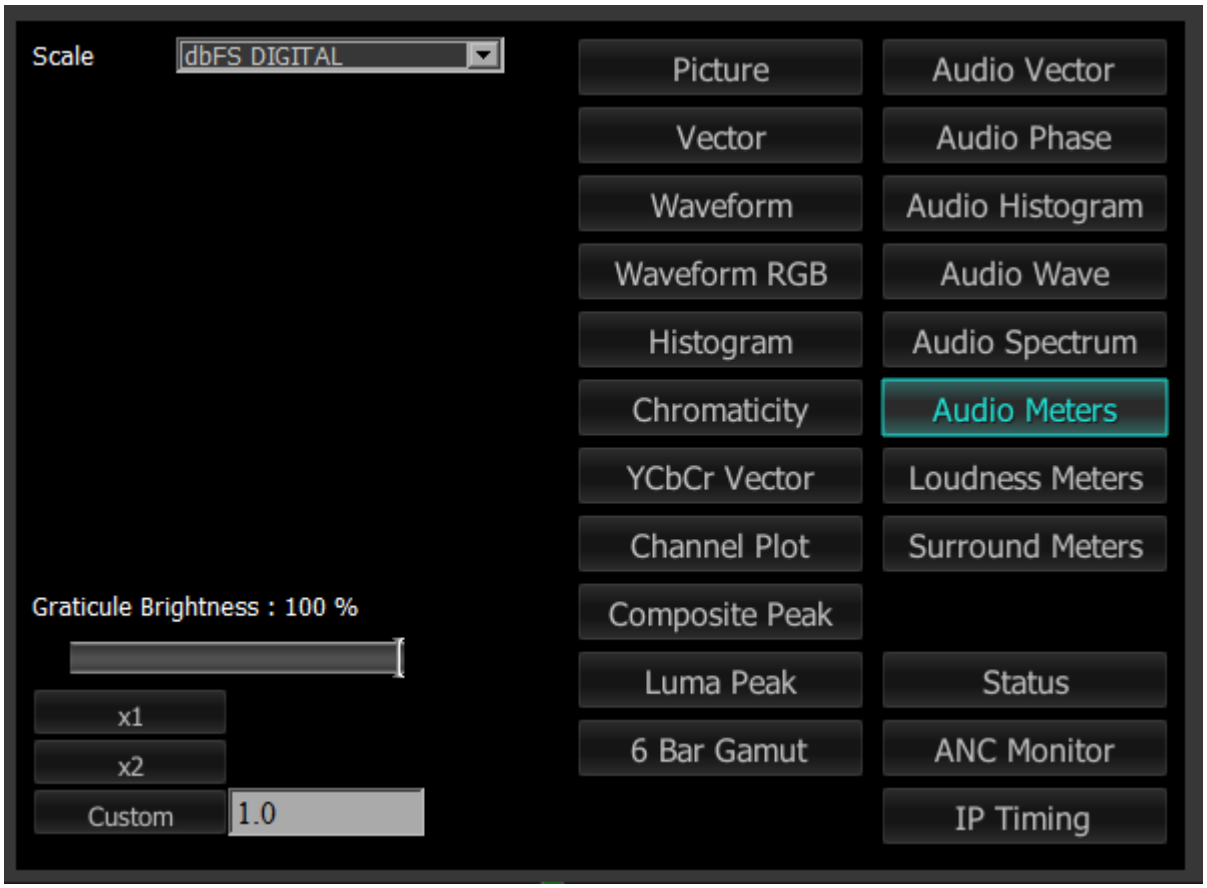


The audio spectrum of any pair of channels can be displayed. For stereo signals, left and right are shown stacked.

Audio Meters

Audio Meters Setup

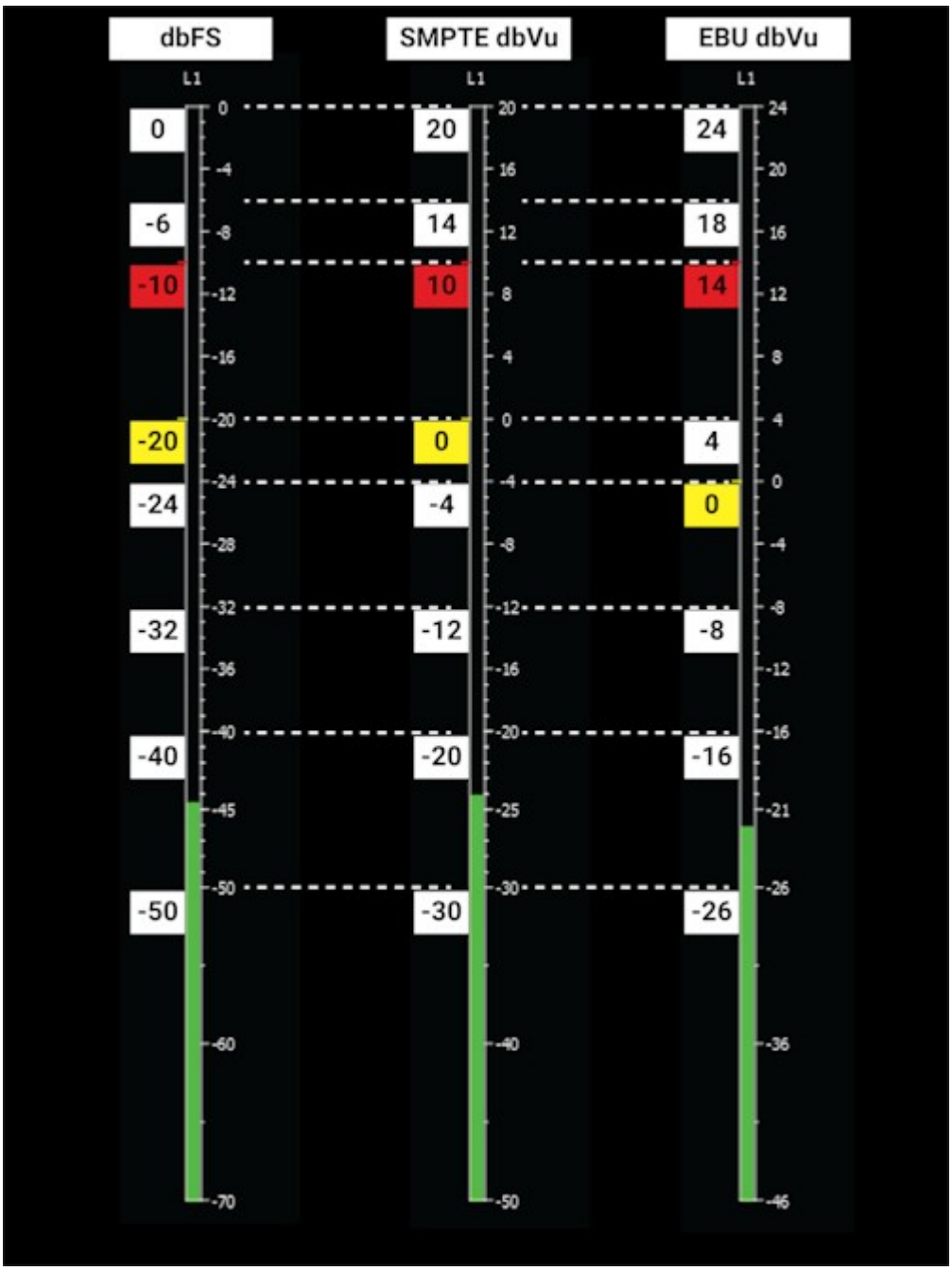
To set up the Audio Meters press the **Scope Config** button. This opens the Scope Config window. Click on the **Audio Meters** button on the right. There are a number of options to set up the Audio Meters display:



The Audio Meters scope is added at the 4KScope level.

Free	sdiScope	4KScope	HDRScope	2110Scope
		Audio Meters scope		

Scale pulldown menu – provides three types of audio scale: dbFS DIGITAL, SMPTE dbVU, and EBU dbVU. Here is a chart with the correspondences:



Graticule checkbox – when selected, the graticule is laid over the Audio Meters display. The brightness of the Graticule may be adjusted using the **Graticule Brightness** slider described below.

Graticule Brightness slider – moving the Graticule Brightness slider adjusts the brightness of the graticule overlay, 0% providing no display and 100% being maximum brightness.

x1 button – clicking this button sets the display to standard size

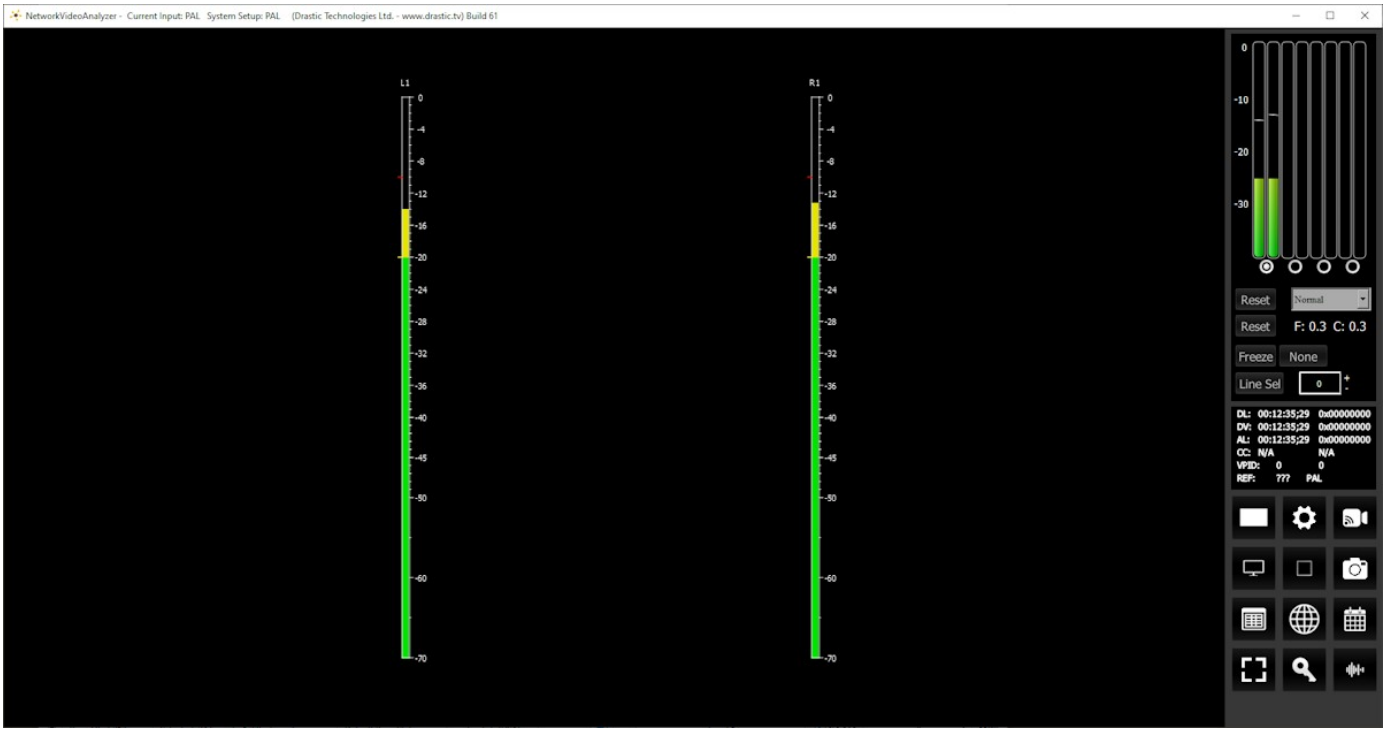
x2 button – clicking this display zooms in to set the display at 200%, or 2x normal display. Pressing the x1 button sets the display back to normal.

Custom button and field – The user may enter a custom enlargement value in the field, and press the Custom button to zoom in and see details up close. Pressing the x1 button or right clicking on the scope sets the display back to normal. Also, a mouse scroll wheel can be used to zoom in and out.

Pressing the x in the upper right corner will close the Scope Config window.

Audio Meters Window

Here is the Audio Meters window.

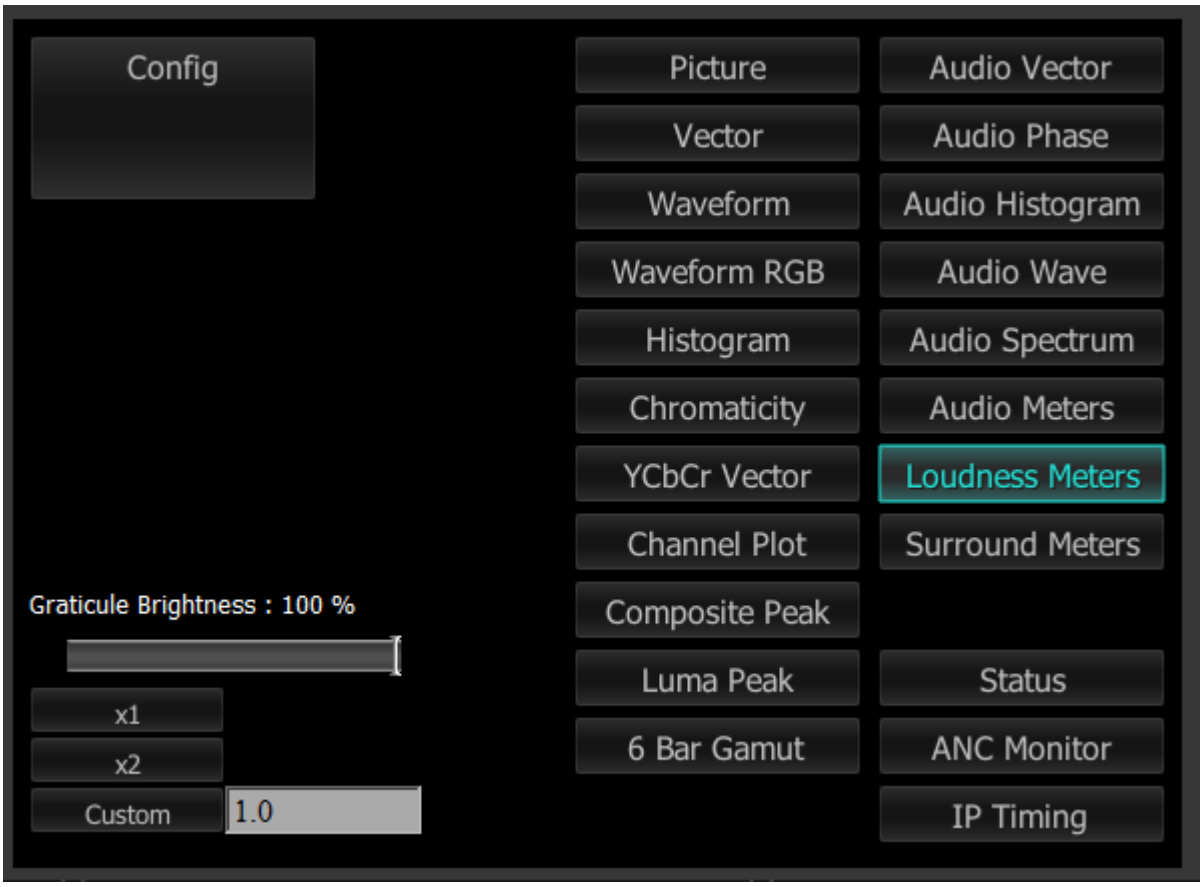


A set of up to 16 audio meters are displayed, depending on the capabilities of the system. Channels that are set up for the system but not being used are shown with a “MUTE” label. Where levels are too high, a red “HIGH” warning is displayed for a couple seconds, to provide a visual cue for an operator or QC personnel.

Loudness Meter

Loudness Meter Setup

To set up the Loudness Meter press the **Scope Config** button. This opens the Scope Config window. Click on the **Loudness Meter** button on the right. There are a number of options to set up the Loudness Meter display:

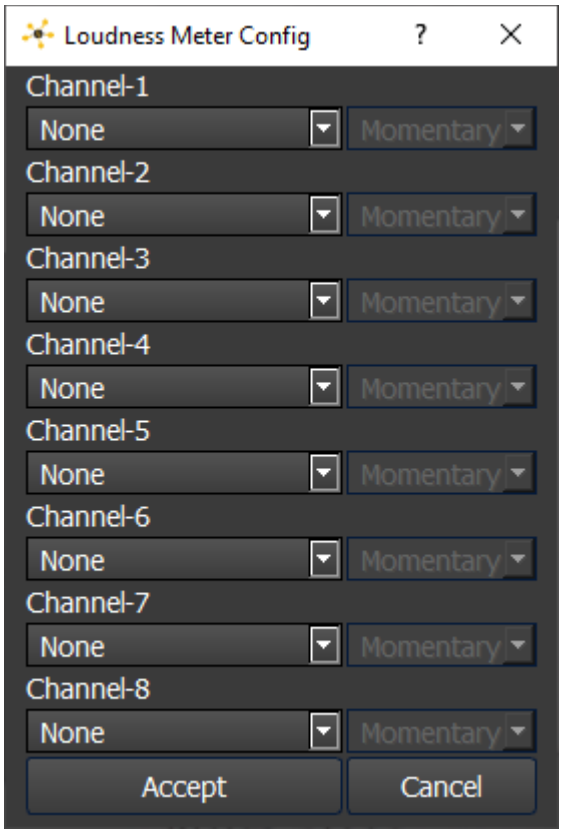


The Loudness Meters scope is added at the 4KScope level.

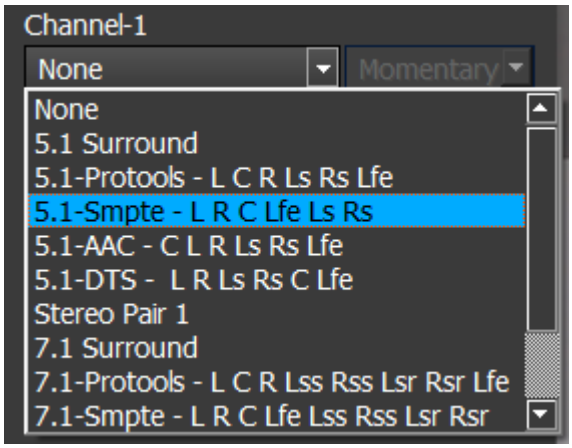
Free	sdiScope	4KScope	HDRScope	2110Scope
		Loudness Meters scope		

Config button – with either of the loudness scales set, a Config button becomes available.

Pressing this button will open the **Loudness Meter Config** dialog.



In this dialog there are a number of presets for monitoring differing audio input types.



Presently these include:

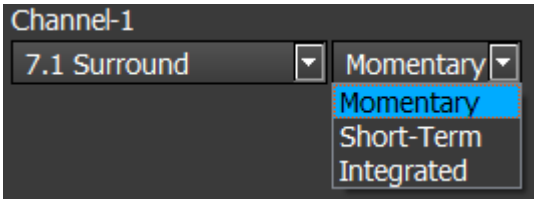
- None
- 5.1 Surround
- 5.1-Protools - L C R Ls Rs Lfe
- 5.1 Smpte - L R C Lfe Ls Rs
- 5.1-AAC - C L R Ls Rs Lfe
- 5.1-DTS - L R Ls Rs C Lfe

- Stereo Pair 1
- 7.1 Surround
- 7.1-Protools - L C R Lss Rss Lsr Rsr Lfe
- 7.1-Smpte - L R C Lfe Lss Rss Lsr Rsr
- 7.1-EXT - L R C Lfe Lss Rss Lsr Rsr
- 7.1-Dolby - L C R Ls Rs Lfes Bsl Bsr
- Stereo Pair 2

The descriptions for the channels (abbreviated above) are as follows:

- L = Left
- R = Right
- C = Center
- Ls = Left Surround
- Rs = Right Surround
- Lfe = Low Frequency Effects
- Lss = Left Side Surround
- Rss = Right Side Surround
- Lsr = Left Rear Surround
- Rsr = Right Rear Surround
- Lfes = Low Frequency Effects
- Bsl = Back Surround Left
- Bsr = Back Surround Right

Each channel can be set up separately. Once an input type has been selected, the user can select between measurement options.



These include:

- **Momentary Loudness** – measures the loudness of the past 400 Milliseconds
- **Short-Term Loudness** – measures the loudness of the past 3 Seconds
- **Integrated Loudness** – (Also called Programme Loudness) indicates how loud the programme is on average, and is measured over entire duration of material

At the bottom of the Loudness Meter Config dialog, there is an **Accept** button to enable any changes you have made, and there is a **Cancel** button to exit the dialog without making any changes to the settings.

Graticule Brightness slider – moving the Graticule Brightness slider adjusts the brightness of the graticule overlay, 0% providing no display and 100% being maximum brightness.
x1 button – clicking this button sets the display to standard size
x2 button – clicking this display zooms in to set the display at 200%, or 2x normal display. Pressing the x1 button sets the display back to normal.
Custom button and field – The user may enter a custom enlargement value in the field, and press the Custom button to zoom in and see details up close. Pressing the x1 button or right clicking on

the scope sets the display back to normal. Also, a mouse scroll wheel can be used to zoom in and out.

Pressing the x in the upper right corner will close the Scope Config window.

Loudness Meter Window

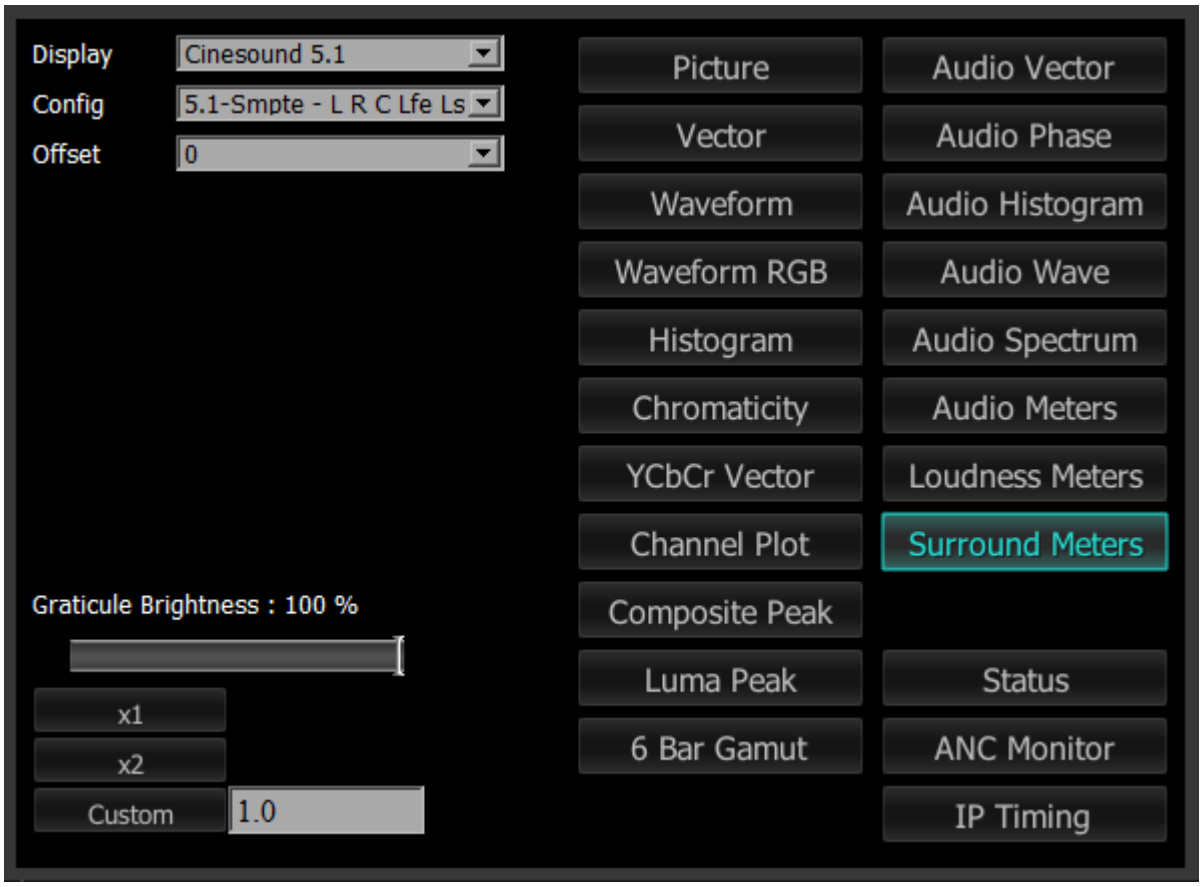
Here is the Loudness Meter window.

A set of up to 8 loudness meters (pairs) are displayed, depending on the capabilities of the system. Note that the Config must be set to one of the loudness settings for this set of meters to see any levels.

Surround Meter

Surround Meter Setup

To set up the Surround Meter press the **Scope Config** button. This opens the Scope Config window. Click on the **Surround Meter** button on the right. There are a number of options to set up the Surround Meter display:

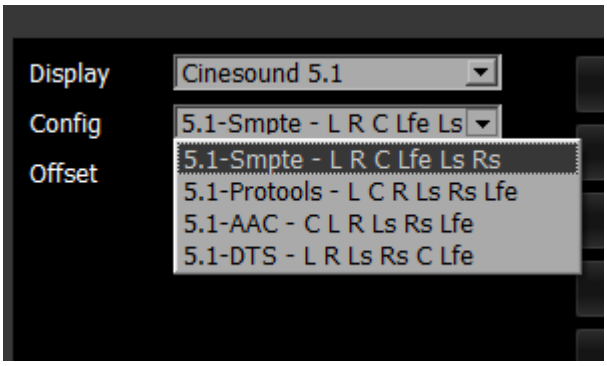


The Surround Meters scope is added at the 4KScope level.

Free	sdiScope	4KScope	HDRScope	2110Scope
		Surround Meters scope		

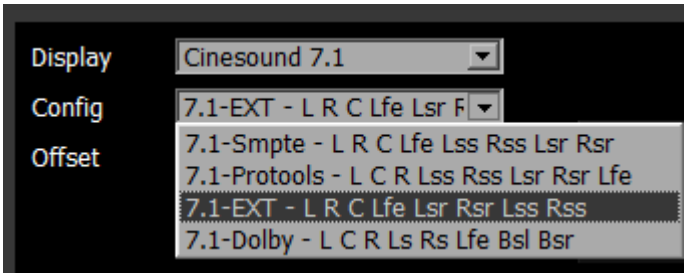
Display pulldown – select between Cinesound 5.1 of Cinesound 7.1.
Config pulldown – select the ordering of the channels per specific workflow, such as ProTools, SMPTE etc. The following setups are available:

With Cinesound 5.1 selected:



- 5.1 Smpte - L R C Lfe Ls Rs
- 5.1-Protools - L C R Ls Rs Lfe
- 5.1-AAC - C L R Ls Rs Lfe
- 5.1-DTS - L R Ls Rs C Lfe

With Cinesound 7.1 selected:



- 7.1-Smpte - L R C Lfe Lss Rss Lsr Rsr
- 7.1-Protools - L C R Lss Rss Lsr Rsr Lfe
- 7.1-EXT - L R C Lfe Lss Rss Lsr Rsr
- 7.1-Dolby - L C R Ls Rs Lfe Bsl Bsr

The descriptions for the channels (abbreviated above) are as follows:

- L = Left
- R = Right
- C = Center
- Ls = Left Surround
- Rs = Right Surround
- Lfe = Low Frequency Effects
- Lss = Left Side Surround
- Rss = Right Side Surround
- Lsr = Left Surround Rear
- Rsr = Right Surround Rear
- Bsl = Back Surround Left
- Bsr = Back Surround Right

Offset pulldown – use the pulldown menu to rotate the channels, if necessary, to get the first channel of surround sound to line up with your source and/or monitoring setup.

Graticule checkbox – when selected, the graticule is laid over the Surround Meters display. The brightness of the Graticule may be adjusted using the **Graticule Brightness** slider described below.

Graticule Brightness slider – moving the Graticule Brightness slider adjusts the brightness of the graticule overlay, 0% providing no display and 100% being maximum brightness.

x1 button – clicking this button sets the display to standard size

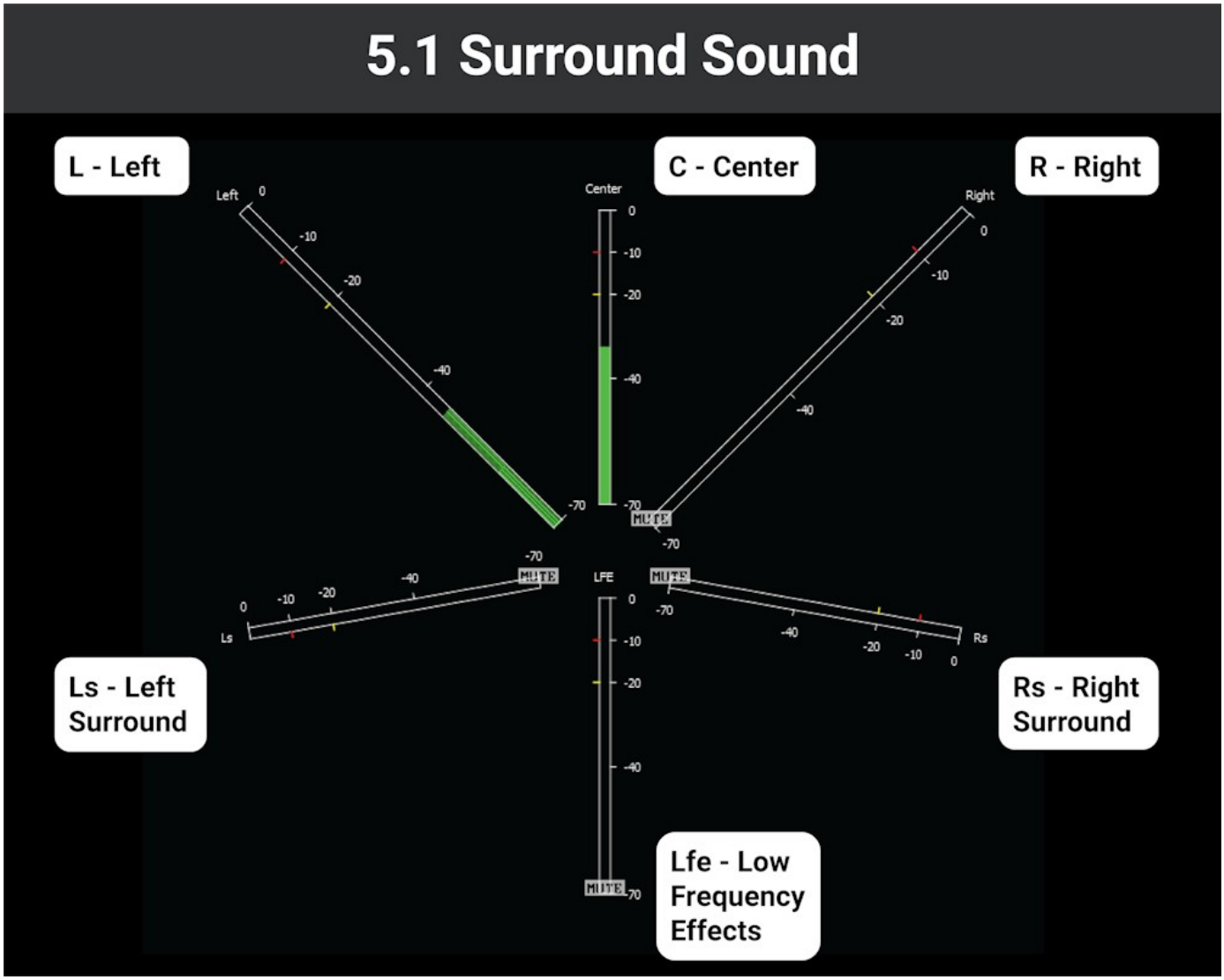
x2 button – clicking this display zooms in to set the display at 200%, or 2x normal display. Pressing the x1 button sets the display back to normal.

Custom button and field – The user may enter a custom enlargement value in the field, and press the Custom button to zoom in and see details up close. Pressing the x1 button or right clicking on the scope sets the display back to normal. Also, a mouse scroll wheel can be used to zoom in and out.

Pressing the x in the upper right corner will close the Scope Config window.

5.1 Surround Sound Window

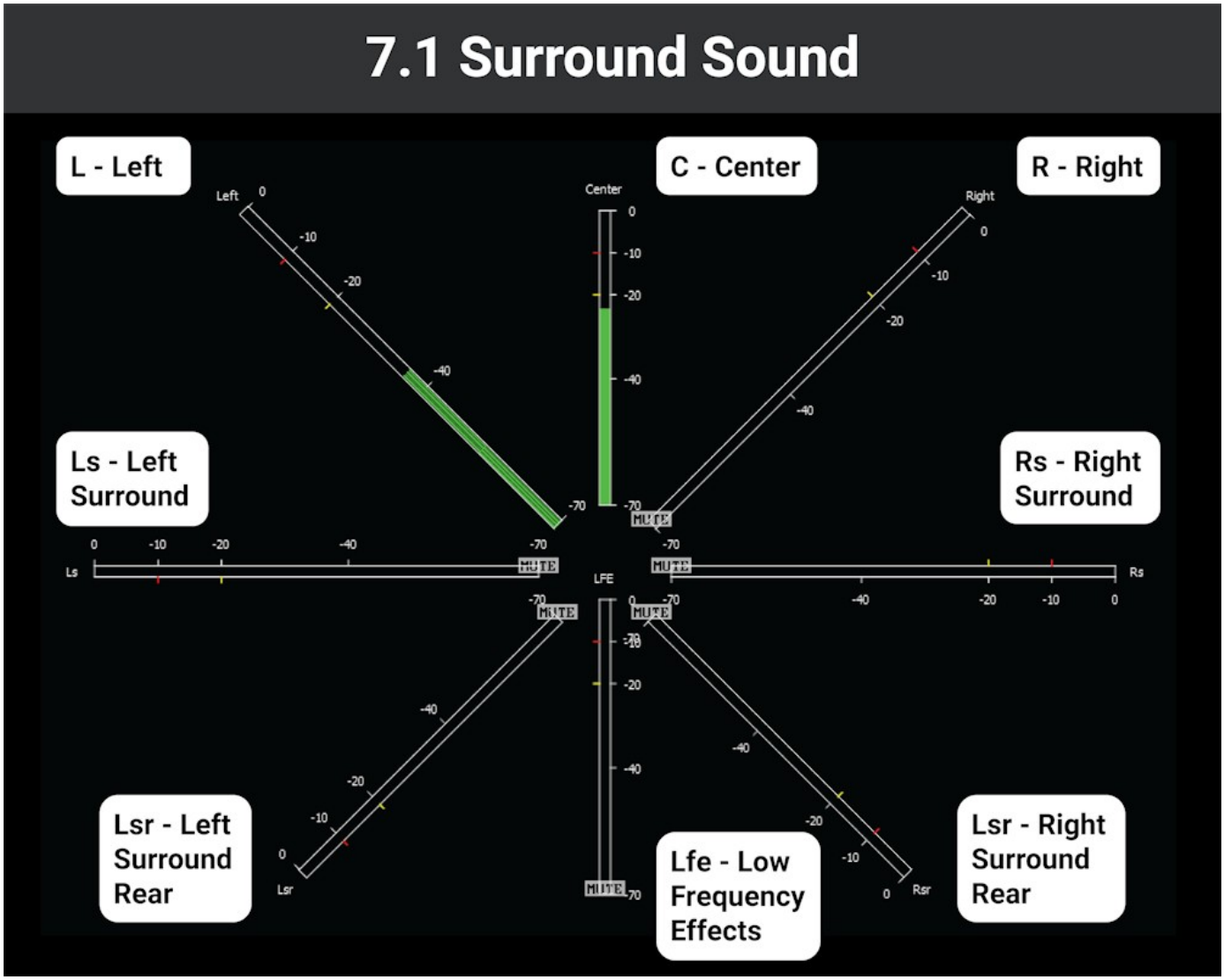
The Surround Sound window has 4 modes for setting up 5.1 inputs.



Smpte - L R C Lfe Ls Rs
Protools - L C R Ls Rs Lfe
AAC - C L R Ls Rs Lfe
DTS - L R Ls Rs C Lfe

7.1 Surround Sound Window

The Surround Sound window has 4 modes for setting up 7.1 inputs.

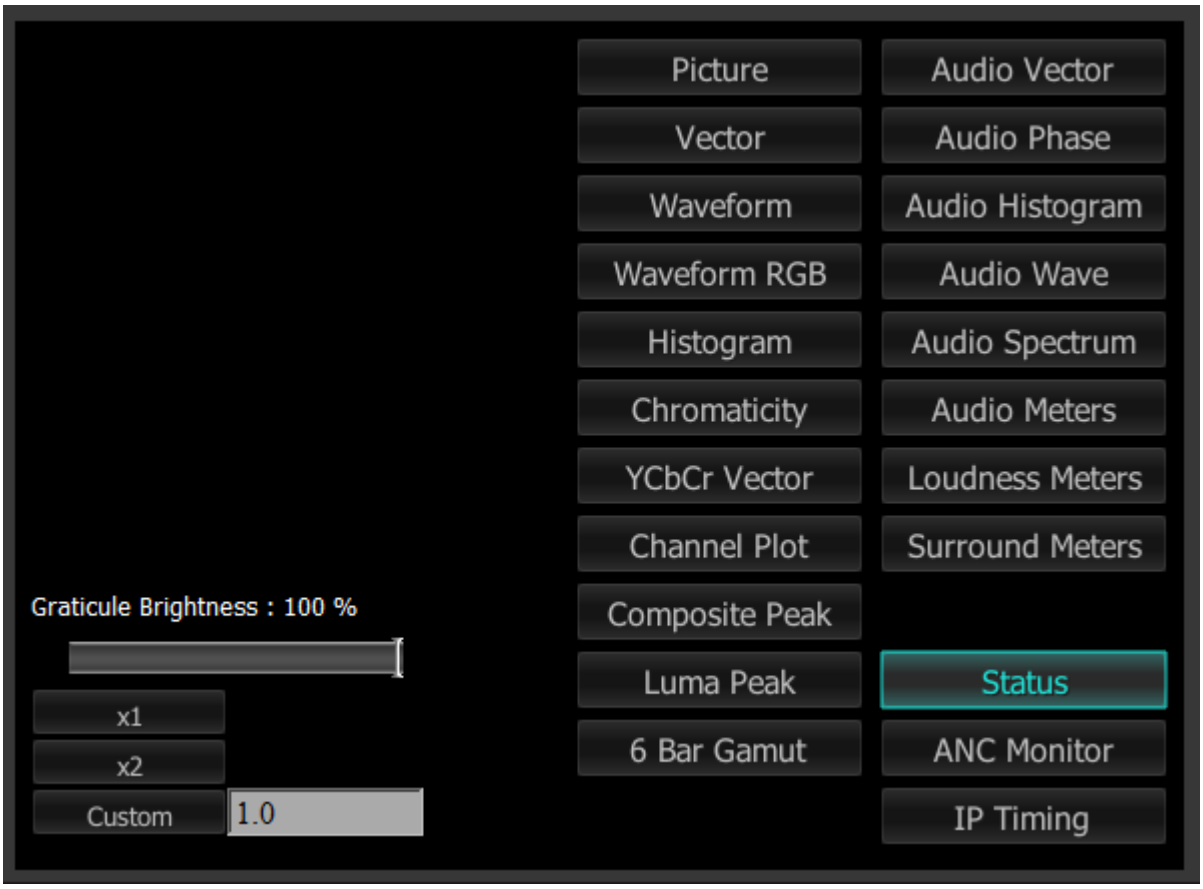


Smpte - L R C Lfe Lss Rss Lsr Rsr
Protools - L C R Lss Rss Lsr Rsr Lfe
EXT - L R C Lfe Lsr Rsr Lss Rss
Dolby - L C R Ls Rs Lfe Bsl Bsr

Status Window

Status Setup

To set up the Status press the **Scope Config** button. This opens the Scope Config window. Click on the **Status** button on the right. There are a number of options to set up the Status display:



The Status display is added at the sdiScope level.

Free	sdiScope	4KScope	HDRScope	2110Scope
	Status display			

Graticule Brightness slider – moving the Graticule Brightness slider adjusts the brightness of the graticule overlay, 0% providing no display and 100% being maximum brightness. As the Status display has no graticule, this control has no effect here.

x1 button – clicking this button sets the display to standard size

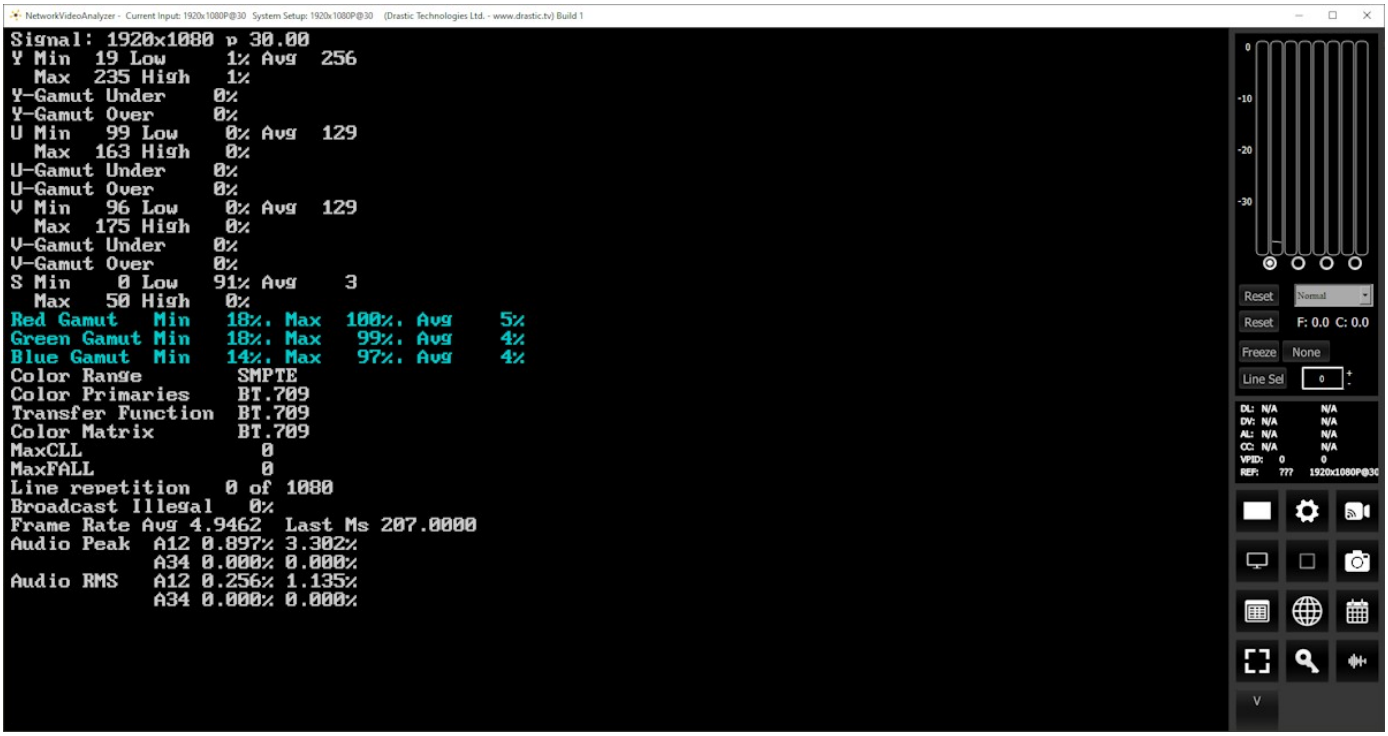
x2 button – clicking this display zooms in to set the display at 200%, or 2x normal display. Pressing the x1 button sets the display back to normal.

Custom button and field – The user may enter a custom enlargement value in the field, and press the Custom button to zoom in and see details up close. Pressing the x1 button sets the display back to normal.

Pressing the x in the upper right corner will close the Scope Config window.

Status Window

Here is the Status window.



The Status window displays:

Signal: displays the current signal type
Y: The Y component. Displays Minimum and Maximum, Low and High, Average, Gamut Under, and Gamut Over values
U: The U component. Displays Minimum and Maximum, Low and High, Average, Gamut Under, and Gamut Over values
V: The V component. Displays Minimum and Maximum, Low and High, Average, Gamut Under, and Gamut Over values
S: Saturation. Displays Minimum and Maximum, Low and High, Average, Gamut Under, and Gamut Over values
Red Gamut – shows minimum, maximum, and average values for the red gamut.
Green Gamut – shows minimum, maximum, and average values for the green gamut.
Blue Gamut – shows minimum, maximum, and average values for the blue gamut.
Color Range: Full or SMPTE (Limited)
Color Primaries: BT 709 (HD), BT 470BG (PAL), SMPTE 170M (NTSC), BT 2020 (WCG)
Transfer Function: BT 709 (HD), SMPTE 170M (PAL/NTSC), SMPTE 2084 (HDR10/PQ), ARIB B67 (HLG)
Color Matrix: BT 709 (HD), BT 479BG (PAL), BT 601 (NTSC), BT 2020 (WCG)
MaxCLL: In HDR10 mode, Maximum Content Light Level
MaxFALL: In HDR10 mode, Maximum Frame – Average Light Level
Line repetition in number of lines over total possible lines
Broadcast illegal in percentage
Frame Rate: Displays Average, and Last Ms.
Audio Peak per channel pair
Audio RMS per channel pair

ANC Monitor Window

ANC Monitor Setup

To set up the ANC Monitor press the **Scope Config** button. This opens the Scope Config window. Click on the **ANC Monitor** button on the right. There are a number of options to set up the ANC Monitor display:

The ANC Monitor scope is added at the 4KScope level.

Free	sdiScope	4KScope	HDRScope	2110Scope
		ANC Monitor scope		

Graticule Brightness slider – this slider is present in all of the scopes. In the ANC Monitor window there is no graticule, so this slider has no effect.

x1 button – clicking this button sets the display to standard size

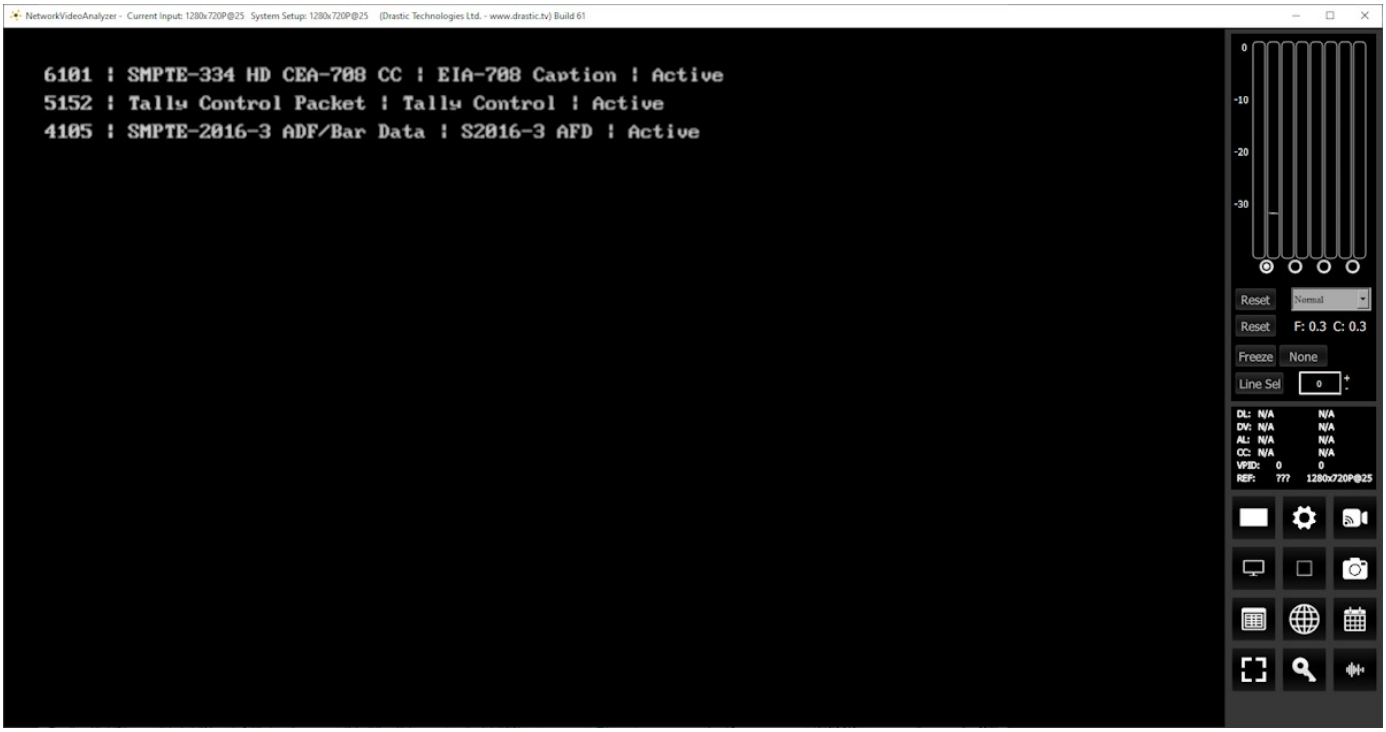
x2 button – clicking this display zooms in to set the display at 200%, or 2x normal display. Pressing the x1 button sets the display back to normal.

Custom button and field – The user may enter a custom enlargement value in the field, and press the Custom button to zoom in and see details up close. Pressing the x1 button or right clicking on the scope sets the display back to normal. Also, a mouse scroll wheel can be used to zoom in and out.

Pressing the x in the upper right corner will close the Scope Config window.

Anc Monitor Window

Here is the Anc Monitor window.



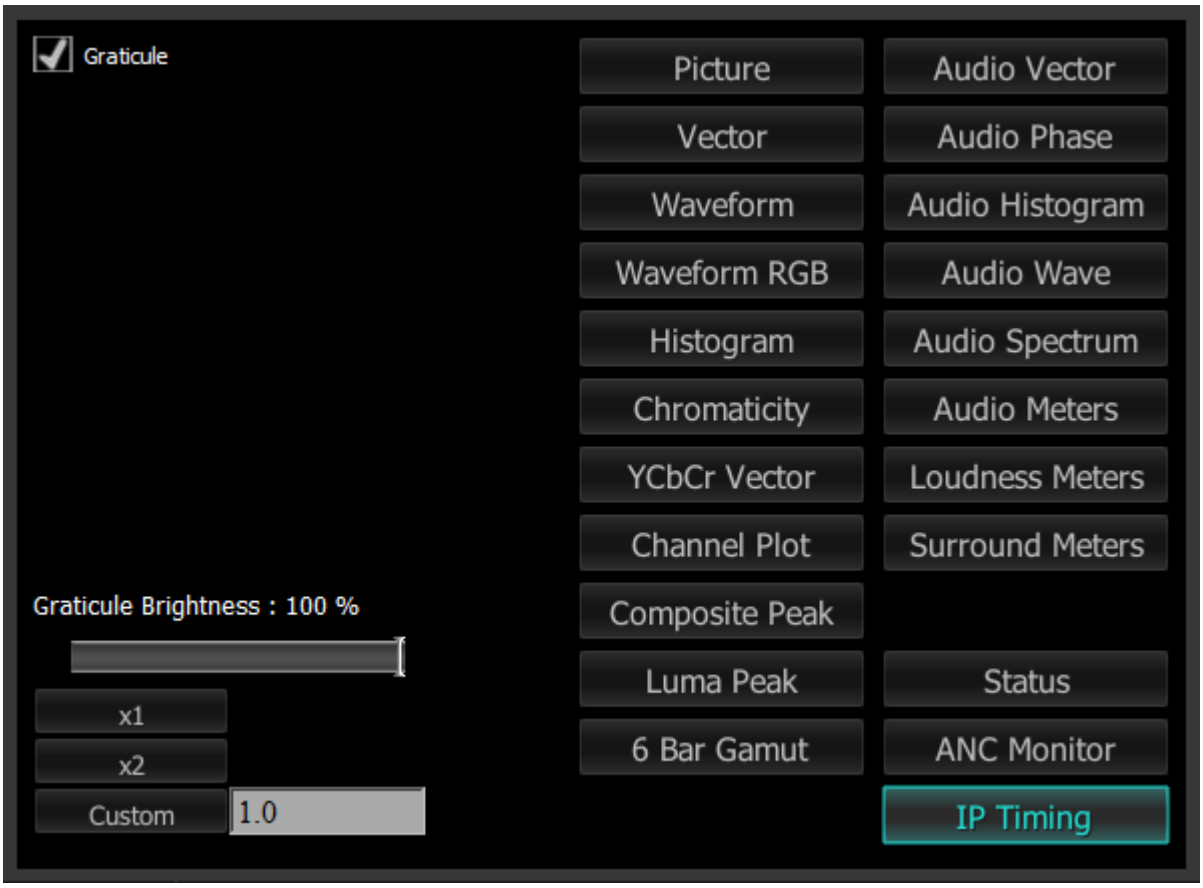
The Anc Monitor window displays each ancillary data stream present in the signal as a line of data. The data includes:

- Numerical ID – the number associated with the data type
- Name of the data type – the more detailed name of the data type
- A short descriptor for the data type
- Status – whether active, stopped, missing, etc.

IP Timing Window

IP Timing Setup

To set up the IP Timing press the **Scope Config** button. This opens the Scope Config window. Click on the **IP Timing** button on the right. There are a number of options to set up the IP Timing display:



The IP Timing window is added at the 2110Scope level.

Free	sdiScope	4KScope	HDRScope	2110Scope
				IP Timing window

Graticule checkbox – when selected, the graticule is laid over the IP Timing display. The brightness of the Graticule may be adjusted using the **Graticule Brightness** slider described below.

Graticule Brightness slider – moving the Graticule Brightness slider adjusts the brightness of the graticule overlay, 0% providing no display and 100% being maximum brightness.

x1 button – clicking this button sets the display to standard size

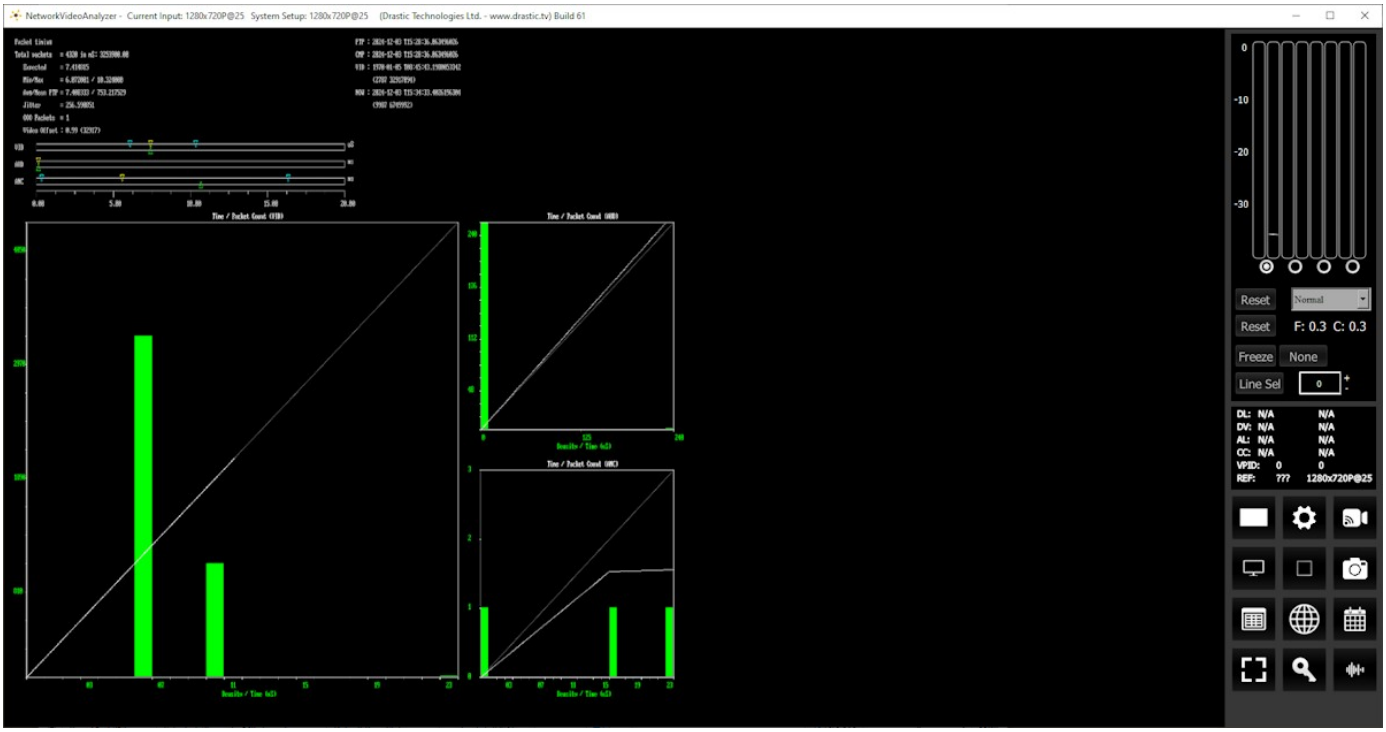
x2 button – clicking this display zooms in to set the display at 200%, or 2x normal display. Pressing the x1 button sets the display back to normal.

Custom button and field – The user may enter a custom enlargement value in the field, and press the Custom button to zoom in and see details up close. Pressing the x1 button sets the display back to normal.

Pressing the x in the upper right corner will close the IP Timing window.

IP Timing Window

Here is the IP Timing window.

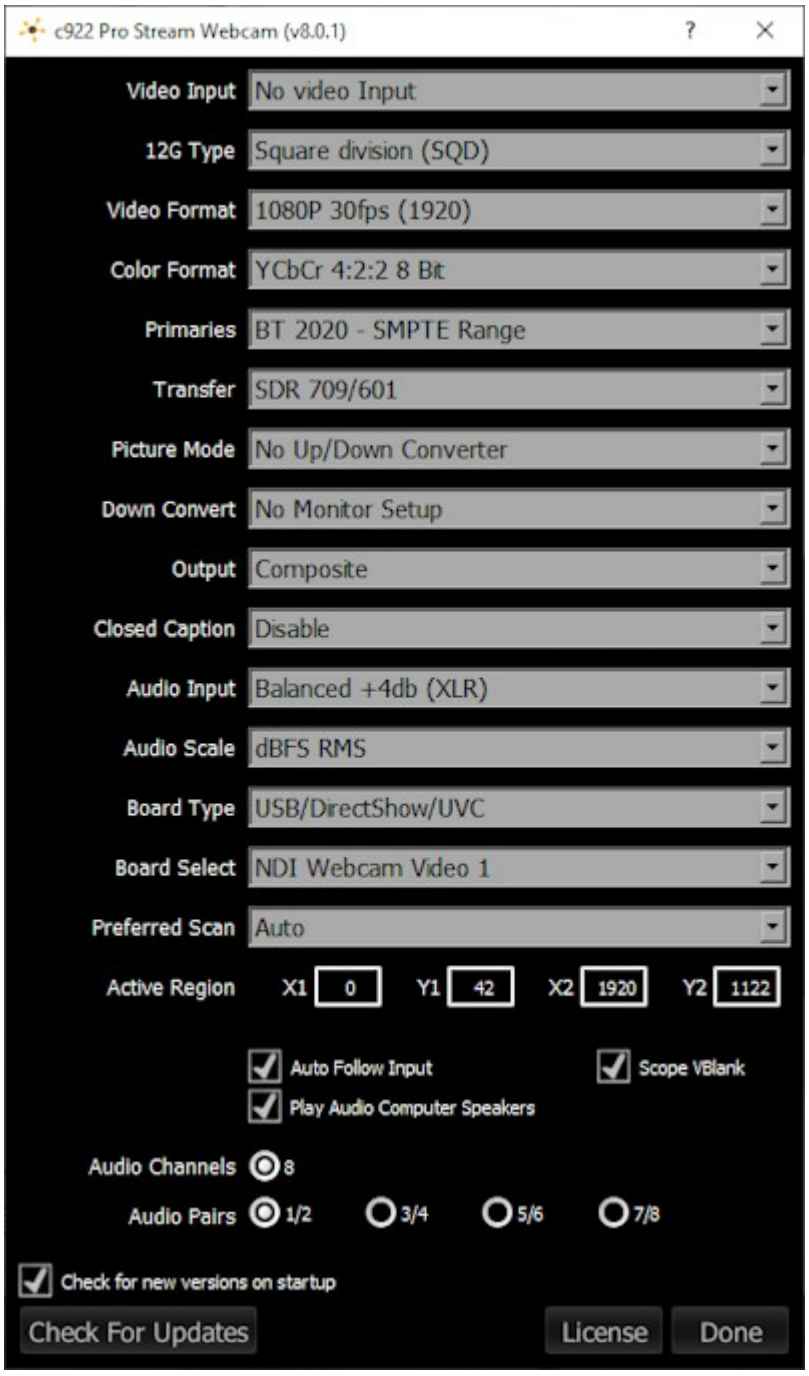


IP timing tracks the timing of the incoming SMPTE 2110 or 2022 packets on the network. The Min/Max/Avg/Mean of the distance between packets is calculated, as well as the expected value. Jitter and out of order packets are also tracked. A packet timing histogram is generated as well as a packet time vs ideal time line graph.

System Configuration button – Opens the System Configuration window, which allows the user to adjust settings for the video and audio I/O type, and to license the software.

System Configuration Window

Here is a look at the options in the System Configuration window.



The Settings window is designed to sense and reflect the capabilities of the board or stream the system is set up to view.

The top bar of the Config window displays the input setting, shows the version number, and offers an X to close the window.

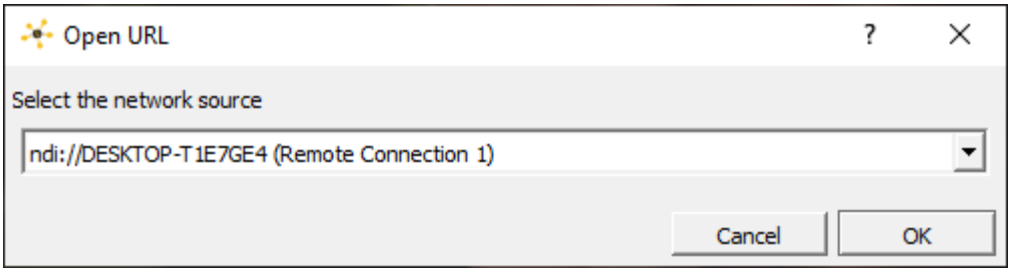
When set to an NDI input, the IP Video setup button appears just below the top bar, and the 12G Type pulldown is removed. When set to another source, the IP Video Setup button disappears and the 12G Type pulldown reappears.

IP Video Setup

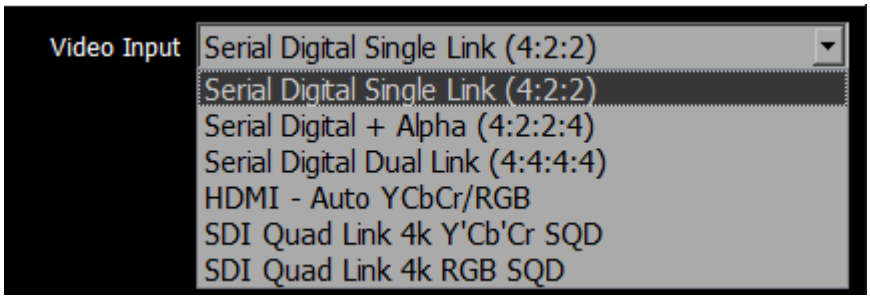
IP Video setup supports NDI inputs starting at the 4KScope level. 2110Scope supports viewing SRT, RTP, UDP, and RIST streams as well.

Free	sdiScope	4KScope	HDRScope	2110Scope
		NDI		NDI, SRT, RTP, UDP, RIST

IP Video Setup – where an IP video source is being used, an IP Video Setup button will appear on the top section of the Configuration window. (the 12G Type pulldown will disappear though) It opens the **Open URL** window, which allows the user to select between available IP sources. The list will be populated with the most recent sources that have been selected.



Video Input



Video Input pulldown menu - allows the user to select between the HD-SDI, HDMI or analog inputs. In the case of dual link, 2 inputs are used. In the case of quad HD (3840 x 2160) and 4K (4096 x 2160), all four I/O ports of the 3D are in use, so the downconvert is HDMI and analog only. The user may be presented with a list similar to this:

- Serial Digital Single Link (4:2:2)
- Serial Quad Link 4K Y'Cb'Cr SQD
- Serial Quad Link 4K RGB SQD
- Serial Dual Link 4K Y'Cb'Cr SQD

12G Type

This features is added at the 4KScope level.

Free	sdiScope	4KScope	HDRScope	2110Scope
		12G Type		

12G Format pulldown menu - displays the current setting, and allows the user to select between Square Division (SQD), or 2SI (two sample interleave) on some hardware. This pulldown may not be available if DrasticScope is set to an NDI video input.

Video Format

Feature support by version:

Free	sdiScope	4KScope	HDRScope	2110Scope
SD, HD		SD, HD, 2K, 4K	SD, HD, 2K, 4K, 8K	

Video Format pulldown menu - displays the current setting, and allows the user to select between the signal formats supported by the I/O hardware. DrasticScope supports a wide range of signal formats from NTSC CCIR-601 to 4K 4096x2160 60fps, depending on the version licensed.

Color Format

Feature support by version:

Free	sdiScope	4KScope	HDRScope	2110Scope
8 bit	8/10 bit			

Color Format pulldown menu - allows the user to select the processing mode. In the case of single link, this can be 8 or 10 bit YCbCr or RGBA 8. For dual link it is normally YCbCr 10 or RGB 10. There user will be presented with a list similar to this:

- YCbCr 4:2:2 10 bit
- YCbCr 4:2:2 8 bit
- YCbCr Alternate
- RGBA 4:4:4:X 8 bit
- RGB 4:4:4 10 bit
- RGB 4:4:4 8 bit

Primaries

Feature support by version:

Free	sdiScope	4KScope	HDRScope	2110Scope
		Primaries		

Primaries – the user will be presented with a list similar to this:

- Auto 2020 709 601
- CCIR 601 - SMPTE Range
- Rec 709 - SMPTE Range
- BT 2020 - SMPTE Range
- CCIR 601 - Full RGB
- Rec 709 - Full RGB
- BT 2020 - Full RGB
- DCI P3 (in 2020)
- Display P3 (in 2020)

Transfer

Feature support by version:

Free	sdiScope	4KScope	HDRScope	2110Scope
		Transfer		

Transfer – adjust the Transfer Gamma setting. The user will be presented with a list similar to this:

- SDR 709/601
- PQ/HDR10
- HLG

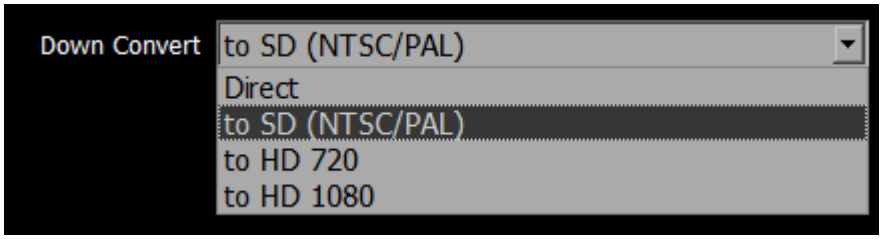
Picture Mode

Feature support by version:

Free	sdiScope	4KScope	HDRScope	2110Scope
		Picture Mode		

Picture Mode pulldown menu - allows the user to select how up/down conversion is done. All standard modes for up and down conversion are supported. Requires an up/down converter.

Down Convert



Feature support by version:

Free	sdiScope	4KScope	HDRScope	2110Scope
		Down Convert		

Down Convert pulldown menu - allows the user to select the output signal type. The output can match the input or be converted to another up or down signal format. Requires a Monitor setup.

Output

Feature support by version:

Free	sdiScope	4KScope	HDRScope	2110Scope
		Output		

Output pulldown menu - allows the user to select between available analog output formats. In SD this can be Composite, S-video or Component. For HD, only component is supported. The user with capable hardware will be presented with a list similar to this:

- Composite - single wire output
- Component RGB – three wire RGB output
- Component YUV - Sony VTR three wire output
- Component YUV MII – Panasonic VTR three wire output
- Component YUV SMPTE – Standard SMPTE three wire output

Closed Caption

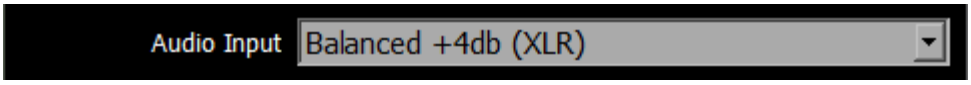
Feature support by version:

Free	sdiScope	4KScope	HDRScope	2110Scope
		Closed Caption		

Closed Caption pulldown menu - allows the user to select which closed caption format is to be displayed, or to not display closed captions. The user will be presented with a list similar to this:

- Disable
- CC1/Subtitle (608)
- CC2 (608)
- CC3 (608)
- CC4 (608)
- Service1 (708)
- Service2 (708)
- Service3 (708)
- Service4 (708)
- OP-47

Audio Input

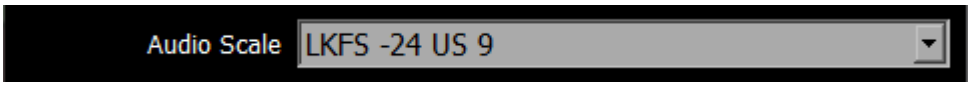


The audio input pulldown is available in all versions.

Free	sdiScope	4KScope	HDRScope	2110Scope
Audio Input				

Audio Input pulldown menu – (hardware dependent) allows the user to select between the embedded audio tracks (HD-SDI or HDMI depending on input), or the AES/EBU audio inputs. On some hardware, analog audio inputs are also available.

Audio Scale



Feature support by version:

Free	sdiScope	4KScope	HDRScope	2110Scope
dbFS RMS		dbFS RMS, dBu EBU R68 (+18), dBu EBU R68 (0), dBu EBU PPM, dBu BBC PPM, LUFS -23 EBU 9, LKFS -24 US 9		

Audio Scale – change the audio meter scale. The user will be presented with a list similar to this, depending on the version licensed:

- dBFS RMS
- dBu SMPTE RP155 (+24)
- dBu EBU R86 (+18)
- dBu EBU R86 (0)
- dBu EBU PPM
- dBu BBC PPM
- LUFS -23 EBU 9
- LKFS -24 US 9

Board Type

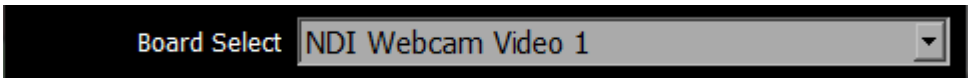
Feature support by version:

Free	sdiScope	4KScope	HDRScope	2110Scope
AJA, Bluefish444, Blackmagic, USB/DirectShow	Auto Select, AJA, Bluefish444, Blackmagic, USB/DirectShow	Auto Select, AJA, AJA Shared, Bluefish444, Blackmagic, USB/DirectShow, UltraScope, Matrox, NDI, Desktop, ScopeDirect		Auto Select, AJA, AJA Shared, Bluefish444, Blackmagic, USB/DirectShow, UltraScope, Matrox, NDI, Desktop, ScopeDirect, NIC SMPTE 2110, Network Video Streams

Board Type – select the type of board to use. The user may be presented with a list similar to this:

- Auto Select
- NIC SMPTE 2110
- Network Video Streams
- AJA
- AJA Shared
- Bluefish
- Blackmagic
- UltraScope
- Matrox
- DirectShow/UVC
- NDI
- Desktop
- Adobe ScopeDirect
- Avid ScopeDirect
- OpenFX ScopeDirect
- Assimilate ScopeDirect
- AvVr3D ScopeDirect

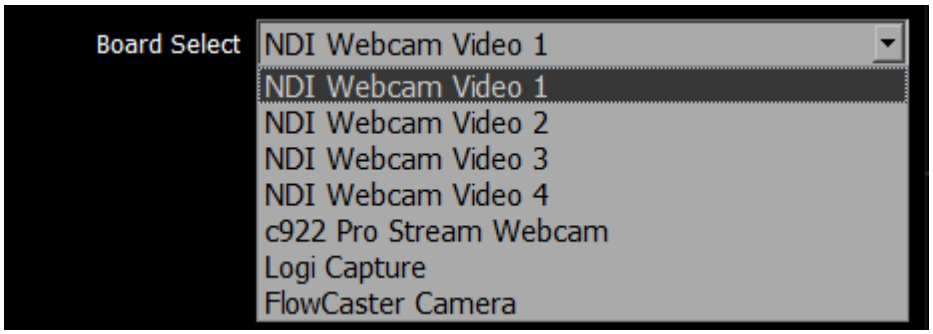
Board Select



The Board Select pulldown is available in all versions.

Free	sdiScope	4KScope	HDRScope	2110Scope
Board Select				

Board Select – allows the user to select which board or screen to use. Sometimes if there is more than one board in the system, or more than one channel in a board, the application may be looking at the wrong one. In fact, certain types of devices may appear to be out of order, depending on whether different boards have been used in the system. Clicking between boards can reset the selected board. DrasticScope will take a look at how the device identifies itself and populate the list with any devices seen in the system. Here is an example:



Preferred Scan

The Preferred Scan pulldown is available in all versions.

Free	sdiScope	4KScope	HDRScope	2110Scope
Preferred Scan				

Preferred Scan – Select between available scan settings. The user may be presented with a list similar to this:

- Auto
- Interlaced (I)
- Segmented (psf)

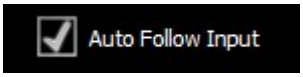
Active Region

Active Region display is added at the 4KScope level.

Free	sdiScope	4KScope	HDRScope	2110Scope
		Active Region		

Active Region fields – allows the user to set the active region of the video signal. X1 sets the upper left pixel location, Y1 sets the lower left pixel location, X2 sets the upper right pixel location, Y2 sets the lower right pixel location.

Auto Follow Input



The Auto Follow Input checkbox is available in all versions.

Free	sdiScope	4KScope	HDRScope	2110Scope
Auto Follow Input				

Auto Follow Input – if this checkbox is selected, whenever the input type is changed, the settings for DrasticScope are changed as well. If not checked, switching the input signal will not switch the settings.

Scope Vblank

The Scope Vblank checkbox is added at the 4KScope level.

Free	sdiScope	4KScope	HDRScope	2110Scope
		Scope Vblank		

Scope Vblank – by default, the waveform/vectorscopes do not use the vertical blanking area. If this is set, the vertical blank lines will be treated as active picture

Play Audio Computer Speakers

The Play Audio Computer Speakers checkbox is available in all versions.

Free	sdiScope	4KScope	HDRScope	2110Scope
Play Audio Computer Speakers				

Play Audio Computer Speakers – when checked, pass audio through the computer speakers. Where the system has capable hardware, the audio may be monitored via the hardware's output, so in this case the user might uncheck the box to only use their external speakers for audio monitoring.

Audio Channels

The Audio Channels selector buttons are added at the 4KScope level.

Free	sdiScope	4KScope	HDRScope	2110Scope
		Audio Channels selector buttons		

Audio Channels – (hardware dependent) provides a set of radio buttons to allow a user to set the number of audio channels, in hardware that supports more than 2 channels of audio. Selecting one button deselects the other.

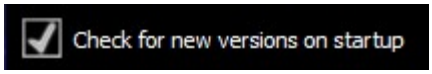
Audio Pairs

The Audio Pairs selector buttons are added at the 4KScope level.

Free	sdiScope	4KScope	HDRScope	2110Scope
		Audio Pairs selector buttons		

Audio Pairs – (hardware dependent) buttons allow the user to select the audio pair that will be monitored. The Free version only supports 2 audio channels so they are always selected. sdiScope supports 8 audio channels, and the pair being monitored can be switched using the radio buttons below the on-GUI audio meters.

Check for New Versions on Startup



The Check for new versions on startup checkbox is available in all versions.

Free	sdiScope	4KScope	HDRScope	2110Scope
Check for new versions on startup				

Check for new versions on startup checkbox – each time the system is started, check the current version of the build available on the Drastic website, in case the version you have installed is no longer current.

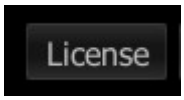
Check for Updates

The Check For Updates button is available in all versions.

Free	sdiScope	4KScope	HDRScope	2110Scope
Check For Updates				

Check For Updates button – click to check the current version of the build available on the Drastic website, in case the version you have installed is no longer current.

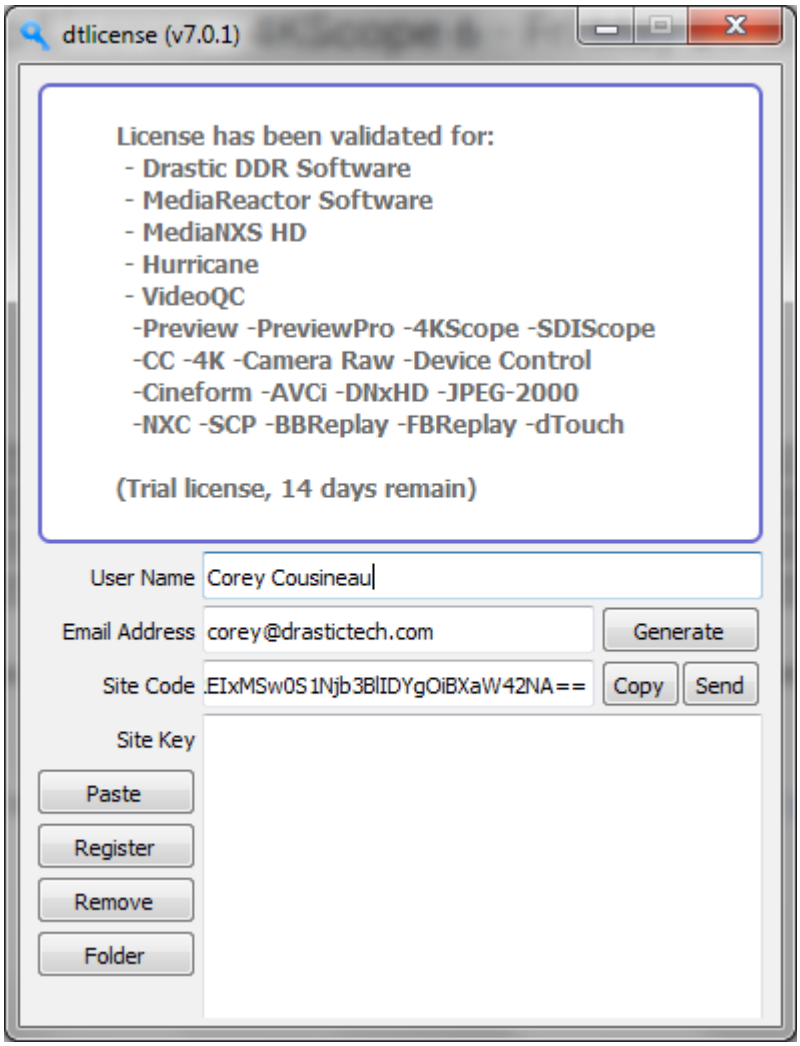
License



The License button is available in all versions.

Free	sdiScope	4KScope	HDRScope	2110Scope
License				

License button - Press the **License** button to open the licensing dialog.



The top field displays the current status of the license.
The **User Name** field allows the user to type in a first and last name during the licensing process.
The **Email Address** field allows the user to type in the email at which they would like to receive the site key for their license.
Once the name and address fields have been filled out, pressing the **Generate** button populates the **Site Code** field with a string of alphanumeric characters. This string is the Site Code.

The **Site Code** field is where the site code displayed during the licensing process. The user may select the site code and use Ctrl+C to copy it to the clipboard, or use the **Copy** button. The user will need to send the site code to Drastic Authorization to get a Site Key to enable the license.

If the system has been set up with email, pressing the **Send** button will open a new email to Drastic Authorization, with the site code in the body of the email.

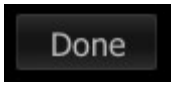
Once a reply email containing the **Site Key** has been returned by Drastic Authorization, copy it, then paste it into the Site Key field either using the **Paste** button or Ctrl+V.

Once the Site Key has been pasted into the **Site Key** field, pressing the **Register** button registers the license. The system may need to be restarted for the change in license status to be updated. Pressing the x in the upper right corner will close the **License** window.

Press the **Done** button to enable any changes, and close the **Settings** window.

Done button. Pressing the Done button in the System Configuration window closes the window and enables any changes that have been made.

Done



The Done button is available in all versions.

Free	sdiScope	4KScope	HDRScope	2110Scope
Done				

Done button. Pressing the Done button in the System Configuration window closes the window and enables any changes that have been made.

IP Setup

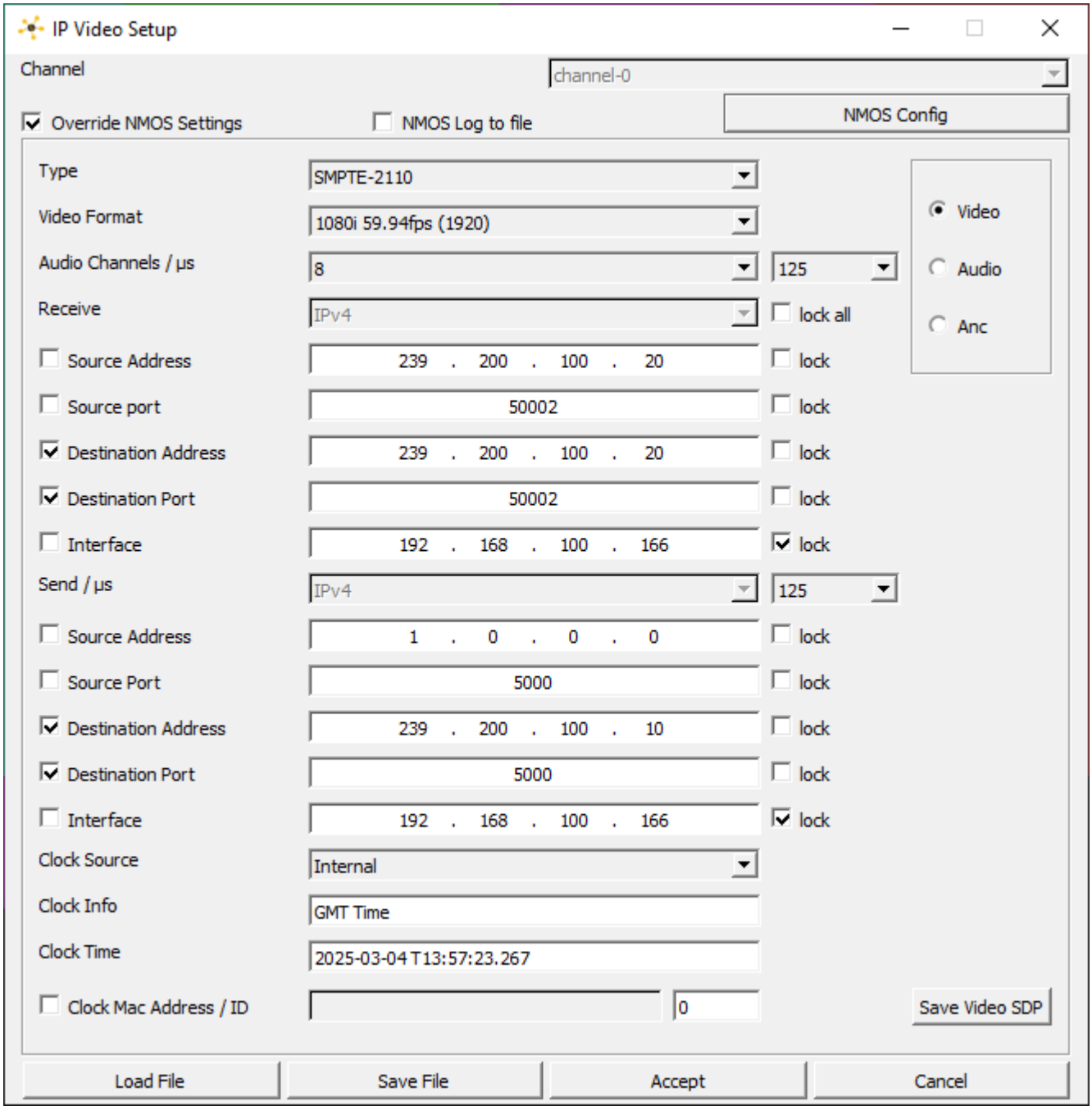
Feature support by version:

Free	sdiScope	4KScope	HDRScope	2110Scope
	Select NDI			Select NDI, SRT, RTP, UDP, RIST, ST-2110

This button provides access to IP streams. If the system is set up for ST-2110, it will open the 2110 setup window so the user can set up the stream.

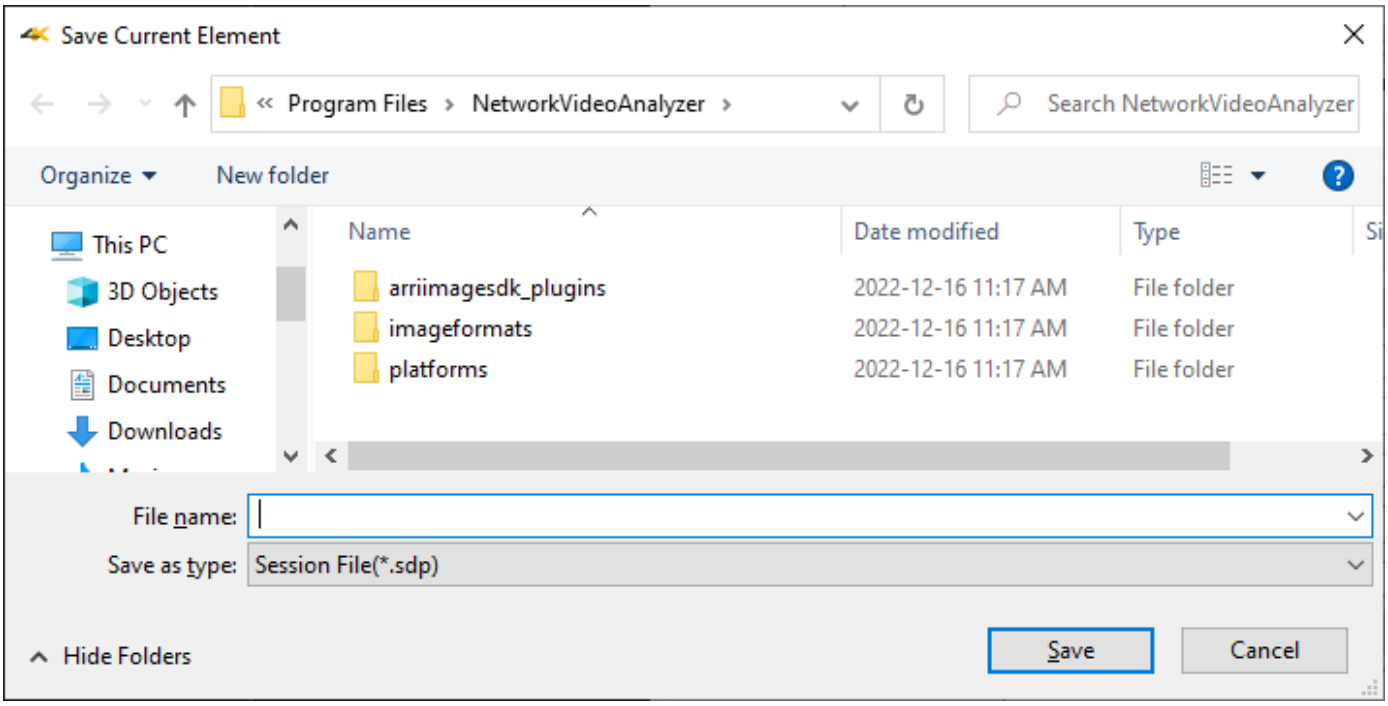
ST-2110 IP Setup - Video

When set to ST-2110 or ST-2022 sources, the IP Setup button opens the **IP Video Setup** window, which allows the user to set up how IP video is handled, and to specify the source, destination, and interface addresses for the Receiver, and the Sender. Clock source, master, and domain settings are present. Settings are maintained separately for video, audio, and ancillary data.



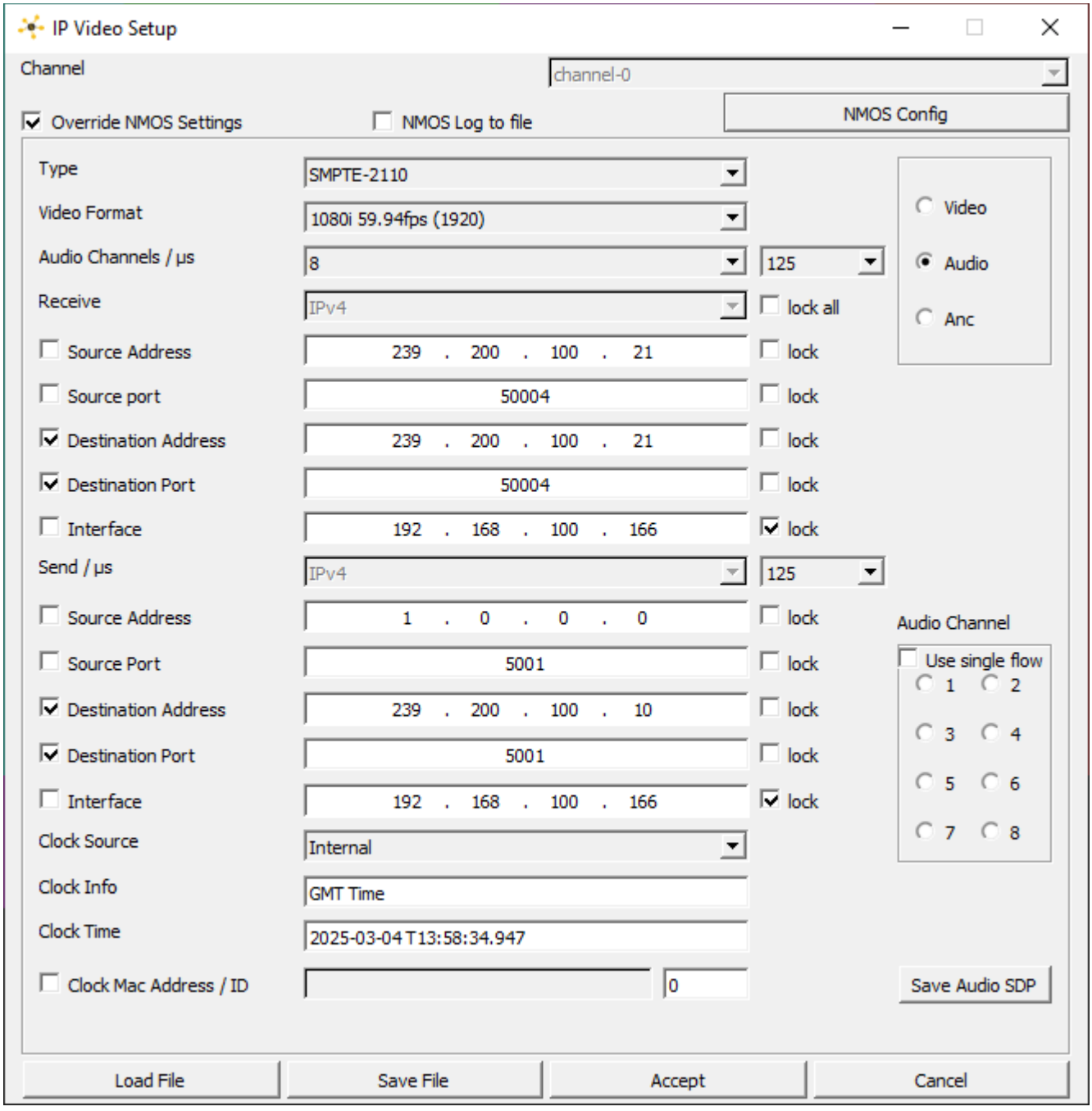
Channel pulldown – select between channels.

Override NMOS Settings checkbox – select to automatically set up the configuration according to the source signal parameters.
Type pulldown menu - select between SMPTE-2110, SMPTE-2022, or TR-01.
Video Format pulldown menu - select between available video standards.
Audio Channels / µs pulldown menu – allows the user to select the number of audio channels, and microseconds setting for audio packets. Audio in 2110/2022 is commonly split into packets of 125 microseconds or 1 millisecond, and this pulldown allows the user to set which one is used.
Receive pulldown menu / section – lets the user select the type of IP version used to receive IP video. Provides IP Address Settings for the **Source Address**, **Source Port**, **Destination Address**, **Destination Port**, and **Interface** are available. There is a **Lock** available for each setting, and a **Lock All** checkbox to set all the Receive addresses to the same address.
Send / µs pulldown menu / section – lets the user select the type of IP version used to send IP video, and adjust the setting for packet size in microseconds. Provides IP Address Settings for the **Source Address**, **Source Port**, **Destination Address**, **Destination Port**, and **Interface** are available. There is a **Lock** available for each setting, and a **Lock All** checkbox to set all the Receive addresses to the same address.
Clock Source pulldown menu – select the clock source. Choices include Internal, H/W SMPTE 2059/PTP, S/W SMPTE 2059/PTP, or Free Run.
Clock Info field – displays information about the clock setting.
Clock Time field – displays the current time in YYYY-MM-DD-THH-MM-SS-µs
Clock Mac Address / ID checkbox – click to activate the Mac Address boxes to the right, so you can enter the clock's Mac Address.
Save Video SDP button – **opens the Save Current Element** window, which allows the user to save all of the settings as a Session File (*sdp) for later retrieval.



Load File button – opens the **Ini File** window, which allows the user to save all of the settings as an **Ini File** (*ini) for later retrieval.
Save File button – opens the **Ini File** window, which allows the user to open an existing Ini File (*ini) to use the settings again.
Accept button – press to accept all changes and close the IP Video Setup window.
Cancel button – press to close the IP Video Setup window without making any changes.

ST-2110 IP Setup - Audio



Channel pulldown – select between channels.
Override NMOS Settings checkbox – select to automatically set up the configuration according to the source signal parameters.
Type pulldown menu - select between SMPTE-2110, SMPTE-2022, or TR-01.
Video Format pulldown menu - select between available video standards.
Audio Channels / µs pulldown menu – allows the user to select the number of audio channels, and microseconds setting for audio packets. Audio in 2110/2022 is commonly split into packets of 125 microseconds or 1 millisecond, and this pulldown allows the user to set which one is used.

Receive pulldown menu / section – lets the user select the type of IP version used to receive IP video. Provides IP Address Settings for the **Source Address**, **Source Port**, **Destination Address**, **Destination Port**, and **Interface** are available. There is a **Lock** available for each setting, and a **Lock All** checkbox to set all the Receive addresses to the same address.

Send / µs pulldown menu / section – lets the user select the type of IP version used to send IP video, and adjust the setting for packet size in microseconds. Provides IP Address Settings for the **Source Address**, **Source Port**, **Destination Address**, **Destination Port**, and **Interface** are available. There is a **Lock** available for each setting, and a **Lock All** checkbox to set all the Receive addresses to the same address.

Clock Source pulldown menu – select the clock source. Choices include Internal, H/W SMPTE 2059/PTP, S/W SMPTE 2059/PTP, or Free Run.

Clock Info field – displays information about the clock setting.

Clock Time field – displays the current time in YYYY-MM-DD-THH-MM-SS-µs

Clock Mac Address / ID checkbox – click to activate the Mac Address boxes to the right, so you can enter the clock's Mac Address.

Audio Channel buttons – select specific channels, or Use Single Flow.

Save Audio SDP button – **opens the Save Current Element** window, which allows the user to save all of audio the settings as a Session File (*sdp) for later retrieval.

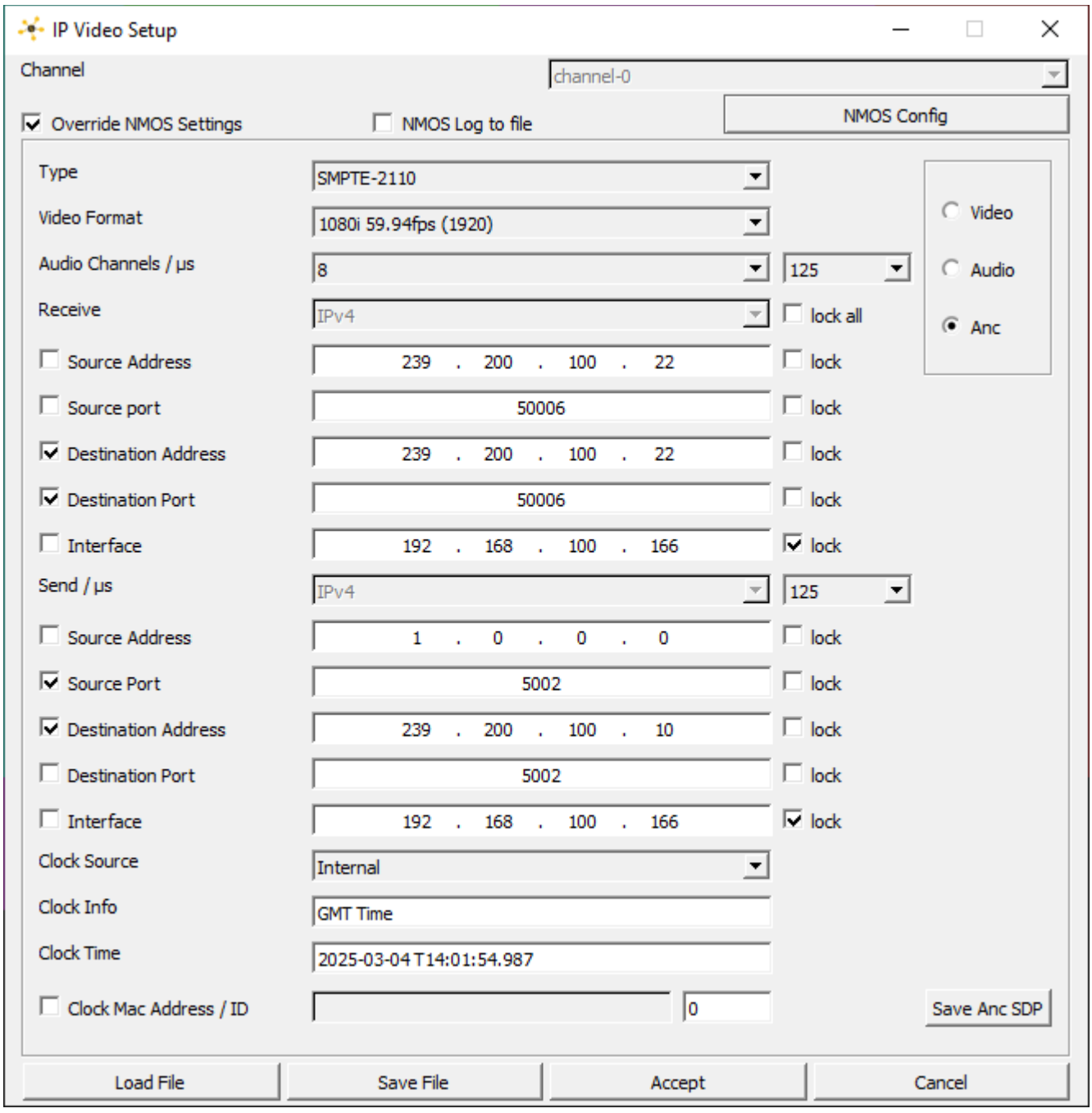
Load File button – opens the **Ini File** window, which allows the user to save all of the settings as an **Ini File** (*ini) for later retrieval.

Save File button – opens the **Ini File** window, which allows the user to open an existing Ini File (*ini) to use the settings again.

Accept button – press to accept all changes and close the IP Video Setup window.

Cancel button – press to close the IP Video Setup window without making any changes.

ST-2110 IP Setup - Anc



Channel pulldown – select between channels.
Override NMOS Settings checkbox – select to automatically set up the configuration according to the source signal parameters.
Type pulldown menu - select between SMPTE-2110, SMPTE-2022, or TR-01.
Video Format pulldown menu - select between available video standards.
Audio Channels / µs pulldown menu – allows the user to select the number of audio channels, and microseconds setting for audio packets. Audio in 2110/2022 is commonly split into packets of 125 microseconds or 1 millisecond, and this pulldown allows the user to set which one is used.

Receive pulldown menu / section – lets the user select the type of IP version used to receive IP video. Provides IP Address Settings for the **Source Address**, **Source Port**, **Destination Address**, **Destination Port**, and **Interface** are available. There is a **Lock** available for each setting, and a **Lock All** checkbox to set all the Receive addresses to the same address.

Send / µs pulldown menu / section – lets the user select the type of IP version used to send IP video, and adjust the setting for packet size in microseconds. Provides IP Address Settings for the **Source Address**, **Source Port**, **Destination Address**, **Destination Port**, and **Interface** are available. There is a **Lock** available for each setting, and a **Lock All** checkbox to set all the Receive addresses to the same address.

Clock Source pulldown menu – select the clock source. Choices include Internal, H/W SMPTE 2059/PTP, S/W SMPTE 2059/PTP, or Free Run.

Clock Info field – displays information about the clock setting.

Clock Time field – displays the current time in YYYY-MM-DD-THH-MM-SS-µs

Clock Mac Address / ID checkbox – click to activate the Mac Address boxes to the right, so you can enter the clock's Mac Address.

Save Anc SDP button – **opens the Save Current Element** window, which allows the user to save all of the Anc settings as a Session File (*sdp) for later retrieval.

Load File button – opens the **Ini File** window, which allows the user to save all of the settings as an **Ini File** (*ini) for later retrieval.

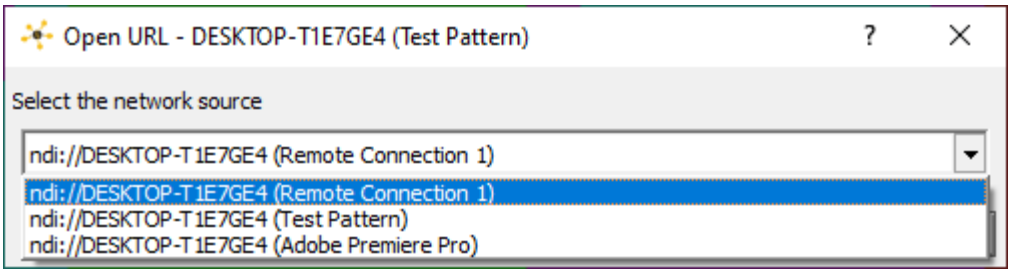
Save File button – opens the **Ini File** window, which allows the user to open an existing Ini File (*ini) to use the settings again.

Accept button – press to accept all changes and close the IP Video Setup window.

Cancel button – press to close the IP Video Setup window without making any changes.

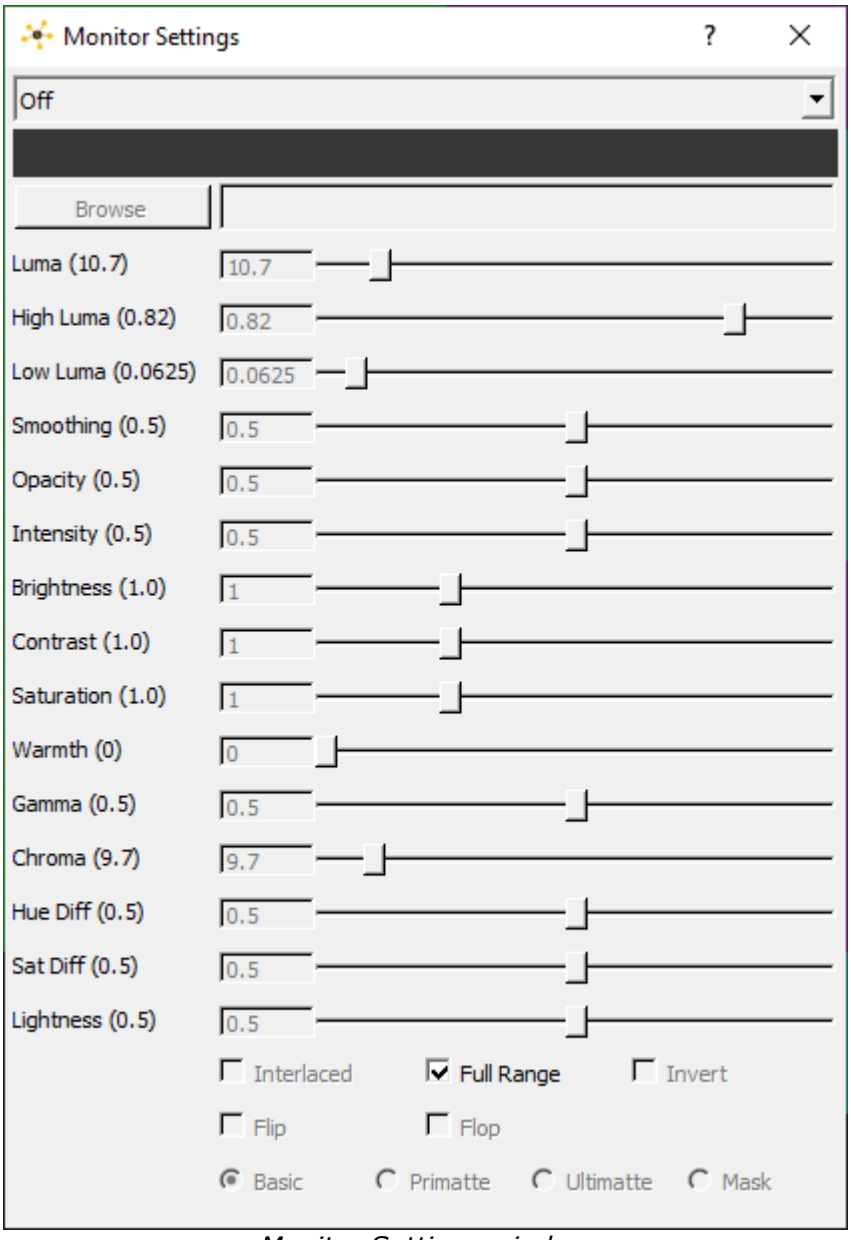
ST-2110 IP Setup - NDI

When set to NDI video, the IP Setup button opens the **Open URL** window, which allows the user to select between available NDI video sources.



Display Modes

Display Mode button – opens the Monitor Settings window, which allows the user to select between available display modes.



Monitor Settings window

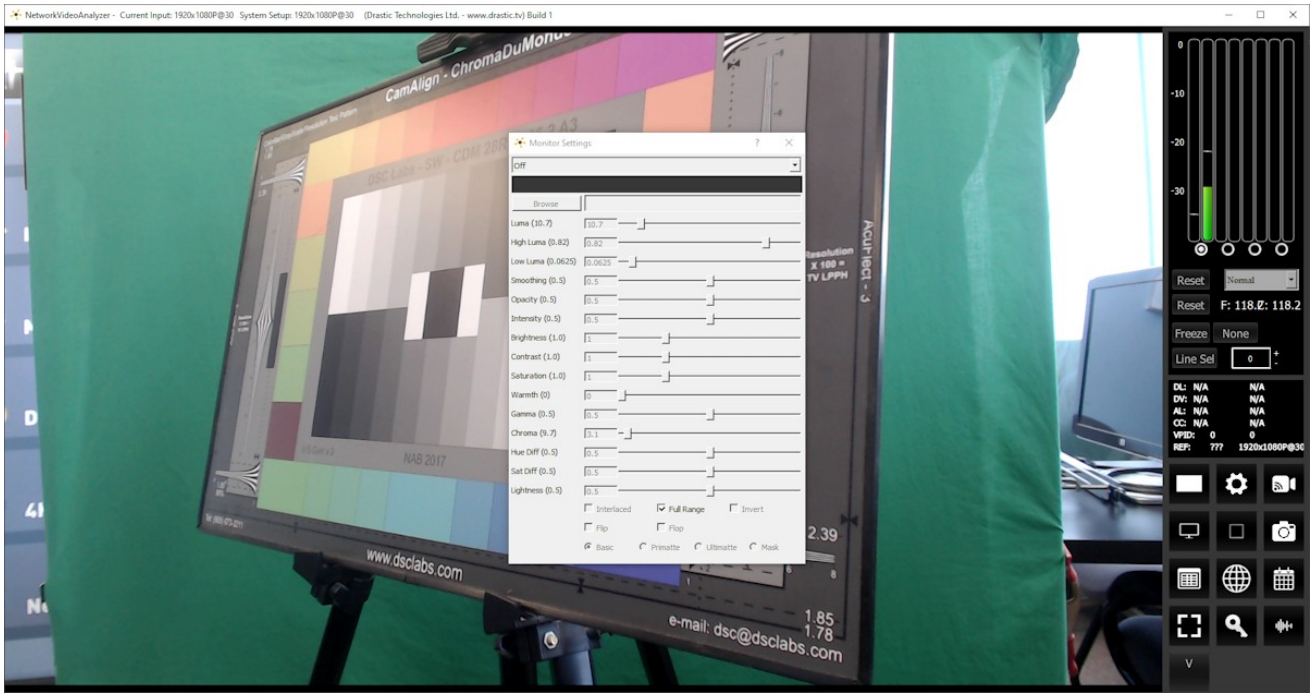
The pulldown menu at the top allows the user to select between various display modes.

Display mode support by version:

Free	sdiScope	4KScope	HDRScope	2110Scope
	Luma only, Red/Blue/Green only, Focus Assist	Luma only, Red/Blue/Green only, Focus Assist, Zebra Luma, Zebra Chroma, Clipping, Edge Difference, Calibrate, Flip Flop, Show Alpha, Opacity, Luma Key, Green Screen Key, Chroma Key Despill, Chroma Key Simple, Neutral		

Off

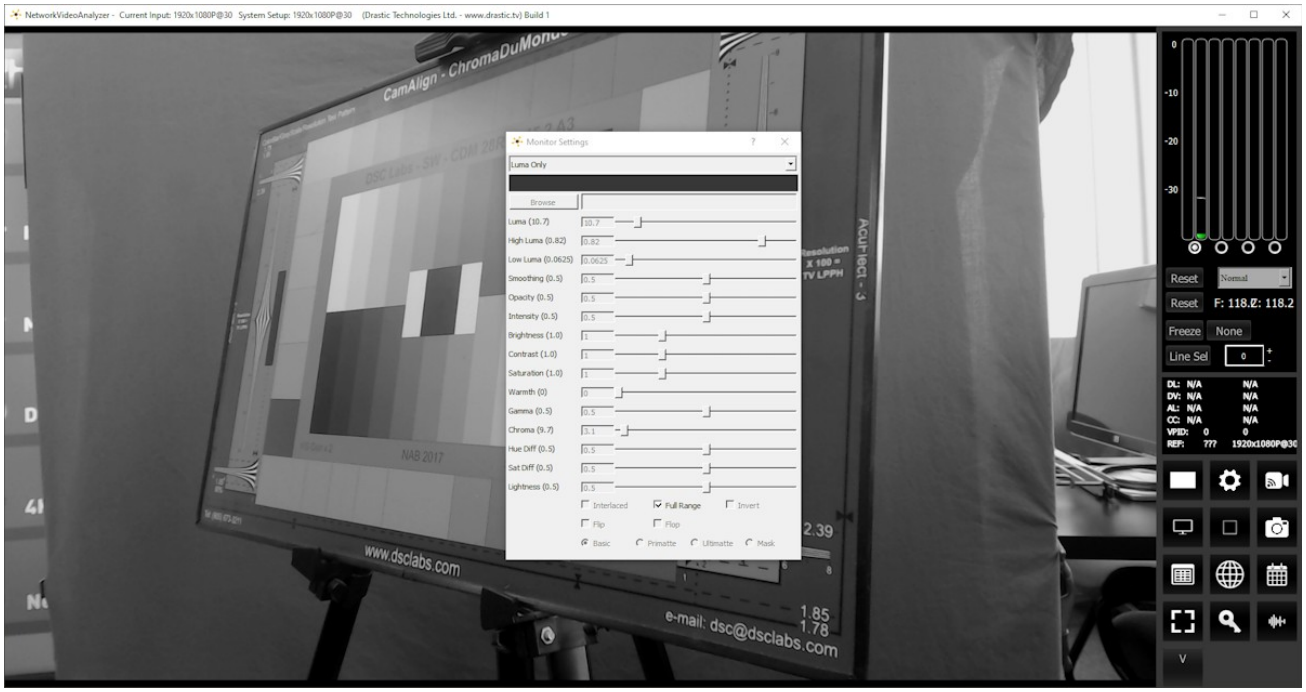
Display the signal normally. This is the default picture view.



The **Full Range** checkbox may be checked (use Full video range) or unchecked (use the standard SMPTE range). Full Range lets you adjust how the signal is processed to the display and does not affect any of the graticules.

Luma Only

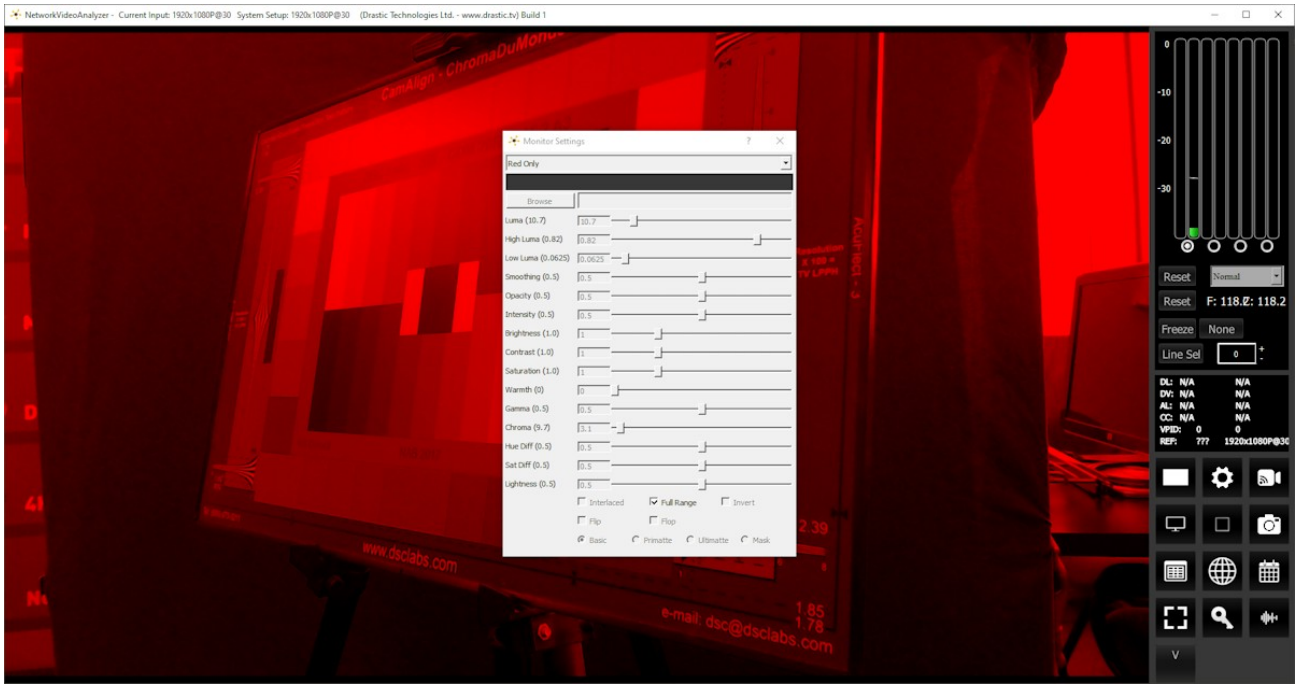
Show only the Y or brightness of the picture. This display setting produces a black and white image, with no chroma.



The **Full Range** checkbox may be checked (use Full video range) or unchecked (use the standard SMPTE range). Full Range lets you adjust how the signal is processed to the display and does not affect any of the graticules.

Red Only

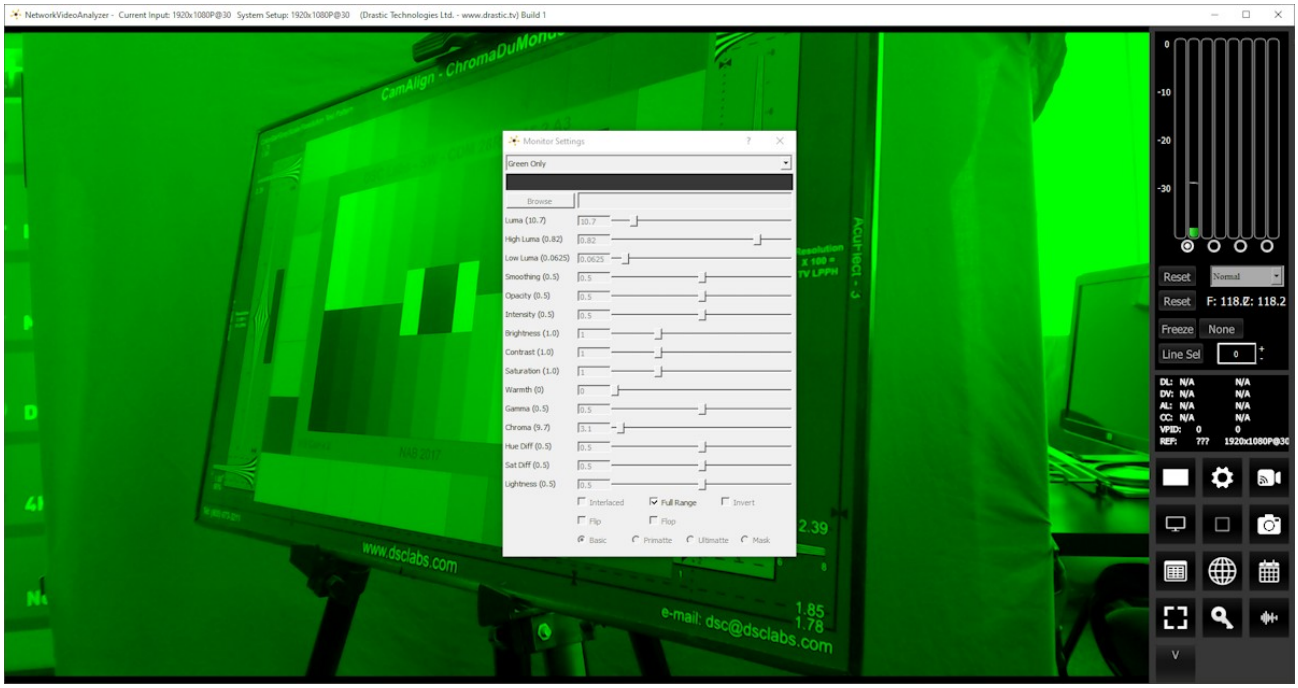
Show only the red channel.



The **Full Range** checkbox may be checked (use Full video range) or unchecked (use the standard SMPTE range). Full Range lets you adjust how the signal is processed to the display and does not affect any of the graticules.

Green Only

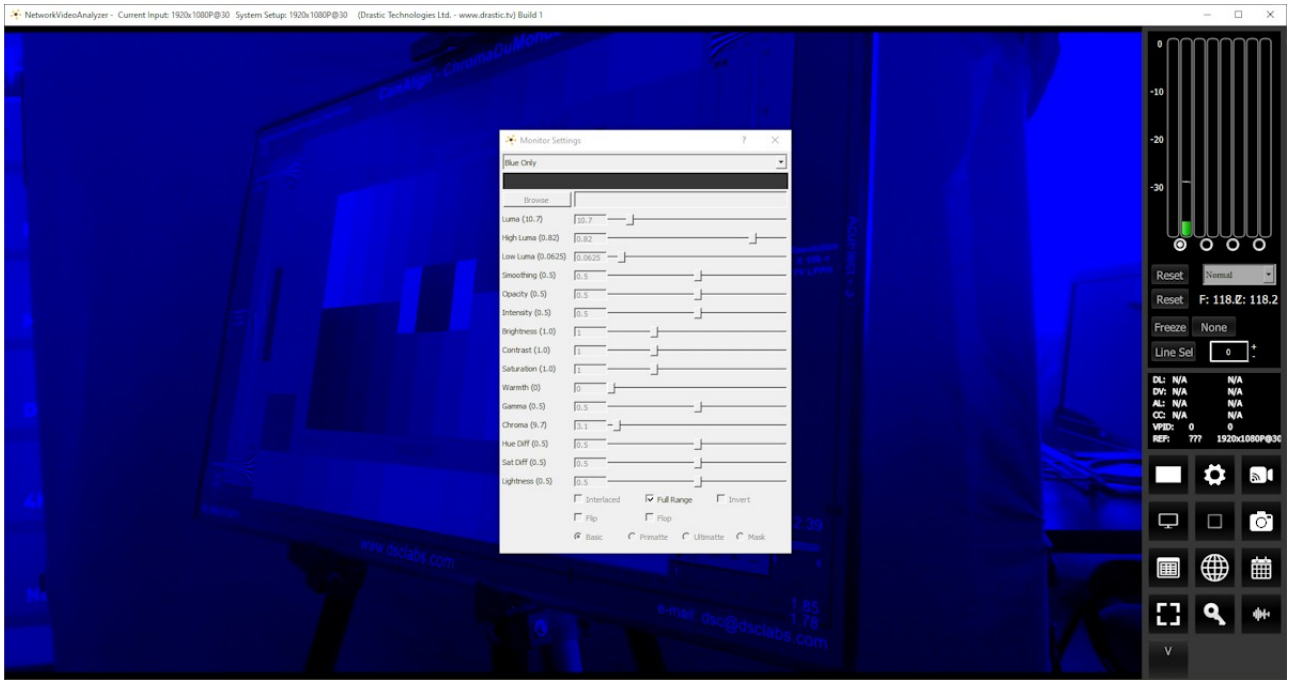
Show only the green channel.



The **Full Range** checkbox may be checked (use Full video range) or unchecked (use the standard SMPTE range). Full Range lets you adjust how the signal is processed to the display and does not affect any of the graticules.

Blue Only

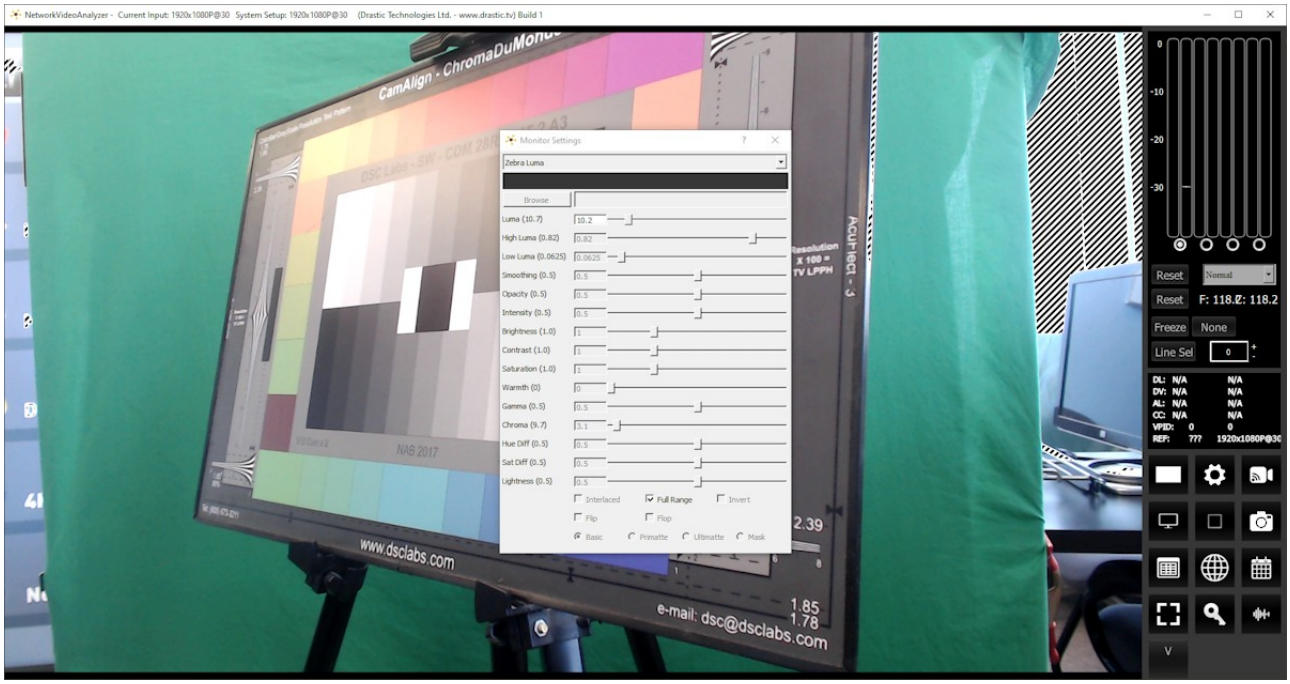
Show only the blue channel.



The **Full Range** checkbox may be checked (use Full video range) or unchecked (use the standard SMPTE range). Full Range lets you adjust how the signal is processed to the display and does not affect any of the graticules.

Zebra Luma

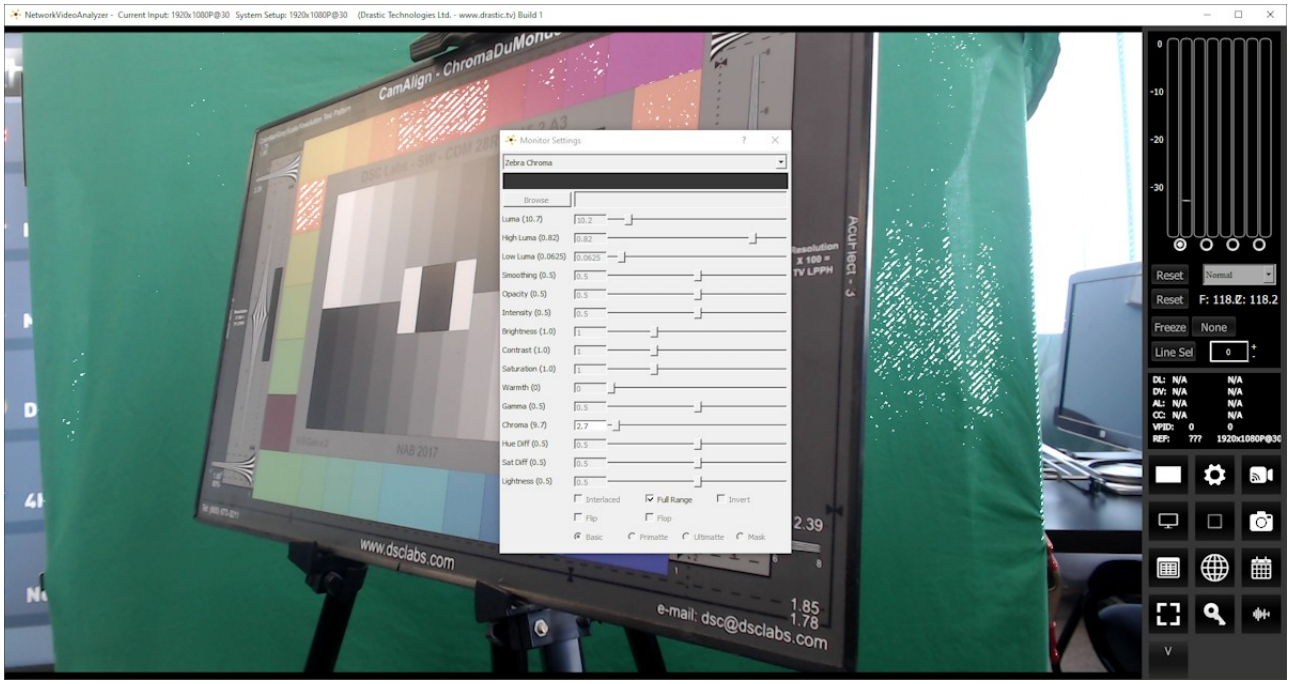
Draw zebra bars where the luma is too high or too low.



Activates the **Luma** slider, which allows the user to adjust the luma setting. When active, Luma can be adjusted by pulling the slider with the mouse, or using the left and right arrow buttons, in tenths. Click on the slider and use the < and > keys.
The **Full Range** checkbox may be checked (use Full video range) or unchecked (use the standard SMPTE range). Full Range lets you adjust how the signal is processed to the display and does not affect any of the graticules.

Zebra Chroma

Draw zebra bars where the chroma is out of range.

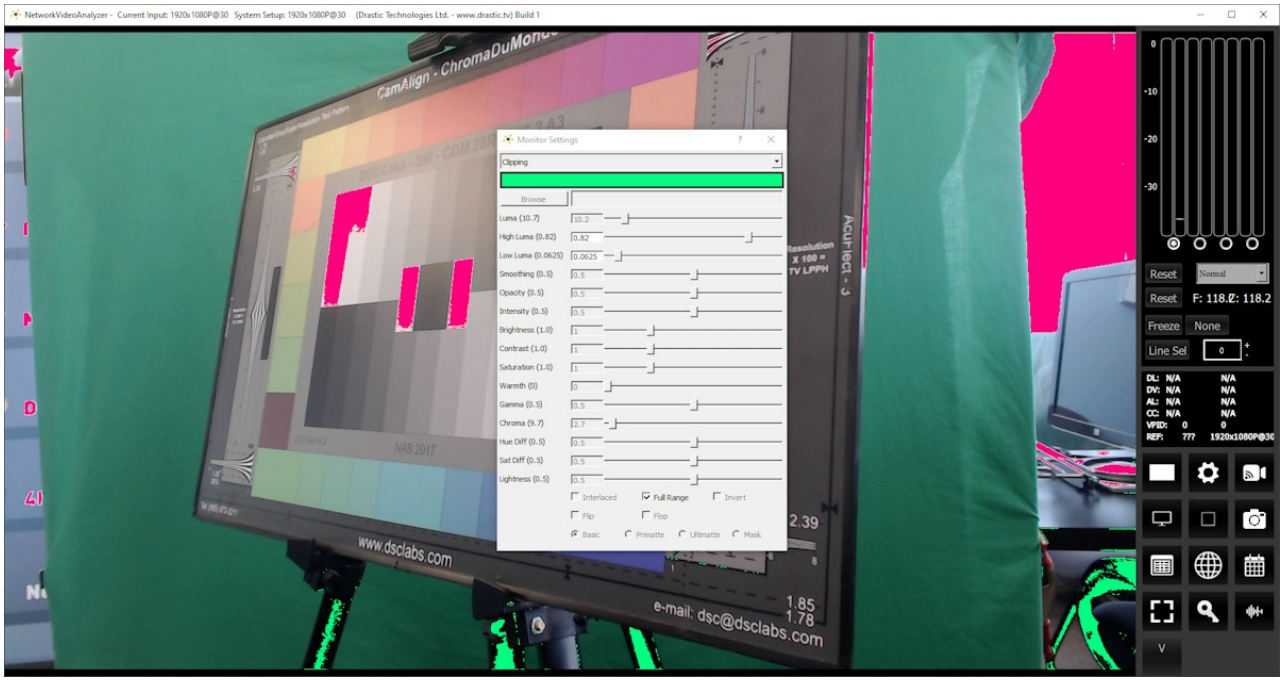


Activates the **Chroma** slider, which allows the user to adjust the chroma setting. When active, Chroma can be adjusted by pulling the slider with the mouse, or using the left and right arrow buttons, in tenths. Click on the slider and use the < and > keys.
The **Full Range** checkbox may be checked (use Full video range) or unchecked (use the standard SMPTE range). Full Range lets you adjust how the signal is processed to the display and does not affect any of the graticules.

Clipping

Draw a color anywhere the signal is too low, or a contrasting color anywhere it is too high. If a signal is too low, the blacks will become muddy and lose detail. With green selected as the main color, a red is generated as the contrasting color.

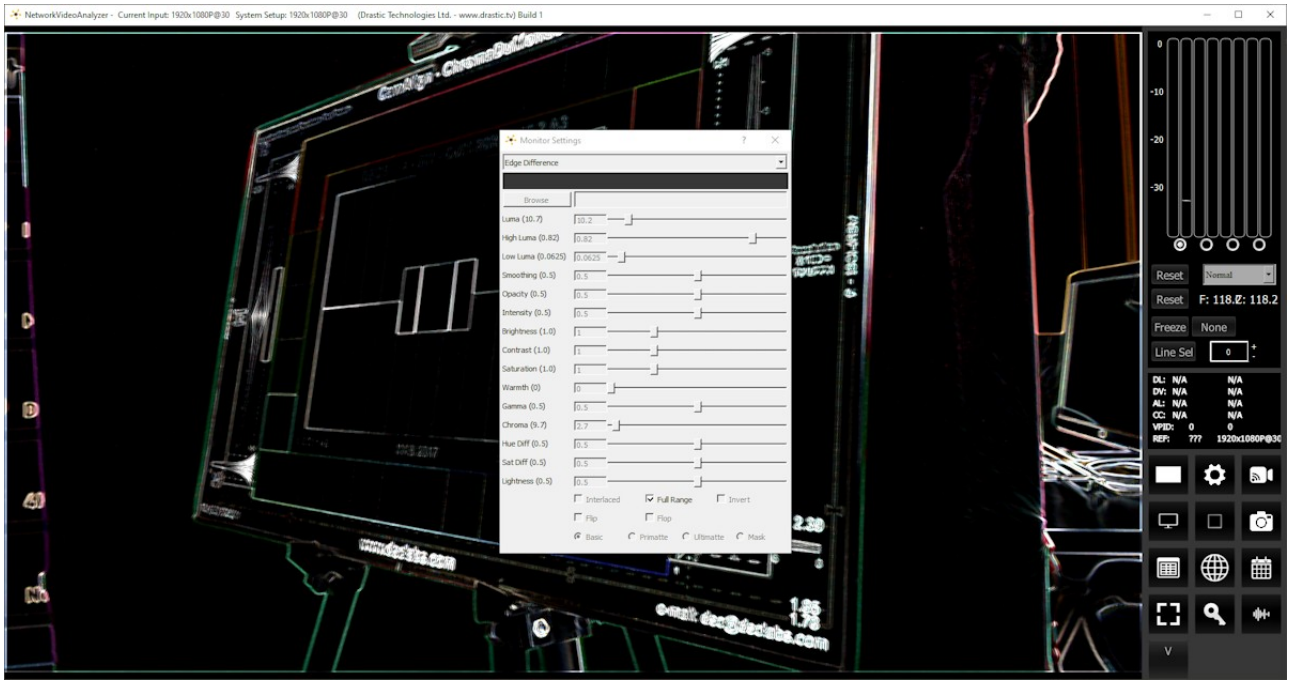
If the signal is too high, the whites will bleach out and lose detail.



Activates the **Color Picker** (the bar just below the display mode pulldown menu), so the user can choose a primary (too low) color other than green. The secondary (too high) color is automatically generated to be a contrasting color to the primary color.
Activates the **High Luma** slider and the **Low Luma** slider, allowing the user to adjust these settings. When active, High Luma and Low Luma can be adjusted by pulling the slider with the mouse, or using the left and right arrow buttons, in tenths, but displays whole integers only. Click on the slider and use the < and > keys.
The **Full Range** checkbox may be checked (use Full video range) or unchecked (use the standard SMPTE range). Full Range lets you adjust how the signal is processed to the display and does not affect any of the graticules.

Edge Difference

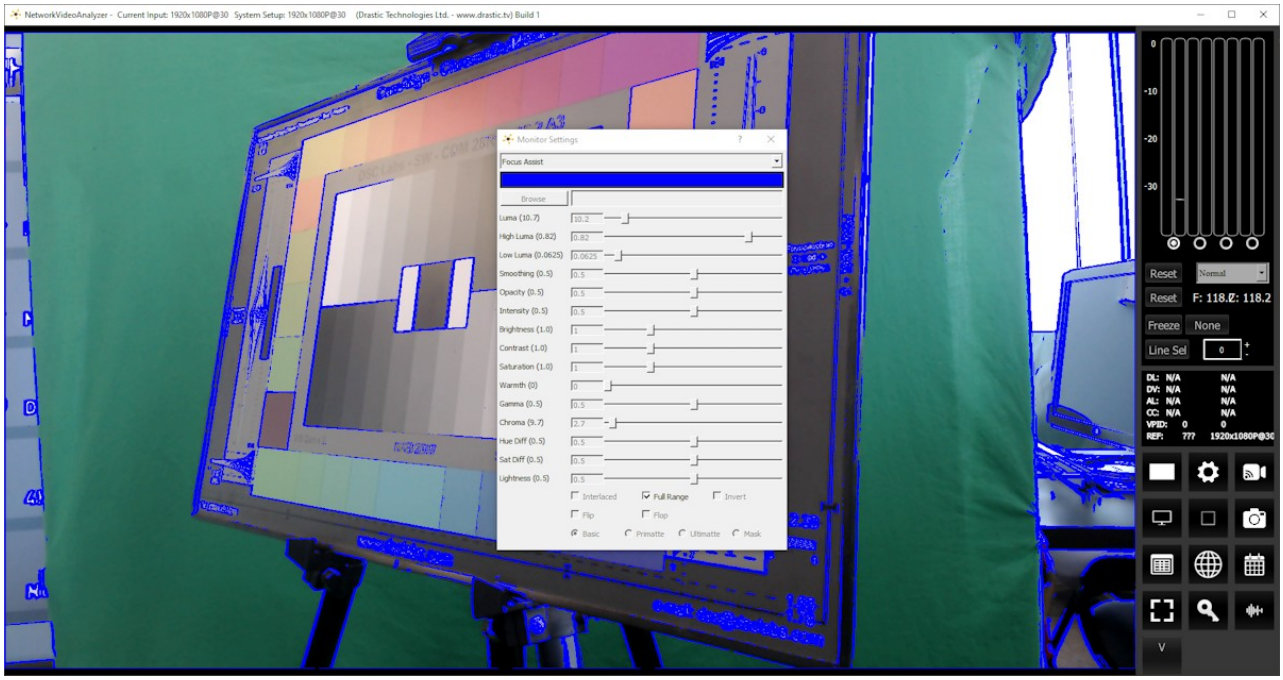
Highlight every edge in the picture, and turn the rest of the picture black.



The **Full Range** checkbox may be checked (use Full video range) or unchecked (use the standard SMPTE range). Full Range lets you adjust how the signal is processed to the display and does not affect any of the graticules.

Focus Assist

Paint areas of the image that are in focus with the selected color. This setting allows fine tuning of camera focus settings by making the in-focus areas obvious.

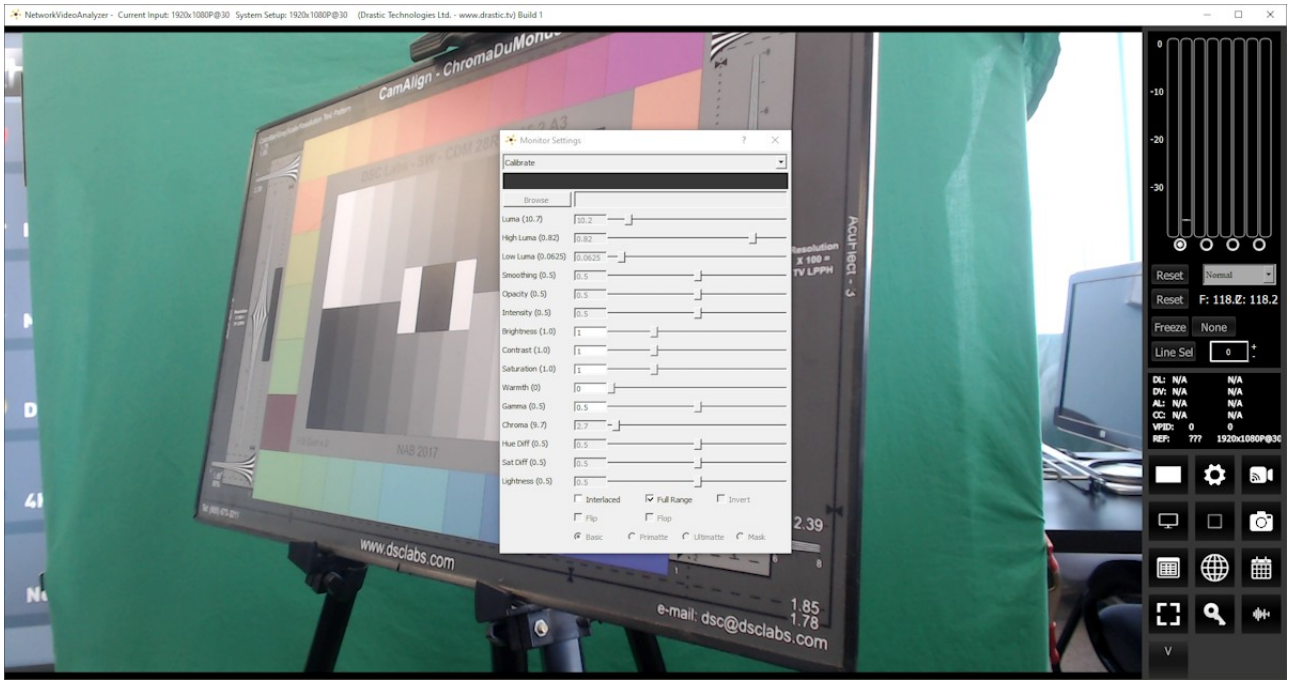


Activates the **Color Picker** (the bar just below the display mode pulldown menu), so the user can choose an appropriate color to contrast from the general hue of the picture.

The **Full Range** checkbox may be checked (use Full video range) or unchecked (use the standard SMPTE range). Full Range lets you adjust how the signal is processed to the display and does not affect any of the graticules.

Calibrate

Allows the user to calibrate the display settings. Initially this will show the normal picture view. However, as you move the individual sliders, you can change the way the image is displayed.



Activates the **Brightness**, **Contrast**, **Saturation**, **Warmth**, and **Gamma** sliders, allowing the user to adjust these settings. When active, Brightness, Contrast, Saturation, Warmth, and Gamma can be adjusted by pulling the sliders with the mouse, or using the left and right arrow buttons, in thousandths. Click on the slider and use the < and > keys.

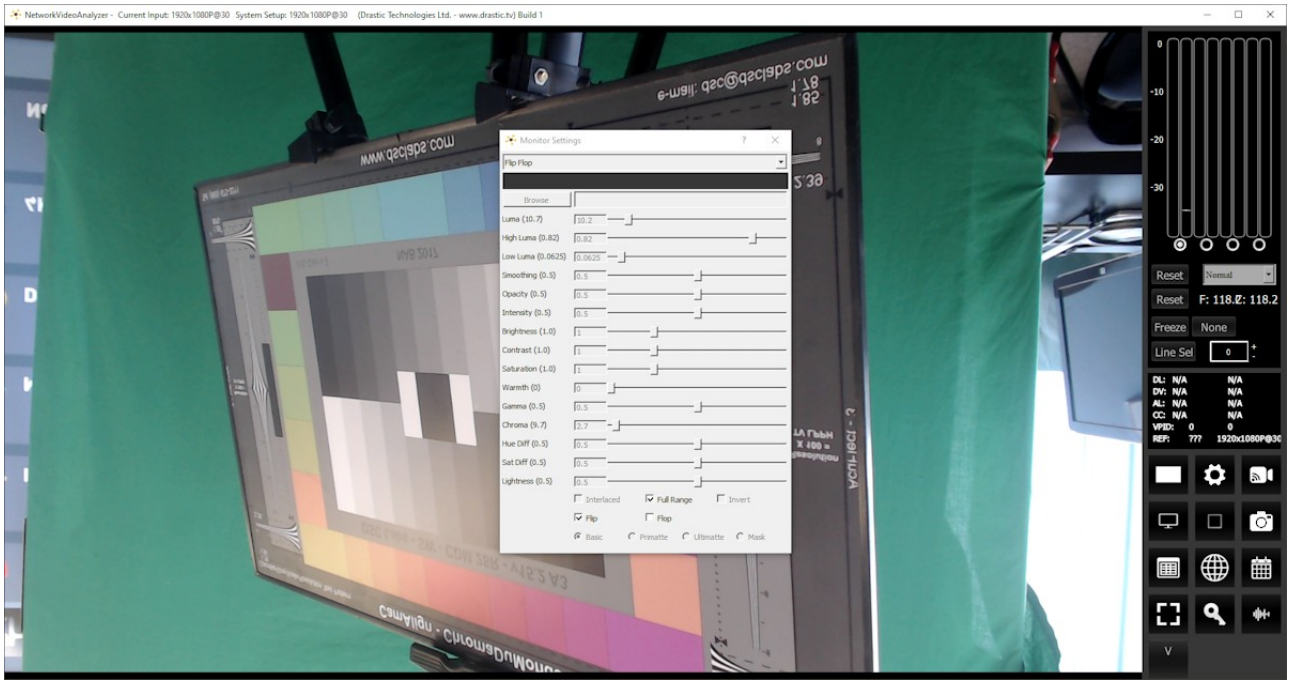
Activates the **Interlaced** checkbox, which allows the user to specify interlaced (checked) or progressive (unchecked) standards to display.

The **Full Range** checkbox may be checked (use Full video range) or unchecked (use the standard SMPTE range). Full Range lets you adjust how the signal is processed to the display and does not affect any of the graticules.

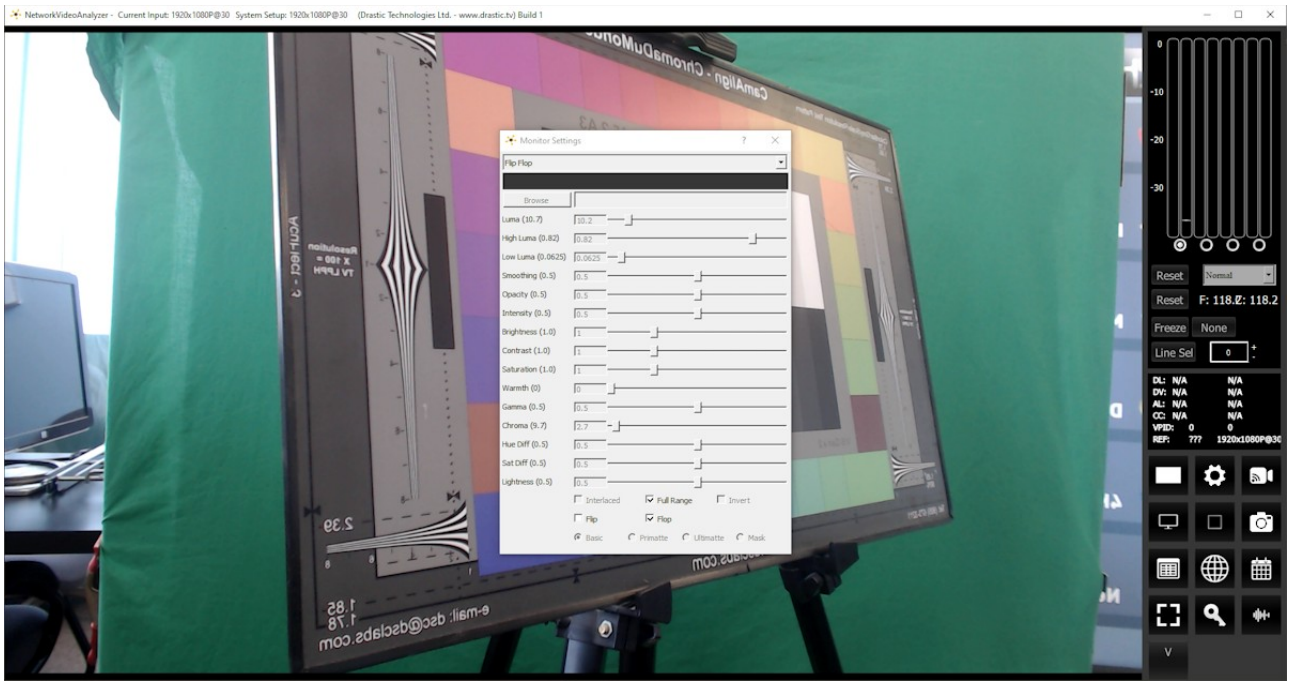
Flip Flop

Reverse the picture horizontally or vertically. Here is an example of the image in ‘flipped’ mode, or reversed from top to bottom.

Activates the **Flip** checkbox, which allows the user to reverse the image top to bottom.

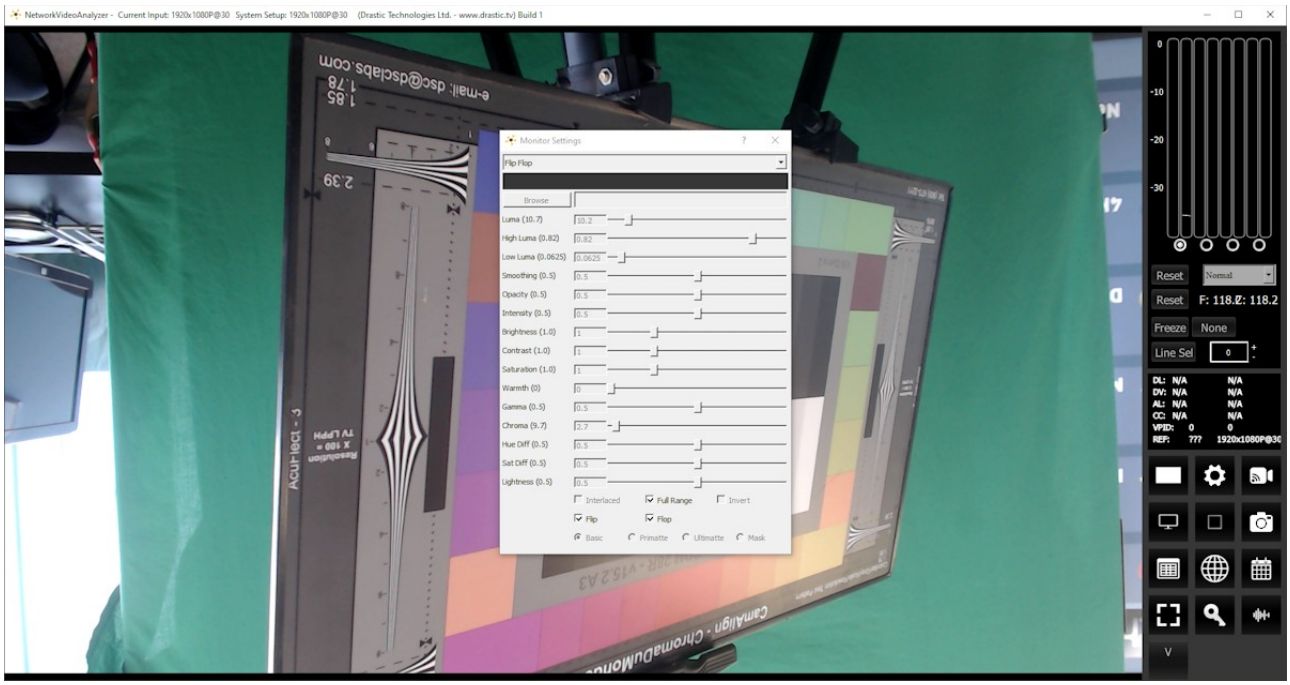


Activates the **Flop** checkbox, which allows the user to reverse the image left to right.



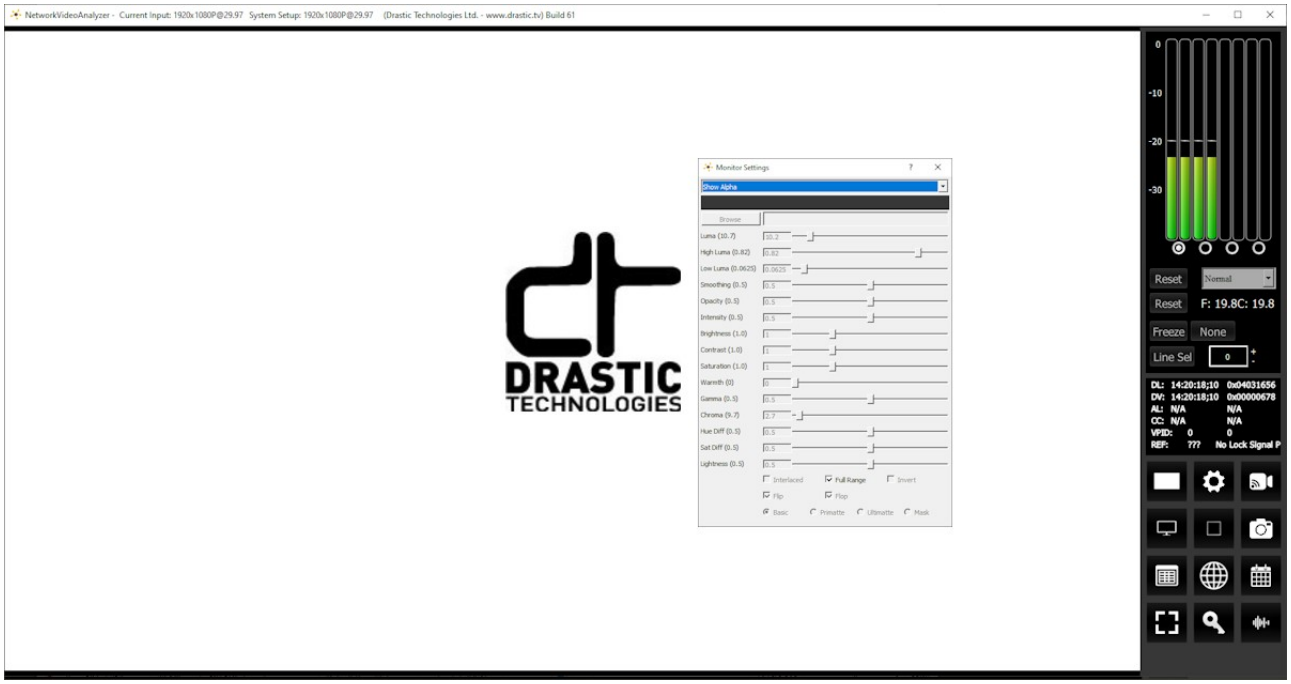
The **Full Range** checkbox may be checked (use Full video range) or unchecked (use the standard SMPTE range). Full Range lets you adjust how the signal is processed to the display and does not affect any of the graticules.

Note that the image can be both ‘flipped’ and ‘flopped’ at the same time.



Show Alpha

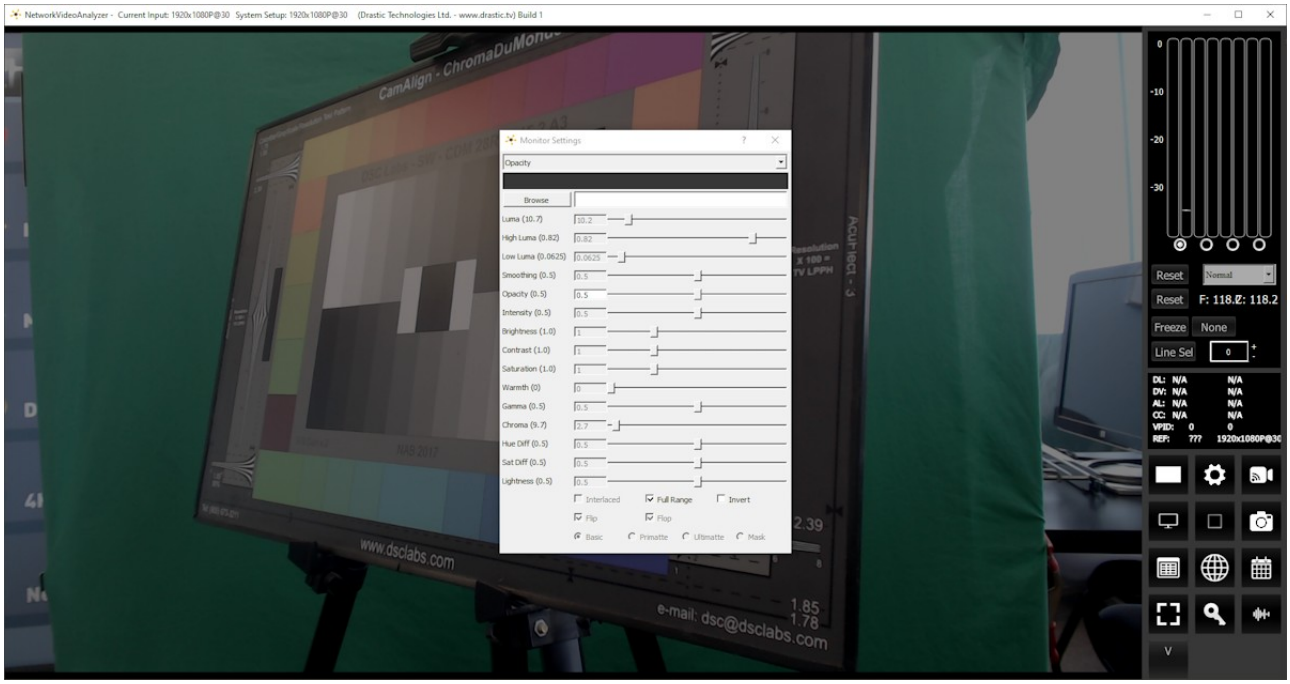
Show the alpha component of an RGBA or YCbCr+A signal.



The **Full Range** checkbox may be checked (use Full video range) or unchecked (use the standard SMPTE range). Full Range lets you adjust how the signal is processed to the display and does not affect any of the graticules.

Opacity

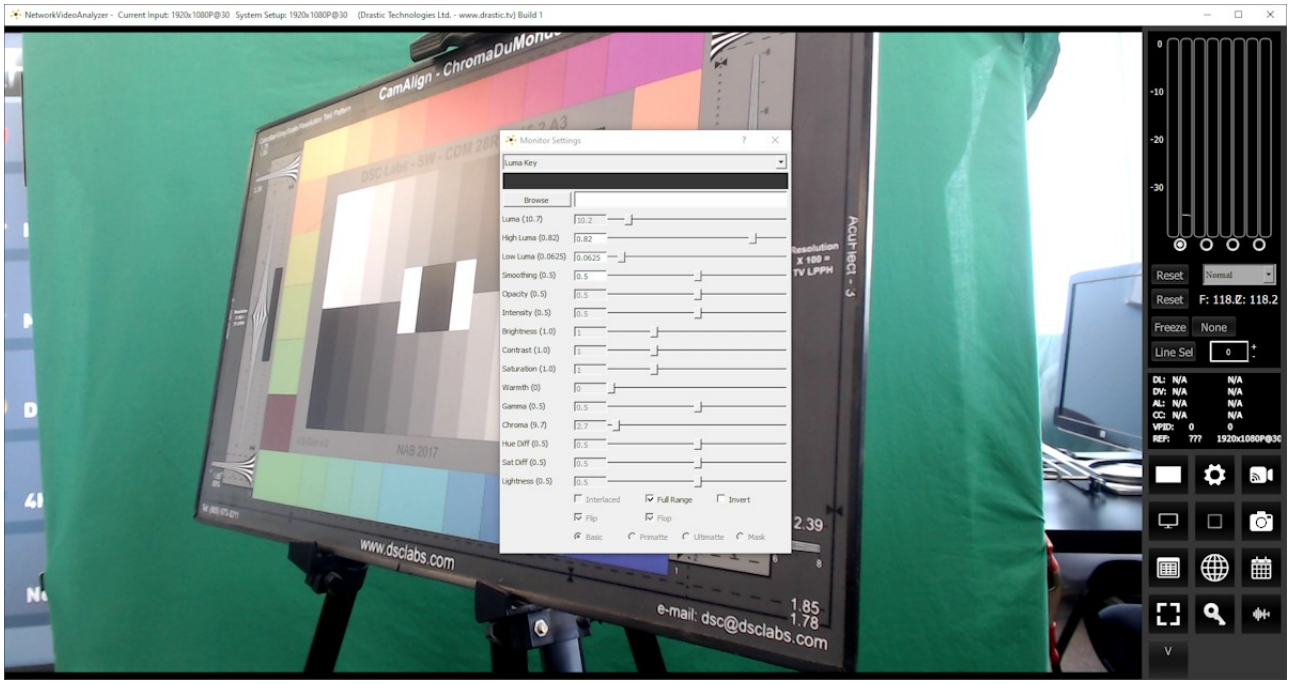
Mix the signal with a loaded still image for reference, using a checkerboard mix. This setting can be used to compare two images to match a camera position from an existing shot with a new camera, where additional shots are needed for a scene and a new camera needs to match its position.



Activates the **Browse** button. This opens a standard browser, which allows the user to load a TGA/PNG/BMP/JPG/v210/YUV to use as the background to compare live video to the existing image.
Activates the **Opacity** slider, and the **Invert** checkbox, which allows the user to set the opacity level, and Invert the display.
The **Full Range** checkbox may be checked (use Full video range) or unchecked (use the standard SMPTE range). Full Range lets you adjust how the signal is processed to the display and does not affect any of the graticules.

Luma Key

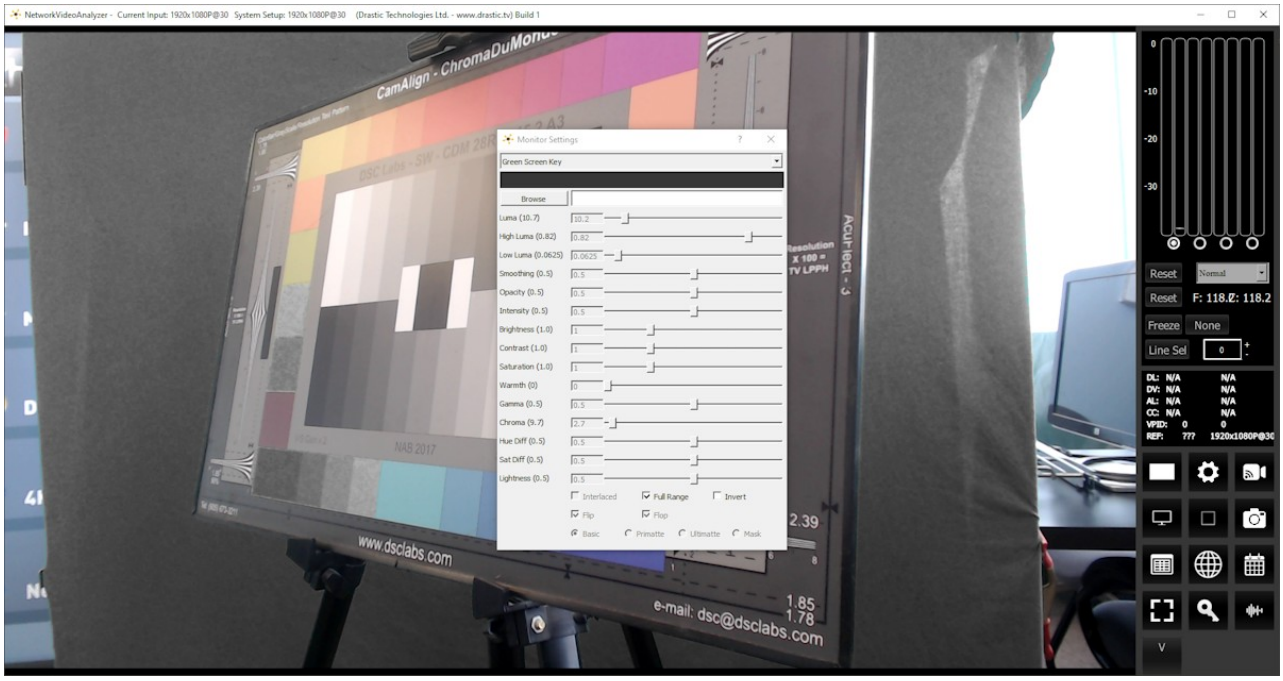
Show the video luma keyed over a checkerboard or image.



Activates the **Browse** button. This opens a standard browser, which allows the user to load a TGA/PNG/BMP/JPG/v210/YUV to use as the background for the luma key, instead of the checkerboard.
Activates the **High Luma** slider, so the user can adjust the high luma settings. When active, can be adjusted by pulling the slider, or using the left and right arrow buttons, in thousandths. Click on the slider and use the < and > keys.
Activates the **Low Luma** slider, so the user can adjust the low luma settings. When active, can be adjusted by pulling the slider, or using the left and right arrow buttons, in thousandths. Click on the slider and use the < and > keys.
Activates the **Smoothing** slider, so the user can adjust the smoothing settings. When active, can be adjusted by pulling the slider, or using the left and right arrow buttons, in thousandths. Click on the slider and use the < and > keys.
Activates the **Invert** checkbox. The user can check this box to Invert the key.
The **Full Range** checkbox may be checked (use Full video range) or unchecked (use the standard SMPTE range). Full Range lets you adjust how the signal is processed to the display and does not affect any of the graticules.

Green Screen Key

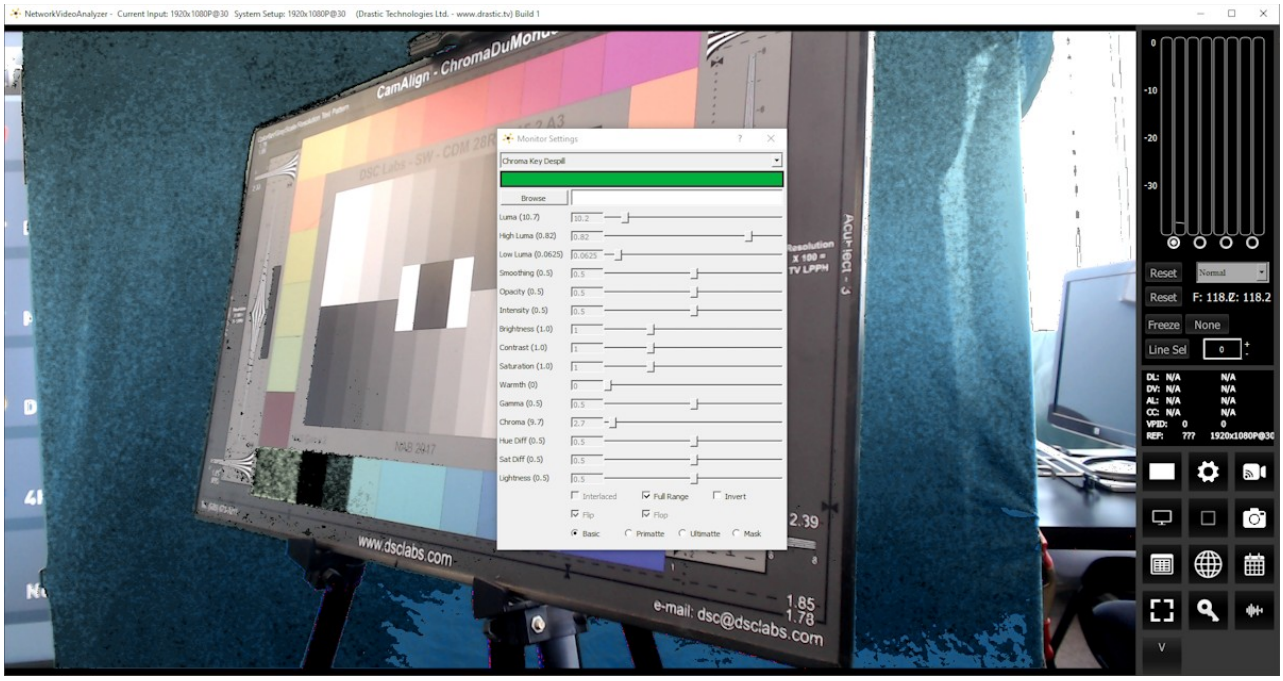
Show the image green screen keyed over a checkerboard.



Activates the **Browse** button. This opens a standard browser, which allows the user to load a TGA/PNG/BMP/JPG/v210/YUV to use as the background for the green screen key, instead of the checkerboard.
Activates the **Invert** checkbox. The user can check this box to Invert the key.
The **Full Range** checkbox may be checked (use Full video range) or unchecked (use the standard SMPTE range). Full Range lets you adjust how the signal is processed to the display and does not affect any of the graticules.

Chroma Key Despill

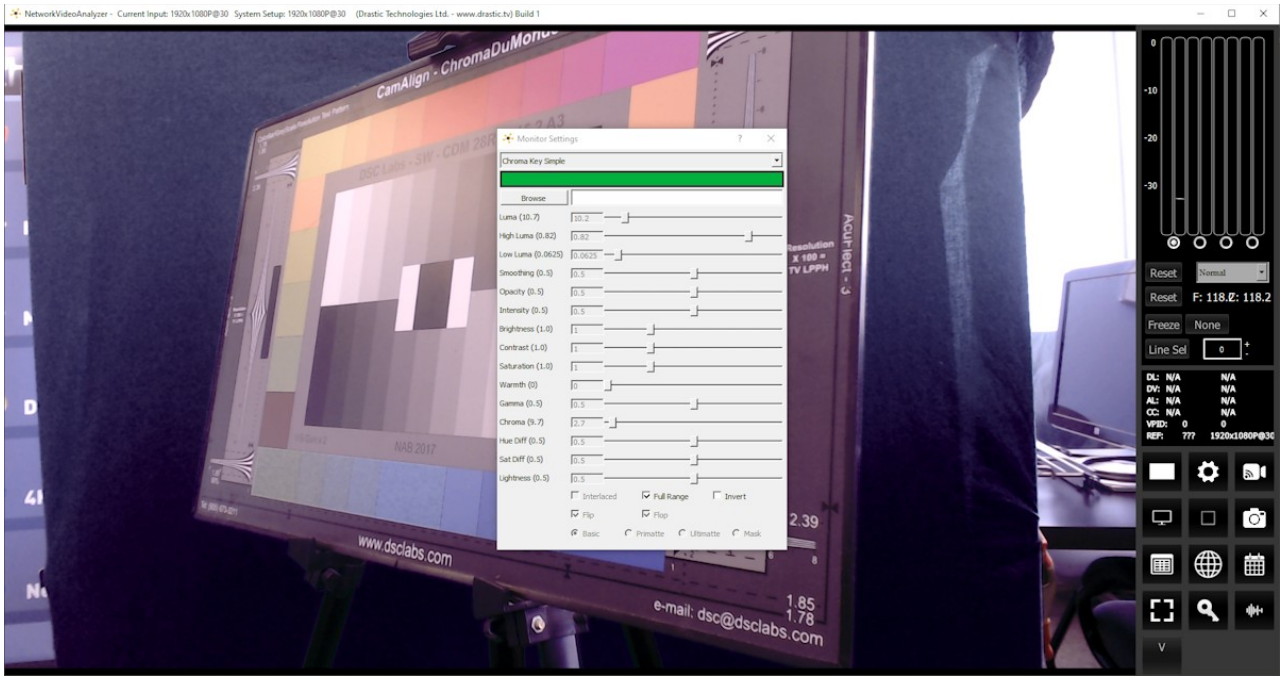
Chroma Keys are applied to pass through background for a particular color. Green screen and blue screen are specific chroma keys. The Despill applies a mix to the pixels at the edge of the color and any objects in the scene.



Activates the **Color Picker** (the bar just below the display mode pulldown menu), so the user can fine tune the green, or any color used for the chroma key.
Activates the **Browse** button. This opens a standard browser, which allows the user to load a TGA/PNG/BMP/JPG/v210/YUV to use as the background for the chroma key despill, instead of the checkerboard.
The **Full Range** checkbox may be checked (use Full video range) or unchecked (use the standard SMPTE range). Full Range lets you adjust how the signal is processed to the display and does not affect any of the graticules.
Activates the **Invert** checkbox. The user can check this box to Invert the key.
Activates the **Basic**/**Primatte**/**Ultimatte**/**Mask** radio buttons, which are chroma key despill types/settings. The user may select between these 4 settings using the radio buttons – when one is selected, the rest are automatically deselected.

Chroma Key Simple

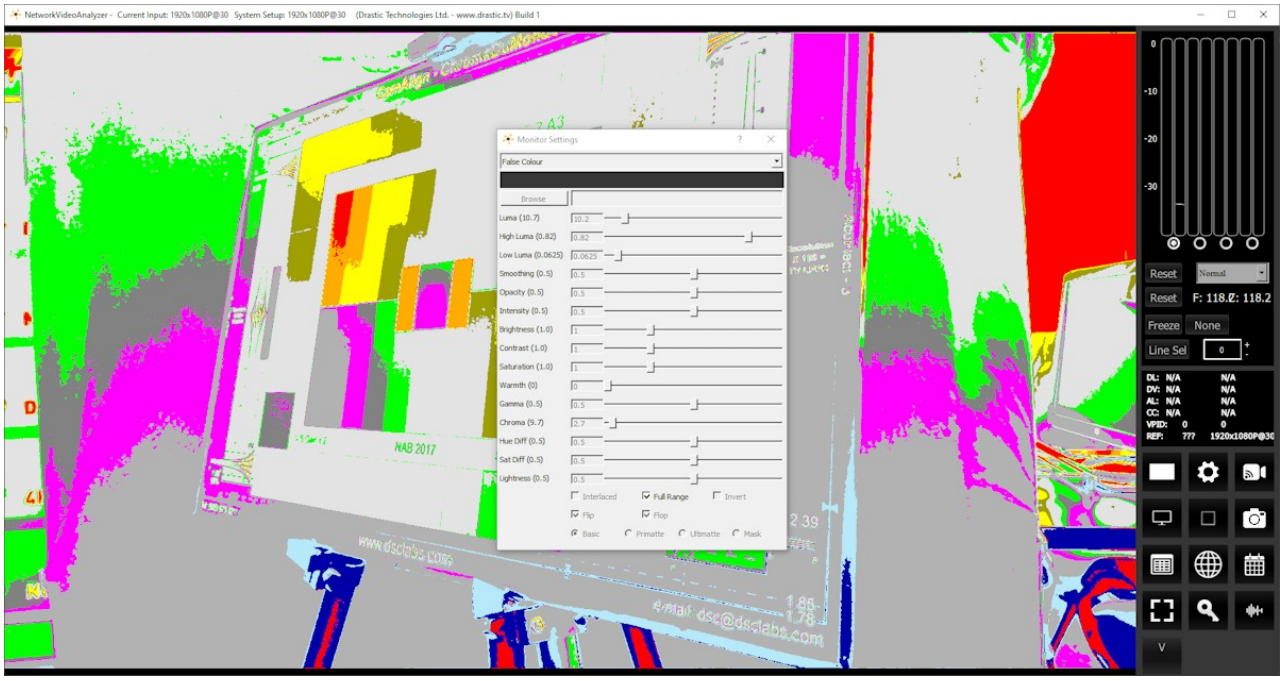
Show the image green screened over a checkerboard or image. Chroma Keys are applied to pass through background for a particular color. Green screen and blue screen are specific chroma keys. The Simple looks at each pixel.



Activates the **Browse** button. This opens a standard browser, which allows the user to load a TGA/PNG/BMP/JPG/v210/YUV to use as the background for the chroma key, instead of the checkerboard.
Activates the **Color Picker** (the bar just below the display mode pulldown menu), so the user can fine tune the green, or any color used for the chroma key.
Activates the **Browse** button. This opens a standard browser, which allows the user to navigate to an image to load.
The **Full Range** checkbox may be checked (use Full video range) or unchecked (use the standard SMPTE range). Full Range lets you adjust how the signal is processed to the display and does not affect any of the graticules.
Activates the **Invert** checkbox. The user can check this box to Invert the key.

False Colour

Show each exposure level as a color. Here is an example:



The **Full Range** checkbox may be checked (use Full video range) or unchecked (use the standard SMPTE range). Full Range lets you adjust how the signal is processed to the display and does not affect any of the graticules.

Here are the IRE Breakpoints in False Colour display mode:

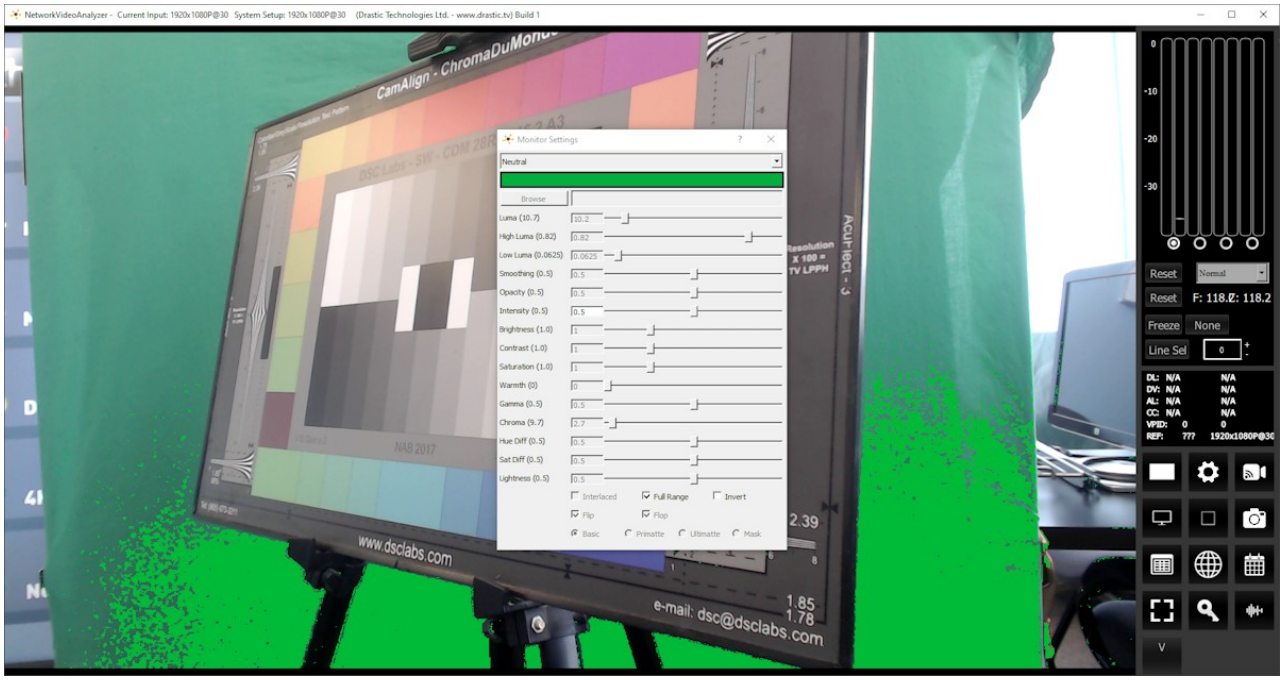
0 to 1.65	Red	Too low
1.65 to 10	Blue	Underexposed
10 to 20	Light Blue	
20 to 42	Dark Grey	
42 to 48	Bright Purple	
48 to 52	Medium Grey	
52 to 58	Green	
58 to 78	Light Grey	Skin Tones
78 to 84	Dark Yellow	
84 to 94	Dark Yellow	
94 to 92	Orange	Overexposed
92 to 100	Red	Too High

The following controls on the **Monitor Settings** window are reserved for future development:

Intensity slider – reserved for future development.
Hue Diff slider – reserved for future development.
Sat Diff slider – reserved for future development.
Lightness slider – reserved for future development.

Neutral

Draw a color where there are stronger color values, and pass through any neutral areas, where the R, G, and B are relatively equal.



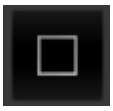
Activates the **Color Picker** (the bar just below the display mode pulldown menu), so the user can fine tune the color used for the neutral key.
The **Full Range** checkbox may be checked (use Full video range) or unchecked (use the standard SMPTE range). Full Range lets you adjust how the signal is processed to the display and does not affect any of the graticules.

Display Modes Keyboard Controls

The display modes can be set using keyboard commands rather than the Monitor Settings window. Please note, if the Monitor Settings window is open, these keyboard commands will be ignored.

<ALT>-A - Display mode alpha only
<ALT>-B - Display mode blue only
<ALT>-C - Display mode clipping
<ALT>-D - Display Mode flip flop
<ALT>-E - Display mode edges
<ALT>-F - Display mode focus assist
<ALT>-G - Display mode green only
<ALT>-H - Display mode HDR false color [shows greater than SDR and less than 64]
<ALT>-I - Display mode calibrate
<ALT>-J - Display mode luma key
<ALT>-K - Display mode chroma key simple
<ALT>-L - Display mode luma only
<ALT>-M - Display mode false color
<ALT>-N - Display mode none
<ALT>-O - Display mode opacity
<ALT>-P - Display mode chroma key despill
<ALT>-R - Display mode red only
<ALT>-S - Display mode green screen
<ALT>-T – Display mode neutral
<ALT>-V - Display mode buffer weighted *[not implemented]*
<ALT>-W - Display mode weighted RGB *[not implemented]*
<ALT>-X - Display mode edge difference
<ALT>-Y - Display mode zebra chroma
<ALT>-Z - Display mode zebra luma

Manual



The manual is available through this button in all versions.

Free	sdiScope	4KScope	HDRScope	2110Scope
Manual				

Manual button – opens up the manual included with your install for quick reference. Depending on the version of software you have installed, this may not be the most up to date manual that exists.

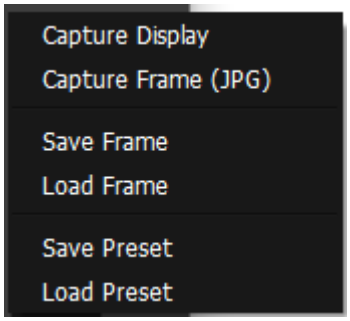
The latest versions of Drastic documentation can generally be found here:

https://www.drastic.tv/support-59/supportdocumention

Capture Image

Free	sdiScope	4KScope	HDRScope	2110Scope
	Capture Display, Capture Frame JPG, Save Frame, Load Frame	Capture Display, Capture Frame JPG, Save Frame, Load Frame, Save Preset, Load Preset		

Frame Grab button – provides options for capturing a frame of video for reference. Images are saved in C:\Users\<your computer>\Pictures\Network Video Analyzer. Opens the following dialog:



Capture Display – Capture the interface with the current video and scopes to an image
Capture Frame JPG - by selecting this option or using <CTRL>-1, a JPG image can be captured to your C:\Users\<your computer>\Pictures\Network Video Analyzer directory in 8 bit YCbCr

mode for easy reading and documentation. 10% and 50% JPG scaled versions can also be captured with <CTR>-5 and <CTRL>-9.

Save Frame - The incoming image can be captured as a raw (YUV, V210, RGB10) image in full, bit perfect images to your C:\Users\username\Pictures\Network Video Analyzer directory by selecting this option or by pressing <CTRL>-0. These can be read with videoQC or converted with MediaReactor.

Save Images Keyboard Commands

Save JPG Images

<CTRL>-1 Capture a full size JPG image (in 8 bit YCbCr only)
<CTRL>-2 Capture a 50% size JPG image (in 8 bit YCbCr only)
<CTRL>-3 Capture a 25% size JPG image (in 8 bit YCbCr only)
<CTRL>-4 Capture a 10% size JPG image (in 8 bit YCbCr only)
<CTRL>-5 Capture a full size JPG image (in 8 bit YCbCr only)
<CTRL>-6 Capture a full size JPG image (in 8 bit YCbCr only)
<CTRL>-7 Capture a full size JPG image (in 8 bit YCbCr only)
<CTRL>-8 Capture a full size JPG image (in 8 bit YCbCr only)

Save Raw Images

<CTRL>-9
<CTRL>-0 Capture uncompressed frames as YUV (8 bit), v210 (10 bit), RGB10 (10 bit)
These are headerless frames, with only the raw data in them. They can be viewed or read in Drastic software like videoQC, DTMediaRead, Net-X-Code Server, etc. Please contact Drastic for the bit format of these files.

Saved Frames Location - Frames are saved at C:\Users\username\Pictures\Network Video Analyzer.

Load Frame – opens a browser pointed at your C:\Users\username\OneDrive\Pictures\NetworkVideoAnalyzer directory so you can load a frame you have saved.

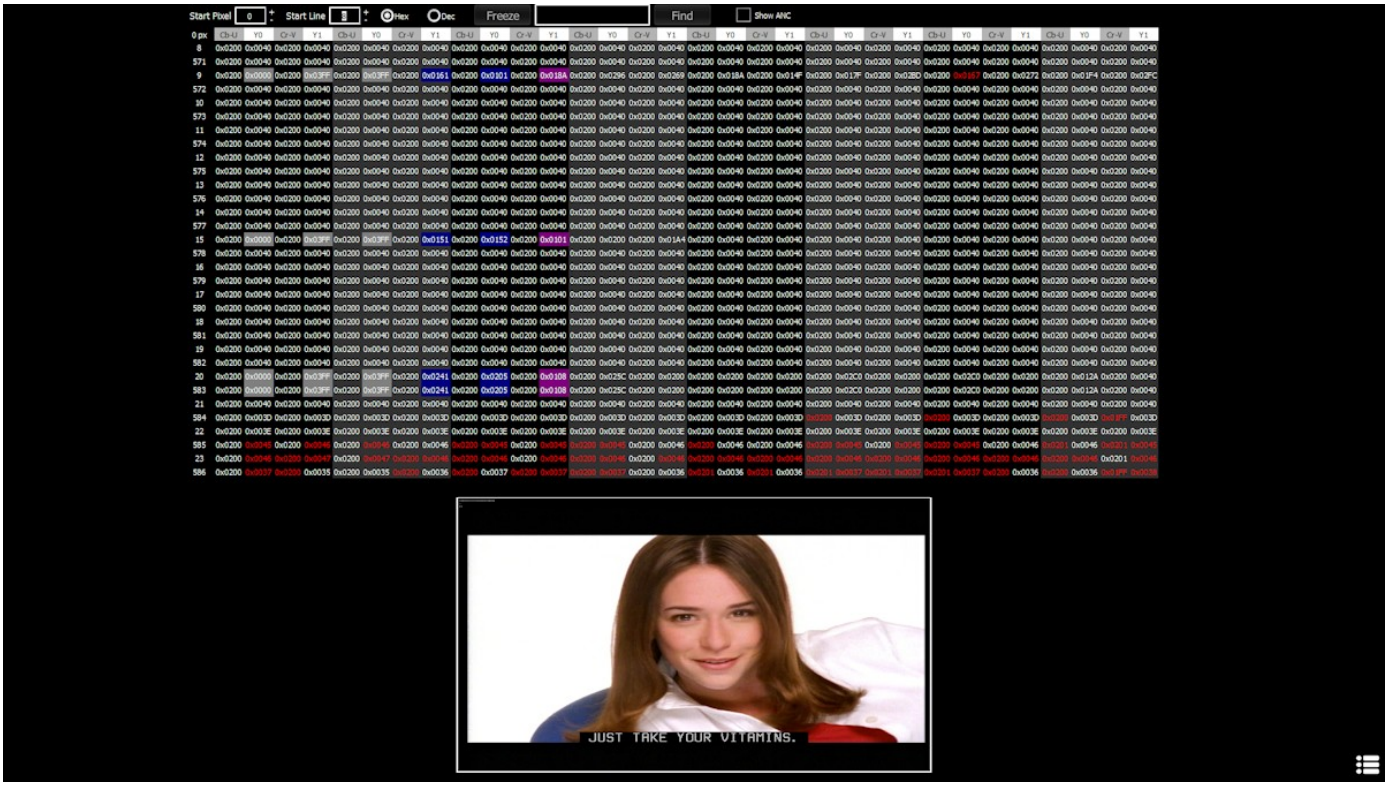
Save Preset – opens a browser set to C:\Users\username\OneDrive\Documents\DrasticScope, which allows the user to save the current layout in a location of their choice, as a preset for similar workflows.

Load Preset – opens a browser set to C:\Users\username\OneDrive\Documents\DrasticScope, which allows the user to locate and load existing presets.

Data View

Free	sdiScope	4KScope	HDRScope	2110Scope
		Data View		

Data View button – populates the Display section with the Data view.



At the top of the data view the following controls are offered:

Start Pixel field and +/- buttons – displays the current start pixel. The user may click in this box to enter a new start pixel, or use the +/- buttons to increment the start pixel up or down by single pixels.

Start Line field and +/- buttons – displays the current start line. The user may click in this box to enter a new start line, or use the +/- buttons to increment the start line up or down by single lines.

Hex/Dec buttons – select between hexadecimal or decimal values to display.

Freeze button – freeze the current frame of video for closer inspection.

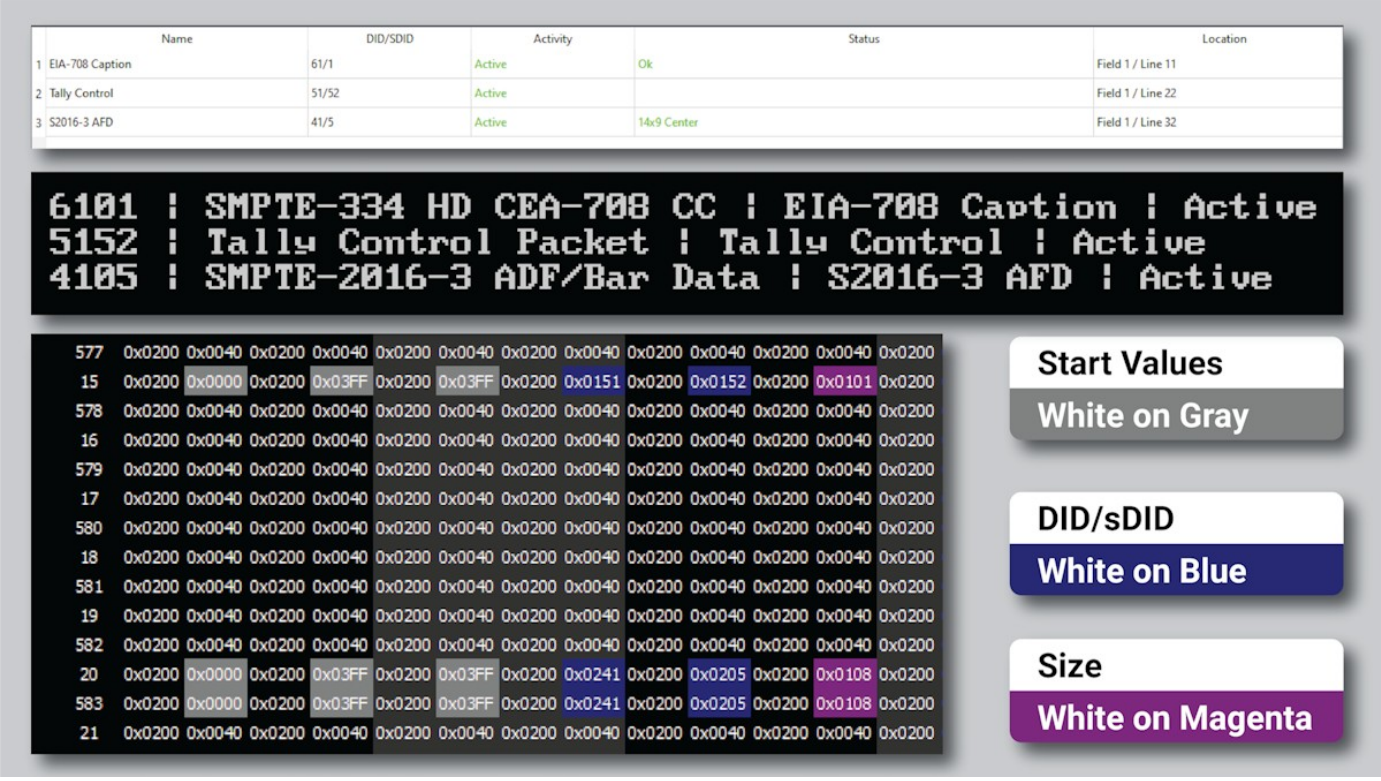
Find field and button – enter a hexadecimal value into the field and press the Find button, and the data view will highlight any instances of this value it finds.

Color Coded Values display

Valid ANC data in the signal starts with the values 0x0000, 0x03FF, 0x03FF (in the luma or a chroma channel, so every second value), followed by the DID and sDID value denoting the ANC type, followed by the size of the data.

These are color coded, with the following values and their color schemes:

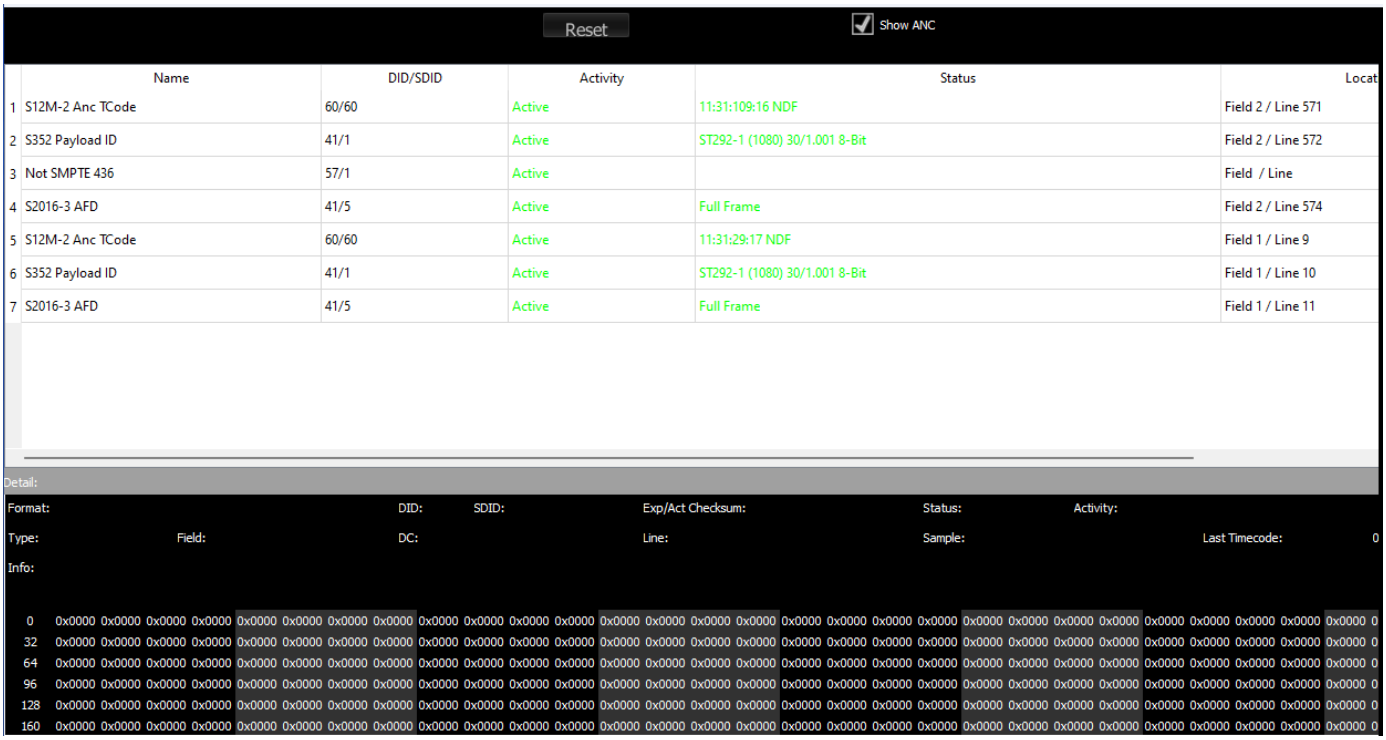
Start Values - white on gray
DID/sDID Values - white on blue
Size Values - white on magenta.



Show ANC checkbox – selecting this checkbox will display any valid ancillary data found

The Data view allows access to the raw pixel values being monitored on the HDMI or SDI input. Raw values are captured and displayed with no manipulation by the software. This mode is perfect for checking vertical blank signaling and metadata, as well as picture issues like inner line sync markers or out of range colors. Pixel starts can be selected, along with lines, in the edit boxes above the data area.

Show ANC checkbox – when selected, displays any valid, decoded ANC it can find. Each ancillary data stream is allocated a row.



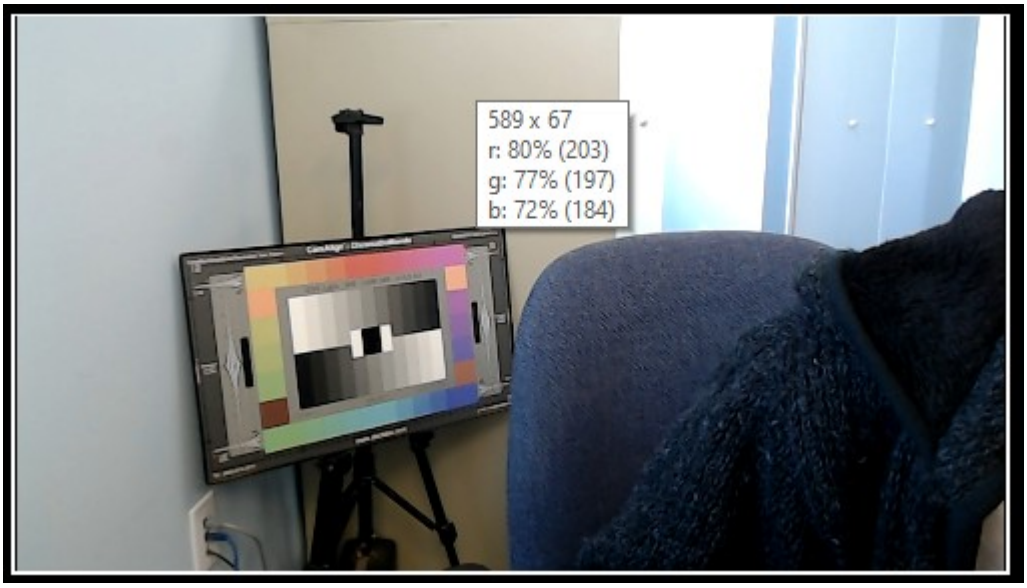
Reset button – click to reset any lingering values to force a refresh of the Anc monitor.
Show Anc checkbox – click to display the Anc Monitor.
Name column – shows the type of ancillary data being displayed
DID/SDID column – shows Data Identifier/Secondary Data Identifier
Activity column – whether active or paused etc.
Status column – status of the data
Location column – location within the video frame

Details of a selected data stream:

Format – format of the data
DID – Data Identifier
SDID – Secondary Data Identifier
Exp/Act Checksum – shows the expected checksum against the actual checksum
Status – status of the data
Activity – whether active or paused etc.
Type – type of data
Field – which field the data is on if applicable
DC – dc of the data
Line – which line of video the data is on
Sample – which sample is being shown
Last Timecode – most recent time code location
Real time values display – displays per pixel details for the selected data

The lower section shows real time details when a row is selected. Current values are displayed. The values will be displayed in white when they are static, and in red when they have changed.

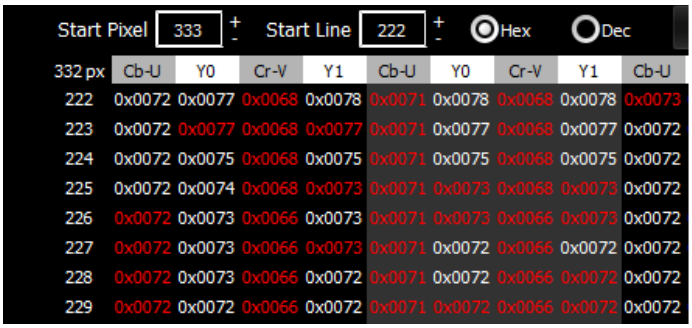
The Data View picture inset also provides real time per pixel data when you hover over any area of the image with the mouse. It displays the location of the specific pixel you are looking at, and shows the RGB values.



The region of pixels that data view analyzes can be set by the user by clicking the **Start Pixel**, or the **Start Line** checkbox, and changing the value. Note, areas outside the active picture region cannot be selected since they will not provide a useful measurement.

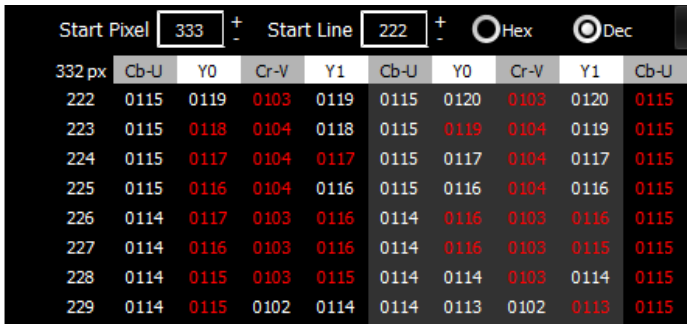
624 px	Cb-U	Y0	Cr-V	Y1	Cb-U	Y0
222	0x0083	0x00A3	0x007D	0x00A3	0x0083	0x00
223	0x0083	0x00A3	0x007D	0x00A3	0x0083	0x00
224	0x0083	0x00A3	0x007D	0x00A3	0x0083	0x00
225	0x0083	0x00A3	0x007D	0x00A3	0x0083	0x00
226	0x0083	0x00A2	0x007D	0x00A2	0x0083	0x00
227	0x0083	0x00A2	0x007D	0x00A2	0x0083	0x00
228	0x0083	0x00A2	0x007D	0x00A2	0x0083	0x00
229	0x0083	0x00A2	0x007D	0x00A2	0x0083	0x00
230	0x0083	0x00A2	0x007D	0x00A2	0x0083	0x00
231	0x0083	0x00A2	0x007D	0x00A2	0x0083	0x00

The Data View can be set to display either hexadecimal, or decimal values for each pixel:



Start Pixel 333 Start Line 222 Hex Dec

332 px	Cb-U	Y0	Cr-V	Y1	Cb-U	Y0	Cr-V	Y1	Cb-U
222	0x0072	0x0077	0x0068	0x0078	0x0071	0x0078	0x0068	0x0078	0x0073
223	0x0072	0x0077	0x0068	0x0077	0x0071	0x0077	0x0068	0x0077	0x0072
224	0x0072	0x0075	0x0068	0x0075	0x0071	0x0075	0x0068	0x0075	0x0072
225	0x0072	0x0074	0x0068	0x0073	0x0071	0x0073	0x0068	0x0073	0x0072
226	0x0072	0x0073	0x0066	0x0073	0x0071	0x0073	0x0066	0x0073	0x0072
227	0x0072	0x0073	0x0066	0x0073	0x0071	0x0072	0x0066	0x0072	0x0072
228	0x0072	0x0073	0x0066	0x0072	0x0071	0x0072	0x0066	0x0072	0x0072
229	0x0072	0x0072	0x0066	0x0072	0x0071	0x0072	0x0066	0x0072	0x0072



Start Pixel 333 Start Line 222 Hex Dec

332 px	Cb-U	Y0	Cr-V	Y1	Cb-U	Y0	Cr-V	Y1	Cb-U
222	0115	0119	0103	0119	0115	0120	0103	0120	0115
223	0115	0118	0104	0118	0115	0119	0104	0119	0115
224	0115	0117	0104	0117	0115	0117	0104	0117	0115
225	0115	0116	0104	0116	0115	0116	0104	0116	0115
226	0114	0117	0103	0116	0114	0116	0103	0116	0115
227	0114	0116	0103	0116	0114	0116	0103	0115	0115
228	0114	0115	0103	0115	0114	0114	0103	0114	0115
229	0114	0115	0102	0114	0114	0113	0102	0113	0115

Hexadecimal values are shown above on the left, and the decimal values on the right.

Web Page

Globe button – opens up the web page for 4KScope. This feature requires UwAmp Wamp Server be installed. There is more information about UwAmp, including download links, here: https://www.uwamp.com/en/?page=download

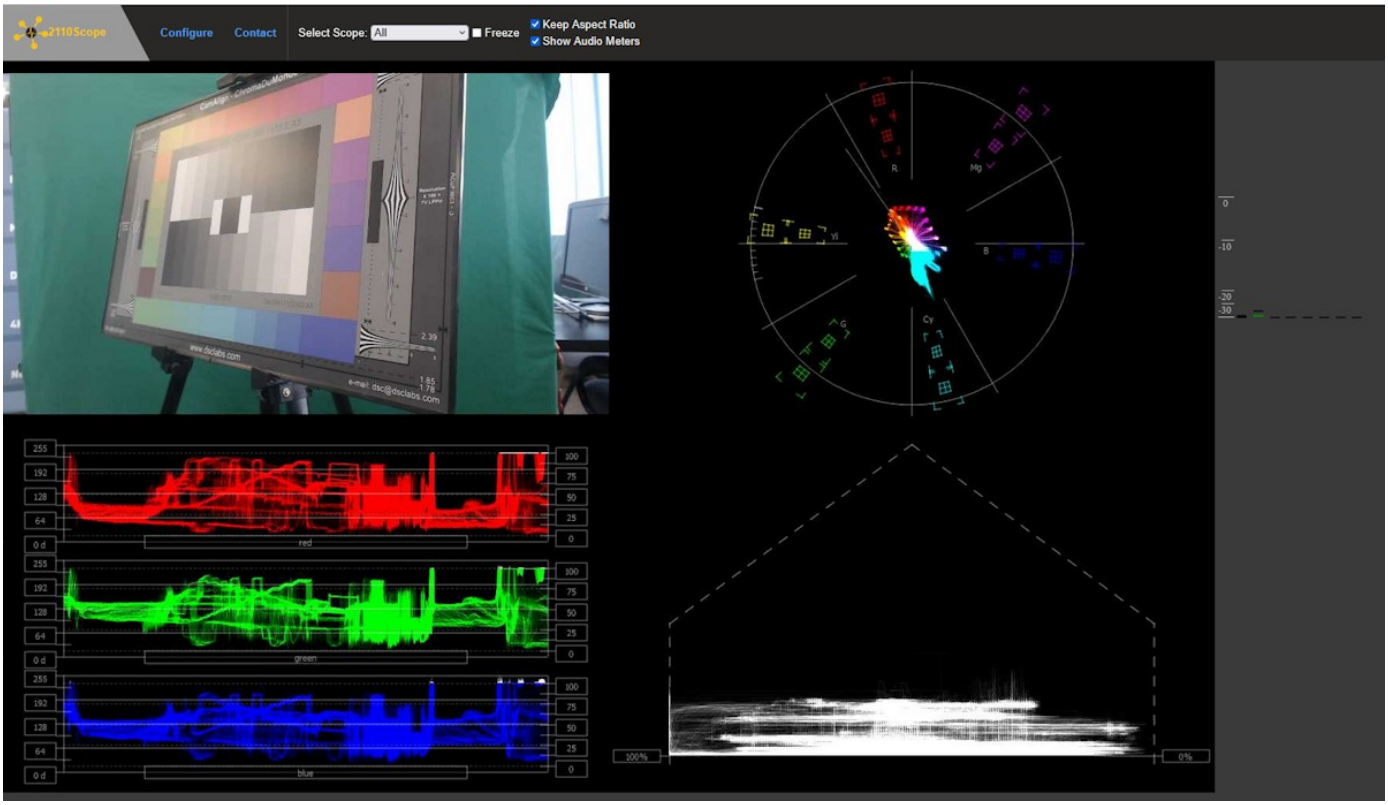
The web GUI is added at the 4Kscope level

Free	sdiScope	4KScope	HDRScope	2110Scope
		Web GUI		

The web page lets the user set up and view scopes remotely.

DrasticScope Web Interface

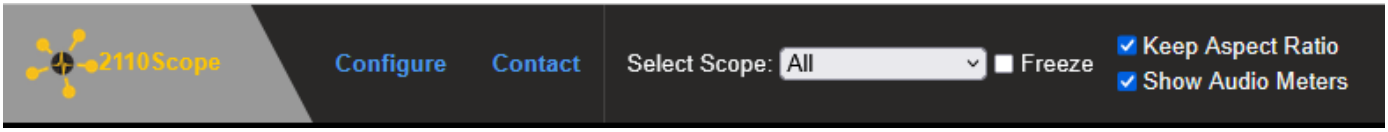
DrasticScope software features a web interface, so the user can remotely set up the scopes and view their signal through the scopes on a web page.



The user can set:

- How many scopes are displayed (1, 2, 4, or 6)
- Where each scope is placed in a multiple scope layout
- How the scope is displayed
- Which overlays are displayed

The main menu offers the following options:

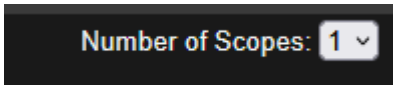


DrasticScope Logo – open the main menu

Configure

Pressing the **Configure** button opens the configuration page, where the user can set up how many scopes are displayed, and how they are displayed.

At the middle right there is a pulldown menu to select which layout to use. The options are:



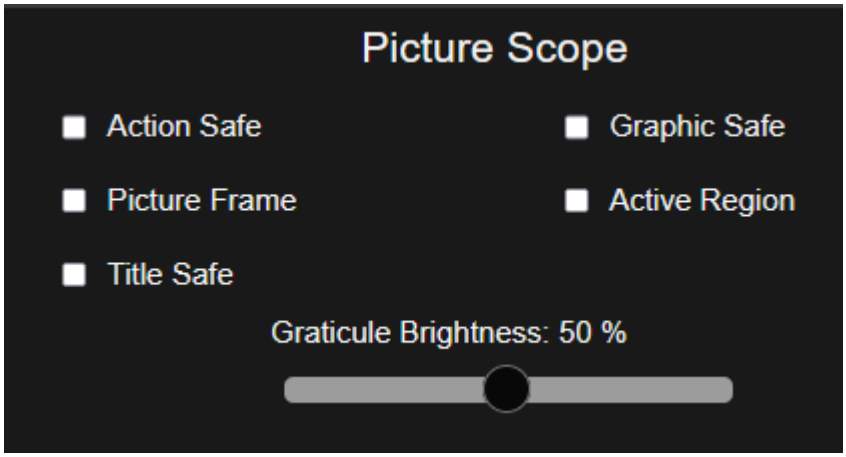
1 – (1up) Use a single scope
2 – (2up) Two scopes, side by side
4 – (4up) Four scopes in a 2 x 2 grid
6 – (6up) Two rows of three scopes

Below the layout selector there are buttons to select between the available scopes for display. Support for specific scopes depends on the version licensed.

Keep Aspect Ratio checkbox – select to constrain any image scaling to maintain the aspect ratio of the input signal
Show Audio Meters checkbox – select to display audio levels in the audio meters to the right of the scopes
Home - open the DrasticScope main menu

Picture

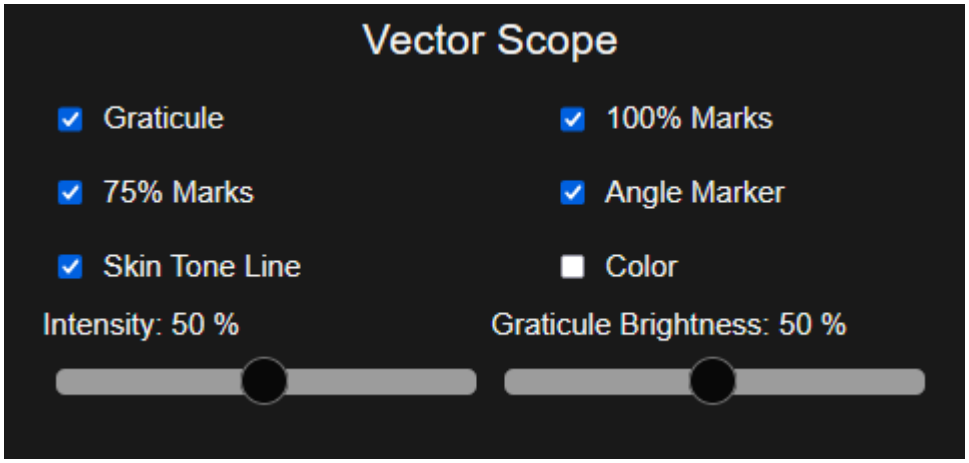
Setting a scope to display the Picture view provides the following options:



Action Safe checkbox – select to display the Action Safe rectangle over the picture
Graphic Safe checkbox – select to display the Graphic Safe rectangle over the picture
Picture Frame checkbox – select to display the Picture Frame rectangle over the picture
Active Region checkbox – select to display the Active Region rectangle over the picture
Title Safe checkbox – select to display the Title Safe rectangle over the picture
Graticule Brightness slider – adjust the brightness of the graticule overlay by using the slider. Pull to the left makes the graticule dimmer, and pull to the right makes it brighter.

Vector

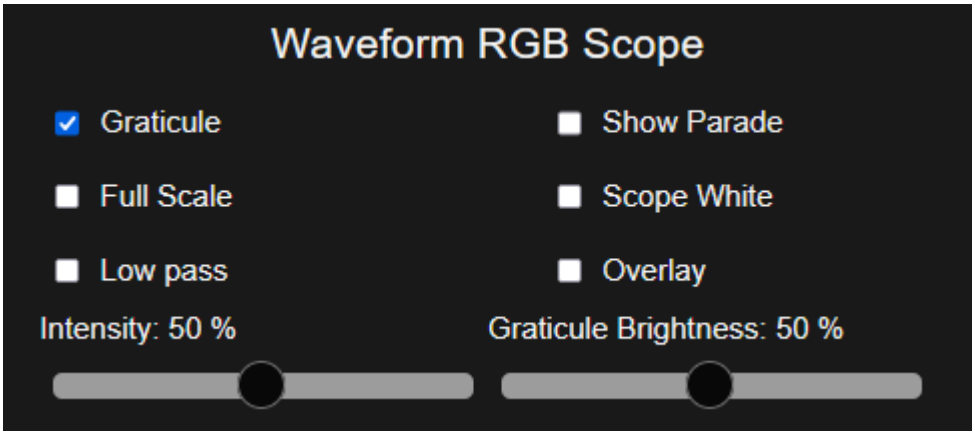
Setting a scope to display the Vector view provides the following options:



Graticule checkbox – select to display the graticule over the vectorscope
100% Marks checkbox – select to display the 100% Marks
75% Marks checkbox – select to display the 75% Marks
Angle Marker checkbox – select to display the Angle Marker
Skin Tone Line checkbox – select to display the Skin Tone Line
Color checkbox – select to display the signal in color
Intensity slider – use the slider to adjust how intense the vector display will be. Pull to the left reduces the intensity, and pull to the right makes it more intense.
Graticule Brightness slider – adjust the brightness of the graticule overlay by using the slider. Pull to the left makes the graticule dimmer, and pull to the right makes it brighter.

Waveform RGB

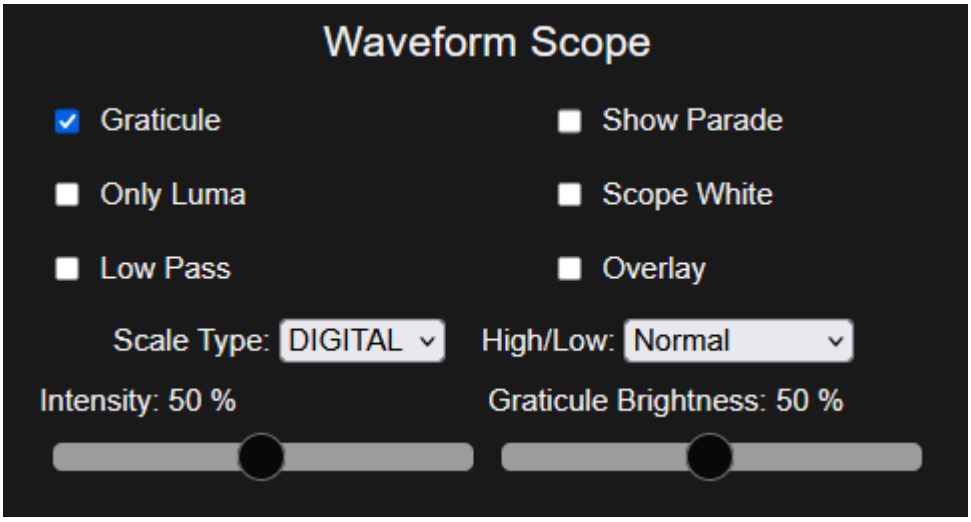
Setting a scope to display the Waveform RGB view provides the following options:



Graticule checkbox – select to display the graticule over the vectorscope
Show Parade checkbox – select to display the R, G, and B from left to right. When not selected, the display is stacked top to bottom.
Full Scale checkbox – when selected, use the full luminance range. RGB, by default, will be sRGB. The range of each color will be from 16 to 240 (in 8 bit), so the scale will place white at 240 and black at 16 in normal scale. If in full scale, white will be placed at 255 and black at 0.
Scope White checkbox – select to display the signal in white
Low Pass checkbox – select to smooth the scope with a 1/3 filter to remove single pixel anomalies.
Overlay checkbox – select to display the overlay, or composite scope (only available in HDRScope and Network Video Analyzer)
Intensity slider – use the slider to adjust how intense the vector display will be. Pull to the left reduces the intensity, and pull to the right makes it more intense.
Graticule Brightness slider – adjust the brightness of the graticule overlay by using the slider. Pull to the left makes the graticule dimmer, and pull to the right makes it brighter.

Waveform YCbCr

Setting a scope to display the Waveform YCbCr view provides the following options:



Graticule checkbox – select to display the graticule over the vectorscope
Show Parade checkbox – select to display the Y, Cb, and Cr from left to right. When not selected, the display is stacked top to bottom.
Only Luma checkbox – select to display only the luminance in the signal
Scope White checkbox – select to display the signal in white
Low Pass checkbox – select to smooth the scope with a 1/3 filter to remove single pixel anomalies.
Overlay checkbox – select to display the overlay, or composite scope (only available in HDRScope and Network Video Analyzer)
Scale Type pulldown – select between available scale types. Choices include Digital, MV, and IRE.
High/Low pulldown – displays only the highs and lows of the signal so the user can more closely examine whites and blacks. 2X and 3x zooms are available.
Intensity slider – use the slider to adjust how intense the vector display will be. Pull to the left reduces the intensity, and pull to the right makes it more intense.
Graticule Brightness slider – adjust the brightness of the graticule overlay by using the slider. Pull to the left makes the graticule dimmer, and pull to the right makes it brighter.

Histogram

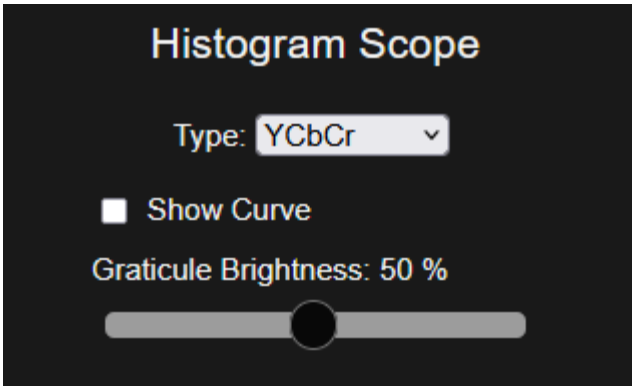
Setting a scope to display the Histogram view provides the following options:

Type pulldown – select between available histogram types.

There are five Histograms available in the histogram panel: the YCbCr Histogram, RGB Histogram, HSV Histogram, Luma Histogram, and the H/S Scope.

Histogram YCbCr

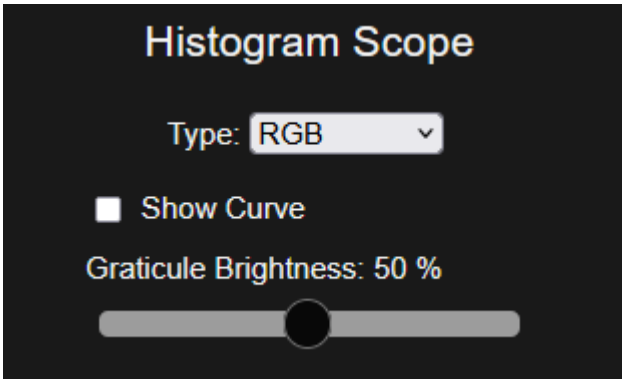
With the YCbCr Histogram selected in the pulldown menu, the following controls are available:



Show Curve checkbox – only used in the H/S Scope
Graticule Brightness slider – adjust the brightness of the graticule overlay by using the slider. Pull to the left makes the graticule dimmer, and pull to the right makes it brighter.

Histogram RGB

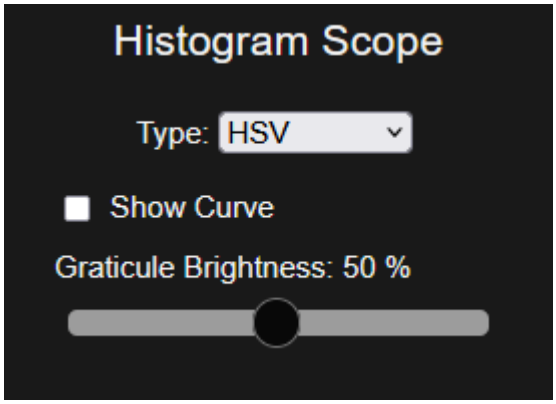
With the RGB Histogram selected in the pulldown menu, the following controls are available:



Show Curve checkbox – only used in the H/S Scope
Graticule Brightness slider – adjust the brightness of the graticule overlay by using the slider. Pull to the left makes the graticule dimmer, and pull to the right makes it brighter.

Histogram HSV

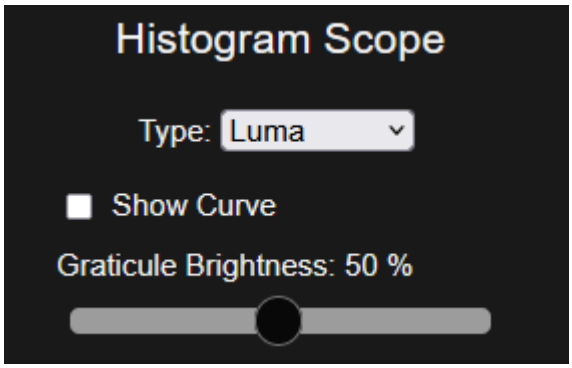
With the HSV Histogram selected in the pulldown menu, the following controls are available:



Show Curve checkbox – only used in the H/S Scope
Graticule Brightness slider – adjust the brightness of the graticule overlay by using the slider. Pull to the left makes the graticule dimmer, and pull to the right makes it brighter.

Histogram Luma

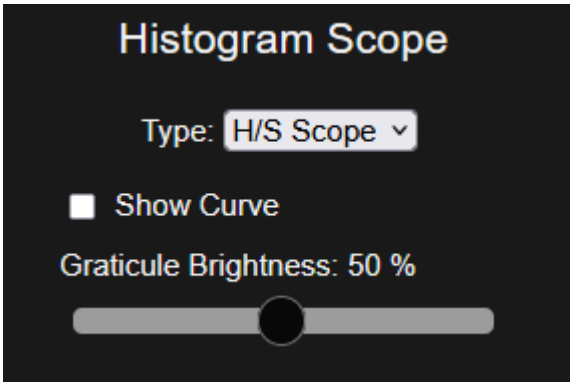
With the Luma Histogram selected in the pulldown menu, the following controls are available:



Show Curve checkbox – only used in the H/S Scope
Graticule Brightness slider – adjust the brightness of the graticule overlay by using the slider. Pull to the left makes the graticule dimmer, and pull to the right makes it brighter.

Histogram H/S Scope

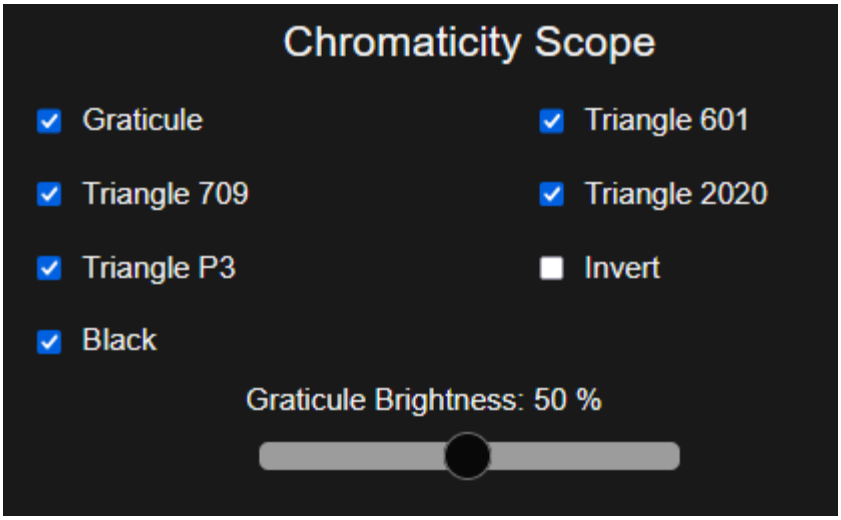
With the H/S Scope Histogram selected in the pulldown menu, the following controls are available:



Show Curve checkbox – select to show the curve
Graticule Brightness slider – adjust the brightness of the graticule overlay by using the slider. Pull to the left makes the graticule dimmer, and pull to the right makes it brighter.

Chromaticity

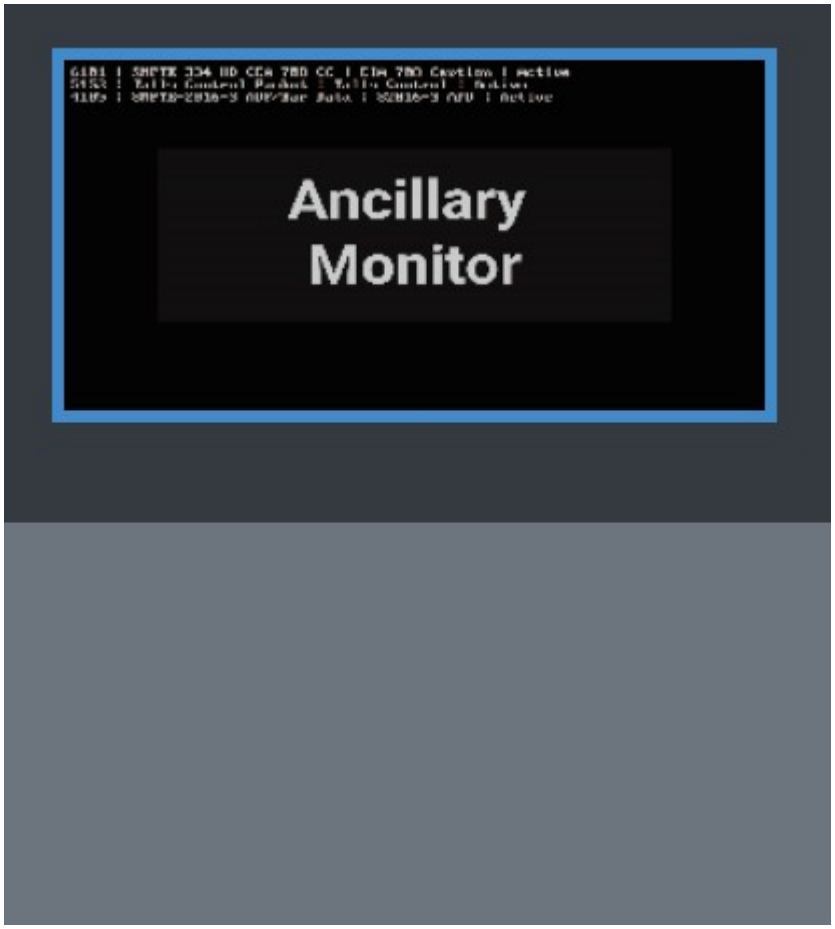
Setting a scope to display the Chromaticity view provides the following options:



Graticule checkbox – select to display the graticule over the chromaticity scope
Triangle 601 checkbox – select to display the 601 triangle
Triangle 709 checkbox – select to display the 709 triangle
Triangle 2020 checkbox – select to display the 2020 triangle
Triangle P3 checkbox – select to display the P3 triangle
Invert checkbox – select to display the signal in color, and the chromaticity triangle in black
Black checkbox – select to display the signal in black
Graticule Brightness slider – adjust the brightness of the graticule overlay by using the slider. Pull to the left makes the graticule dimmer, and pull to the right makes it brighter.

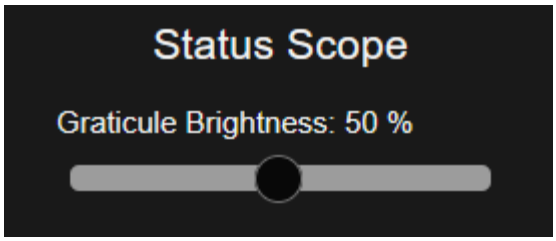
ANC Monitor

Setting a scope to display the ANC Monitor view does not provide any setup options. It does allow the user to select the ANC monitor.



Status

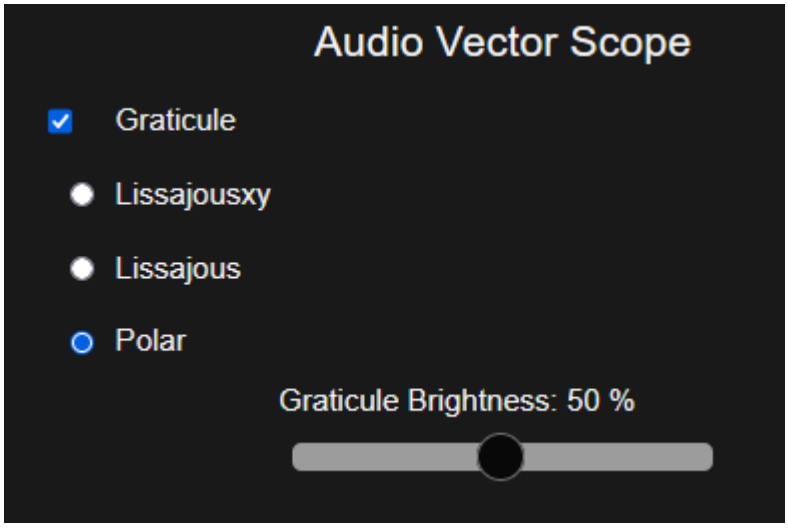
Setting a scope to display the Status view provides the following options:



Graticule Brightness slider – adjust the brightness of the graticule overlay by using the slider. Pull to the left makes the graticule dimmer, and pull to the right makes it brighter.

Audio Vector Scope

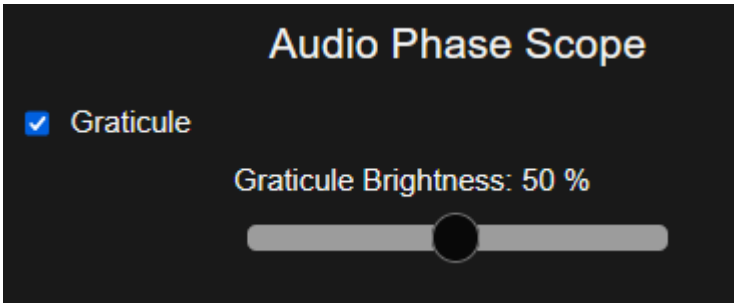
Setting a scope to display the Audio Vector Scope view provides the following options:



Graticule checkbox – select to display the graticule over the audio vectorscope
Lissajousxy checkbox – select to set the audio vectorscope to Lissajousxy mode
Lissajous checkbox – select to set the audio vectorscope to Lissajous mode
Polar checkbox – select to set the audio vectorscope to Polar mode
Graticule Brightness slider – adjust the brightness of the graticule overlay by using the slider. Pull to the left makes the graticule dimmer, and pull to the right makes it brighter.

Audio Phase Scope

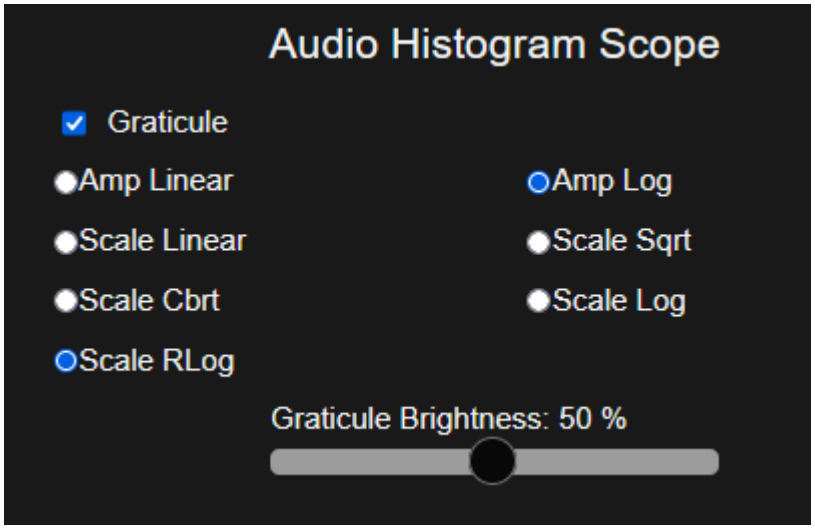
Setting a scope to display the Audio Phase Scope view provides the following options:



Graticule checkbox – select to display the graticule over the audio phase scope
Graticule Brightness slider – adjust the brightness of the graticule overlay by using the slider. Pull to the left makes the graticule dimmer, and pull to the right makes it brighter.

Audio Histogram Scope

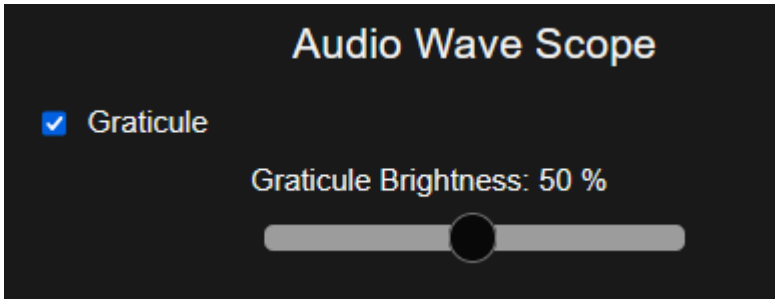
Setting a scope to display the Audio Histogram Scope view provides the following options:



Graticule checkbox – select to display the graticule over the audio histogram scope
Amp linear checkbox – select to set the display to Amp Linear
Amp Log checkbox – select to set the display to Amp Logarithmic
Scale Linear checkbox – select to set the display to Scale Linear
Scale Sqrt checkbox – select to set the display to Scale Square Root
Scale Cbrt checkbox – select to set the display to Square Cube Root
Scale Log checkbox – select to set the display to Scale Logarithmic
Scale RLog checkbox – select to set the display to Scale R Logarithmic
Graticule Brightness slider – adjust the brightness of the graticule overlay by using the slider. Pull to the left makes the graticule dimmer, and pull to the right makes it brighter.

Audio Wave Scope

Setting a scope to display the Audio Wave Scope view provides the following options:



Graticule checkbox – select to display the graticule over the audio phase scope
Graticule Brightness slider – adjust the brightness of the graticule overlay by using the slider. Pull to the left makes the graticule dimmer, and pull to the right makes it brighter.

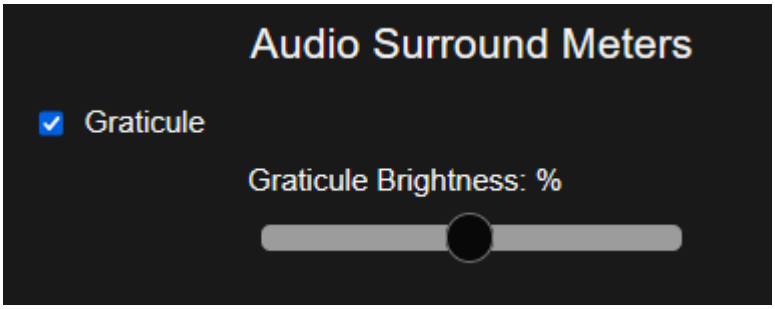
Audio Meters Scope

Setting a scope to display the Audio Meters Scope view provides the following options:

Graticule checkbox – select to display the graticule over the audio phase scope
Graticule Brightness slider – adjust the brightness of the graticule overlay by using the slider. Pull to the left makes the graticule dimmer, and pull to the right makes it brighter.

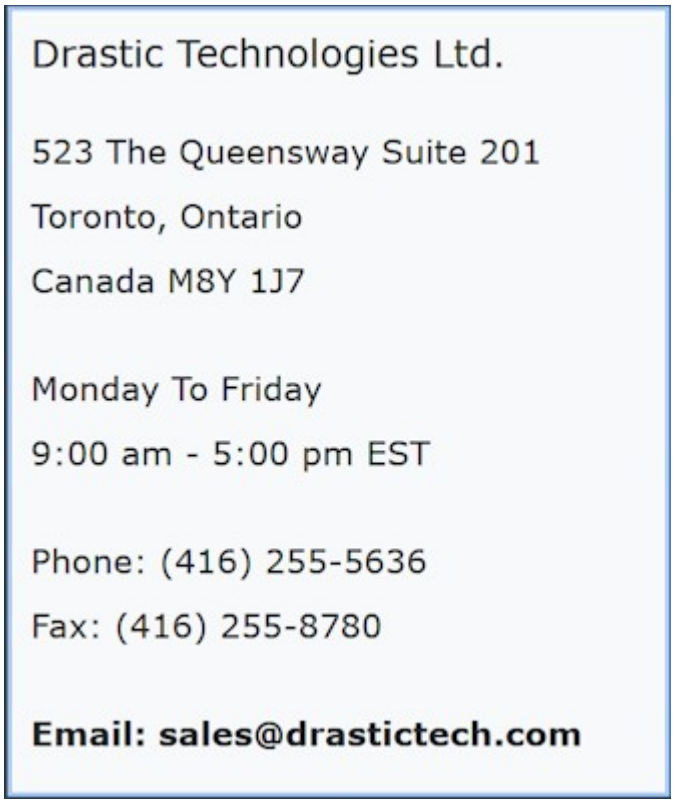
Audio Surround Sound Scope

Setting a scope to display the Audio Surround Meters view provides the following options:



Graticule checkbox – select to display the graticule over the audio phase scope
Graticule Brightness slider – adjust the brightness of the graticule overlay by using the slider. Pull to the left makes the graticule dimmer, and pull to the right makes it brighter.

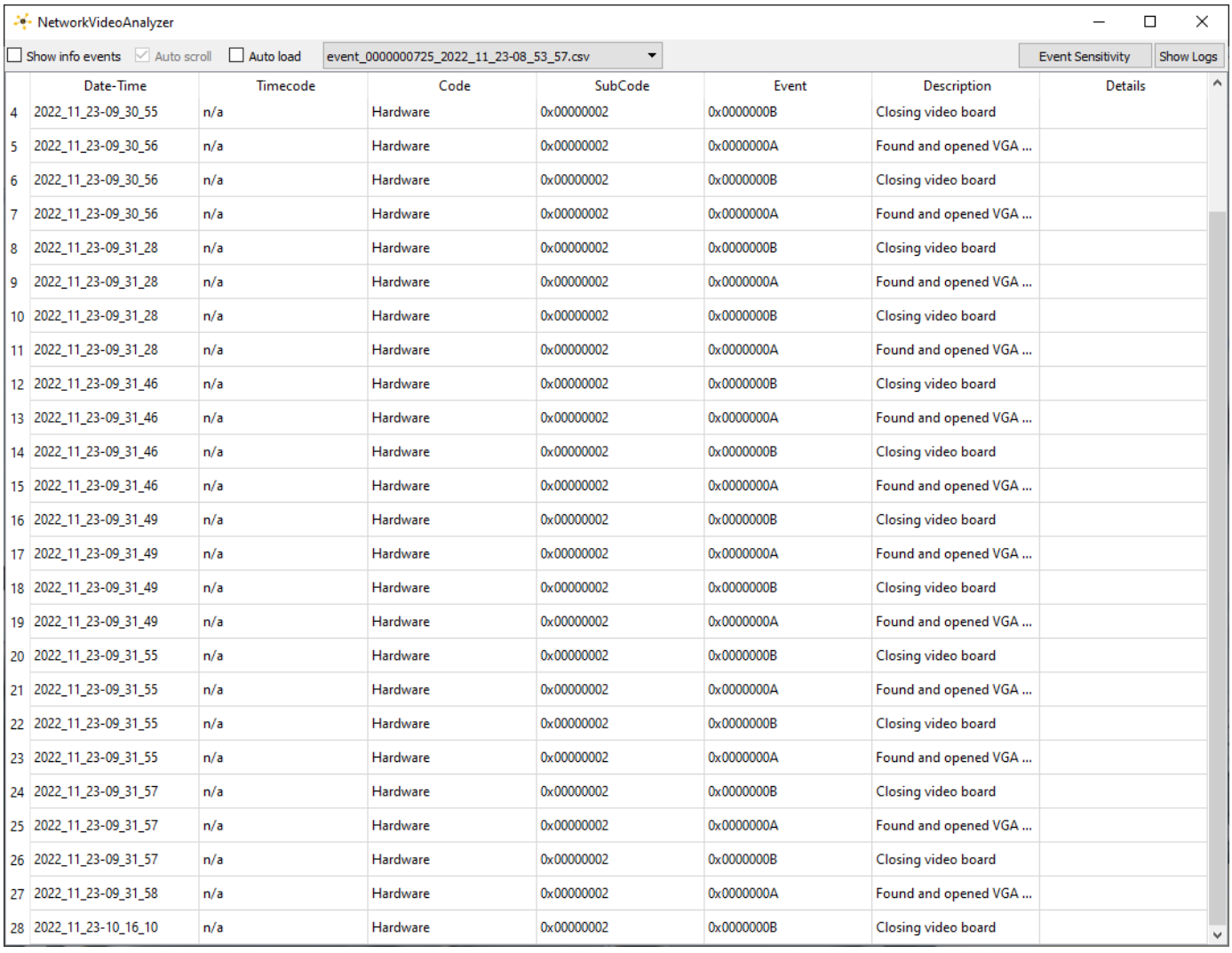
Contact - displays contact information for Drastic Technologies



Error Log

Free	sdiScope	4KScope	HDRScope	2110Scope
		Error log		

Log button – opens up the Error Log, which allows the user to review specific types of events and errors, useful for troubleshooting the system and/or the signal.

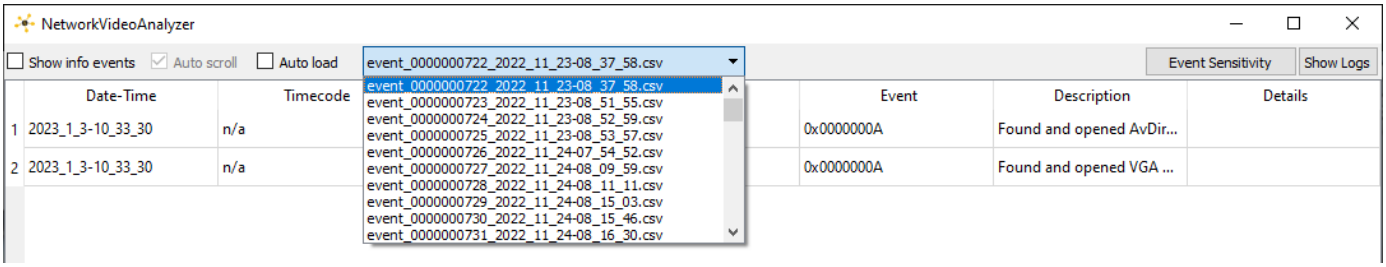


	Date-Time	Timecode	Code	SubCode	Event	Description	Details
4	2022_11_23-09_30_55	n/a	Hardware	0x00000002	0x0000000B	Closing video board	
5	2022_11_23-09_30_56	n/a	Hardware	0x00000002	0x0000000A	Found and opened VGA ...	
6	2022_11_23-09_30_56	n/a	Hardware	0x00000002	0x0000000B	Closing video board	
7	2022_11_23-09_30_56	n/a	Hardware	0x00000002	0x0000000A	Found and opened VGA ...	
8	2022_11_23-09_31_28	n/a	Hardware	0x00000002	0x0000000B	Closing video board	
9	2022_11_23-09_31_28	n/a	Hardware	0x00000002	0x0000000A	Found and opened VGA ...	
10	2022_11_23-09_31_28	n/a	Hardware	0x00000002	0x0000000B	Closing video board	
11	2022_11_23-09_31_28	n/a	Hardware	0x00000002	0x0000000A	Found and opened VGA ...	
12	2022_11_23-09_31_46	n/a	Hardware	0x00000002	0x0000000B	Closing video board	
13	2022_11_23-09_31_46	n/a	Hardware	0x00000002	0x0000000A	Found and opened VGA ...	
14	2022_11_23-09_31_46	n/a	Hardware	0x00000002	0x0000000B	Closing video board	
15	2022_11_23-09_31_46	n/a	Hardware	0x00000002	0x0000000A	Found and opened VGA ...	
16	2022_11_23-09_31_49	n/a	Hardware	0x00000002	0x0000000B	Closing video board	
17	2022_11_23-09_31_49	n/a	Hardware	0x00000002	0x0000000A	Found and opened VGA ...	
18	2022_11_23-09_31_49	n/a	Hardware	0x00000002	0x0000000B	Closing video board	
19	2022_11_23-09_31_49	n/a	Hardware	0x00000002	0x0000000A	Found and opened VGA ...	
20	2022_11_23-09_31_55	n/a	Hardware	0x00000002	0x0000000B	Closing video board	
21	2022_11_23-09_31_55	n/a	Hardware	0x00000002	0x0000000A	Found and opened VGA ...	
22	2022_11_23-09_31_55	n/a	Hardware	0x00000002	0x0000000B	Closing video board	
23	2022_11_23-09_31_55	n/a	Hardware	0x00000002	0x0000000A	Found and opened VGA ...	
24	2022_11_23-09_31_57	n/a	Hardware	0x00000002	0x0000000B	Closing video board	
25	2022_11_23-09_31_57	n/a	Hardware	0x00000002	0x0000000A	Found and opened VGA ...	
26	2022_11_23-09_31_57	n/a	Hardware	0x00000002	0x0000000B	Closing video board	
27	2022_11_23-09_31_58	n/a	Hardware	0x00000002	0x0000000A	Found and opened VGA ...	
28	2022_11_23-10_16_10	n/a	Hardware	0x00000002	0x0000000B	Closing video board	

The following controls are available:

Show Info Events checkbox – click to show or hide the events listed in the log.
Auto Scroll checkbox -

Auto Load checkbox – when selected, each time the Log button is pressed, the Event Log will open with the most recent event log displayed. When this checkbox is deselected, the log pulldown menu to the right becomes active, so the user can load other saved event logs.



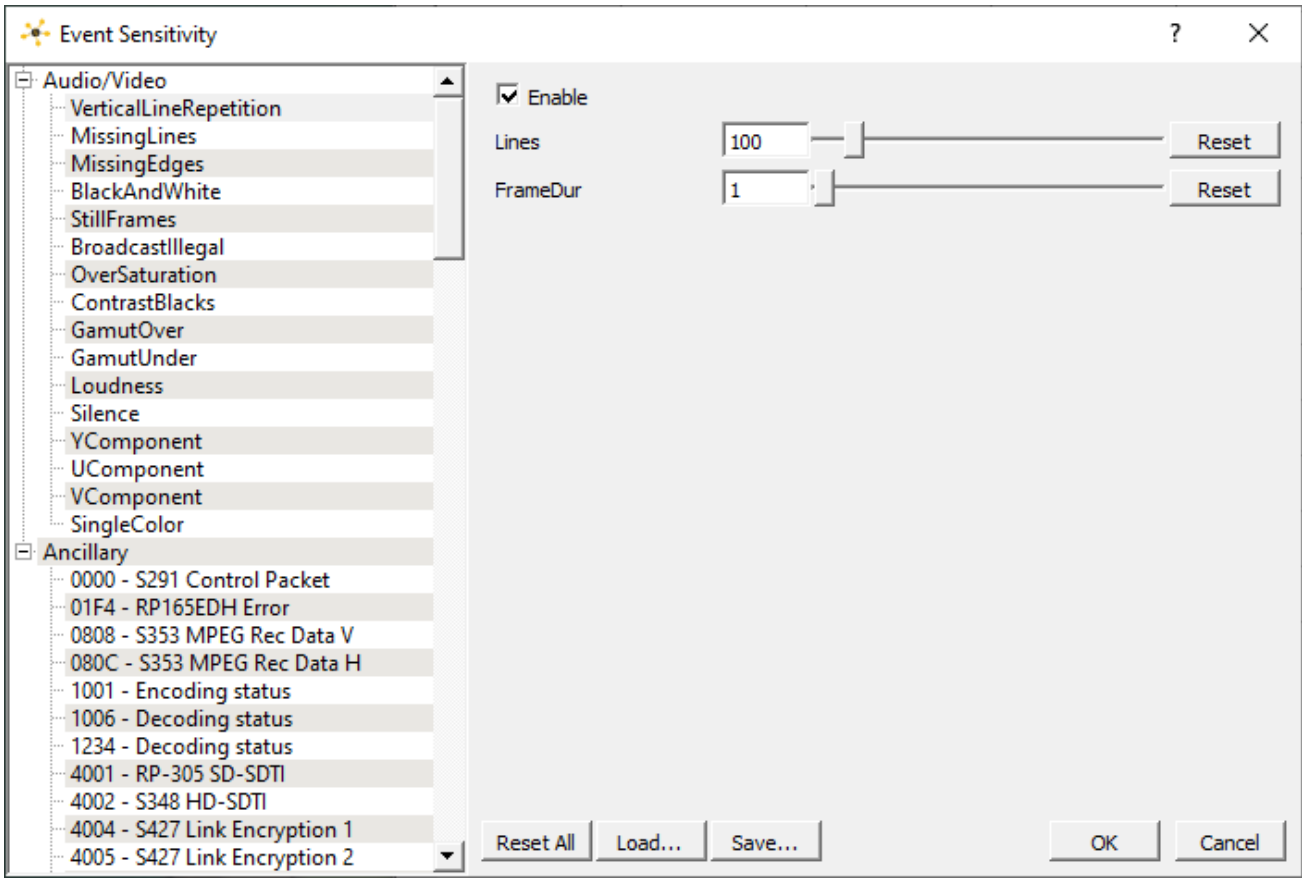
Selecting an event log from this list lets the user view less recent event logs.

Audio/Video Event Sensitivity

Event Sensitivity button – opens the Event Sensitivity window

Each category of event can be adjusted to suit the requirements of the user's workflow. The default value is displayed, and the user can adjust a parameter by using the sliders provided. A reset button is available for each individual setting.

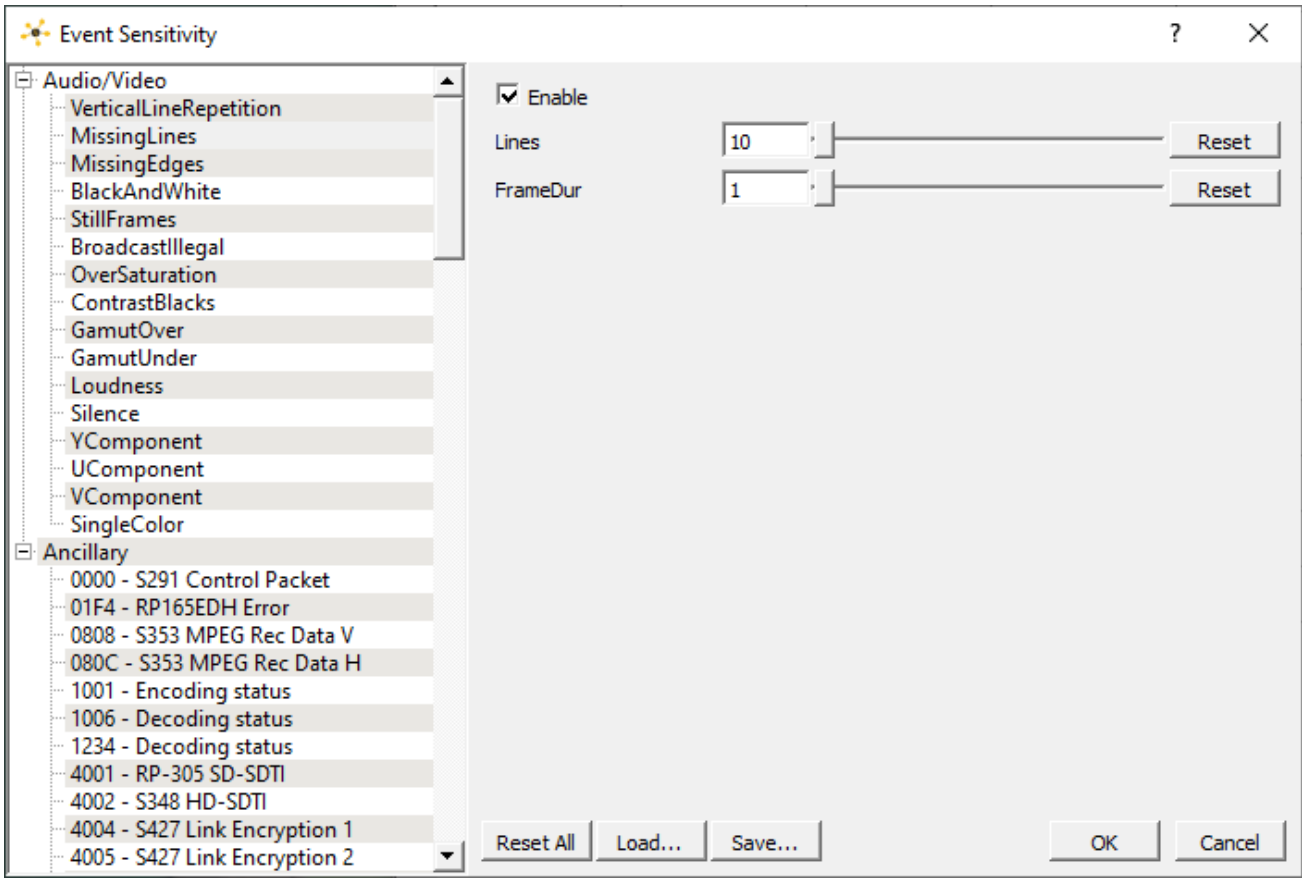
Vertical Line Repetition



Enable checkbox – click to enable checking for Vertical Line Repetition, and adjust any relevant settings.
Lines (number of lines) – default 100
FrameDur (frame duration) – default 1

Reset All – clicking Reset All returns all values to their default settings.
Load – opens a browser so you can load a saved event sensitivity file.
Save – opens a standard Save As window, so you can save the event sensitivity values to a file for later retrieval.
OK – press OK to enable any changes you have made, and close the Event Sensitivity window.
Cancel – press Cancel to exit the Event Sensitivity window without enabling any of the changes you have made.

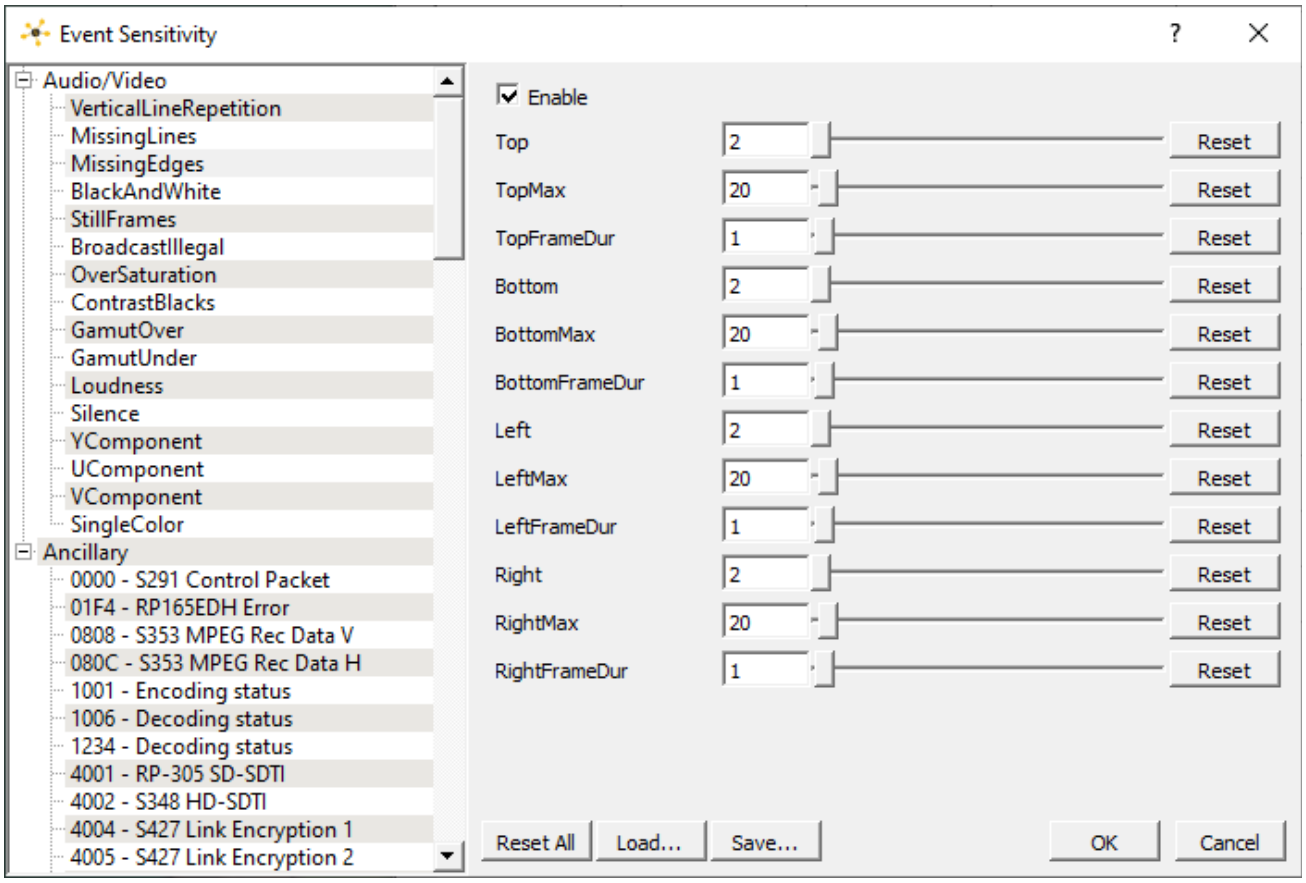
Missing Lines



Enable checkbox – click to enable checking for missing Lines, and adjust any relevant settings.
Lines (number of lines) – default 10
FrameDur (frame duration) – default 1

Reset All – clicking Reset All returns all values to their default settings.
Load – opens a browser so you can load a saved event sensitivity file.
Save – opens a standard Save As window, so you can save the event sensitivity values to a file for later retrieval.
OK – press OK to enable any changes you have made, and close the Event Sensitivity window.
Cancel – press Cancel to exit the Event Sensitivity window without enabling any of the changes you have made.

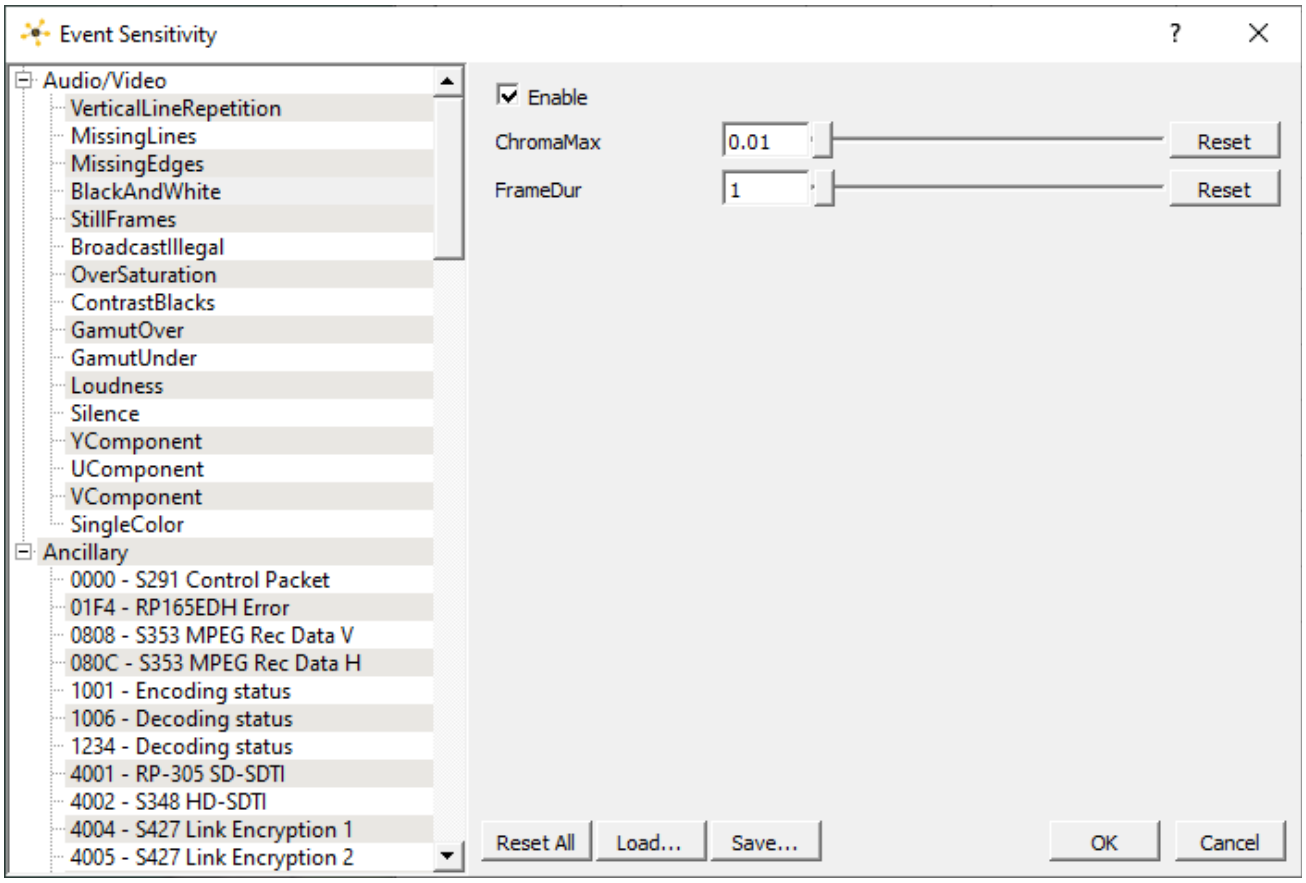
Missing Edges



Enable checkbox – click to enable checking for missing edges, and adjust any relevant settings.
Top - default 2
TopMax - default 20
TopFrameDur - default 1
Bottom - default 20
BottomMax - default 20
BottomFrameDur - default 1
Left - default 2
LeftMax - default 20
LeftFrameDur - default 1
Right - default 2
RightMax - default 20
RightFrameDur - default 1

Reset All – clicking Reset All returns all values to their default settings.
Load – opens a browser so you can load a saved event sensitivity file.
Save – opens a standard Save As window, so you can save the event sensitivity values to a file for later retrieval.
OK – press OK to enable any changes you have made, and close the Event Sensitivity window.
Cancel – press Cancel to exit the Event Sensitivity window without enabling any of the changes you have made.

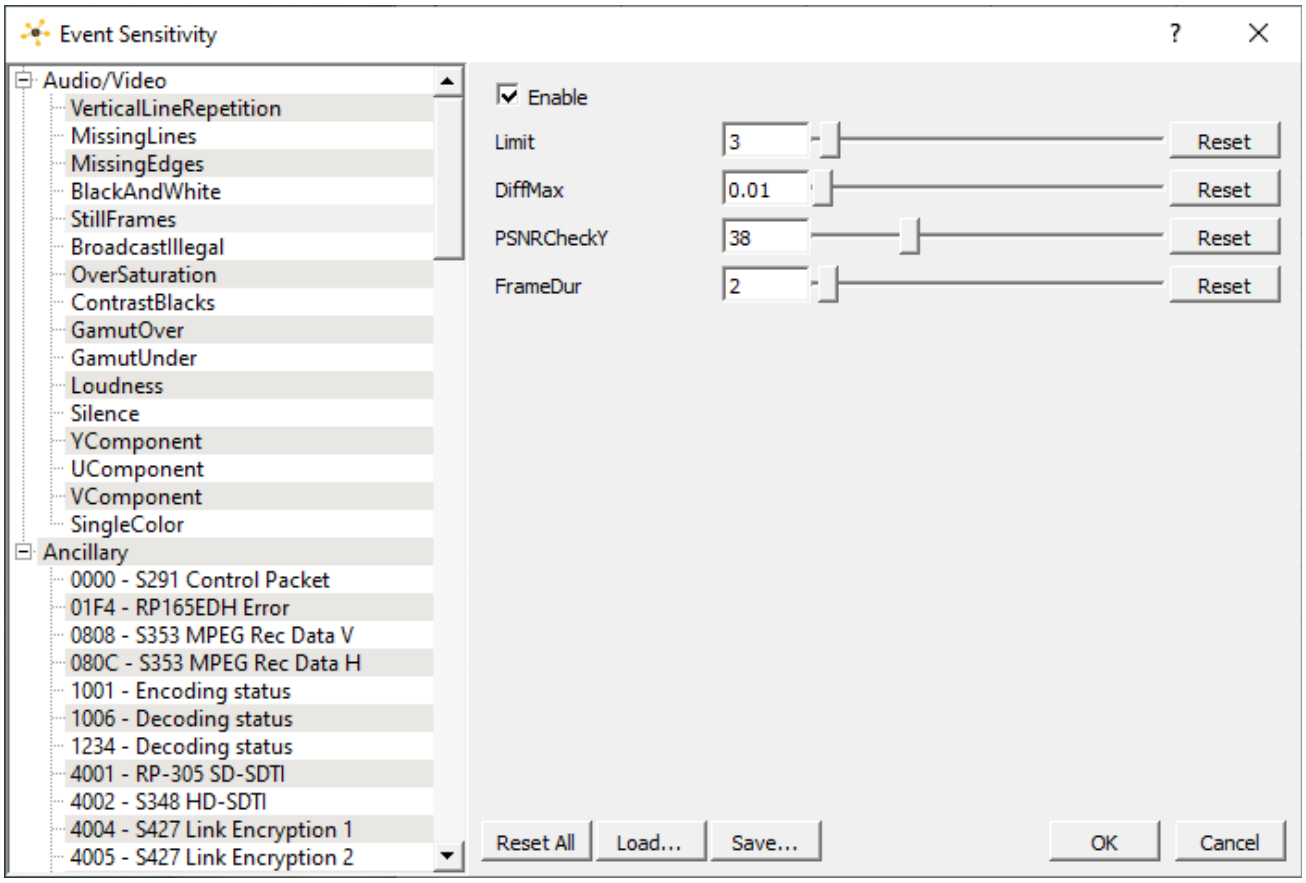
Black and White



Enable checkbox – click to enable checking the black and white levels, and adjust any relevant settings.
ChromaMax - default 0.01
FrameDur - default 1

Reset All – clicking Reset All returns all values to their default settings.
Load – opens a browser so you can load a saved event sensitivity file.
Save – opens a standard Save As window, so you can save the event sensitivity values to a file for later retrieval.
OK – press OK to enable any changes you have made, and close the Event Sensitivity window.
Cancel – press Cancel to exit the Event Sensitivity window without enabling any of the changes you have made.

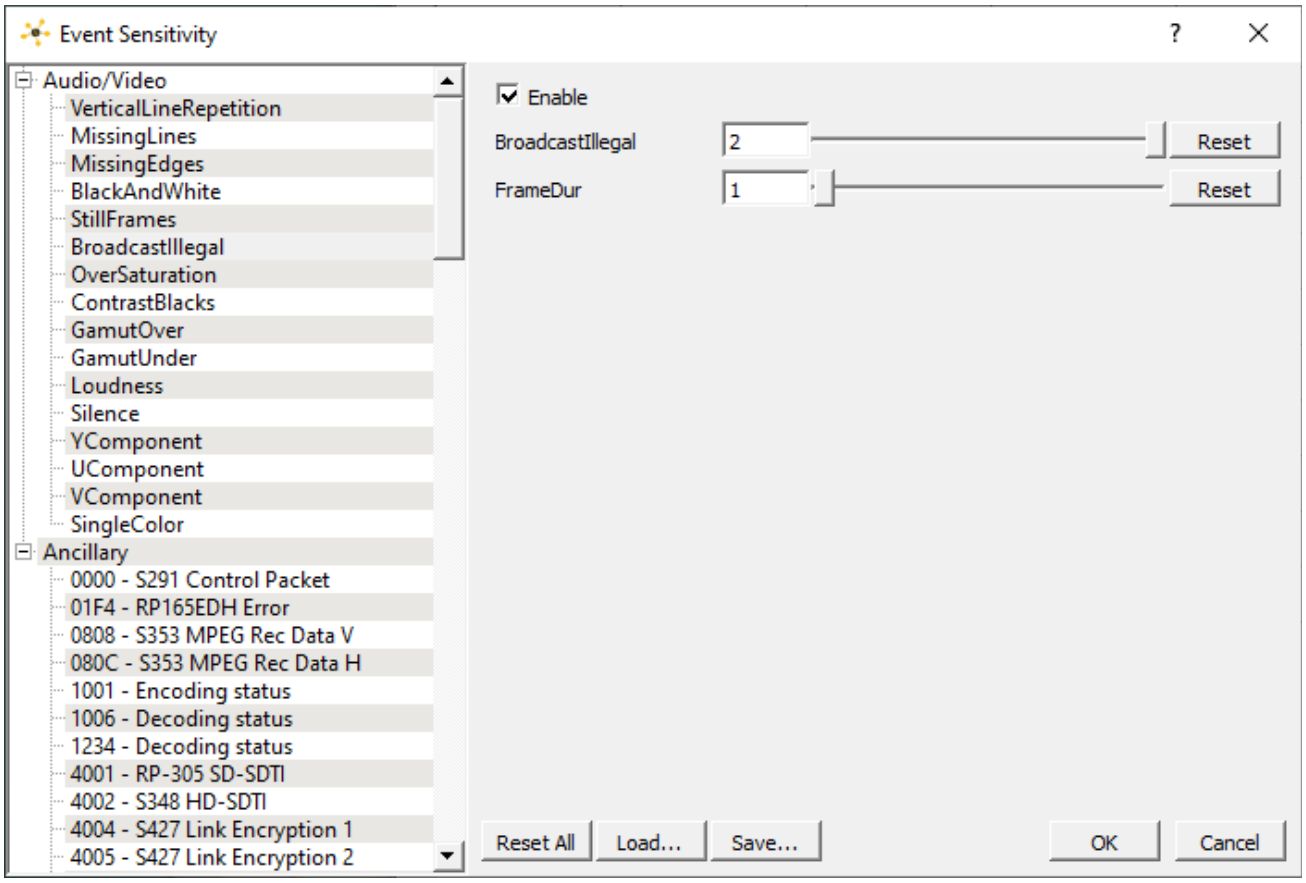
Still Frames



Enable checkbox – click to enable checking for still frames, and adjust any relevant settings.
Limit - default 3
DiffMax - default 0.01
PSNRCheckY - default 38
FrameDur - default 2

Reset All – clicking Reset All returns all values to their default settings.
Load – opens a browser so you can load a saved event sensitivity file.
Save – opens a standard Save As window, so you can save the event sensitivity values to a file for later retrieval.
OK – press OK to enable any changes you have made, and close the Event Sensitivity window.
Cancel – press Cancel to exit the Event Sensitivity window without enabling any of the changes you have made.

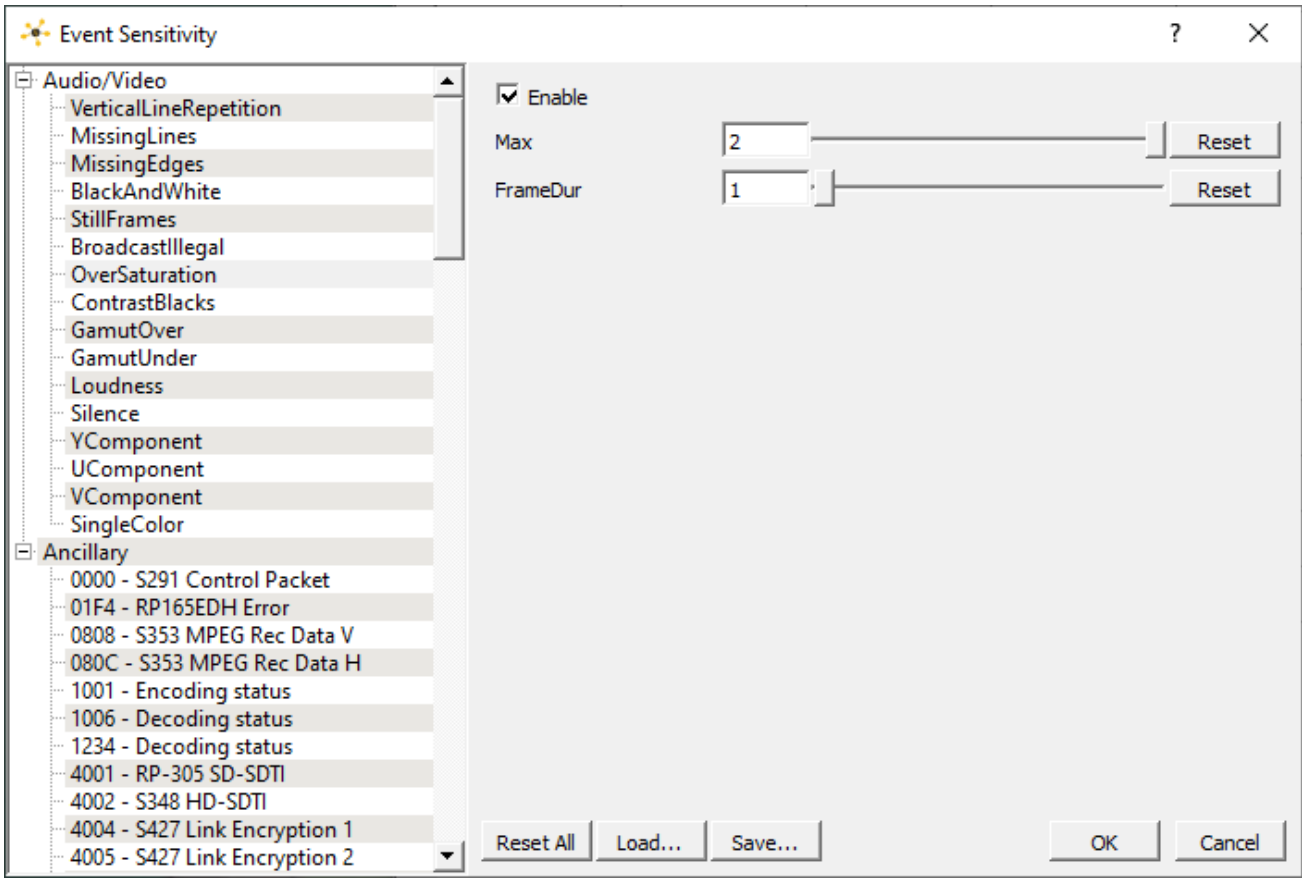
Broadcast Illegal



Enable checkbox – click to enable checking for broadcast illegal, and adjust any relevant settings.
BroadcastIllegal - default 2
FrameDur - default 1

Reset All – clicking Reset All returns all values to their default settings.
Load – opens a browser so you can load a saved event sensitivity file.
Save – opens a standard Save As window, so you can save the event sensitivity values to a file for later retrieval.
OK – press OK to enable any changes you have made, and close the Event Sensitivity window.
Cancel – press Cancel to exit the Event Sensitivity window without enabling any of the changes you have made.

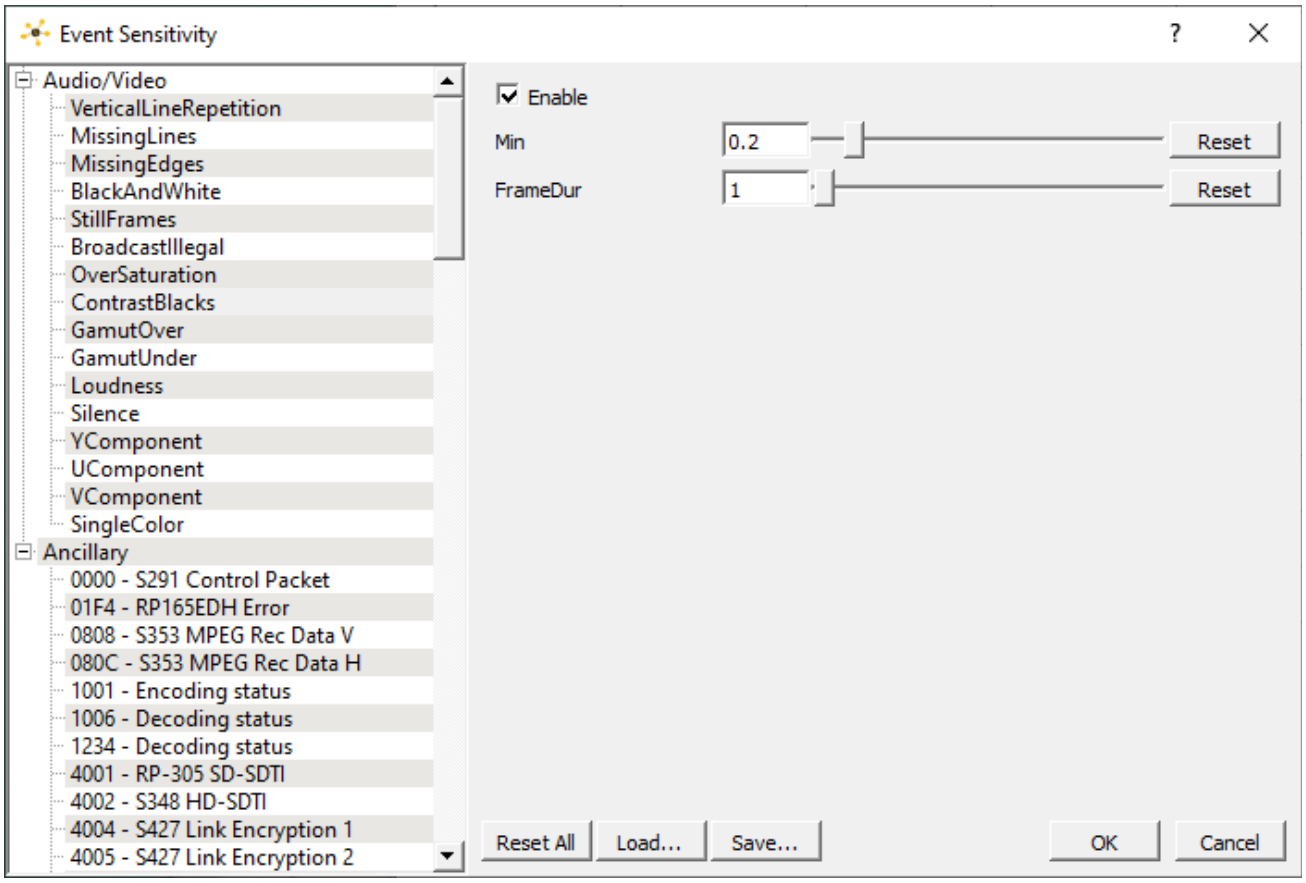
Oversaturation



Enable checkbox – click to enable checking for oversaturation, and adjust any relevant settings.
Max - default 2
FrameDur - default 1

Reset All – clicking Reset All returns all values to their default settings.
Load – opens a browser so you can load a saved event sensitivity file.
Save – opens a standard Save As window, so you can save the event sensitivity values to a file for later retrieval.
OK – press OK to enable any changes you have made, and close the Event Sensitivity window.
Cancel – press Cancel to exit the Event Sensitivity window without enabling any of the changes you have made.

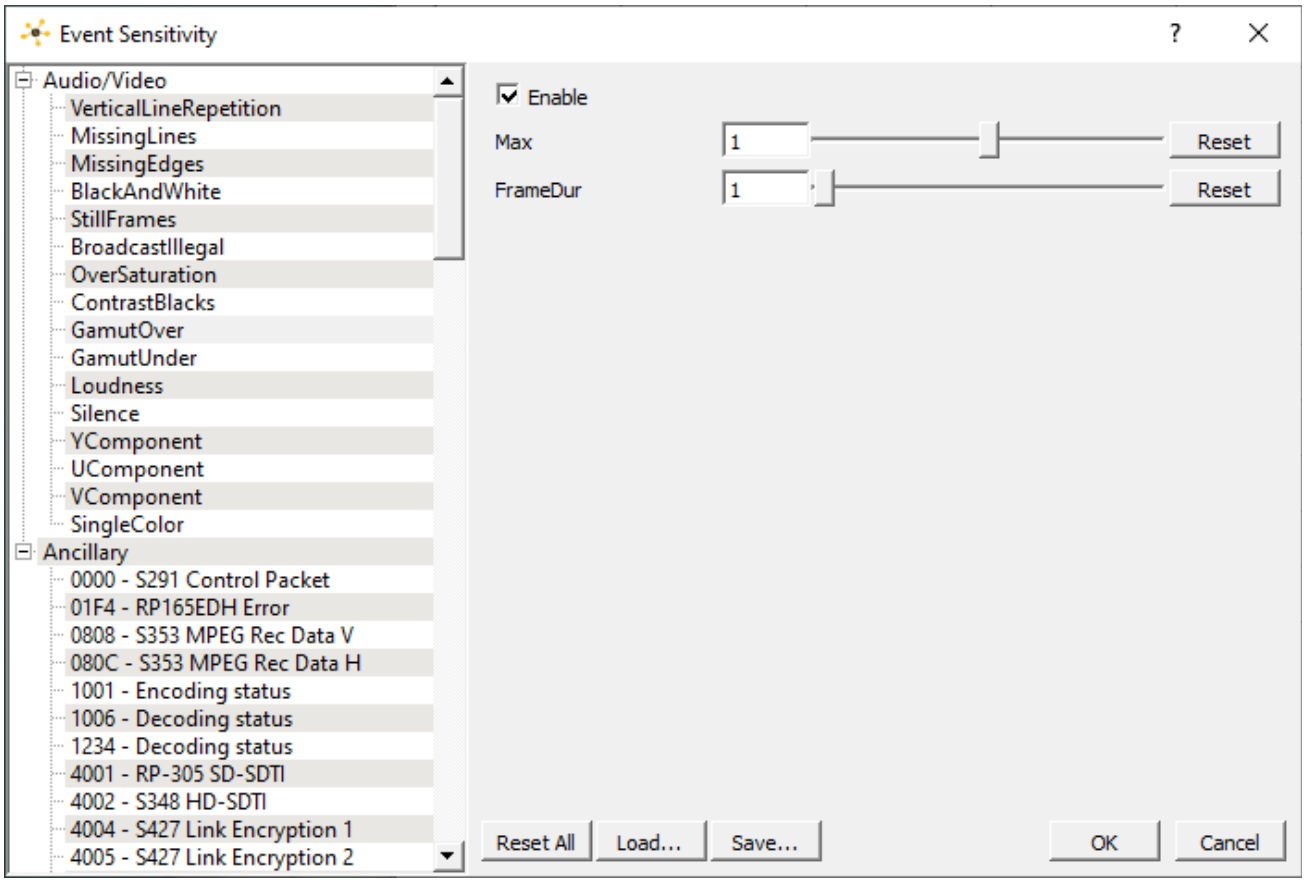
Contrast Blacks



Enable checkbox – click to enable checking for contrast blacks, and adjust any relevant settings.
Min - default 0.22
FrameDur - default 1

Reset All – clicking Reset All returns all values to their default settings.
Load – opens a browser so you can load a saved event sensitivity file.
Save – opens a standard Save As window, so you can save the event sensitivity values to a file for later retrieval.
OK – press OK to enable any changes you have made, and close the Event Sensitivity window.
Cancel – press Cancel to exit the Event Sensitivity window without enabling any of the changes you have made.

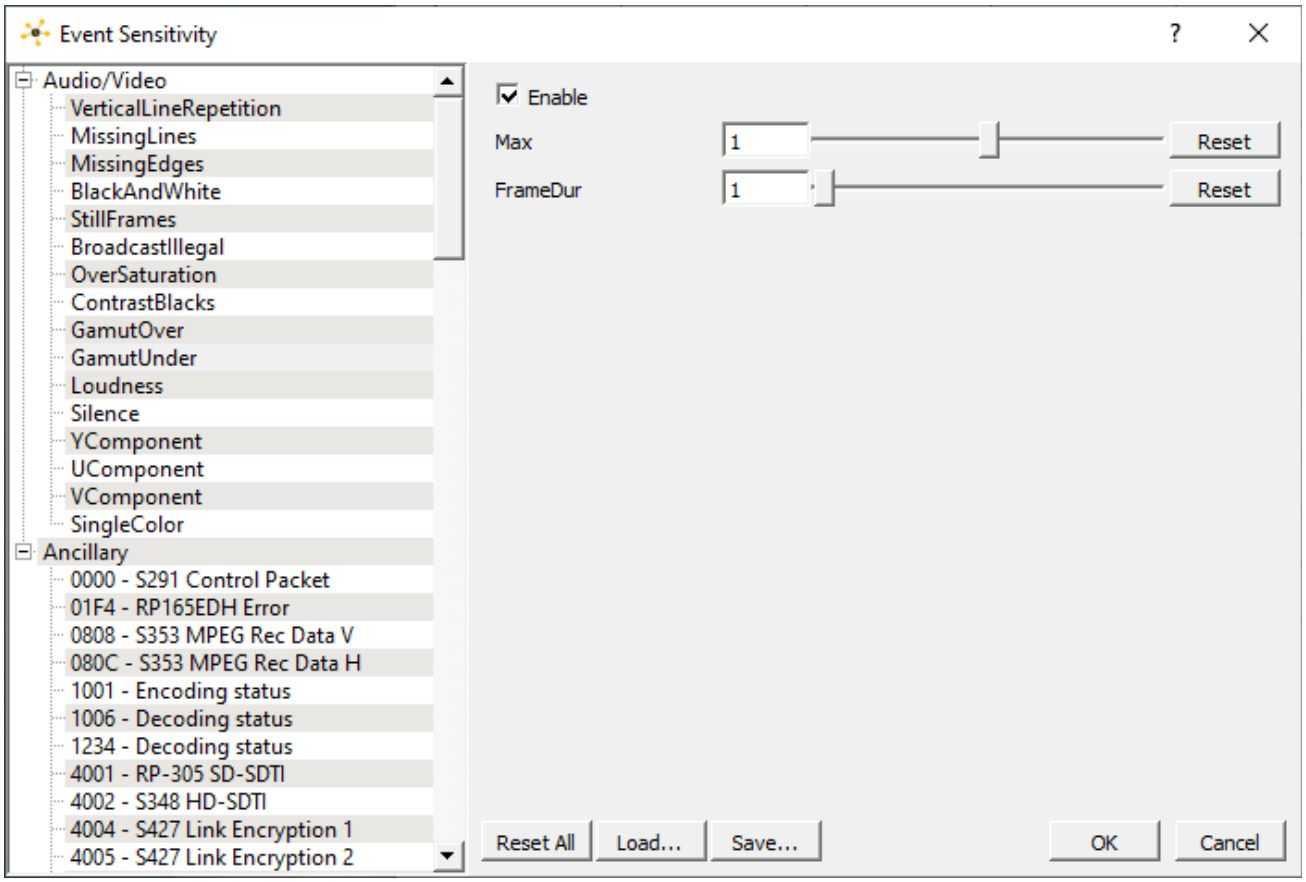
Gamut Over



Enable checkbox – click to enable checking for gamut over, and adjust any relevant settings.
Min - default 1
FrameDur - default 1

Reset All – clicking Reset All returns all values to their default settings.
Load – opens a browser so you can load a saved event sensitivity file.
Save – opens a standard Save As window, so you can save the event sensitivity values to a file for later retrieval.
OK – press OK to enable any changes you have made, and close the Event Sensitivity window.
Cancel – press Cancel to exit the Event Sensitivity window without enabling any of the changes you have made.

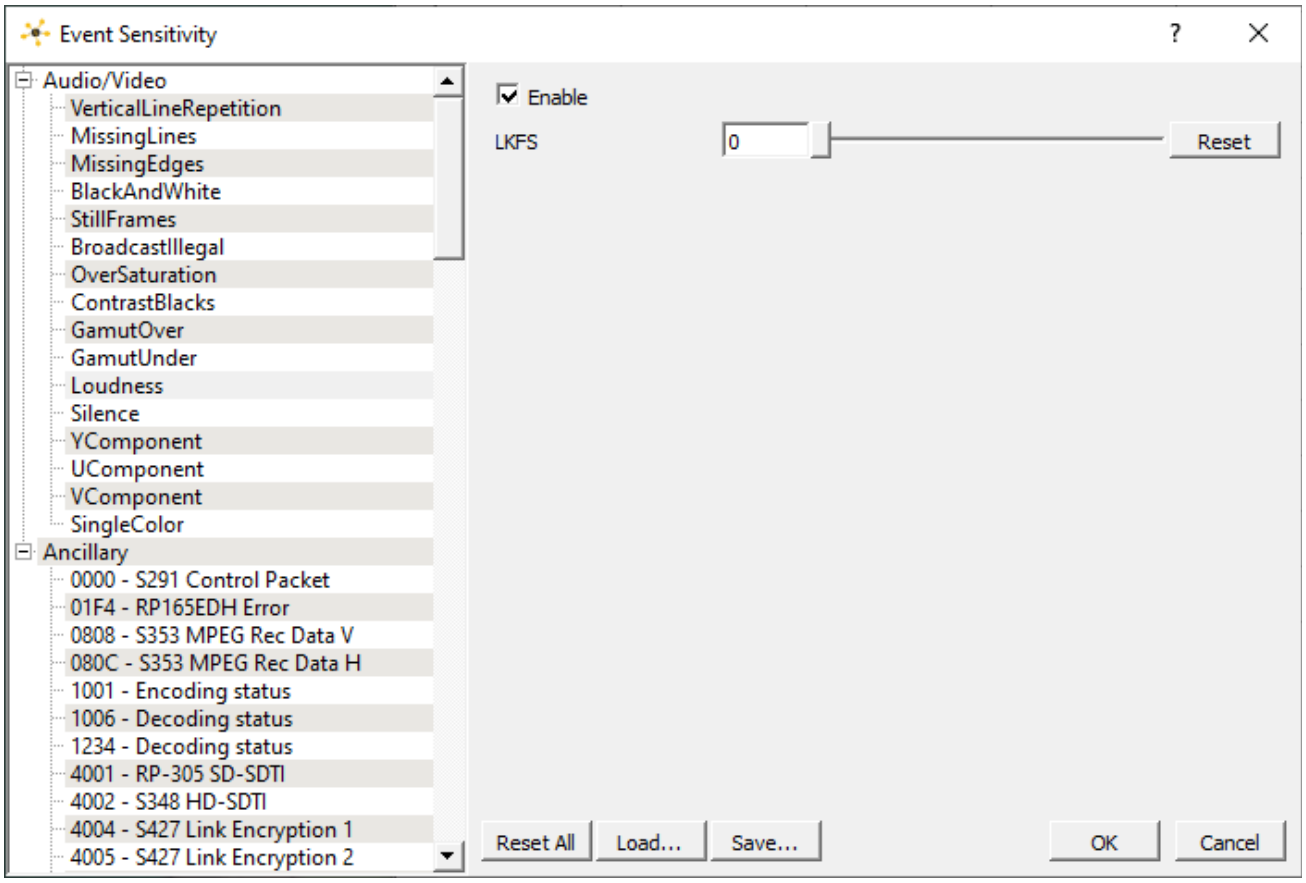
Gamut Under



Enable checkbox – click to enable checking for gamut under, and adjust any relevant settings.
Max - default 1.0
FrameDur - default 1

Reset All – clicking Reset All returns all values to their default settings.
Load – opens a browser so you can load a saved event sensitivity file.
Save – opens a standard Save As window, so you can save the event sensitivity values to a file for later retrieval.
OK – press OK to enable any changes you have made, and close the Event Sensitivity window.
Cancel – press Cancel to exit the Event Sensitivity window without enabling any of the changes you have made.

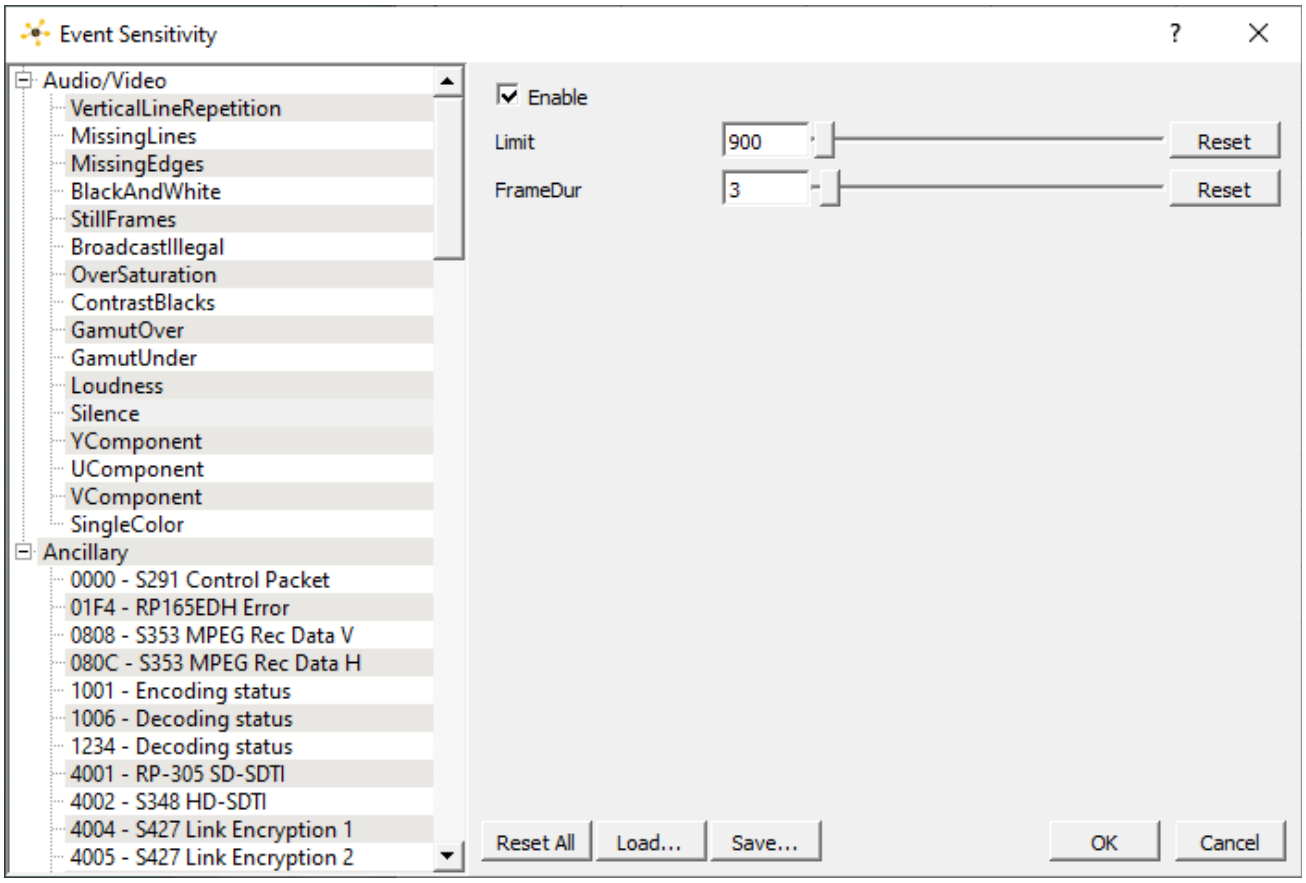
Loudness



Enable checkbox – click to enable checking for loudness, and adjust any relevant settings.
LKFS - default 0

Reset All – clicking Reset All returns all values to their default settings.
Load – opens a browser so you can load a saved event sensitivity file.
Save – opens a standard Save As window, so you can save the event sensitivity values to a file for later retrieval.
OK – press OK to enable any changes you have made, and close the Event Sensitivity window.
Cancel – press Cancel to exit the Event Sensitivity window without enabling any of the changes you have made.

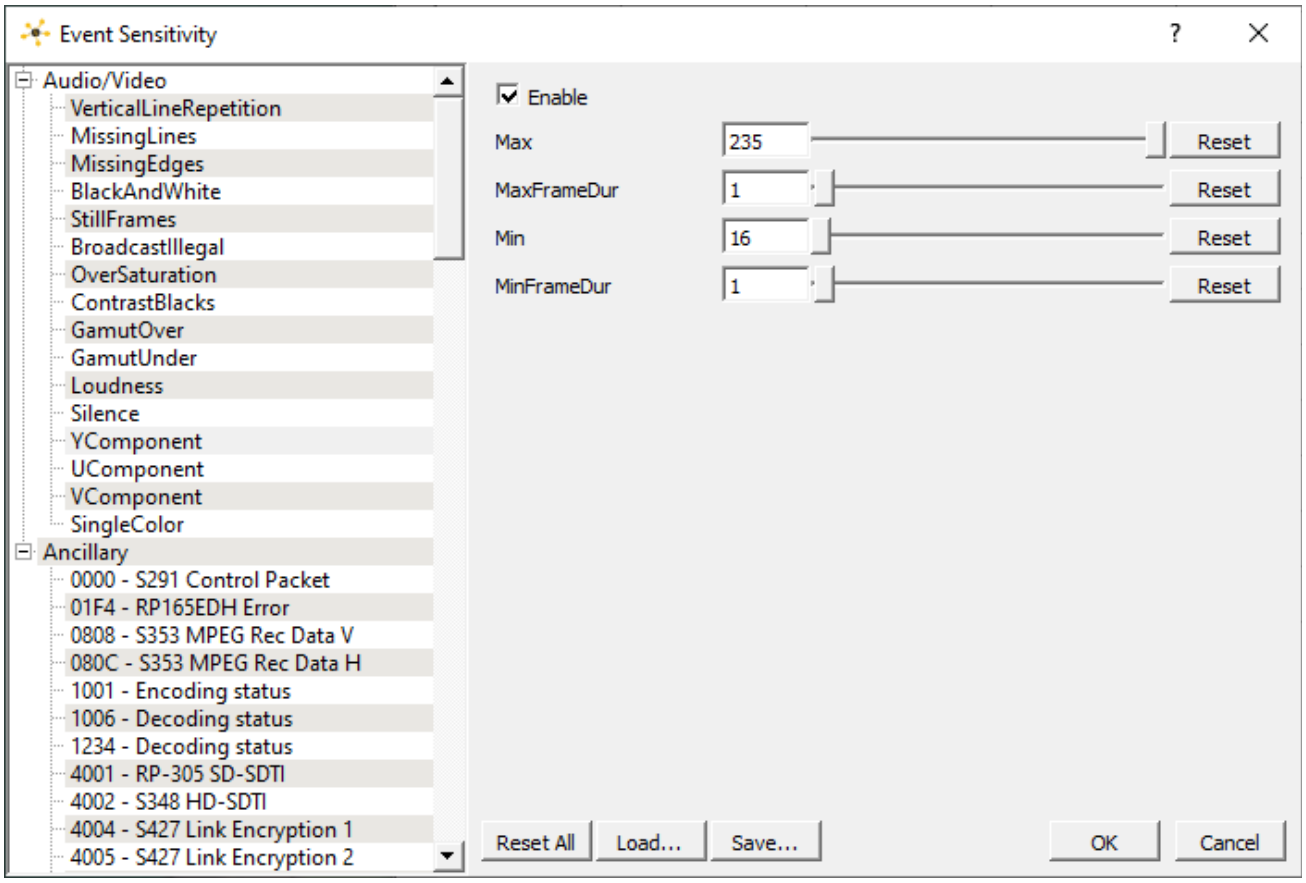
Silence



Enable checkbox – click to enable checking for silence and adjust any relevant settings.
Limit - default 900
FrameDur – default 3

Reset All – clicking Reset All returns all values to their default settings.
Load – opens a browser so you can load a saved event sensitivity file.
Save – opens a standard Save As window, so you can save the event sensitivity values to a file for later retrieval.
OK – press OK to enable any changes you have made, and close the Event Sensitivity window.
Cancel – press Cancel to exit the Event Sensitivity window without enabling any of the changes you have made.

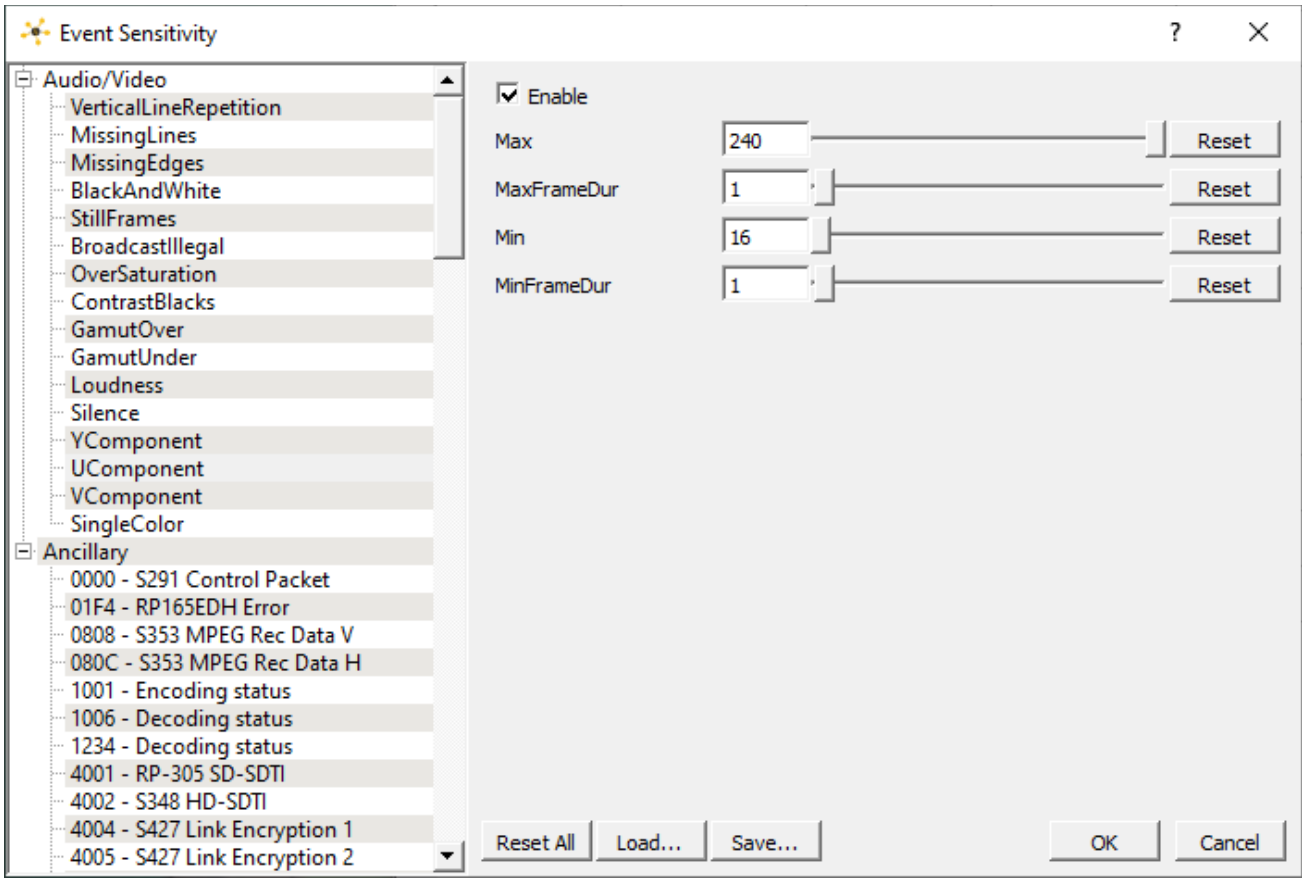
Y Component



Enable checkbox – click to enable checking the Y component and adjust any relevant settings.
Max - default 235
MaxFrameDur - default 1
Min - default 16
MinFrameDur - default 1

Reset All – clicking Reset All returns all values to their default settings.
Load – opens a browser so you can load a saved event sensitivity file.
Save – opens a standard Save As window, so you can save the event sensitivity values to a file for later retrieval.
OK – press OK to enable any changes you have made, and close the Event Sensitivity window.
Cancel – press Cancel to exit the Event Sensitivity window without enabling any of the changes you have made.

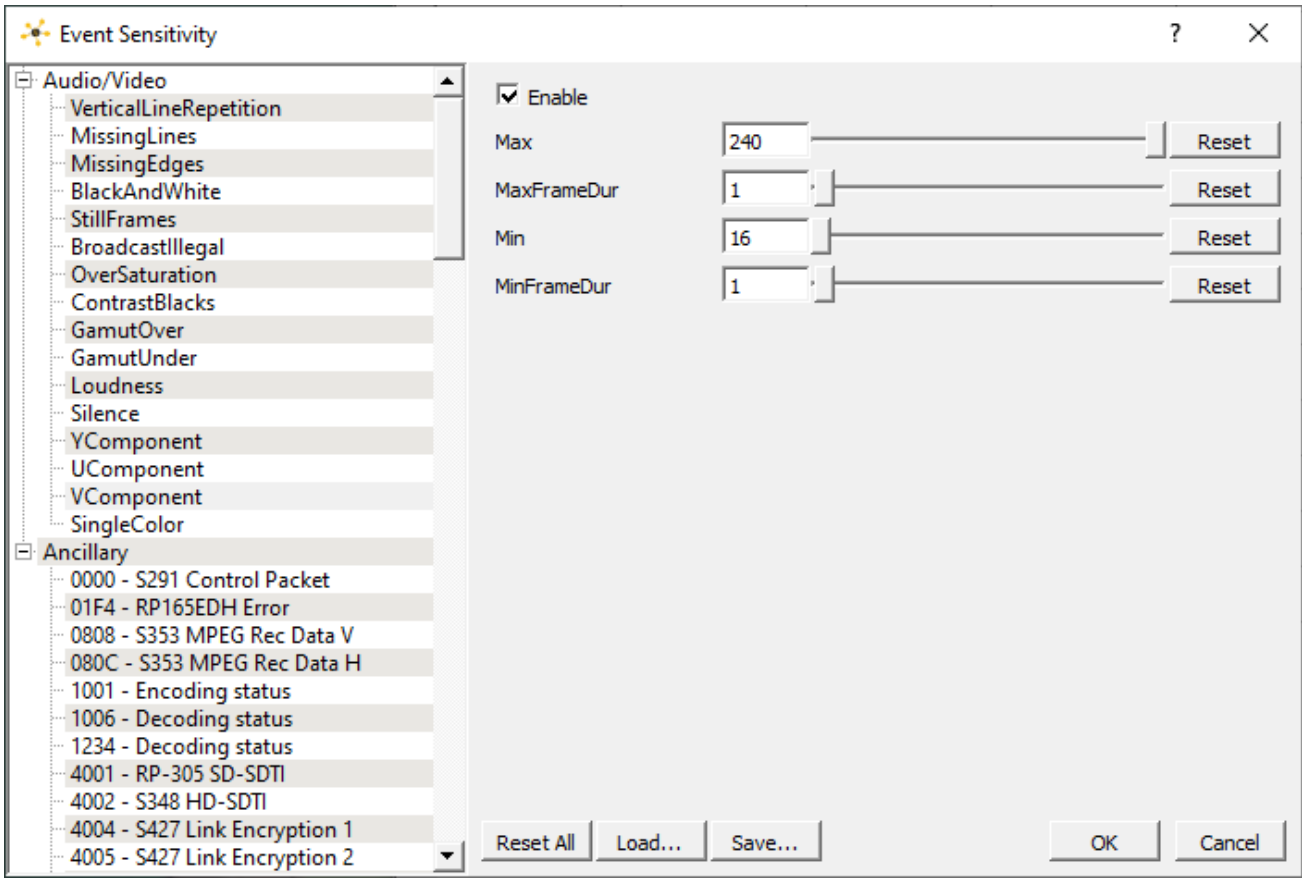
U Component



Enable checkbox – click to enable checking the U component and adjust any relevant settings.
Max - default 240
MaxFrameDur - default 1
Min - default 16
MinFrameDur - default 1

Reset All – clicking Reset All returns all values to their default settings.
Load – opens a browser so you can load a saved event sensitivity file.
Save – opens a standard Save As window, so you can save the event sensitivity values to a file for later retrieval.
OK – press OK to enable any changes you have made, and close the Event Sensitivity window.
Cancel – press Cancel to exit the Event Sensitivity window without enabling any of the changes you have made.

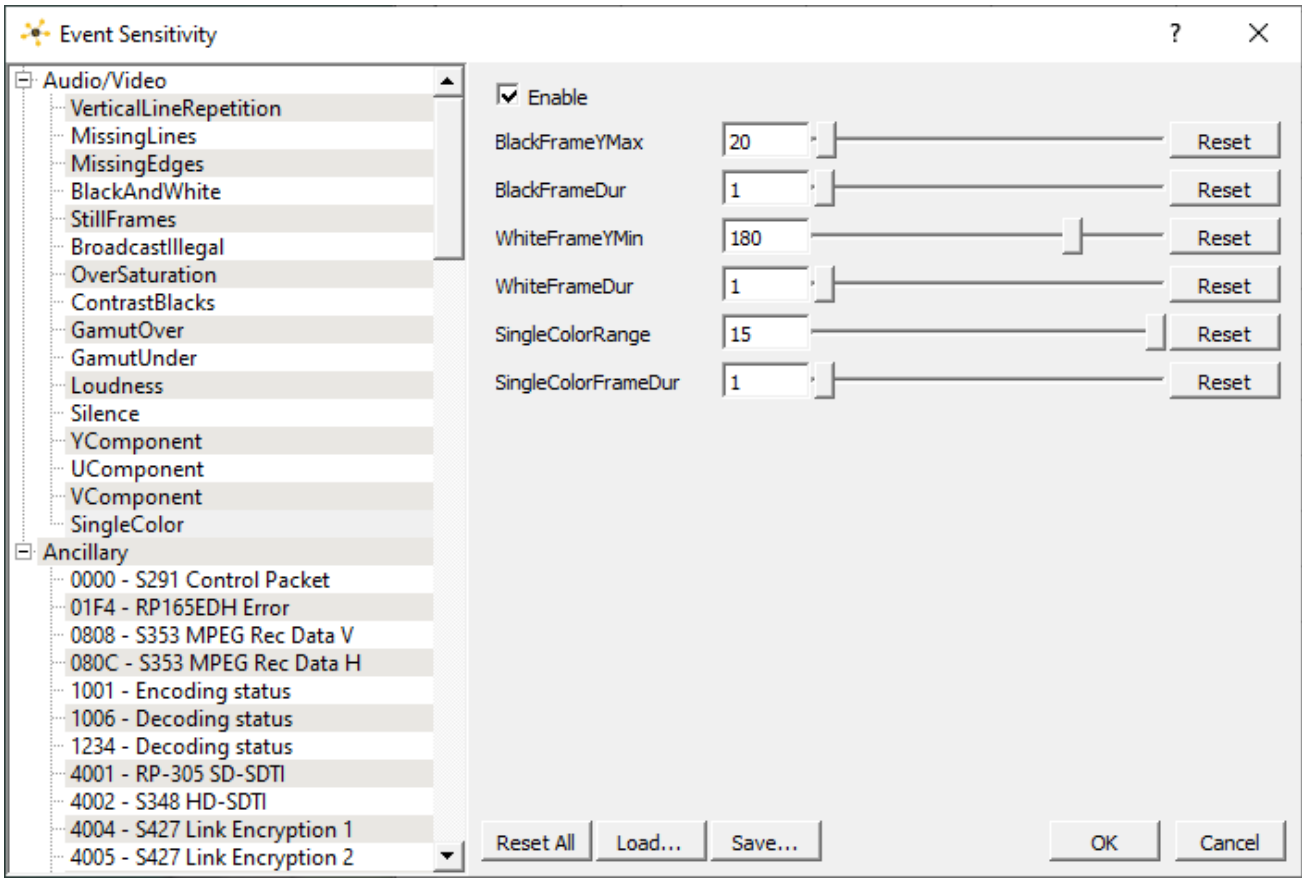
V Component



Enable checkbox – click to enable checking the V component and adjust any relevant settings.
Max - default 240
MaxFrameDur - default 1
Min - default 16
MinFrameDur - default 1

Reset All – clicking Reset All returns all values to their default settings.
Load – opens a browser so you can load a saved event sensitivity file.
Save – opens a standard Save As window, so you can save the event sensitivity values to a file for later retrieval.
OK – press OK to enable any changes you have made, and close the Event Sensitivity window.
Cancel – press Cancel to exit the Event Sensitivity window without enabling any of the changes you have made.

Single Color

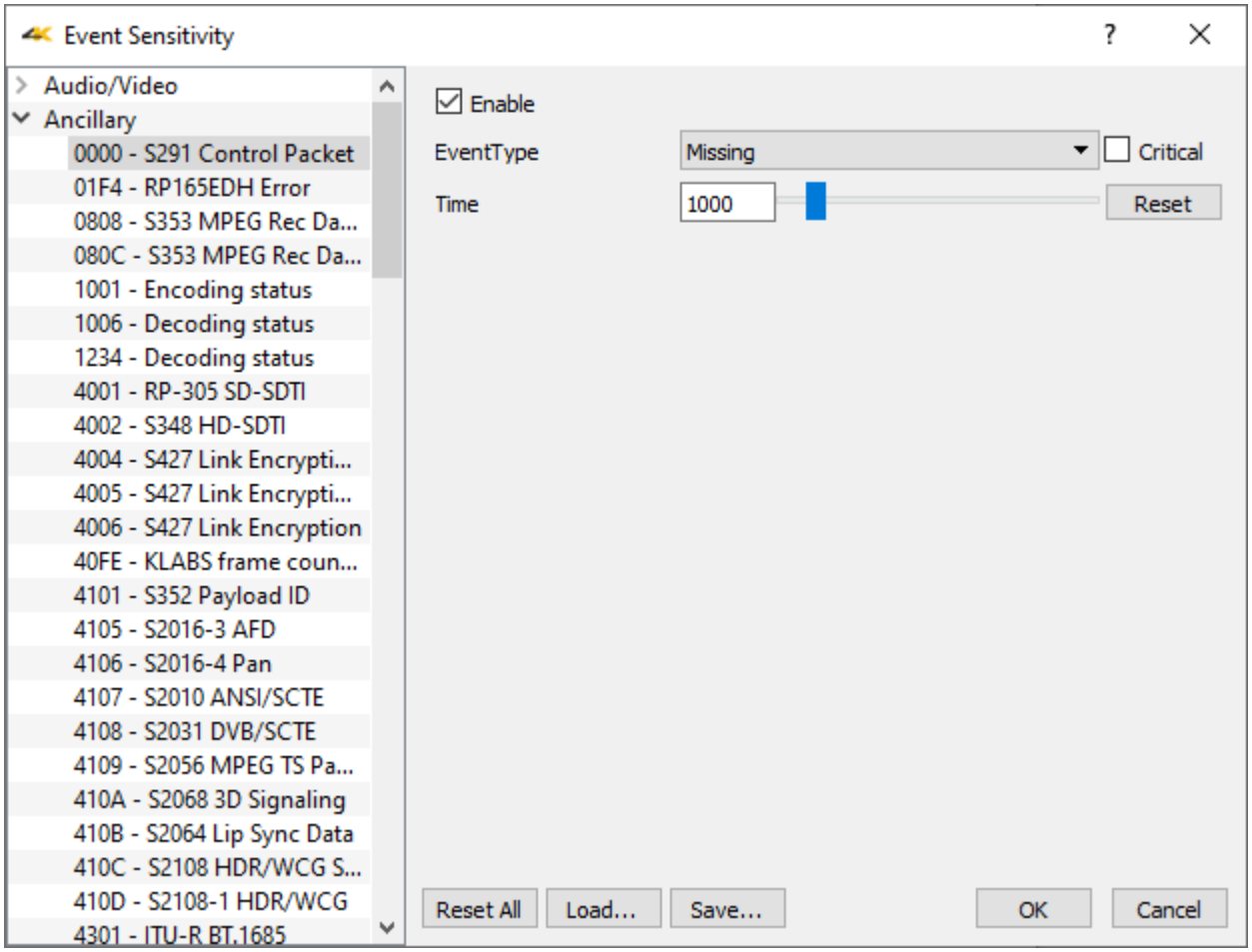


Enable checkbox – click to enable checking for single color and adjust any relevant settings.
Max - default
BlackFrameYMax - default 20
BlackFrameDur - default 1
WhiteFrameYMin - default 180
WhiteFrameDur - default 1
SingleColorRange - default 15
SingleColorFrameDur - default 1

Reset All – clicking Reset All returns all values to their default settings.
Load – opens a browser so you can load a saved event sensitivity file.
Save – opens a standard Save As window, so you can save the event sensitivity values to a file for later retrieval.
OK – press OK to enable any changes you have made, and close the Event Sensitivity window.
Cancel – press Cancel to exit the Event Sensitivity window without enabling any of the changes you have made.

Ancillary Data Streams Sensitivity

Each type of ancillary data stream can be set to produce an entry in the error log based on a number of settings. The default value is displayed, and the user can adjust a parameter by using the sliders provided. A reset button is available for each individual setting.



For each data type, the following controls are available:

Enable checkbox – click to enable checking for ancillary data and adjust any relevant settings.
EventType pulldown menu – specifies the condition which will trigger an event in the event log for the selected ancillary data type. Conditions include:

- **Missing** – the expected data is not present
- **Present** – the data is present
- **Appeared** – the data is in this frame and was not in the previous frame
- **Disappeared** – the data was present in the previous frame and is not in the current frame
- **Changed** – the data has undergone a change
- **Occurred** – the data occurred in this frame

Critical checkbox – check to indicate that any events in the data stream that trigger a warning are critical.
Time – default 1000
Reset – resets the values to the default settings.

Supported Data Stream Types

0000 – **S291 Control Packet** [RTP Payload format for SMPTE Ancillary data, as defined by SMPTE ST 291-1]
01F4 – **RP165EDH Error** [Error checking using the RP 165 EDH packets in SD-SDI mode]
0808 – **S353 MPEG Rec Data V** [SMPTE 291M defined MPEG recording data in VANC]
080C – **S353 MPEG Rec Data H** [SMPTE 291M defined MPEG recording data in HANC]
1001 – **Encoding status** [current encoding status]
1006 – **Decoding status** [current decoding status]
1234 – **Decoding status** [current decoding status]
4001 – **RP-305 SD-SDTI** [Standard Definition Serial Data Transport Interface]
4002 – **S348 HD-SDTI** [SMPTE 291M defined HD-SDTI Transport in active frame space]
4004 – **S427 Link Encryption 1** [Link Encryption for 1.5Gb/s1 Serial Digital Interface type 1]
4005 – **S427 Link Encryption 2** [Link Encryption for 1.5Gb/s1 Serial Digital Interface type 2]
4006 – **S427 Link Encryption** [Link Encryption for 1.5Gb/s1 Serial Digital Interface type 0]
40FE – **KLABS frame counter** [KLABS frame counter packets]
4101 – **S352 Payload ID** [SMPTE ST 352 Video Payload Identification Codes for Serial Digital Interfaces]
4105 – **S2016-3 AFD** [AFD for baseband SDI carriage as standard SMPTE 2016-1-2007, "Format for Active Format Description and Bar Data"]
4106 – **S2016-4 Pan** [SMPTE 2016-4 Vertical Ancillary Data Mapping of Pan-Scan Information]
4107 – **S2010 ANSI/SCTE** [ANSI/SCTE 104 messages, a mechanism for signaling advertising avails, program splice points, and DRM signals]
4108 – **S2031 DVB/SCTE** [SMPTE S2031 DVB/SCTE vertical blanking interval data]
4109 – **S2056 MPEG TS Packets** [per SMPTE ST 2056, a standardized wrapper for the carriage of low bit rate MPEG-2 TS packets, in the 10-bit VANC space of a standard definition or high definition serial digital link in accordance with SMPTE ST 291]
410A – **S2068 3D Signaling** [per SMPTE 2068, Stereoscopic 3D frame compatible packing and signaling for HDTV]
410B – **S2064 Lip Sync Data** [the real-time transport of audio and video fingerprints used for audio to video timing measurement. These fingerprints and their containerization are defined in SMPTE ST 2064-1]
410C – **S2108 HDR/WCG Settings** [per SMPTE ST 2108-1:2018, Settings for HDR/WCG Metadata Ancillary Data Packet]
410D – **S2108-1 HDR/WCG** [per SMPTE ST 2108-1:2018, HDR/WCG Metadata Ancillary Data Packets]
4301 – **ITU-R BT.1685** [Structure of inter-station control data conveyed by ancillary data packets]
4302 – **OP47 Caption SDP** [OP-47 Subtitling Distribution Packet - storage and distribution of Teletext data such as closed captions/subtitles in the vertical ancillary data space of the 10 bit serial HD-SDI signal complying with Recommendation ITU-R BT.1120-7]
4303 – **OP47 VBI/WST MP** [OP-47 vertical blanking interval World System Teletext subtitling for HD]
4304 – **ARIB-TR-B29 AV Mon** [Association of Radio Industries and Businesses - Metadata to monitor Errors of Video and Audio Signals on a Broadcasting Chain]
4305 – **RDD18 Camera Params** [SMPTE RDD 18:2021 - Acquisition Metadata Sets for Video Camera Parameters]
4313 – **SMPTE 346M** [time division multiplexing of various standard-definition digital video and generic 8-bit data signals over high-definition serial digital interfaces]
4404 – **RP214V KLV Metadata** [Packing KLV Encoded Metadata and Data Essence into

SMPTE 291M VANC Ancillary Data Packets]
4414 – **RP214H KLV Metadata** [Packing KLV Encoded Metadata and Data Essence into SMPTE 291M HANC Ancillary Data Packets]
4444 – **RP223 UMID/ID** [per SMPTE RP 223, Packing UMID and Program Identification Label Data into SMPTE 291M Ancillary Data Packets]
4501 – **S2020 Audio-1** [structure and timing requirements of an asynchronous serial audio metadata stream with respect to an associated video signal – channel 1]
4502 – **S2020 Audio-2** [structure and timing requirements of an asynchronous serial audio metadata stream with respect to an associated video signal – channel 2]
4503 – **S2020 Audio-3** [structure and timing requirements of an asynchronous serial audio metadata stream with respect to an associated video signal – channel 3]
4504 – **S2020 Audio-4** [structure and timing requirements of an asynchronous serial audio metadata stream with respect to an associated video signal – channel 4]
4505 – **S2020 Audio-5** [structure and timing requirements of an asynchronous serial audio metadata stream with respect to an associated video signal – channel 5]
4506 – **S2020 Audio-6** [structure and timing requirements of an asynchronous serial audio metadata stream with respect to an associated video signal – channel 6]
4507 – **S2020 Audio-7** [structure and timing requirements of an asynchronous serial audio metadata stream with respect to an associated video signal – channel 7]
4508 – **S2020 Audio-8** [structure and timing requirements of an asynchronous serial audio metadata stream with respect to an associated video signal – channel 8]
4509 – **S2020 Audio-9** [structure and timing requirements of an asynchronous serial audio metadata stream with respect to an associated video signal – channel 9]
4601 – **S2051 Two Frame** [SMPTE ST 2015:2014 Two-Frame Marker for progressive HDTV video formats at 48/1.001(47.95)-Hz, 48-Hz, 50-Hz, 60/1.001(59.94)-Hz, and 60-Hz frame rates]
5001 – **RDD8 WSS** [SMPTE RDD8 wide screen signaling for storage and distribution of subtitles]
5101 – **RP215 Film Codes** [Vertical Ancillary Data Mapping of Film Transfer and Video Production Information]
5102 – **RDD18 Metadata** [per SMPTE RDD 18:2021, Acquisition Metadata Sets for Video Camera Parameters]
5153 – **BMD Dev Control** [Blackmagic SDI PTZ camera control protocol]
524D – **Rec start/stop** [record start or record stop]
5701 – **CBS ID Info** [Cell Broadcast Service to relay messages related to public warning]
5FCF – **TR-B18 Color** [Association of Radio Industries and Businesses - per ARIB technical report TR-B18, Color Frame Information for Component Interface of 525/60 and 1125/60 Television Systems]
5FDC – **B37 Mob Captions** [Association of Radio Industries and Businesses - per ARIB STD-B37, structure and operation of closed caption conveyed by ancillary data packets]
5FDD – **B37 Ana Captions** [Association of Radio Industries and Businesses - per ARIB STD-B37, structure and operation of closed caption conveyed by ancillary data packets]
5FDE – **B37 SD Captions** [Association of Radio Industries and Businesses - per ARIB STD-B37, structure and operation of closed caption conveyed by ancillary data packets]
5FDF – **B37 HD Captions** [Association of Radio Industries and Businesses - per ARIB STD-B37, structure and operation of closed caption conveyed by ancillary data packets]
5FE0 – **ARIB TR-B.22 ANC** [Association of Radio Industries and Businesses - per ARIB TR-B22, Operational Guidelines for Transport of the Ancillary Data for Television Program Contribution]
5FFA – **ARIB TR-B.23(1)** [Association of Radio Industries and Businesses - per ARIB TR-B.23, Operational Guidelines for Ancillary Data Used to Convey Inter-Stationary Data]
5FFB – **ARIB TR-B.23(2)** [Association of Radio Industries and Businesses - per ARIB TR-

B.23, Operational Guidelines for Ancillary Data Used to Convey Inter-Stationary Data]
5FFC – **ARIB TR-B.23(1)** [Association of Radio Industries and Businesses - per ARIB TR-B.23, Operational Guidelines for Ancillary Data Used to Convey Inter-Stationary Data]
5FFD – **ARIB B.35ProgEx** [Association of Radio Industries and Businesses - per ARIB STD-B35, Data Program Exchange Specification for Digital Broadcasting]
5FFE – **ARIB B.39** [Association of Radio Industries and Businesses - per ARIB STD-B39, Structure of Inter-Stationary Control Data Conveyed by Ancillary Data Packets]
5FFF – **ARIB B.15** [Association of Radio Industries and Businesses - per ARIB TR-B15, specifies the function of receivers and the operational guidelines in the broadcasting station of the BS and CS digital broadcasting]
6060 – **S12M-2 Anc TCode** [per SMPTE 12M-2, standards to label individual frames of video or film with a timecode]
6061 – **S12M-3 HFR-TCode** [per SMPTE 12M-3, standards to label individual frames of high frame rate video or film with a timecode]
6062 – **Generic Time Label** [generic time of day stamp]
6101 – **EIA-708 Caption** [HD captioning]
6102 – **EIA-608 Caption** [SD captioning]
6103 – **SMPTE334 WST Packet** [per SMPTE ST 334-1:2015, Vertical Ancillary Data Mapping of Caption Data and Other Related Data]
6104 – **SMPTE334 SDE** [per SMPTE ST 334-1:2015, Vertical Ancillary Data Mapping of Caption Data and Other Related Data]
6105 – **SMPTE334 ARIB Caption HD** [per SMPTE ST 334-1:2015, Vertical Ancillary Data Mapping of Caption Data and Other Related Data]
6106 – **SMPTE334 ARIB Caption SD** [per SMPTE ST 334-1:2015, Vertical Ancillary Data Mapping of Caption Data and Other Related Data]
6107 – **SMPTE334 ARIB Caption Ana** [per SMPTE ST 334-1:2015, Vertical Ancillary Data Mapping of Caption Data and Other Related Data]
6201 – **RP207 Program** [per SMPTE RP 207, Transport of Program Description Data in Ancillary Data Packets]
6202 – **S334-1 Data BCast** [per SMPTE 334-1-2007, closed caption data from Ancillary data packets]
6203 – **RP208 VBI Data** [per SMPTE RP 208-2002, Transport of VBI Packet Data in Ancillary Data Packets]
6264 – **RP196 LTC Timecode** [per SMPTE RP 196, Transmission of LTC Data as HANC Packets in Serial Digital Television Interfaces]
647F – **RP196 VITC Timecode** [per SMPTE RP 196, Transmission of VITC Data as HANC Packets in Serial Digital Television Interfaces]
8000 – **Mark Deleted** [when a mark has been deleted]
8400 – **End Packet** [signals the end of a packet]
8800 – **Start Packet** [signals the start of a packet]
A000 – **HD Aud Ctrl 8** [HD audio control 8]
A100 – **HD Aud Ctrl 7** [HD audio control 7]
A200 – **HD Aud Ctrl 6** [HD audio control 6]
A300 – **HD Aud Ctrl 5** [HD audio control 5]
A400 – **HD Aud Data 8** [HD audio data 8]
A500 – **HD Aud Data 7** [HD audio data 7]
A600 – **HD Aud Data 6** [HD audio data 6]
A700 – **HD Aud Data 5** [HD audio data 5]
D200 – **QA F1 Test** [F1 quality assurance metric]
D300 – **QA F2 Test** [F2 quality assurance metric]
E000 – **HD Aud Ctrl 4** [HD audio control 4]

E100 – **HD Aud Ctrl 3** [HD audio control 3]
E200 – **HD Aud Ctrl 2** [HD audio control 2]
E300 – **HD Aud Ctrl 1** [HD audio control 1]
E400 – **HD Aud Data 4** [HD audio data 4]
E500 – **HD Aud Data 3** [HD audio data 3]
E600 – **HD Aud Data 2** [HD audio data 2]
E700 – **HD Aud Data 1** [HD audio data 1]
EC00 – **SD Aud Ctrl 4** [SD audio control 4]
ED00 – **SD Aud Ctrl 3** [SD audio control 3]
EE00 – **SD Aud Ctrl 2** [SD audio control 2]
EF00 – **Aud Ctrl 1** [SD audio control 1]
F400 – **Error Detect** [an error has been detected]
F800 – **SD Aud Ext Data 4** [SD audio external data 4]
F900 – **SD Aud Data 4** [SD audio data 4]
FA00 – **SD Aud Ext Data 3** [SD audio external data 3]
FB00 – **SD Aud Data 3** [SD audio data 3]
FC00 – **SD Aud Ext Data 2** [SD audio external data 2]
FD00 – **SD Aud Data 2** [SD audio data 2]
FE00 – **SD Aud Ext Data 1** [SD audio external data 1]
FF00 – **SD Aud Data 1** [SD audio data 1]

Area Select

Area Select is added at the 4KScope level.

Free	sdiScope	4KScope	HDRScope	2110Scope
		Area Select		

Pressing the Area Select button allows the user to select an area of the signal and view it through any of the scopes. With the button pressed (it will be outlined), click to drag a rectangle across the picture display.

The rest of the screen will be darkened, and the selected area will be highlighted. In the above example, the selected area of the color chart features orange, red, and magenta color chips. With the H/S scope selected, only these areas of the spectrum are seen by the scope.

Note: Vectorscope, Chromaticity, and Histogram displays will respect the boundaries of the rectangle you have selected.

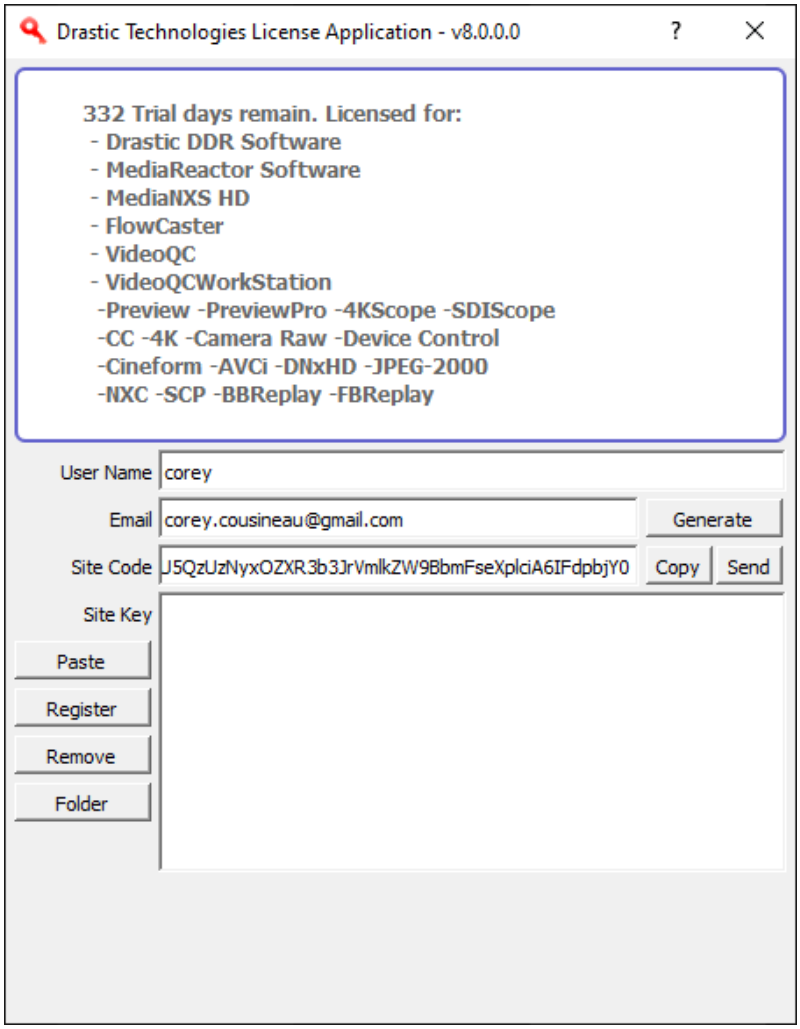
However, the Waveform Monitors (YCbCr and RGB) only respect the top and bottom, and have no way to constrain the left and right boundaries. So, when you select an area in a Waveform monitor, it will 'see' a band across the screen bounded by the top and bottom of the rectangle you have drawn.

License

Licensing features are available in all versions. You can use the licensing to check the status of your license, or to enable an updated, or new, license.

Free	sdiScope	4KScope	HDRScope	2110Scope
License				

Pressing the license button opens the licensing dialog. Here is a system that is licensed for a long term but temporary license.



You can check the status of your license here. If the system is unlicensed, you can get a license by following the detailed instructions here:

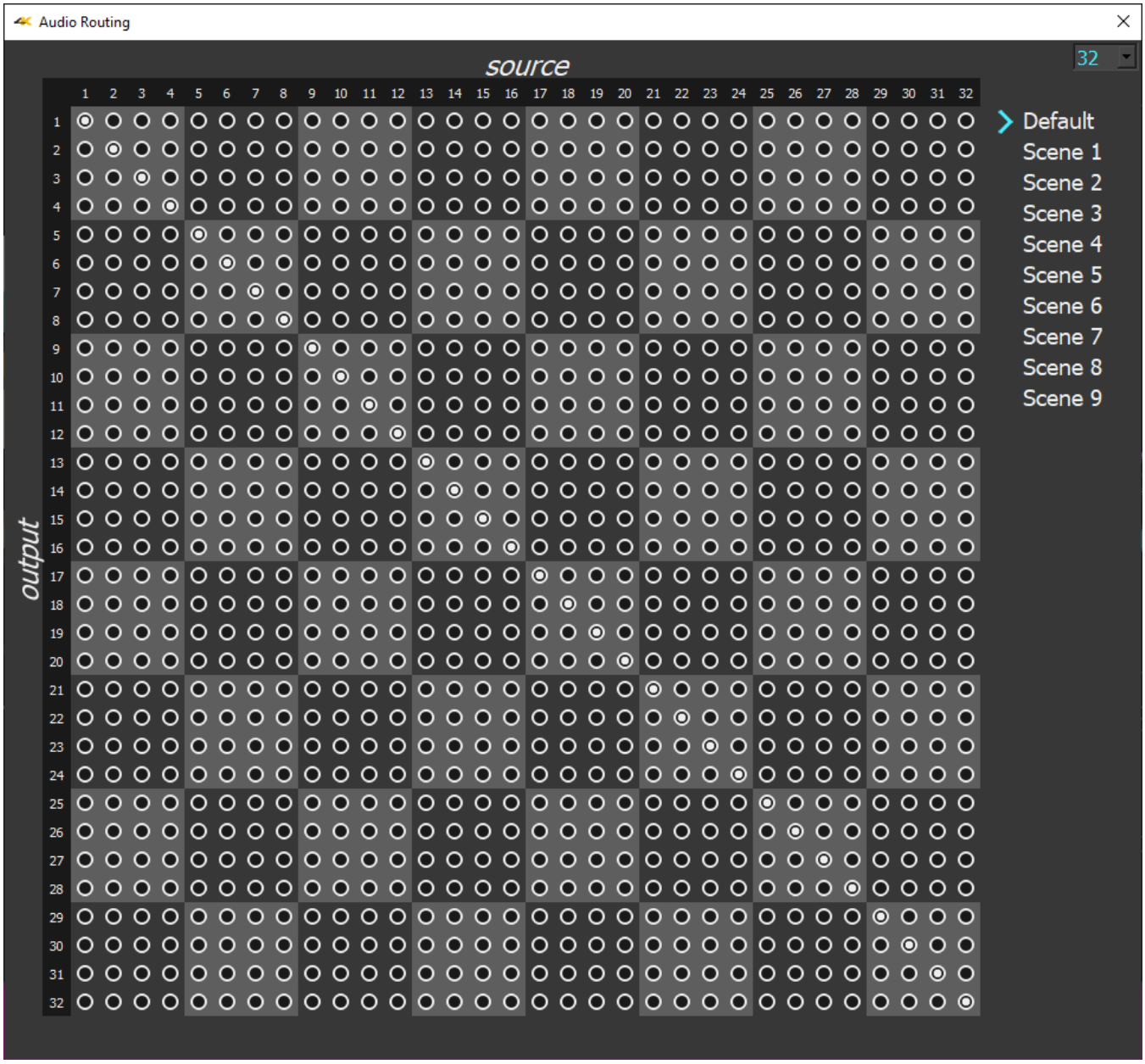
https://www.drastic.tv/support-59/licensing

Audio Routing

Audio Routing features are added at the 4KScope level.

Free	sdiScope	4KScope	HDRScope	2110Scope
		Audio Routing		

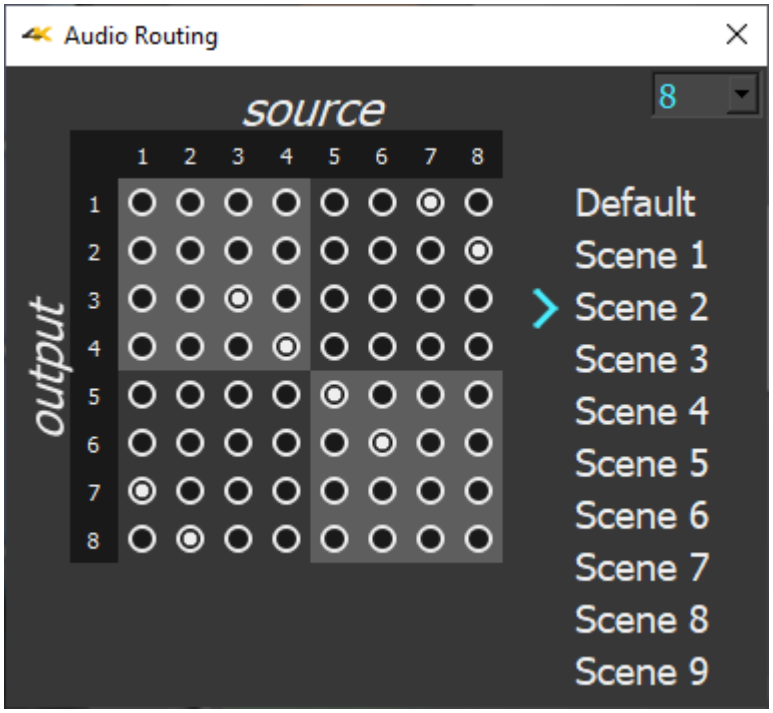
Pressing the audio routing button opens the audio routing window. This window provides routing for up to 32 channels. The pulldown menu at the top right of the window lets the user select between 8, 16, 24, or 32 channel setups.



The audio routing allows the user to route the output of their audio to whichever channel they like. This feature is hardware-dependent. The above image shows a system set to 32 channels, with no routing applied.

The audio sources come in through the top, where it says **Source**. The outputs go out through the left side, where it says **Output**.

Here is an audio routing scheme where channels 1 and 2 are sent out through channels 7 and 8, and channels 7 and 8 are sent out via channels 1 and 2.



If **Default** is selected, no changes can be made, and audio routing is off. The user needs to select one of the 'scenes' to make changes. Each **Scene** will remember what you set it to last, and can be recalled as needed.

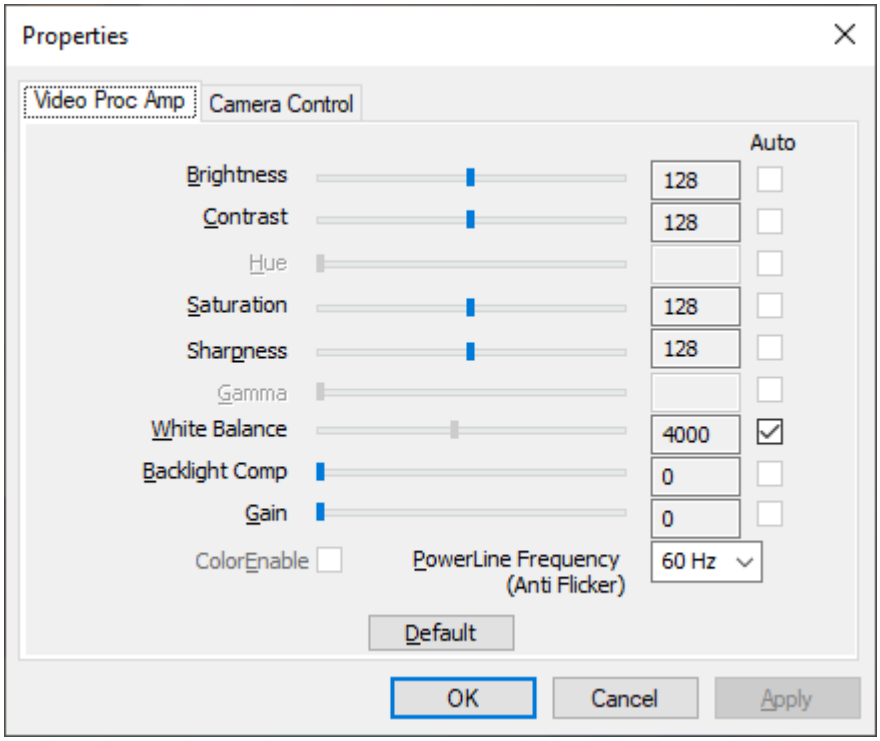
Note: most hardware (video boards and such) is limited to 16 channel audio. Certain IP stream inputs may have as many as 32 channels of audio.

USB/DirectShow/UVC Configuration

Where the system is set to use a USB/DirectShow/UVC device, a configuration button appears. Pressing this button opens a configuration menu for the device. The capabilities of the configuration vary depending on the device's capabilities. Here is a sample configuration menu. The device in the below examples is a simple webcam.

Video Proc Amp

The first tab is the Video Proc Amp.



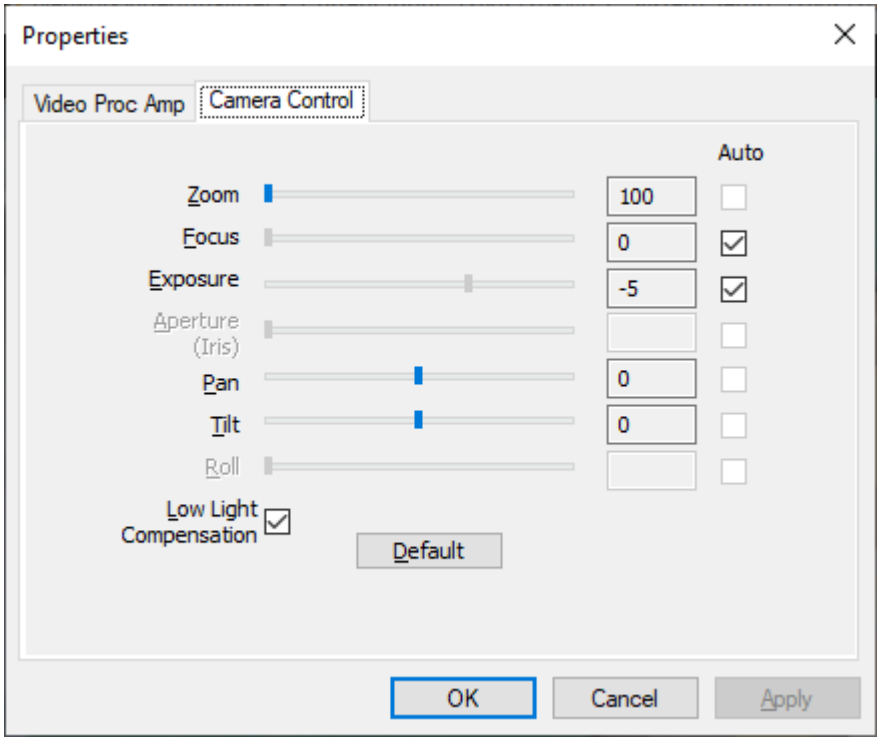
The Video Proc Amp provides a number of controls. Your device may or may not use these controls.

Brightness – adjust the brightness, or light to dark balance
Contrast – adjust the contrast
Hue – adjust the hue, or color cast if any
Saturation – adjust the saturation, or how rich the color is
Sharpness – adjust the sharpness of edges
Gamma – adjust the gamma (color)
White Balance – adjust the location of the white point for white balancing the device
Backlight Comp – adjust the overall scene to compensate for any back lighting.
Gain – adjust any gain that has been applied to the output levels
ColorEnable – in some devices, enable color output
Powerline Frequency (anti flicker) – switch between 60 Hz and 50Hz to compensate

for powerline frequency mismatch induced flicker.
Default – reset to default settings
OK – Press OK to close the configuration
Cancel – close the configuration without making any changes.
Apply – enable any settings that have been changed and close the configuration.

Camera Control

The second tab is the Camera Control.



The Camera Control provides a number of controls. Your device may or may not use these controls.

Zoom – zoom in or out
Focus – adjust the focus
Exposure – adjust the exposure
Aperture (Iris) – adjust the aperture, or iris of the camera
Pan – in PTZ cameras, adjust the pan
Tilt – in PTZ cameras, adjust the tilt.
Roll – in specific cameras, adjust the roll
Low Light Compensation checkbox – sets the camera to use an auto gain for low lighting
Default – reset to default settings
OK – Press OK to close the configuration
Cancel – close the configuration without making any changes.
Apply – enable any settings that have been changed and close the configuration.

Setup

Install the Software

Install **DrasticScope** software on the system. Regardless of the delivery method, the software will be available at some level as an (executable) installable file. Double-click on the file, or right click and select **Open** from the context menu. Follow the prompts to set where the software should be installed and make other installation-specific decisions.

To take full advantage of the hardware based features of **DrasticScope**, the system should contain one of the supported AJA, Blackmagic, Matrox or Bluefish444 boards. Here are some recommended environments:

For **SMPTE 2110/2022**
Matrox: ST 2110 Network Adapters
AJA: Kona IP
Mellanox NVIDIA Bluefield-2 or Connect-X 6: (requires Rivermax license)

For **8K/SUHD/K/QHS/HD/SD**
AJA: KONA 5G

There are also a number of low cost alternatives for various SD and HD workflows. The board's manufacturers will have the most up to date information for system specifications and recommended drivers.

- Bluefish444: Epoch Supernova, Epoch Neutron, KRONOS
- AJA: KONA LHe/plus, KONA LHi, KONA 3G, KONA 4, KONA IP, KONA 5, KONA HDMI, Io-XT, Io-4K, OEM2K, Corvid Series, U-TAP
- Blackmagic (version 11/12 drivers required): UltraStudio, DeckLink, Intensity Pro, Intensity, Mini Recorder, UltraScope, HyperDeck, Ursa, BMPCC
- NewTek: NDI®
- Inogeni: 4K, 3G, DVI, VGA/CVBS
- Magewell: HDMI and SDI USB-3 devices
- Logitech: HDMI Screen Share
- Elgato: Game device capture devices
- Mokose: HDMI/SDI USB-3
- Epiphan: AV.io HDMI/SDI/4K
- Digitnow: HDMI USB Capture
- Rybozen: HDMI USB Capture
- Microsoft: USB Cameras
- UVC: Most UVC (USB Video Class) compliant video devices

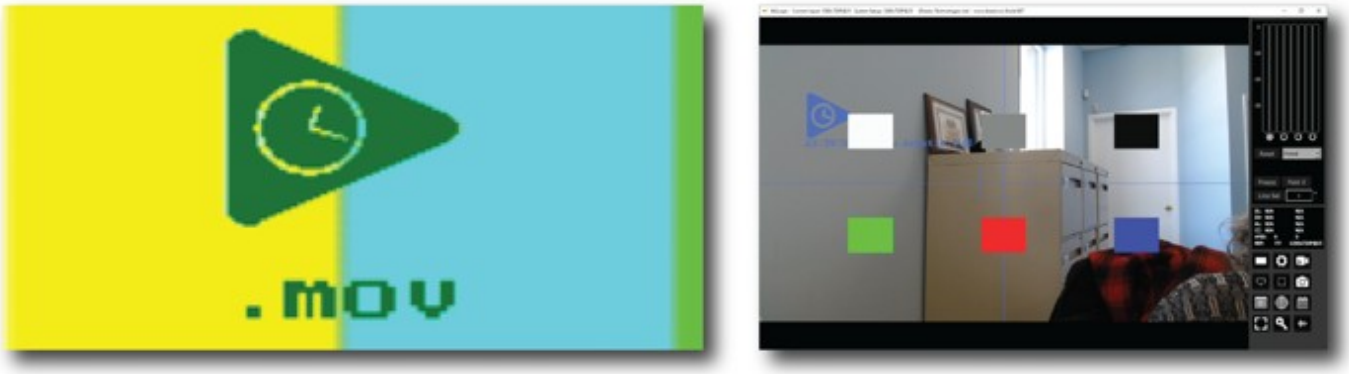
You can view the supported hardware page on our website for the latest information:

https://www.drastic.tv/support-59/supporttipstechnical/81-supported-audio-video-hardware

License the Software

How Do I Remove the Watermarks?

If you run Drastic software without a license, many of the features will be unavailable. Also, there will be watermarks you cannot remove (image below), 10 second media duration, length of run limitations, no hardware support, nag screen, auto-shutoff, and other significant limitations. To remove these limitations, you will need a valid license.



Sample watermarks

In order to license DrasticScope, open DrasticScope and navigate to the Settings ("Gear" icon at the bottom right of the application). Next click on the "License" button at the bottom of the Settings menu box and then follow the steps at the following location: http://license.drastictech.com/

Run the Software

Run the software. If the default installation path is used, you can open it at: **Start|Programs|Drastic Network Video Analyzer|2110Scope**. The software will then need to be set up.

Setup Window

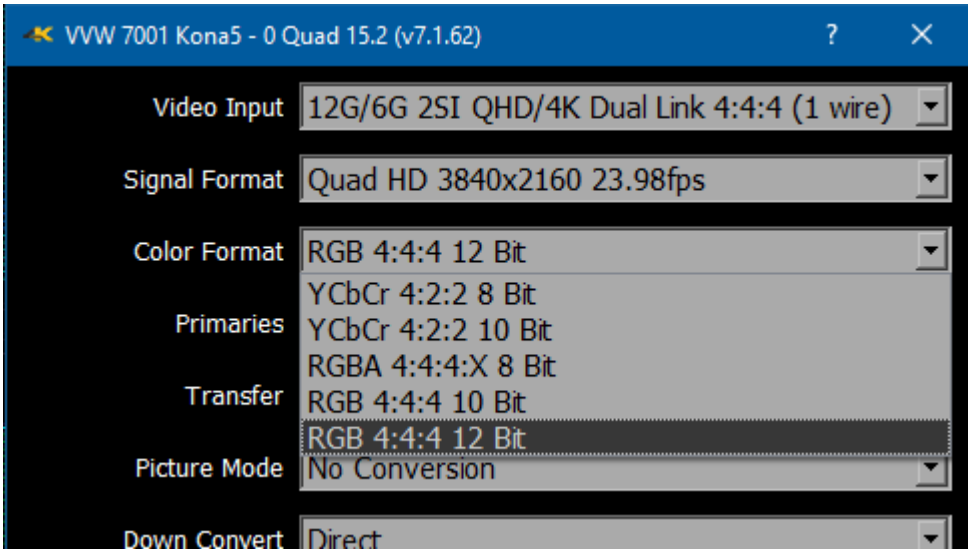
Confirm that the signal you wish to monitor is connected to the correct input(s) of the video board. Click on the **Setup** button to confirm or adjust any settings for the type of signal format being used. Once the system is correctly set up, pressing the **Done** button closes the **Setup** window.

Color Space and HDR/HLG in DrasticScope

Depending on the license, DrasticScope can support 8, 10, and 12 bit color in both YCbCr 4:2:2 and RGB 4:4:4 modes. Correct measurement of signals require the correct setup.

Input Color - YCbCr (YUV) and RGB

Once the signal format is set, the next most important is the overall color format. DrasticScope supports YCbCr (broadcast) at 8 and 10 bits, and RGB (post production) at 8, 10 and 12 bit (depending on hardware). For most SDI and HDMI signals you will want to be in YCbCr 10 bit, as this is by far the most common format. Even if the signal source is 8 bit, it will still work in 10 bit and vice versa. If you are monitoring a high end post system (Nucoda, Assimilate, Autodesk, Resolve, etc) then the input may be a 4:4:4 RGB, also known as dual link, input. In this case, it will be either a 10 bit or 12 bit signal. As 10 bit will work for both 10 and 12 source, if the image is incorrect in 12 but correct in 10, then it is likely a 10 bit source. Correct measurement of signals require the correct setup of the bit depth, color format, primaries and transfer mode of the signal you are measuring within DrasticScope.



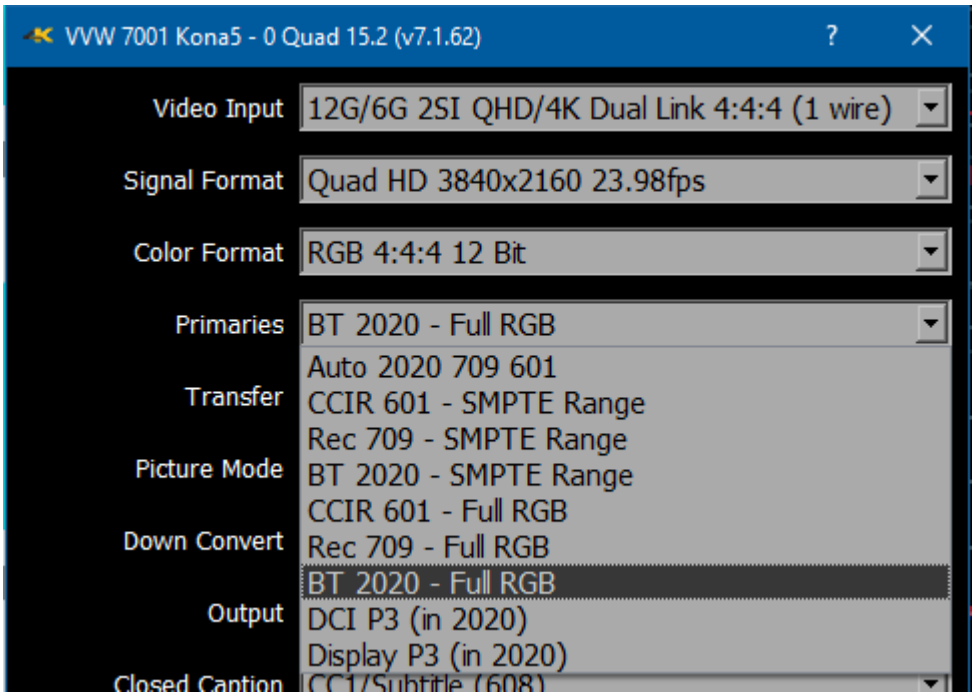
Primaries

DrasticScope supports a wide variety of primaries. These describe the color space being used in terms of chrominance and saturation. As a general rule of thumb, the following are the standard primaries for various signal types:

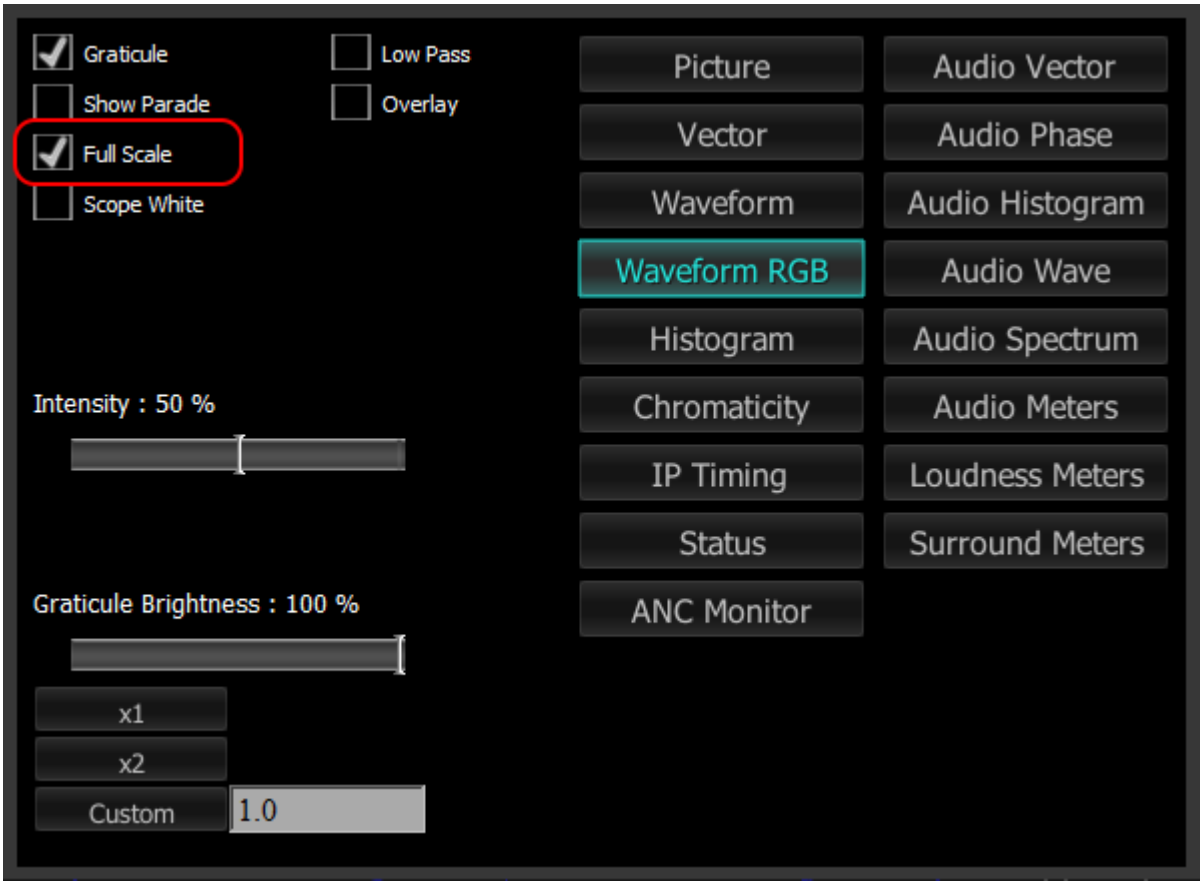
SD - CCIR 601
HD - Rec 709
QHD/4K - BT 2020 (but may be Rec 709)
QHD/4K Post - P3/BT 2020/709 (but may be Full Range RGB)

While it is possible to mix these (e.g. send 4K with CCIR 601 primaries), it would be very uncommon. The trickiest part of this configuration can be the SMPTE Video Range vs Full Range RGB, when running in RGB modes. When producing RGB over SDI/HDMI/IP, the creation software can choose to make the 0% color (standard black) and the 100% color (standard white) to be the 0 value and 4095/1023 value. In this case it is using the 'Full' range of the RGB to describe the standard color range. As normal video has a range that allows brighter than white and darker than black, it is very

common to duplicate this functionality in RGB space, making standard black 64 and standard white 3760/940. This is known as SMPTE or Video Range. If the signal is using SMPTE or FULL, and DrasticScope is set to the opposite, then the graticules will not line up properly. These settings must match.

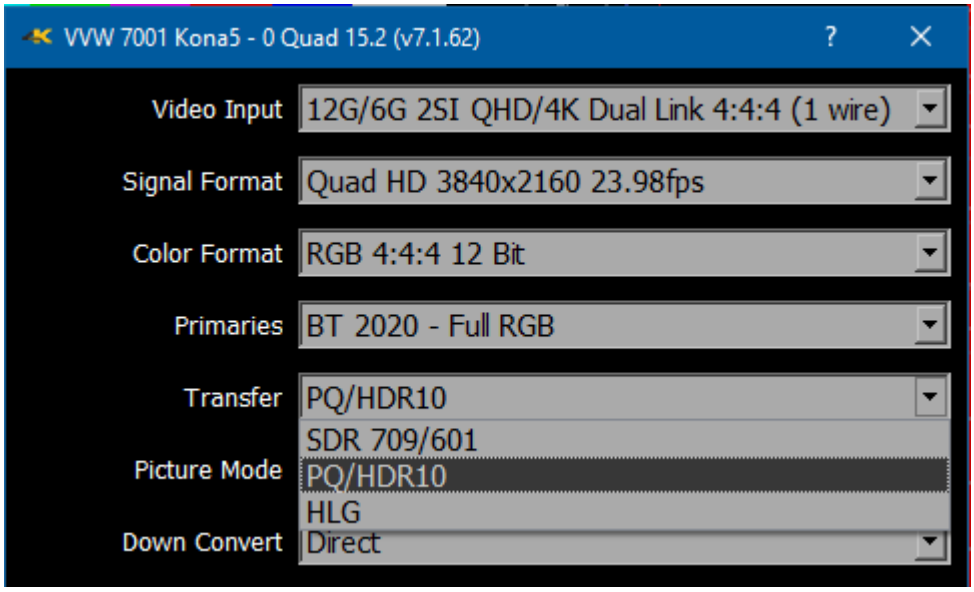


When using RGB Full, it is also important that the RGB Waveform Scope has its 'Full Scale' check box checked or unchecked to match. In some YCbCr cases it needs to be independent from the main primary selection.



Transfer Characteristics

The transfer characteristics describe how the luminance, or brightness, is encoded in the signal. Unless you are measuring a high dynamic range (HDR) signal, this will be set to SDR. If the source is an HDR10, SMPTE 2084 or HDR10+ signal, this should be set to HDR10 (max 10,000 nits). If it is an HLG signal, it should be set to HLG (max 1000 nits).



Turning Off Background Programs in Linux

If DrasticScope is likely to be run with mostly with no direct interaction from the keyboard, and if there is a screen saver/power saver/sleep mode/kernel update set to run, these background programs can cause DrasticScope to crash.

Here is how to prevent these from running under Linux.

Disable Hibernate, Sleep

sudo systemctl mask sleep.target suspend.target hibernate.target
hybrid-sleep.target

sudo systemctl disable

    systemd-hibernate.service
    systemd-hybrid-sleep.service
    systemd-suspend.service

Disable Kernel Updates

/etc/yum.conf
add, at the bottom of the file exclude = kernel*

Set Default Kernel

/etc/default/grub
GRUB_DEFAULT=saved
GRUB_SAVEDEFAULT=true

Operations

DrasticScope can be used to view an input signal through its range of waveform/vectorscope tools. Supported sources include:

- ST-2110 through a supported NIC
- IP streams including SRT, RIST, UDP, RTP, TR-01, TR-07
- AJA hardware
- Bluefish444 hardware
- Blackmagic hardware
- UltraScope hardware
- Matrox hardware
- USB/DirectShow/UVC devices
- NDI streams
- Desktop applications
- Adobe/Avid/OpenFX/Assimilate/AvVr3D ScopeDirect plugins

Once a capable system has been equipped with an install of DrasticScope, the user may connect a signal to the appropriate inputs and begin to use the software.

Multiple inputs may be connected to a switcher to compare and adjust any mismatched parameters of setup.

Use the **Setup** Window to confirm or adjust any settings for your video signal.

Use the **Scope Config** window to set the layout (number and arrangement of windows), and which window uses which scope.

At this point if all has been properly set up, the user should be able to view their signal through the appropriate scopes and other signal analysis tools.

Controlling DrasticScope

Zoom and Pan

DrasticScope supports zooming the waveform monitors and vectorscope for a closer look at low saturation signals, or the luma elements of the waveform. The live picture can also be zoomed in or out, and panned with the mouse.

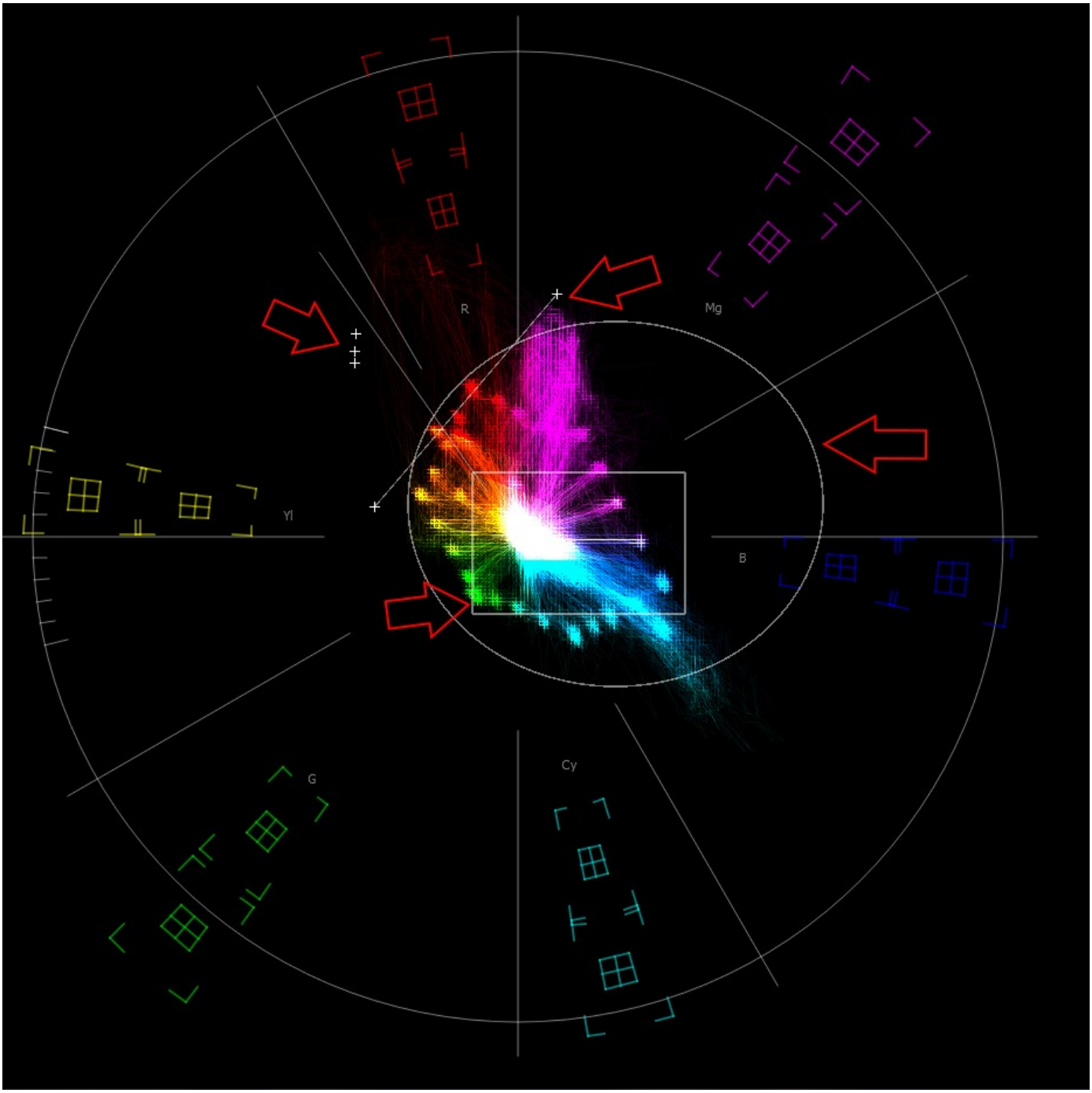
To zoom, place the mouse over the picture or scope, and roll the mouse wheel.
To pan the picture, click on it and drag it until the area of interest is visible.
To reset to normal zoom, right click the mouse.

Mouse Control

DrasticScope features extended mouse controls. These include:

<MouseWheel> - zoom in and out symmetrical
<MouseWheel><Alt> - zoom X axis
<MouseWheel><Ctrl> - zoom Y axis
<RightClick> - reset zoom to view all
<LeftClick>Drag - pan and scan the video image in the app
<MiddleClick> - zoom 1:1
<DoubleLeftClick> - enter and exit full screen mode
<T> - enable or disable time code display in full screen

Making Marks/Guides (cross, line and box)



<SHIFT><LeftClick> - Make a point/cross
<SHIFT><ALT><LeftClick> - Undo last
<SHIFT><CTRL><LeftClick> - Drag to make a line
<SHIFT><CTRL><ALT><LeftClick> - Drag to make a box
<CTRL><ALT><LeftClick> - Drag to make an ellipse
<SHIFT><RightClick> - Clear all markers/guides

Frame Compare

DrasticScope includes a signal compare feature that can be used to freeze a complete frame of video (two fields in interlaced), every second line (field) or at a 50/50 dissolve to compare two signals or cameras.
Once frozen, all the standard scopes are still available for setup and comparison. While a frame is frozen, the comparison mode and type of scope can be changed.

To access the frame compare features, press the **Frame Grab** button.

Command Line Parameters

The command line parameters can be used to allow DrasticScope to open automatically on startup in the mode and size required.

4KScope -f -m -s D H P R W V
-f Open in full screen mode
-m Open in maximized mode
-s Open in standard mode
D Show Data view on open
H Show Histogram view on open
P Show Picture view on open
R Show Waveform RGB on open
W Show Waveform on open
V Show Vectorscope on open

Set Layout

<ALT>-1 - set to single scope
<ALT>-2 - set to two scopes
<ALT>-4 - set to four scopes
<ALT>-6 - set to six scopes

Capture Image

The keyboard commands can be used to capture compressed and uncompressed frames directly from the incoming signal.

<CTRL>-0 Capture uncompressed frames as YUV (8 bit), v210 (10 bit), RGB10 (10 bit)
These are headerless frames, with only the raw data in them. They can be viewed or read in Drastic software like videoQC, DTMediaRead, Net-X-Code Server, etc. Please contact Drastic for the bit format of these files.

<CTRL>-1 Capture a full size JPG image (in 8 bit YCbCr only)
<CTRL>-2 Capture a 50% size JPG image (in 8 bit YCbCr only)
<CTRL>-3 Capture a 25% size JPG image (in 8 bit YCbCr only)
<CTRL>-4 Capture a 10% size JPG image (in 8 bit YCbCr only)
<CTRL>-9 Capture a 1% size JPG image (in 8 bit YCbCr only)

Other Features

D - Show the frozen frame
F - Toggle full screen
M - Show mix of live and frozen signal
S - Show the live signal
<CTRL><ALT><SHIFT> 0..9 Save a preset to Documents\4kScope\0..9.ini
<CTRL><ALT> 0..9 Load a preset from Documents\4kScope\0..9.ini
<CTRL><SHIFT>-D - set the interface dimming for HDR display screens
<CTRL>-F - Freeze and thaw
<ESC> Leave full screen mode
<SPACE> Freeze/Thaw data view

DrasticScope Front Panel Controller

Use the layout menu in the DrasticScope GUI to set up the number of screens available to display scopes on.

Once the layout has been set, you can use the front panel controller to change which scope is displayed in which screen, and to set various overlays and methods of display for each scope.

Controls and Displays

Along the left are the LEDs which function as audio meters.
In the center the LCD screen displays various data and menus, and allows the user to navigate to specific scopes to choose which scopes are displayed, and to access settings for each scope.
At the right are the controls: The up/down arrows, the left/right arrows, the X, and the check mark. These provide various functions as described below.

Scope Selection

The LCD display will show all the scopes that have been set up. One of the scopes will have angle brackets around it to indicate it is selected.

You can change which scope is selected by using the up/down/left/right arrow keys.

Change Settings For the Scope

Once you have selected a scope, pressing the Check button will bring up the menus for that scope in that location. The menus let you set whether particular graticules are displayed, whether luma or parade views are displayed for particular scopes, and so on.

You can then go up/down to change the menu you are on and left/right to change the value of that menu.

Pressing the X button will bring you back to the main screen.

Change the Scope

Select the scope you want to change and press the X button; this will show the selection of available scopes and let you select a new scope for that spot.

To select a new scope to display, navigate to it and press the Check button. To cancel, press the X button. Please note, there are more scopes than will fit in one screen. To get the rest of the selections, go to the arrow on the right part of the screen and press the Check button. This will switch to the other screen of choices.

Audio Meters

The LEDs will light up as audio meters going from off to green to orange to red. The time code will be displayed at the bottom of the display, if on the main page.

The Scopes and Settings

The available scopes, overlays, settings options appear on the screen as the text in brackets (below), which are shortened to fit as fields in the LCD display.

Here are the available choices:

<pict >	LCD Picture View
<vect >	LCD Vectorscope
<wrgb >	LCD Waveform Monitor RGB
<wave >	LCD Waveform Monitor YCbCr
<gamut>	LCD Chromaticity Scope
<histo>	LCD Histogram
<timng >	LCD IP Timing
<stat >	LCD Status View
<avect>	LCD Audio Vectorscope
<aphas>	LCD Audio Phase
<ahist>	LCD Audio Histogram
<awave>	LCD Audio Waveform Monitor
<afreq>	LCD Audio Frequency
<meter>	LCD Audio Meters
<asprm>	LCD Audio Spectrum
<data >	LCD Data View
<grat >	LCD Graticule

The available overlays and methods of display for the selected scopes appear on the screen as the text in brackets (below), which are shortened to fit as fields in the LCD display.

Not all choices will be available for all scopes, and certain choices may be scope-specific:

<picture >	Picture Safe
<Action >	Action Safe Overlay
<Graphic >	Graphic Safe Overlay
<Pict Frame>	Picture Frame Overlay
<Active Rgn>	Active Region Overlay
<Title Safe>	Title Safe Overlay
<waveform>	Waveform Overlay
<Graticule >	Graticule Overlay
<100% Marks>	100% Marks Overlay
<75% Marks >	75% Marks Overlay
<AngleMarkr>	Angle Marker Overlay
<Skin Tone >	Skin Tone Overlay

<Show Prade> Show Parade
<Scp White > Display the scope using white only
<Scale Type> Scale Type setting
<Full Scale> Full Scale Setting
<Only Luma > Display the scope using only luma
<Color > Color
<Intensity > Intensity setting
<vector > Vectorscope Overlay
<Trngl 601 > Triangle 601 Overlay
<Trngl 709 > Triangle 709 Overlay
<Trngl 2020> Triangle 2020 Overlay
<Trngl P3 > Triangle P3 Overlay
<Invert > Invert the black and white in the display
<Black > Black setting
<Brightness> Brightness setting
< > Empty Space
<[> Open Bracket
<]> Close Bracket

Specific settings may be available in setting up certain scopes.

Action Safe
Title Safe
Picture Safe
Graphic Safe
Active Region
8 Bit Processing On/Off
LissajousXY On/Off
Lissajous On/Off
Polar On/Off
Amp Linear On/Off
Amp Logarithmic On/Off
Scale Linear On/Off
Scale Sqrt On/Off
Scale Cbrt On/Off
Scale Logarithmic On/Off
Scale R Logarithmic On/Off
Zoom In/Out
Histogram Type 1
Histogram Type 2
Wave MV Scope
Graticule On/Off
Lines On/Off
Marks 100% On/Off
Marks 75% On/Off
Angle Marker On/Off
Skin Tone Marker On/Off
Drastic Luma Stick On/Off
Chromaticity/Gamut Scope On/Off
709
2020
P3
Invert Chromaticity Display Black/White

Chromaticity Black Only
Intensity Setting
Quality Setting
Brightness Setting
Waveform Parade Display
Waveform White Only Display
Illegal Marker On/Off
Luma Only Display
RGB Histogram Display
HSV Histogram Display
Spectra Histogram Display
Overlap Histogram Display
Color Histogram Display
ST2084 Display
Full Scale Display
Intensity Setting
Quality Setting
Brightness Setting
Select Audio Pair

Adding Picture Scope

Add Picture Scope
- Action Safe Overlay
- Graphics Overlay
- Picture Safe Overlay
- Active Region Overlay
- Title Safe Overlay

Adding Vector Scope

Add Vectorscope
- Graticule
- 100% Marks
- 75% Marks
- Angle Marker
- Skin Tone
- Color
- Intensity
- Brightness

Adding Waveform YCbCr Scope

Add Waveform Monitor
- Select between (Digital/MV/IRE) Scale Settings
- Graticule
- Show Parade Setting
- Luma Only Display
- White Only Display
- MV Scope Scale
- Intensity
- Brightness

Adding Waveform RGB Scope

Add Waveform RGB
- Graticule
- Show Parade
- Full Scale Setting
- White Only Display
- Intensity Setting
- Brightness Setting

Adding Histogram Scope

Add Histogram
- Select between (YCbCr/RGB/HSV/Luma/H/S Scp) Settings
- Graticule
- MV Scope Scale

Adding Chromaticity Scope

Add Chromaticity (Gamut) Scope
- Graticule
- TR601 Setting
- TR 709 Setting
- TR 2020 Setting
- TR P3 Setting
- Invert Black/White Setting
- Black Only Display

Adding Status Scope

Add Status Scope
- Brightness

Adding Audio Phase Scope

Add Audio Phase Scope
- Graticule
- Brightness Setting

Adding Audio Wave Scope

Add Audio Wave Scope
- Graticule
- Brightness

Configuring the Crystalfontz Front Panel Linux

/etc/udev/rules.d/99-usb-crystalfontz.rules

```
SUBSYSTEMS=="usb", KERNEL=="ttyACM[0-9]*", SUBSYSTEM=="tty",
SYMLINK+="cryfontz", ACTION=="add", ATTRS{idVendor}=="223b", ATTRS
{idProduct}=="0004", MODE="0666"
```

Permission Commands

sudo chown root:root /etc/udev/rules.d//99-usb-crystalfontz.rules
sudo chmod 0644 /etc/udev/rules.d//99-usb-crystalfontz.rules

udevadm control –reload-rules

REST API Commands

Basic Command Structure

DrasticScope REST API provides many commands that allows you to modify the number of scopes displayed, to select which scopes are displayed, and to adjust specific scope settings.
All commands to DrasticScope start with:
http://127.0.0.1:1080/drasticcmd?

Most commands must includes an x= and y= to specify the target scope
http://127.0.0.1:1080/drasticcmd?x=0&y=1

The x and y coordinates represent the positioning of scopes in the form of a grid. This grid has a maximum of 2 rows and 3 columns. The maximum number of scopes that can be displayed is 6 and the minimum is 1 scope. The image below displays 4 possible scope layouts depending on how many scopes the user would like to have active.

The x and y coordinates can range from (0,0) to (1,2). From the last layout from the image above, the first row is represented by (0,0), (0,1), (0,2) and the second row is represented by (1,0), (1,1), (1,2). Below is a more detailed explanation about the scope layout.

Number of Scopes

The maximum number of scopes that can be displayed is 6 and the minimum is 1. There are four possibilities on how the scope layout can be displayed. The scope layout can display either 1 scope, 2 scopes, 4 scopes or 6 scopes as provided with the image above. The linear number in the upper left corner in the image below shows each quadrant's ID in the list, while the x/y numbers identify the quadrant's display ID (for positioning and settings). When 4 scopes are visible, we hide scopes 2(0,2) and 5(1,2). For 2 scopes only 0(0,0) and 1(0,1) will be visible.

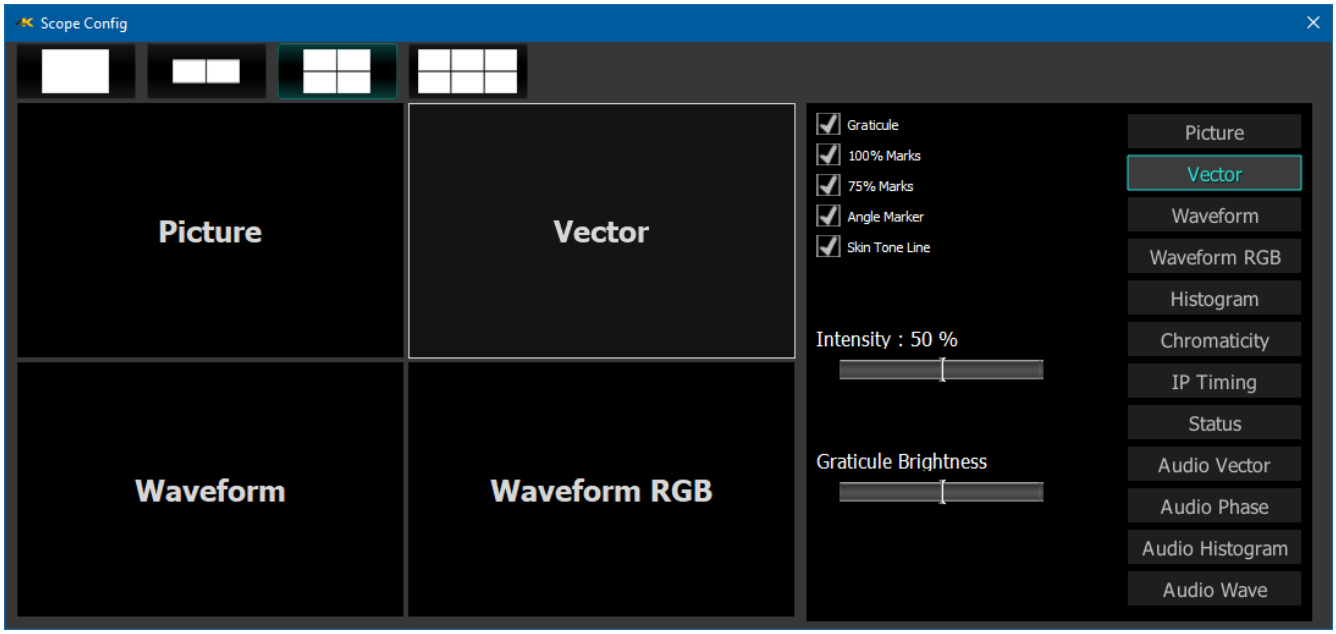
The **getscopenumber** command will return a value which represents how many scopes are being displayed. It will only return a value of 1, 2, 4 or 6 depending on how many scopes are currently visible. The command below will return how many scopes are currently visible.

http://127.0.0.1:1080/drasticcmd?getscopenumber=
{
	“response”: 0.
	“value”: 4
}

The **setscopenumbe**r command will allow you to change the number of scopes that are displayed. There are only 4 possible input values when using this command. **setscopenumber** can only be set to 1, 2, 4, or 6. The command below will set the number of scopes visible to 2 scopes.
http://127.0.0.1:1080/drasticcmd?setscopenumber=2
{
	“response”: 0.
}

Set/Get Individual Scopes

The commands below provide ways of getting a specific scope and setting a specific scope. The user must make sure the x and y coordinates are within the range of the number of scopes present. From the image below, the selected scope is a Vectorscope as it is highlighted and has an x and y coordinate of (0,1).



The **getscope** command will return a value representing a specific scope type. The user must specify the x and y coordinates in order to get the desired scope. The list below provides scope values and their corresponding scope type. The command for getting the Vectorscope from the image above is provided below.
http://127.0.0.1:1080/drasticcmd?x=0&y=1&getscope=
{
	“response”: 0.
	“value”: 1
}
The user can then compare this value to the values in the list and find the corresponding scope

List of scope values vs names

- 0 = picture
- 1 = vector
- 2 = waveformrgb
- 3 = waveform
- 4 = histogram
- 5 = gamut
- = timing
- 10 = status
- 11 = audiovector
- 12 = audiophase
- 13 = audiohistogram
- 14 = audiowave
- = data

The **setscope** command will allow the user to change the scope based on the x and y coordinates and the scope type name. The command below will change the scope at (0,1) which is the Vectorscope to a Histogram scope

http://127.0.0.1:1080/drasticcmd?x=0&y=1&setscope=histogram

```
{
	"response": 0.
}
```

Set/Get Audio Meters

Not Implemented Yet

http://127.0.0.1:1080/drasticcmd?getmeters=

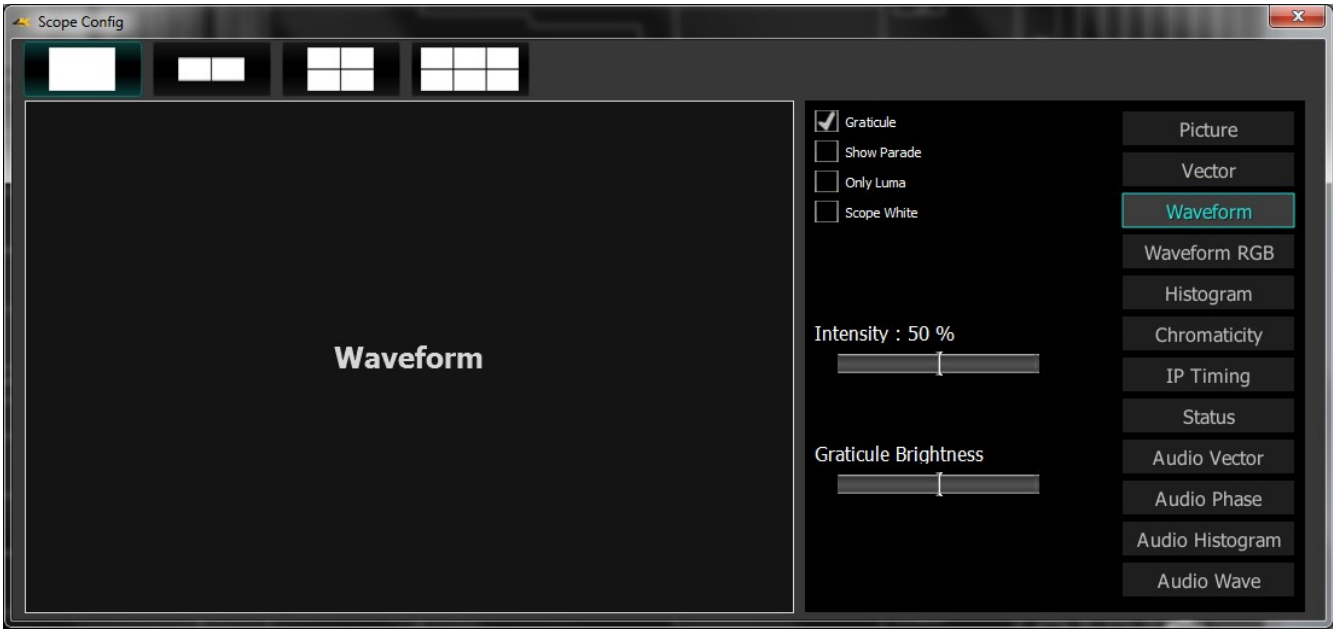
```
{
	"response": 0.
	"value": 2
}
```

http://127.0.0.1:1080/drasticcmd?setmeters=0

```
{
	"response": 0.
}
```

Set/Get Scope Settings

The commands below provide ways of getting the settings of a scope or assigning a value to a setting of a specific scope. The image below displays a Waveform scope with multiple settings such as Graticule, Show Parade, Only Luma, Scope White, Intensity and Graticule Brightness.



The list below provides correct input setting name commands according to a specific scope setting

- Active Picture = activepicture
- Graphic Safe = graphicsafe
- Picture Safe = picturesafe
- Active Region = activeregion
- Title Safe = titlesafe
- Graticule = graticule
- 100 Marks = 100marks
- 75 Marks = 75marks
- Angle Marker = anglemarker
- Skin Tone Line = skintoneline
- Color = color
- Intensity = intensity
- Brightness = brightness
- Show Parade = showparade
- Only Luma = onlyluma
- Scope White = scopewhite
- Scale Type = scaletype
- Full Scale = fullscale
- Triangle 601 = triangle601
- Triangle 709 = triangle709
- Triangle 2020 = triangle2020
- Triangle P3 = trianglep3
- Invert = invert
- Black = black
- Histogram Type = histogramtype
- Audio Vector Type = audvectortype
- Audio Histogram Log = audhistlog
- Audio Histogram Scale = audhistscale

- Display Mode = displaymode
- Freeze = freeze
- Line Select = lineselect
- Wave Hi/Lo = wavehilo
- Overlay = overlay
- Lowpass = lowpass
- Display None = display_none
- Display Luma = display_luma
- Display Red = display_red
- Display Green = display_green
- Display Blue = display_blue
- Display Edges = display_edges
- Display False = display_false
- Display Alpha = display_alpha
- Display Focus = display_focus
- Display Zebraluma = display_zebraluma
- Display Zebrachroma = display_zebrachroma
- Display Clip = display_clip
- Display Calibrate = display_calibrate
- Display HDR False = display_hdrfalse
- Display Weighted RGB = display_weightedrgb
- Display Weighted = display_weighted
- Display FlipFlop = display_flipflop
- Display Opacity = display_opacity
- Display Key Luma = display_keyluma
- Display Key Green = display_keygreen
- Display Key Chroma = display_keychroma

The **getsetting** command allows the user to get a specific setting from a scope based on the x and y coordinates provided and the setting name. From the image above, only one scope is present which is the Waveform scope. This scope has (x,y) coordinates of (0,0). The command below will give us the value of the setting Graticule for this Waveform scope

http://127.0.0.1:1080/drasticcmd?x=0&y=0&getsetting=graticule

{
"response": 0.
"value": 1
}

Since the Graticule box is checked, it is returning a value of 1.

The command below will return the setting value of Show Parade

http://127.0.0.1:1080/drasticcmd?x=0&y=0&getsetting=showparade

{
"response": 0.
"value": 0
}

Since the Show Parade box is unchecked it will return a value of 0.

When dealing with checkboxes, a checkbox will either return a value of 1 or 0. If the value is 1 then a checkbox is checked, if 0 then it is not checked. Getting the setting value of Intensity or Graticule Brightness will return the numeric value it is currently set to.

Some scopes may have a pulldown menu with many options. As an example, we can assume the Waveform scope from above has a pulldown setting item called ColorSelection. ColorSelection contains options such as red, blue and green. We can say red, blue and green are stored in a list called colorsList somewhere in the back end of the code. Assume green is already selected. The command below will give us the value of the setting ColorSelection.

http://127.0.0.1:1080/drasticcmd?x=0&y=0&getsetting=ColorSelection
{
	"response": 0.
	"value": 2
}
You can think of colorsList as a list that contains three items, red, blue and green with the corresponding numeric value automatically assigned.
colorsList:

- red = 0
- blue = 1
- green = 2

Each item in the list has a corresponding number value. The user can get information based on the number value returned from the setting. Since the command above returned a value of 2, the color green must be the current setting value of the scope setting ColorSelection.

The **setsetting** command allows the user to set a value to a specific setting. To set a scope setting the user must provide: the x and y coordinate of the desired scope, the scope setting name and a value to set the setting. From the image above, Scope White is unchecked. The command below will set the Scope White setting value to 1. This will allow the Scope White checkbox to be checked
http://127.0.0.1:1080/drasticcmd?x=0&y=0&setsetting=scopewhite&value=1
{
	"response": 0.
}
The command below will set the Graticule checkbox to be unchecked
http://127.0.0.1:1080/drasticcmd?x=0&y=0&setsetting=graticule&value=0
{
	"response": 0.
}

If the scope setting is a checkbox, a value of only 1 or 0 should be used when setting the value. A numeric value between 0-100 can be used when assigning a value to the scope settings Intensity or Graticule Brightness. The command below will change the value of the Intensity setting from the image above from 50 to 60.

http://127.0.0.1:1080/drasticcmd?x=0&y=0&setsetting=intensity&value=60
{
	"response": 0.
}
Referring back to the setting ColorSelection above, user can set the value of this setting using a numeric value. The command below will set the ColorSelection setting to blue.
http://127.0.0.1:1080/drasticcmd?x=0&y=0&setsetting=ColorSelection&value=1
{
	"response": 0.
}
The command above looks for the setting ColorSelection and assigns it a value of 1. The value of one is passed back into the code and will be sent to the colorsList.
colorsList:

- red = 0
- blue = 1
- green = 2

Since we set the value of the setting ColorSelection to be 1, it will now set the setting ColorSelection to a value of blue (1).

This manual has been compiled to assist the user in their experience using **DrasticScope** software. It is believed to be correct at the time of writing, and every effort has been made to provide accurate and useful information. Any errors that may have crept in are unintentional and will hopefully be purged in a future revision of this document. We welcome your feedback.

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