Test Pattern Generator v8

May 26, 2025

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Drastic Technologies Ltd (the Company) warrants to the original registered end user that the product will perform as stated below for a period of ninety (90) days from the date of licensing or; in the case of hardware, for a period matching the warranty period offered by the original manufacturer of said equipment.

Hardware and Media—The Product hardware components, if any, including equipment supplied but not manufactured by the Company but NOT including any third party equipment that has been substituted by the Distributor or customer for such equipment (the “Hardware”), will be free from defects in materials and workmanship under normal operating conditions and use.

1.4.1 Warranty Remedies

Your sole remedies under this limited warranty are as follows:
Hardware and Media—The Company will either repair or replace (at its option) any defective Hardware component or part, or Software Media, with new or like new Hardware components or Software Media. Components may not be necessarily the same, but will be of equivalent operation and quality.

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This Limited Warranty will be void and of no force and effect if (i) Product Hardware or Software Media, or any part thereof, is damaged due to abuse, misuse, alteration, neglect, or shipping, or as a result of service or modification by a party other than the Company, or (ii) Software is modified without the written consent of the Company.

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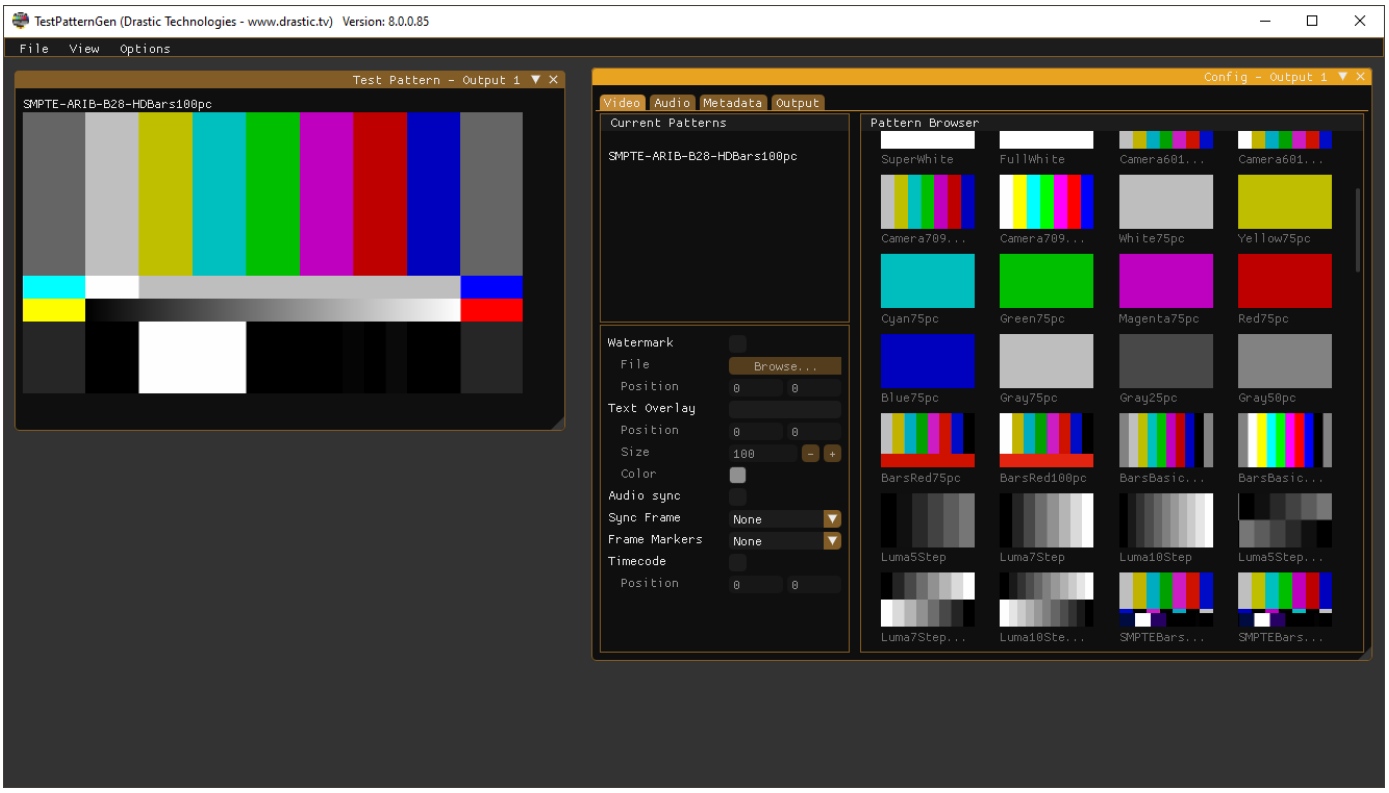
Drastic Technologies Ltd
523 The Queensway, Suite 201
Toronto, ON, M8V 1J7
Telephone: (416) 255-5636

2 About Test Pattern Generator



Test Pattern Generator is a software based test pattern generator.

It provides 197 static test patterns and two AV Sync motion patterns, with customizable elements including watermark, text overlay, audio sync, sync frame, time code, audio tones and beeps, and closed captions.

Supported outputs include: ScopeDirect AvVr3D (UnReal Engine), AJA, Bluefish444, Blackmagic, Matrox, NDI, and SMPTE 2110.

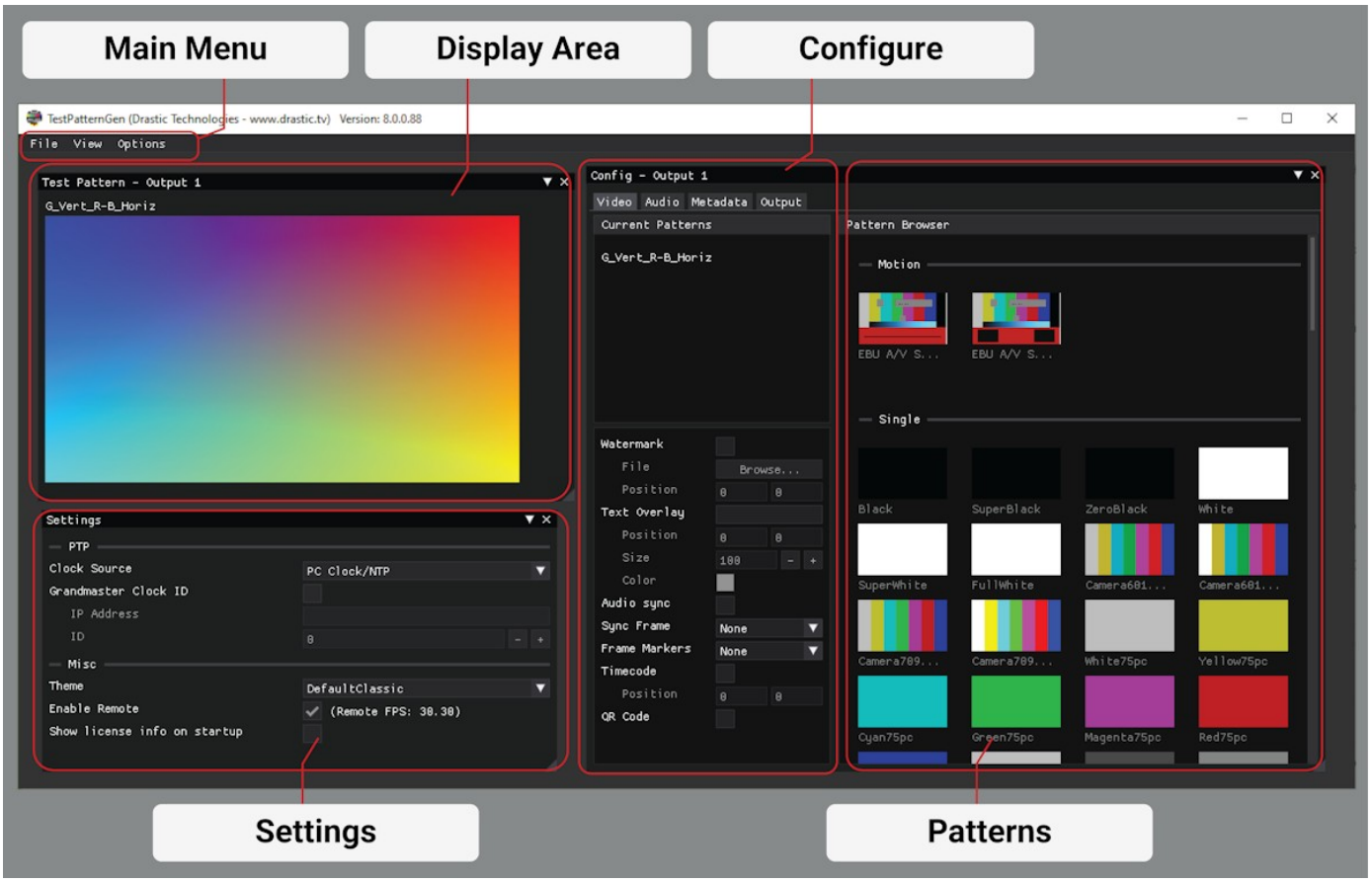
Patterns can be output in various industry standard sizes, with user selectable frame type and size, compression, number of audio channels, audio frequency and bit depth, and the video signal format.

Test Patterns are useful for analyzing and calibrating lip sync (AV Sync), format conversion and compression artefacts, color space mismatch, chroma subsampling errors, frequency response, field order, clipping, bit depth, skin tones, linearity and gamma.

3 Reference

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

3.1 Main Interface Overview



Main Menu

File – save the configuration, or open a saved configuration.
View – add a new test pattern output, or remove all test pattern outputs.
Options – opens the settings window, with a PTP section so the user can set the clock source and ID, and a miscellaneous section with controls for the “theme”, or look of the GUI. The user can also enable/disable the remote control feature here, and set whether the license details should be displayed on startup. Note: if the system has no license at all, the startup license message will always run and let you know you cannot run the software without a

license.

Display Area – for each test pattern output that is added, a Display window is opened.

Configure – once a Display window is open, the user can right click on its display window, and select Configure. This dialog provides the video/audio/metadata/output controls.

Settings – set the clock source, set the theme, choose whether to display a license message on startup.

Patterns – once a Display window is open, the user can right click on it to open a Configure dialog, and select patterns to display from the **Pattern Browser**.

4 Operations

4.1 Install the Software

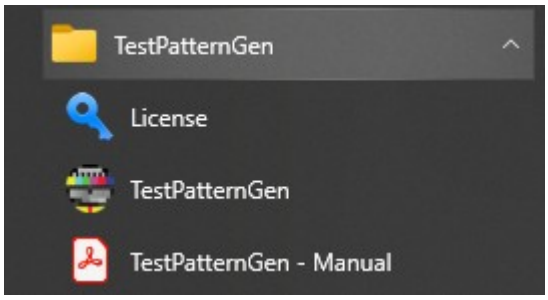
Install **Test Pattern Generator** software on the system. Regardless of the delivery method, the software will be available at some level as an (executable) installable file. Double-click on the file, or right click and select **Open** from the context menu. Follow the prompts to set where the software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

Upon completion of the install, please restart the system.

4.2 License Test Pattern Generator

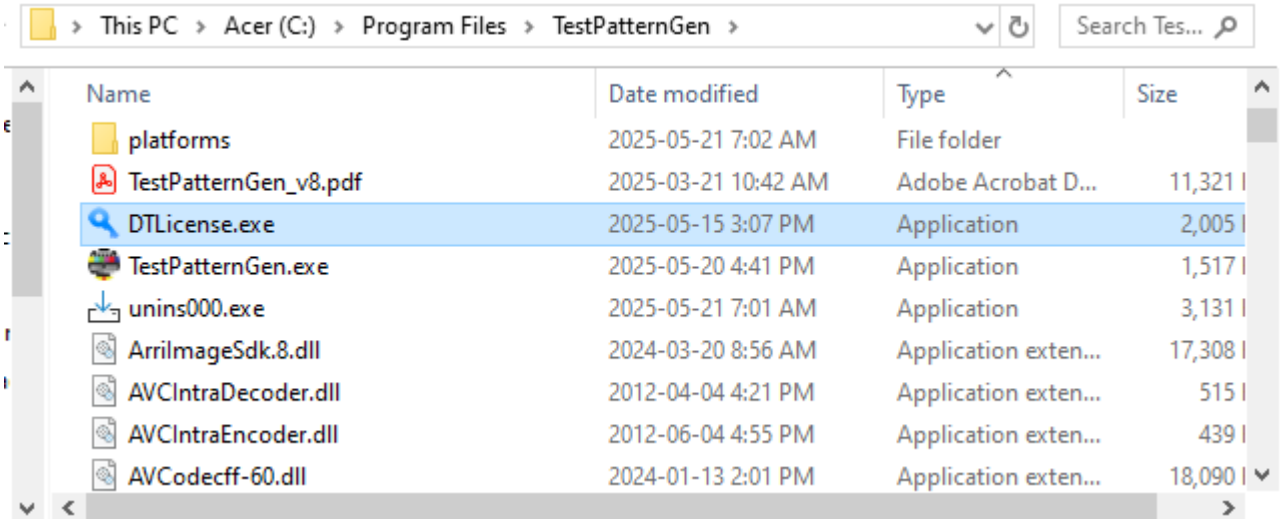
We provide licenses via email.

Run the licensing that is installed with the software. It can be run from the start menu.

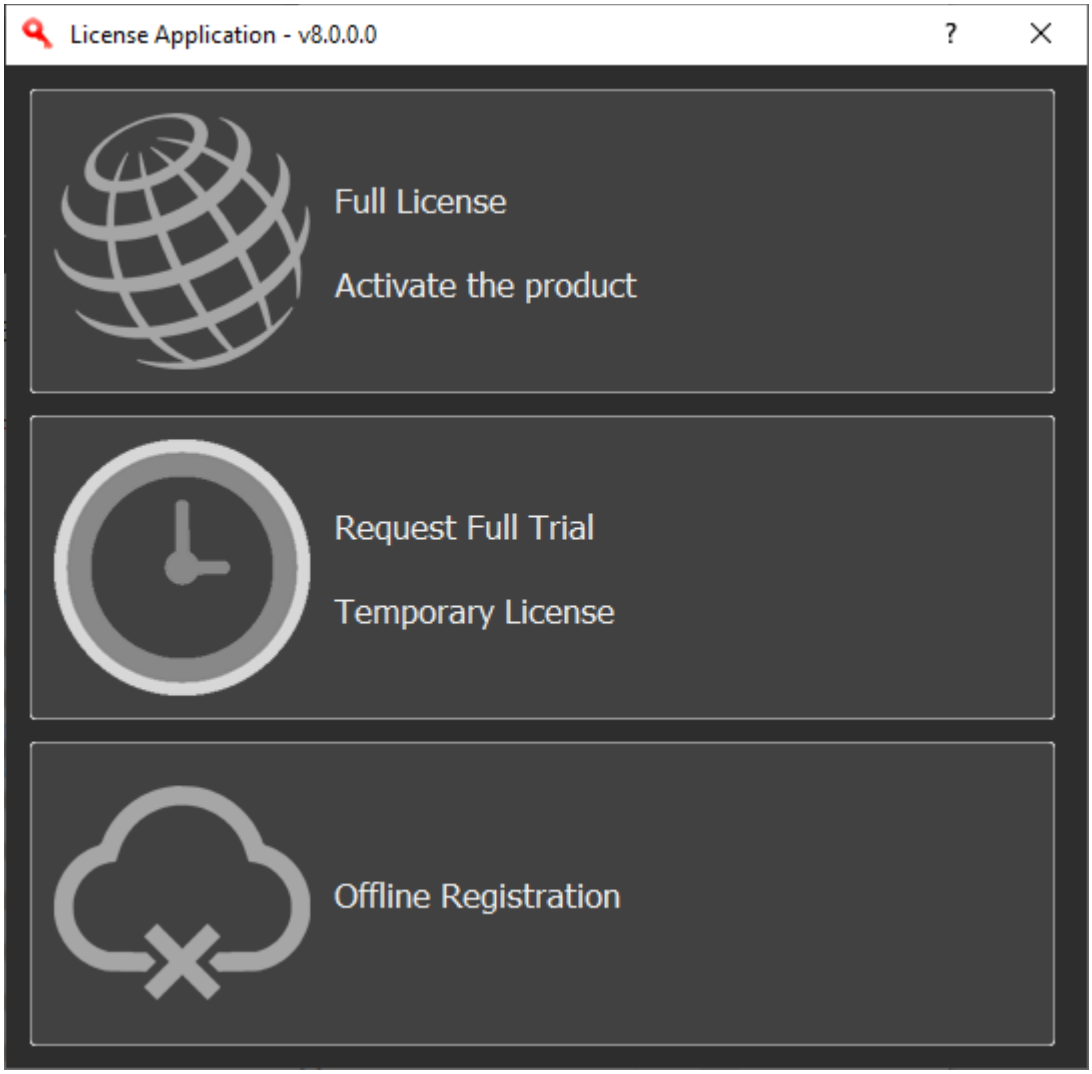


You can also find it in the Program folder, at:

C:\Program Files\TestPatternGen\DTLicense.exe

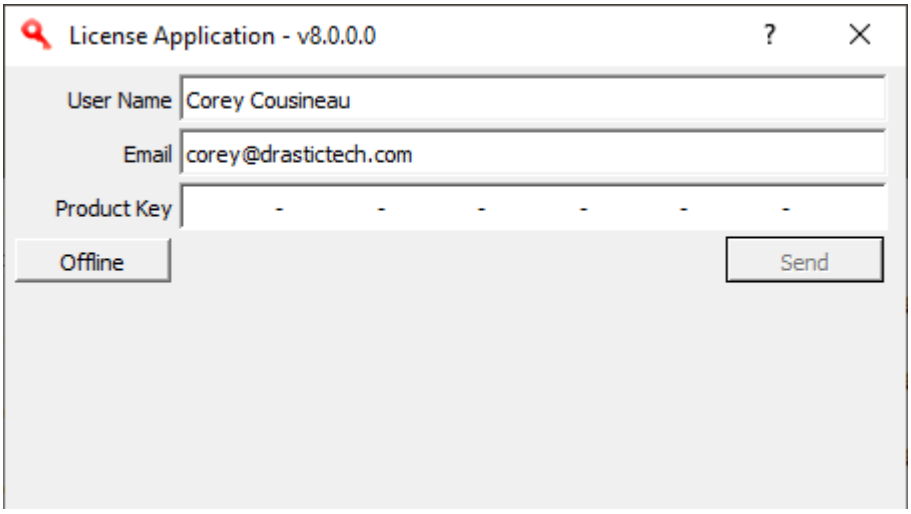


An unlicensed install will open the following dialog:

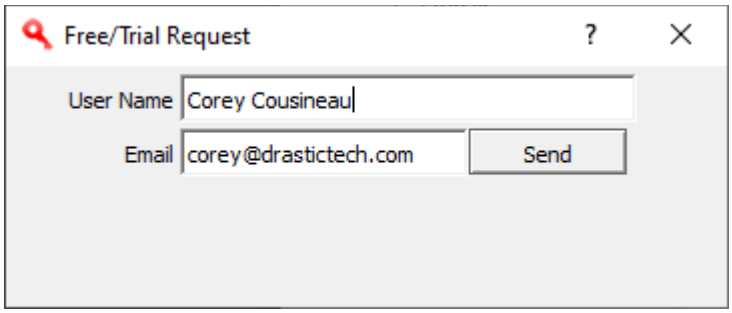


If you have purchased a license and wish to activate the product, select the first option, **Full License – Activate the product**.

Selecting **Full License – Temporary License** opens an activation dialog window so you can enter the 16 digit site key.



Selecting **Request Full Trial – Activate the product** opens the request trial dialog. Confirm that you have entered a first and last name, and the email address is valid. Press **Send** to receive a full trial key in your email.

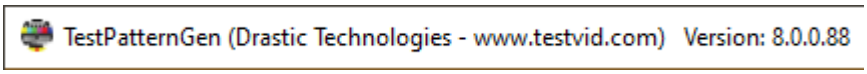


The key will arrive in your inbox. Open the email and copy the entire site key. Run the licensing app again and select the **Offline Registration** option. Paste the site key into the site key area and press the **Register** button.

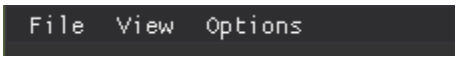
Details at licensing.

4.3 Run the Software

Run **Test Pattern Generator** software.

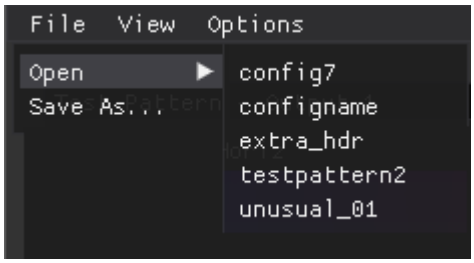


At the top of the Test Pattern Generator, the title bar provides the software name, a gratuitous mention of Drastic Technologies, a link to the Test Pattern Generator product page at www.testvid.com, and the version number of the software.

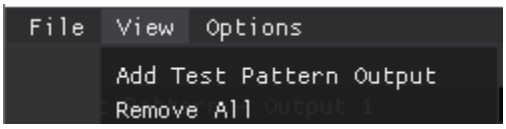


Test Pattern Generator provides three options via the main menu.

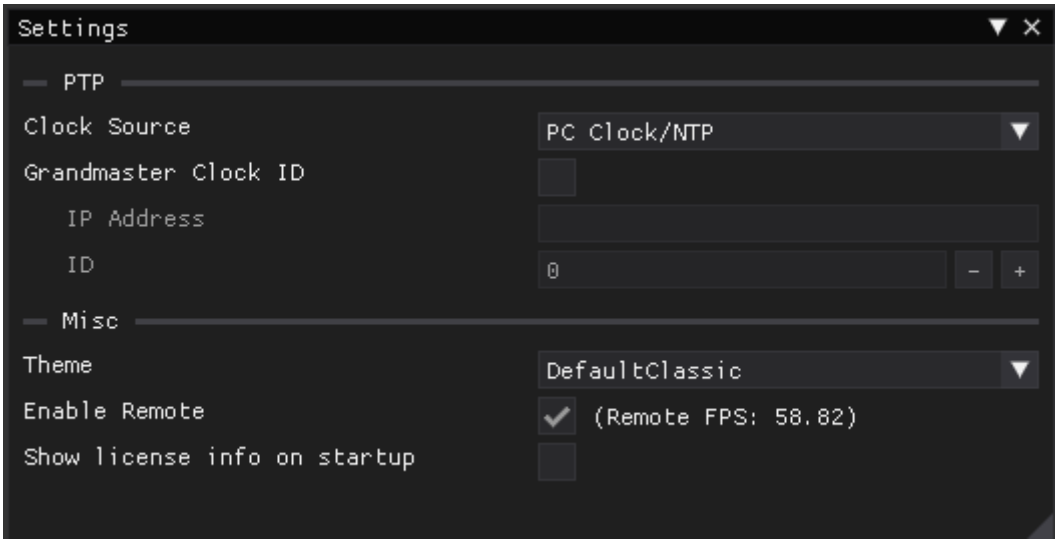
File menu – save the current setup or open an existing setup that has been saved. Here is a system where a few setups have been saved.



View menu – add a test pattern output, or remove all test pattern outputs.



Options menu – opens the **Settings** window, where the user can set the clock source, and a Grandmaster Clock ID, set the theme, or “look” of the interface, enable/disable remote control, and specify whether the license check should run on startup.

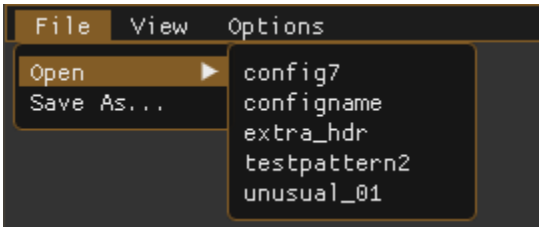


4.3.1 File Menu

File menu – clicking the file menu provides two options.

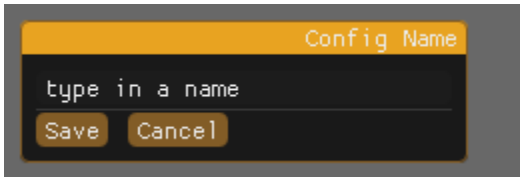
4.3.1.1 Open

Open – open a saved configuration file. Clicking the Open option should reveal a list of saved configuration files to choose from.



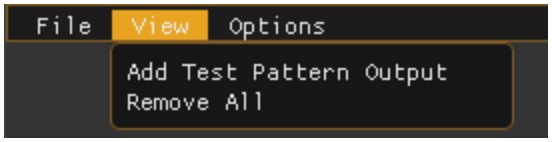
4.3.1.2 Save As

Save As – save the current configuration file for future use. If you like the configuration you have set up, you can save it for later use. Clicking Save As opens a dialog so you can provide a name for the configuration file.



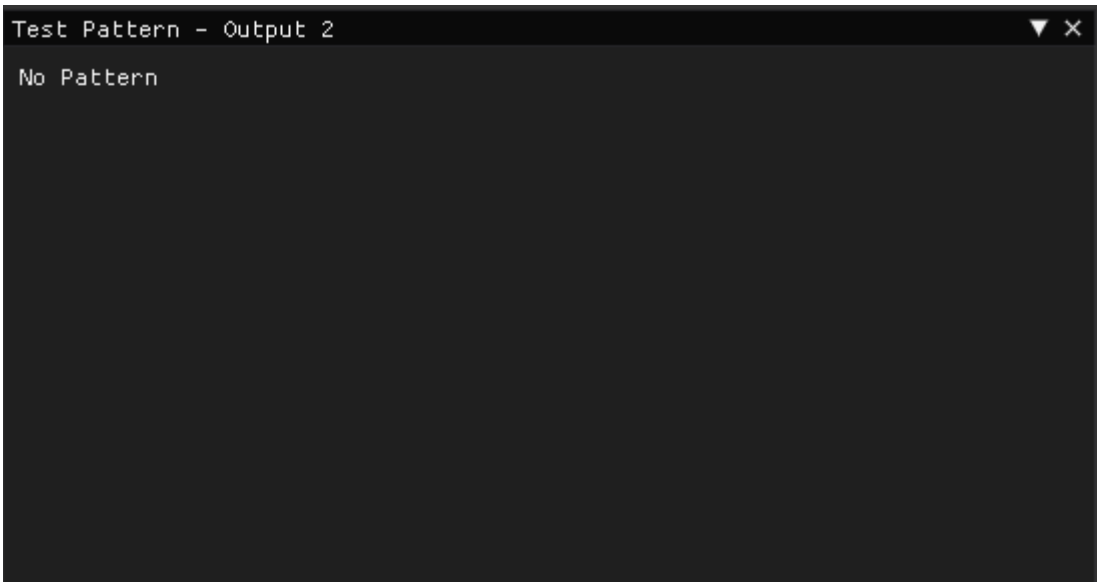
Configuration files are saved in: Documents\TestPatternGen\configs\filename.ini. Deleting a config file from this location will remove it from the list.

4.3.2 View – Add Test Pattern Output

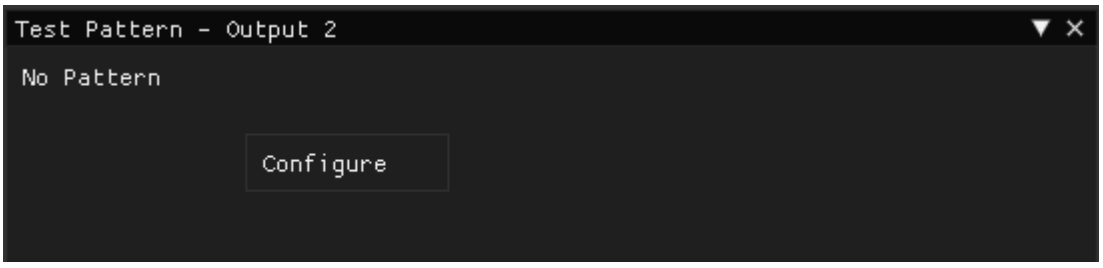


Clicking the **View** menu provides an option to add a test pattern output. This menu can also be used to **Remove All** of the test patterns, in case you'd like to start with a blank slate so to speak.

Clicking the **Add Test Pattern Output** menu item opens a Display for the output.



Right clicking on the **Display** provides a **Configure** option. This is where the user can set up test patterns and associated tones, closed captions etc.

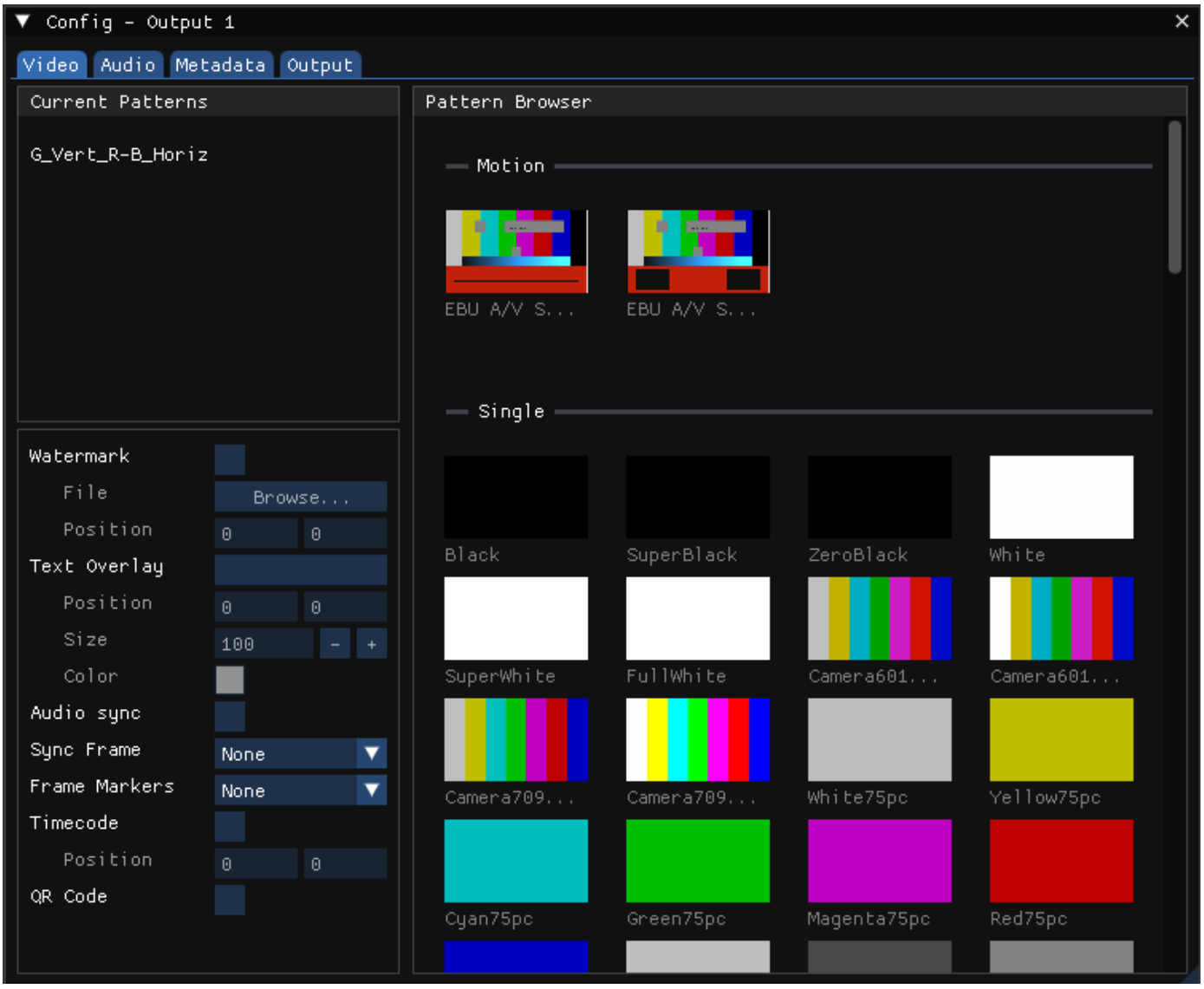


4.3.3 Configure

The Configuration is specific to each test pattern display, since **Test Pattern Generator** supports outputting different video standards and frame rates at the same time. The configure menu has four tabs.

4.3.3.1 Video

Provides options for setting up the test pattern output, including various overlays.

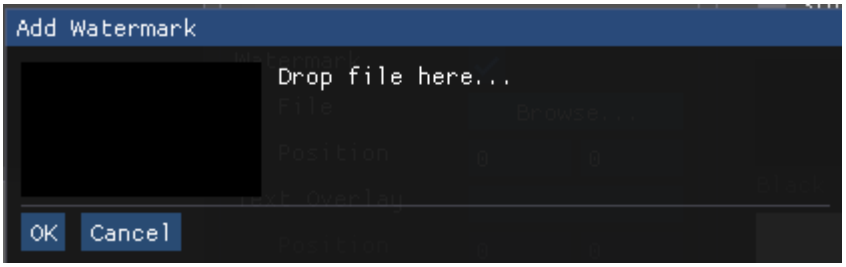


Current Patterns section - this section shows any test patterns that have been loaded into the

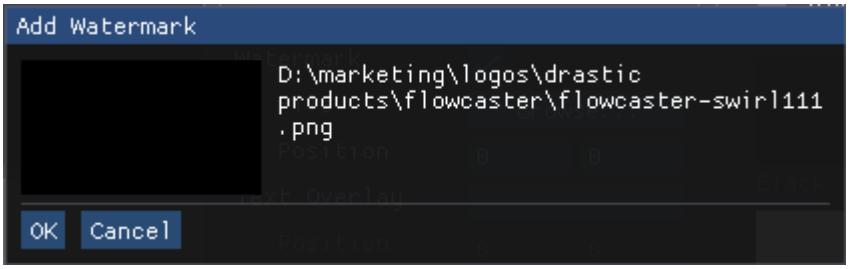
Display.

Overlay Options section - this section provides options to overlay watermarks, text overlays, audio sync tones, sync frames, time code, and a QR code, which provides details about the signal's path and timing. The available options are:

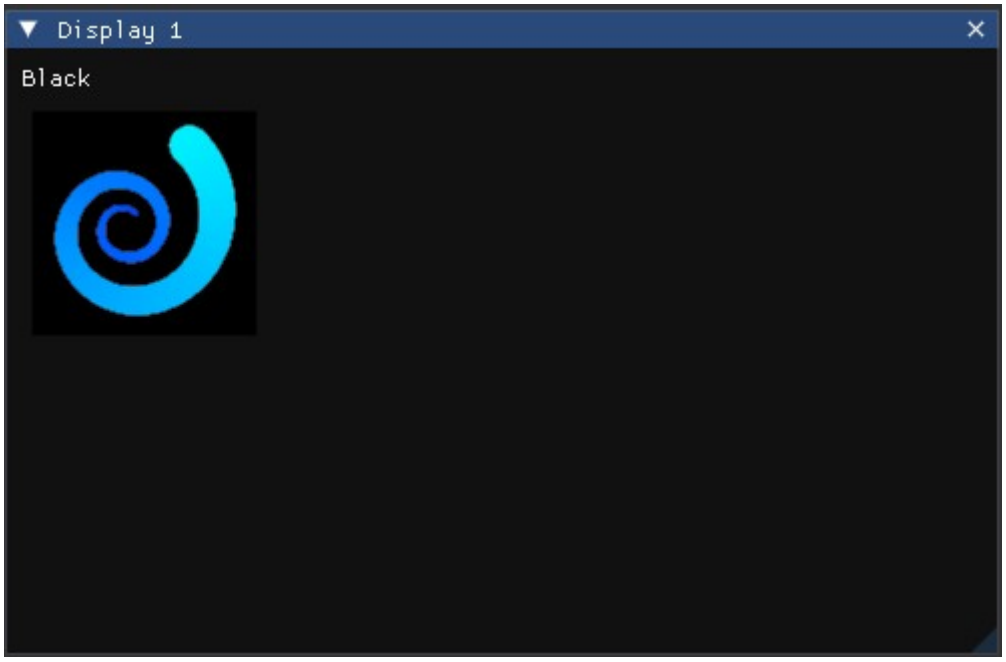
- **Watermark** – click the checkbox to enable a watermark overlay on output.
  - **File Browse** – click the **Browse** button to open a drag and drop option to add a watermark file.



Dropping a watermark file loads it onto the dialog.



Clicking the OK button adds it to the output.

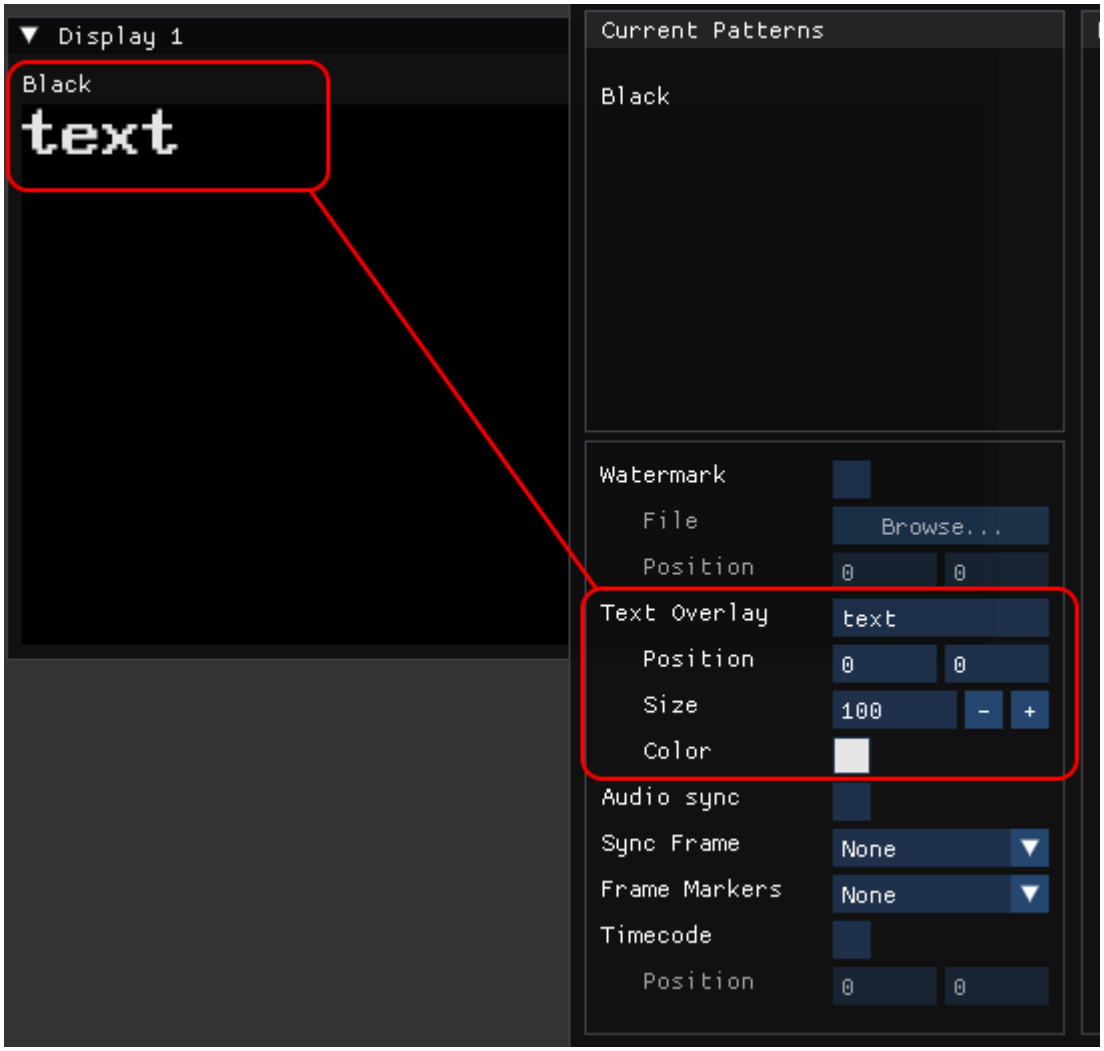


- **Position** – use the x and y fields to specify a location for the watermark. The default location (0, 0) will place the watermark in the upper left corner for example. Note that the watermark and any text that has been added may come into conflict unless their positions have been set carefully.

- **Text Overlay** – the first field is where you can type in some text to be overlaid.

  - **Position** – use the x and y fields to specify a starting point for left-to-right text.
  - **Size** – the text can be enlarged or reduced in size. The default is 100%. There are plus (+) and minus (-) arrows to reduce or enlarge the size of the text.
  - **Color** – typically a default color that is contrasting will be provided, but the user can click the color chip to open a color picker.

Here is some text that has been overlaid at 100% size, so you can decide whether you need to to increase or decrease it.

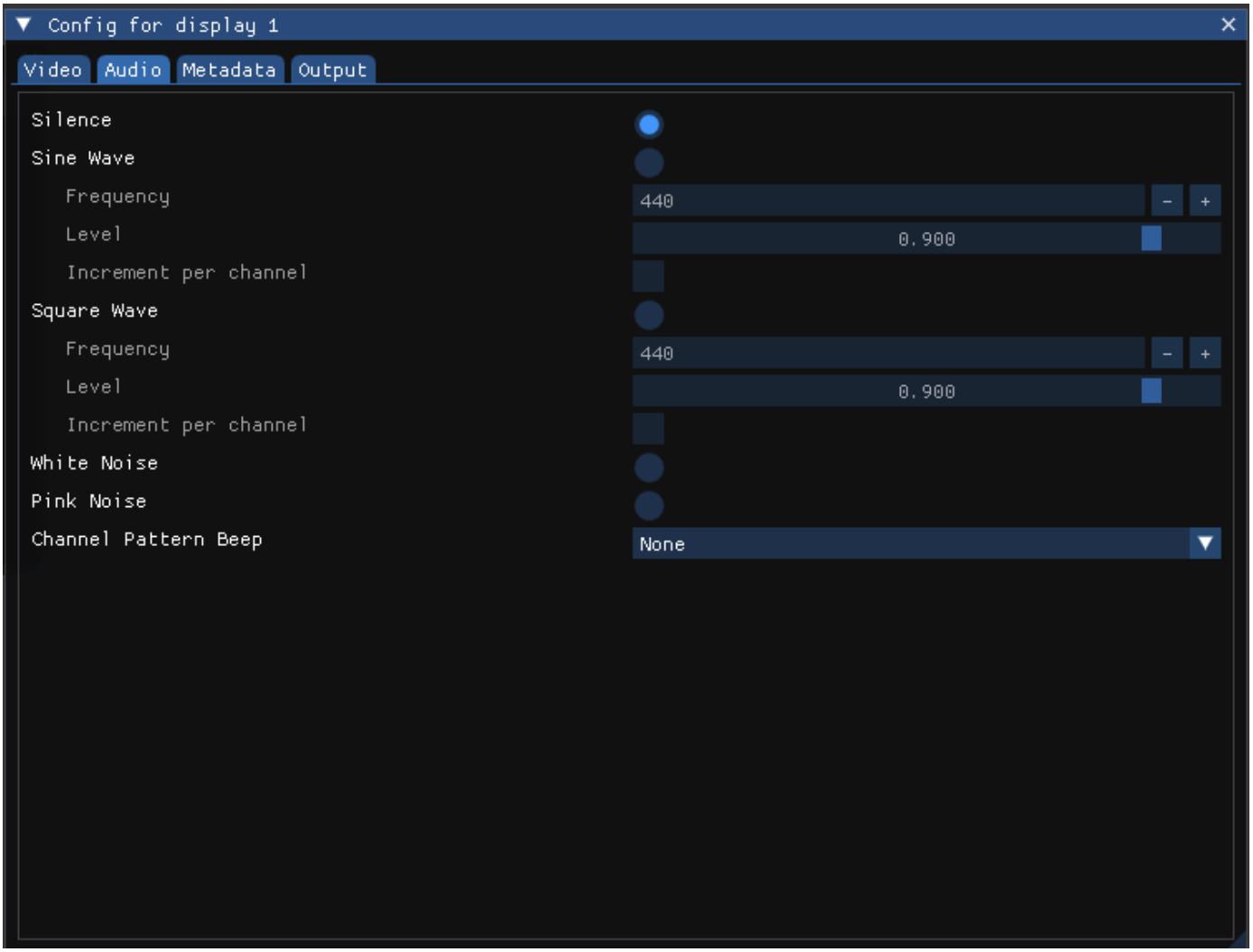


- **Audio Sync** – specify an audio beep to be sent regularly, for AV Sync testing.
- **Sync Frame** – specify a condition for a Sync Frame to be sent along with the audio tone. The options include:
  - **None** – do not interpose a frame of black or white (turn Sync Frame off).
  - **Black Frame** – show a black frame every second
  - **White Frame** – show a white frame every second.
- **Frame Markers** – specify a condition for frame markers to be overlaid on output. The options include:
  - **None –** do not show frame markers on the output.
  - **Top Left** – show frame markers along the top left
  - **Bottom Left** – show frame markers along the bottom left
- **Timecode** – display time code as an overlay. Its position can be set using the X and Y coordinates.
- **QR Code** – display a QR code over the output, which provides details about the signal and its timing.
- **Pattern Browser – Motion** – provides motion test patterns for AV Sync testing.

- **Pattern Browser – Single** – lets the user select between the available single frame video test patterns.

4.3.3.2 Audio

Provides options for setting up the audio output.



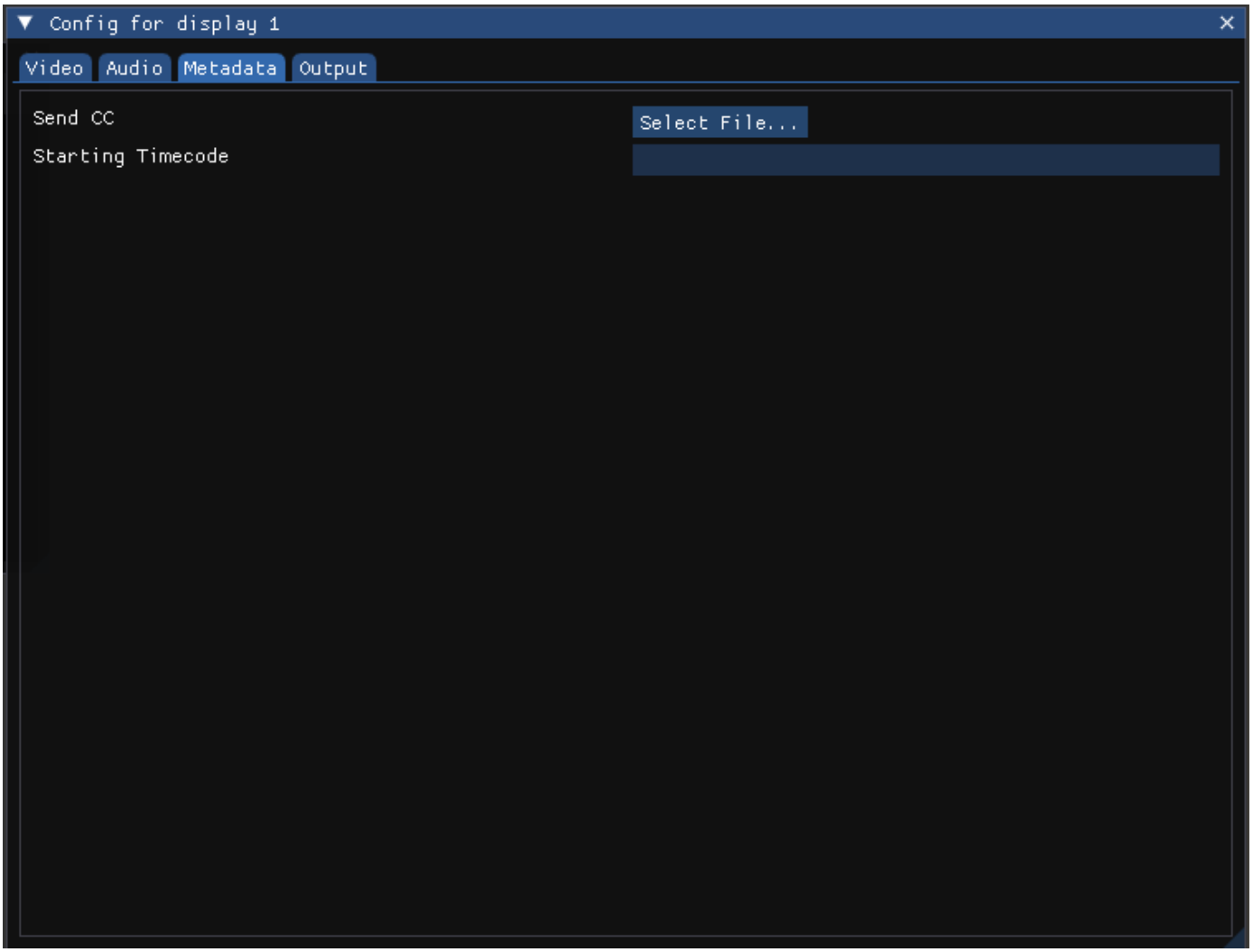
The Audio tab provides options for adding audio to the output.

- **Silence** – the default setting is no audio output. Clicking this checkbox will turn the other audio output settings off.
- **Sine Wave** – add a sine wave tone on output. A sine wave provides a single frequency output.
  - **Frequency** – opens set to 440 Hz. Provides plus (+) and minus (-) buttons to adjust the frequency.
  - **Level** – output level, opens set to 0.900. Provides plus (+) and minus (-) buttons to adjust the output level.
  - **Increment per channel** – increments the frequency of the sine wave per audio channel, to help diagnose any per channel issues.

- **Square Wave** – add a square wave tone on output. A square wave provides multiple frequencies, or harmonics, in addition to its fundamental frequency.
  - **Frequency** – opens set to 440 Hz. Provides plus (+) and minus (-) buttons to adjust the frequency.
  - **Level** – output level, opens set to 0.900. Provides plus (+) and minus (-) buttons to adjust the output level.
  - **Increment per channel** – increments the frequency of the square wave per audio channel, to help diagnose any per channel issues.
- **White Noise** – add white noise on output. White noise has a flat frequency spectrum when plotted as a linear function of frequency (e.g., in Hz). In other words, the signal has equal power in any band of a given bandwidth (power spectral density) when the bandwidth is measured in Hz.
- **Pink Noise** – add pink noise on output. Pink noise has equal power per octave. The spectral power density, compared with white noise, decreases by 3.01 dB per octave (10 dB per decade); density proportional to 1/f. For this reason, pink noise is often called "1/f noise" Pink noise offers more of the lower frequencies, generally considered more soothing than White Noise.
- **Current Pattern Beep** – add beeps on output per channel. Options include:
  - **None** – do not specify a beep pattern per channel.
  - **1/2 sec on, 1/2 sec off** – output a beep for ½ a second, and silence for ½ a second, then do the same for the next channel.
  - **Start C** – add a beep per channel using the note of C. (middle C, or C4).
  - **One scale note up per channel** – provides an incremented series of notes in the scale of C major, so the first channel would output C (middle C, or C4), and second channel would output a D (the next note in the scale) and so on.
  - **Pause at end for 1 sec** – when cycling through channels, add a 1 second pause at the last channel.

4.3.3.3 Metadata

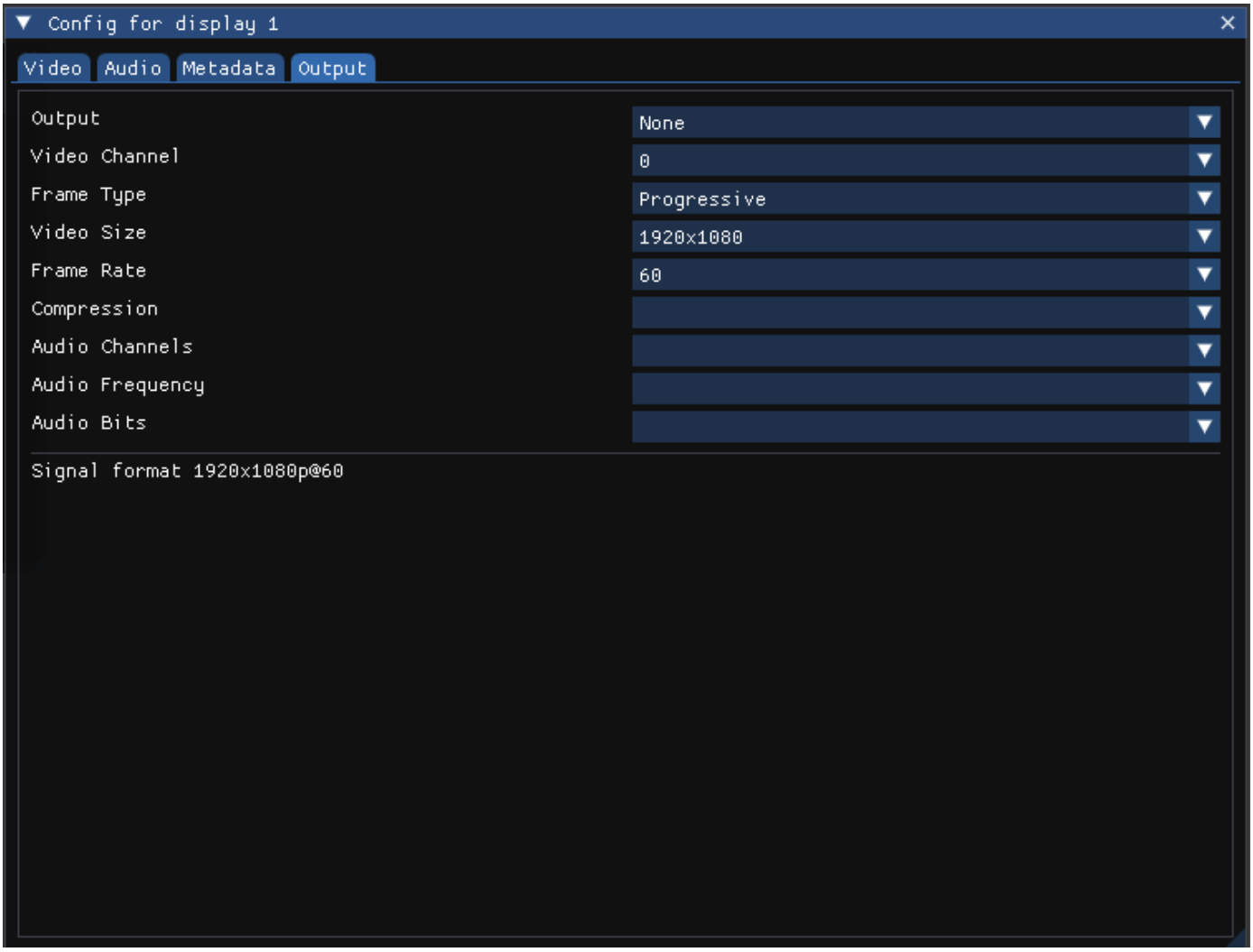
Provides options for adding metadata to the output, including adding closed captions, and a starting timecode.



- **Send CC** – send closed captions as an overlay on the test pattern. Pressing the Select File button opens a browser, so you can navigate to a closed caption file and add it to the output.
- **Starting Timecode** – specify a starting time code location, so when you overlay time code, it will use this as the first frame of time code.

4.3.3.4 Output

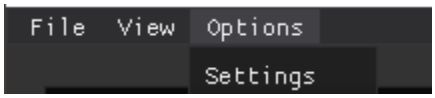
Provides configuration for the output.



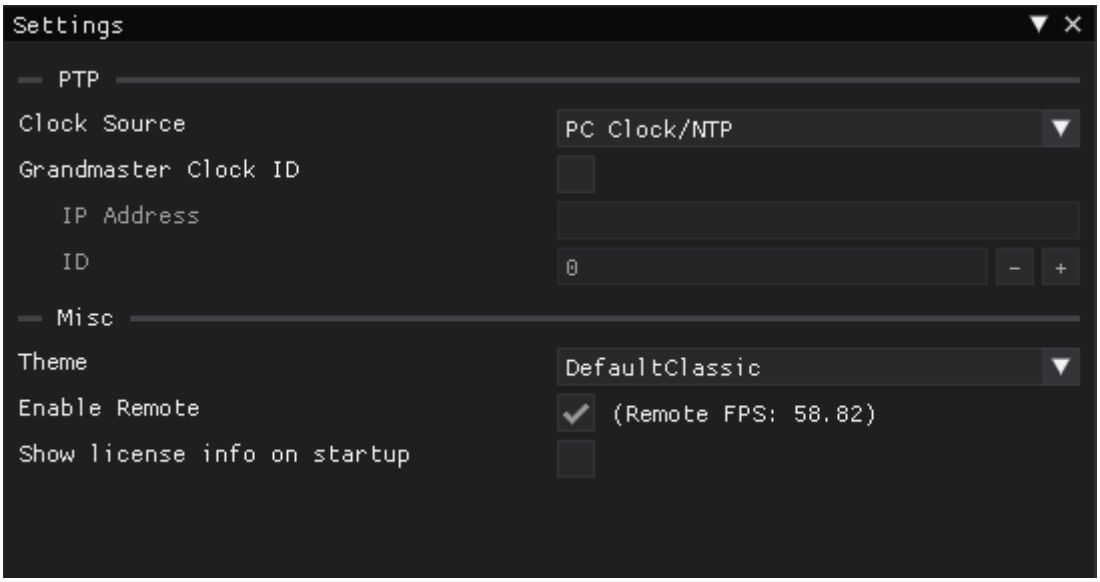
- **Output** – set the output type. Options include:
  - **None** – the default setting. This setting turns the output off.
  - **ScopeDirect (AvVr3D)** – use the ScopeDirect plugin for UnReal Engine as the output channel, so you can view test patterns in UnReal Engine.
  - **Aja** – use an AJA board installed in the system as the output.
  - **BlueFish** – use a Bluefish444 board installed in the system as the output.
  - **BlackMagic** – use a Blackmagic board installed in the system as the output.
  - **Matrox** – use a Matrox board installed in the system as the output.
  - **NDI** – send out the test patterns via NDI for local network use.
  - **SMPTE2110** – send out the test patterns as an ST-2110 stream or streams, for remote workflows. May require third party hardware and a separate third party software license.

- **Video Channel** – on a system where a supported video board (list above) has multiple channels, use this pulldown menu to set which channel the Display outputs video on.
- **Frame Type** – sets the frame type. Options include:
  - **Unknown** – don't know what to set? Use this and Test Pattern Generator will try to set a compatible type.
  - **Interlaced** – send the even and the odd numbered lines of a frame alternately as separate fields.
  - **Progressive** – send whole frames at once, one after another.
  - **Segmented Frame** – send progressive segmented (PsF) frames as output.
- **Video Size** – the size of the video frame in pixels, width by height. Test Pattern Generator uses standard size frames. Options include:
  - 720x480 (NTSC)
  - 720x576 (PAL)
  - 1280x720 (HD)
  - 1920x1080 (HD)
  - 2048x1080 (2K)
  - 3840x2160 (4K)
  - 4096x2160 (4K Cinema)
  - 7680x4320 (8K)
- **Frame Rate** – the frame rate, in frames per second. Test Pattern Generator uses standard frame rates. Options include:
  - 23.98
  - 25
  - 29.97
  - 30
  - 50
  - 59.94
  - 60
- **Compression** – compression options.
- **Audio Channels** – number of audio channels options.
- **Audio Frequency** – audio frequency settings.
- **Audio Bits** – audio bit depth setting
- **Signal format display** – shows the current system setup.

4.3.4 Options – PTP Settings



The options menu lets you open optional settings for Test Pattern Generator. The settings window looks like this:



PTP Setup

At the top, the PTP section provides controls to select the type of clock that will be used to handle timing display and analysis. Choices here include:

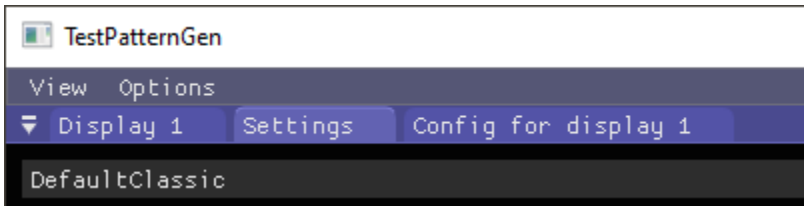
- **PC Clock/NTP** – use the system clock or a network timing protocol clock.
- **SMPTE 2059/PTP** – use a SMPTE 2059 or PTP timing source.

Grandmaster Clock ID – if a Grandmaster clock is used, specify its IP address and ID here.

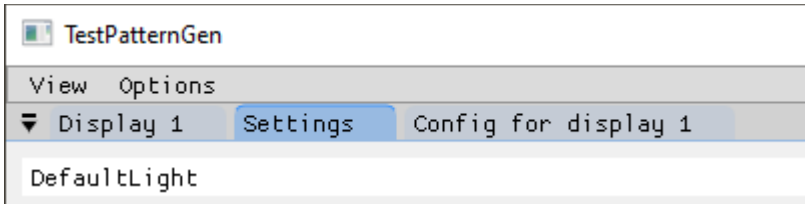
4.3.4.1 Misc - Themes

Themes – The **Theme** pulldown menu provides a number of “Themes” the user can apply to change how the GUI is displayed. Here is a quick look at the themes:

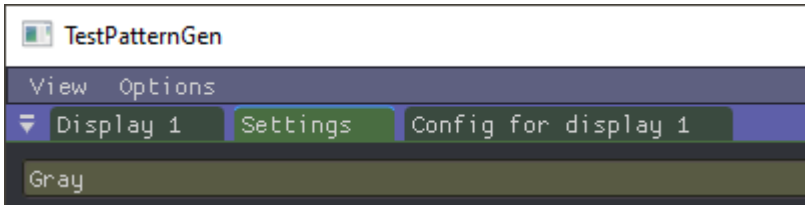
4.3.4.2 DefaultClassic



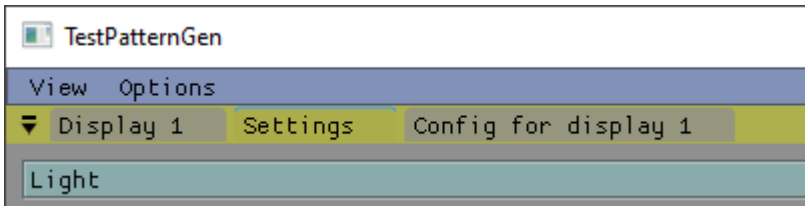
4.3.4.3 DefaultLight



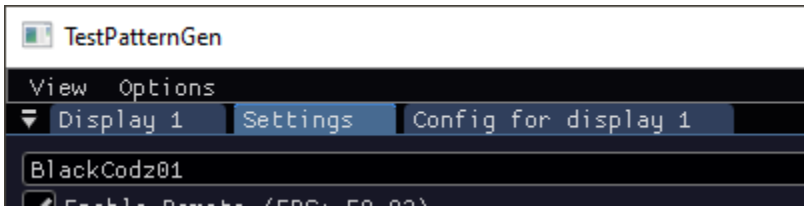
4.3.4.4 Gray



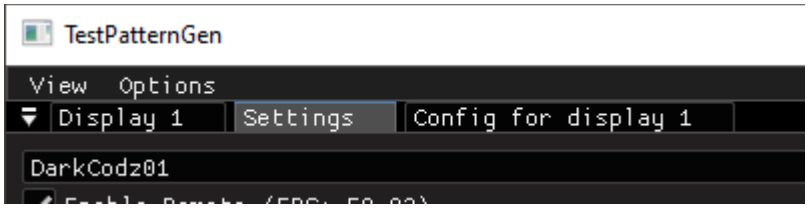
4.3.4.5 Light



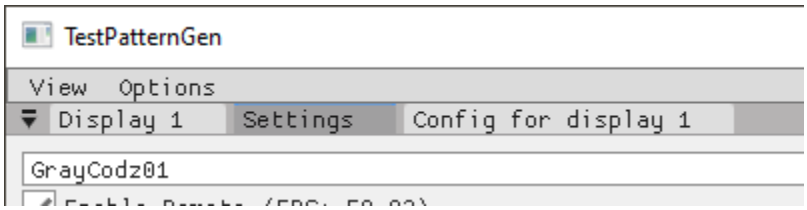
4.3.4.6 BlackCodz01



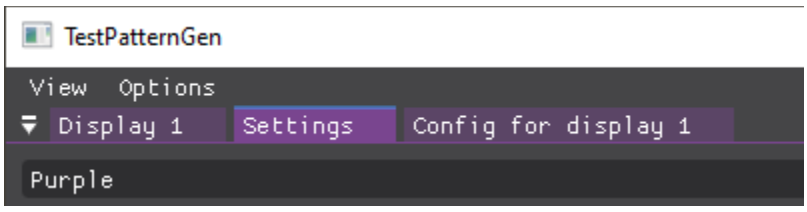
4.3.4.7 DarkCodz01



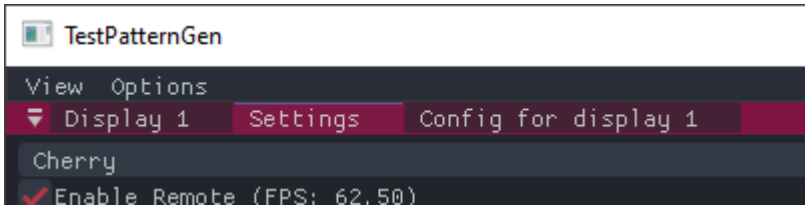
4.3.4.8 GrayCodz01



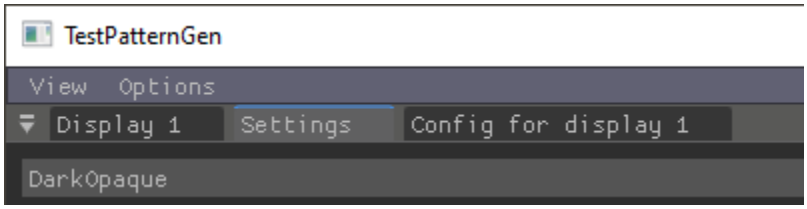
4.3.4.9 Purple



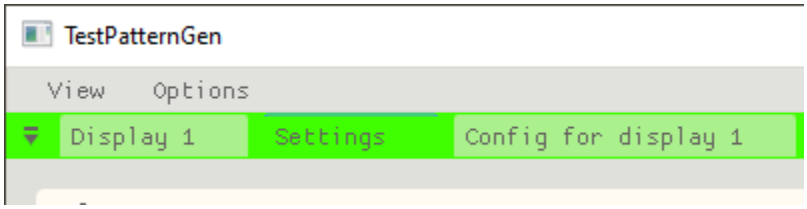
4.3.4.10 Cherry



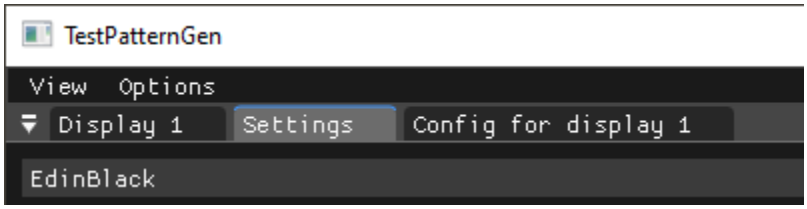
4.3.4.11 DarkOpaque



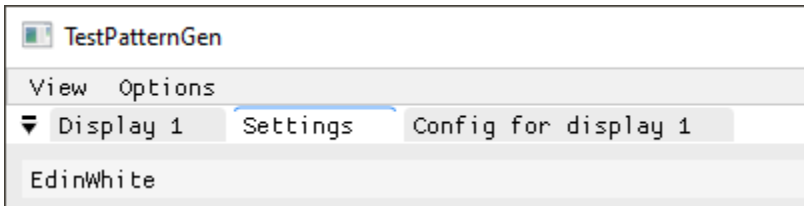
4.3.4.12 Soft



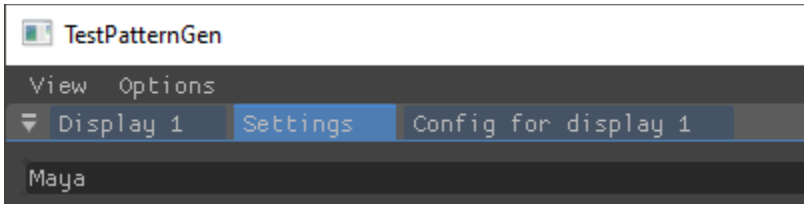
4.3.4.13 EdinBlack



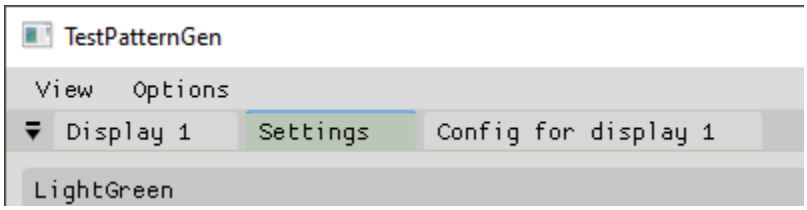
4.3.4.14 EdinWhite



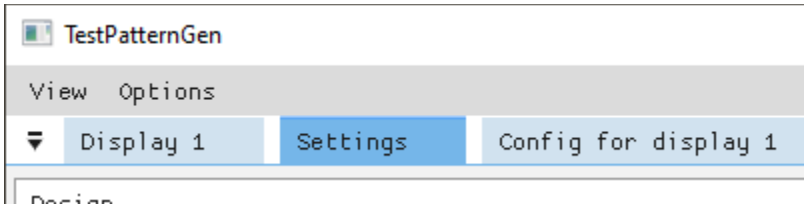
4.3.4.15 Maya



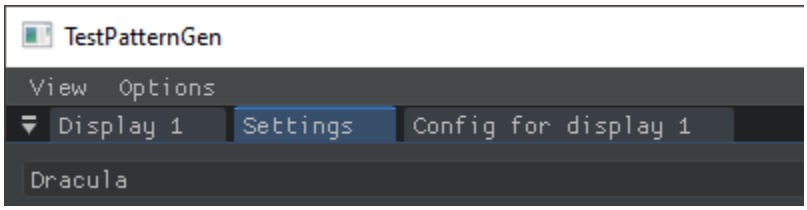
4.3.4.16 LightGreen



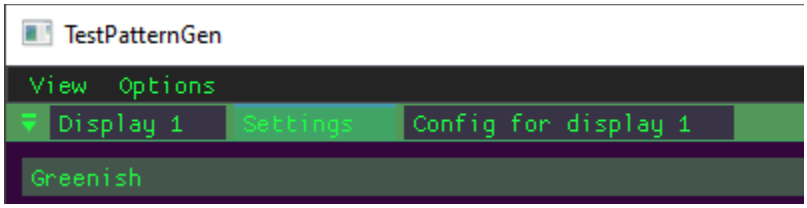
4.3.4.17 Design



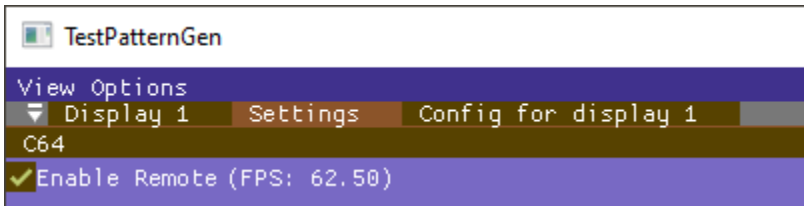
4.3.4.18 Dracula



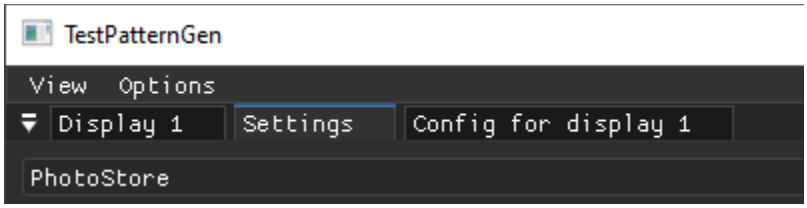
4.3.4.19 Greenish



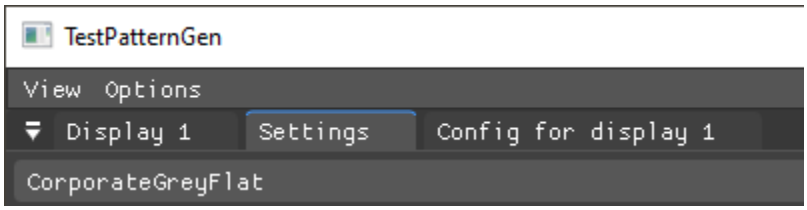
4.3.4.20 C64



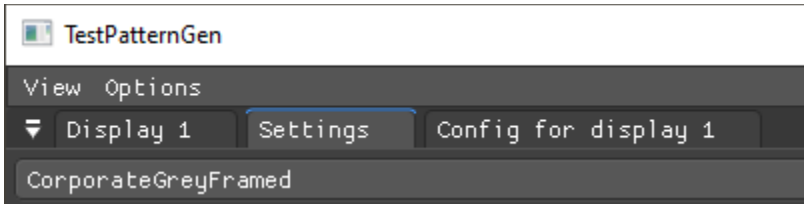
4.3.4.21 PhotoStore



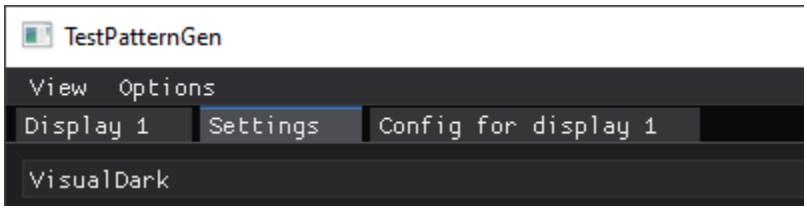
4.3.4.22 CorporateGreyFlat



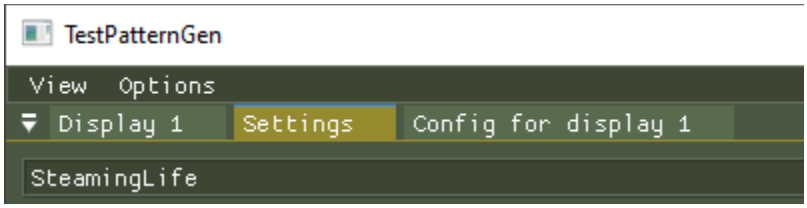
4.3.4.23 CorporateGreyFramed



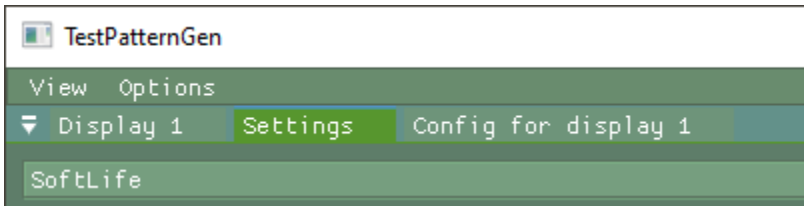
4.3.4.24 VisualDark



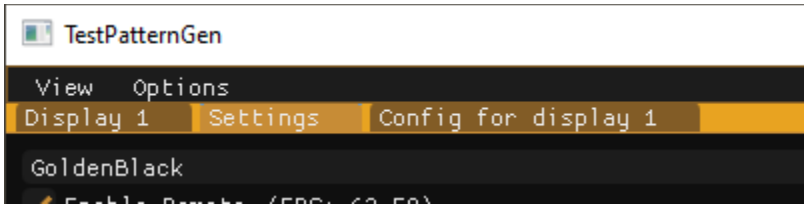
4.3.4.25 SteamingLife



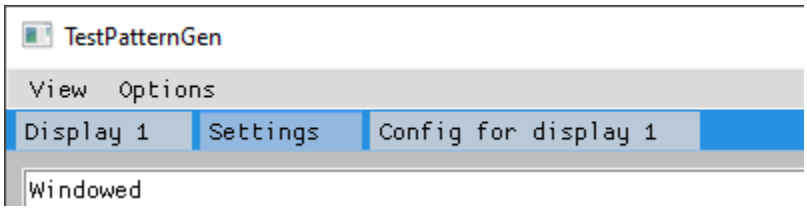
4.3.4.26 SoftLife



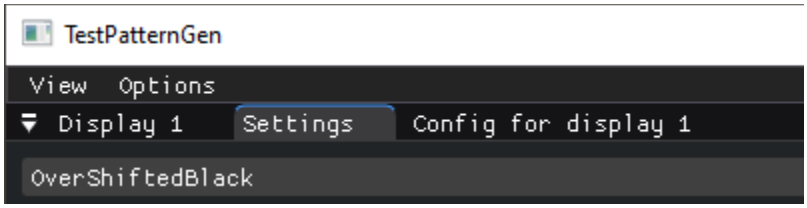
4.3.4.27 GoldenBlack



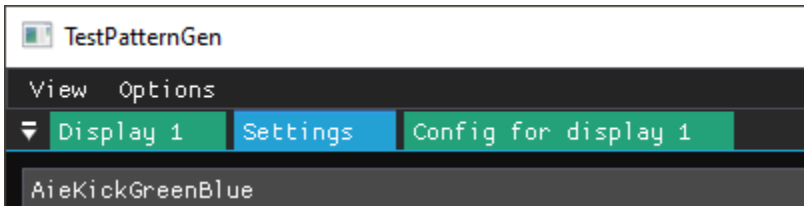
4.3.4.28 Windowed



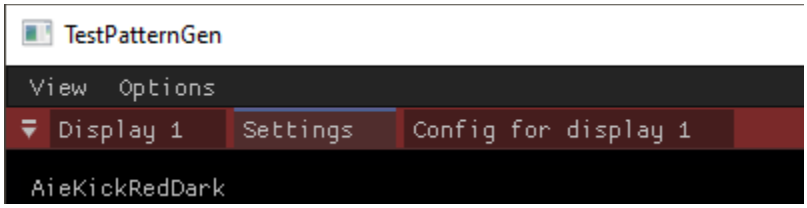
4.3.4.29 OverShiftedBlack



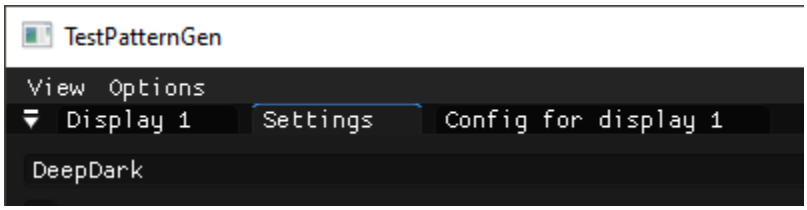
4.3.4.30 AieKickGreenBlue



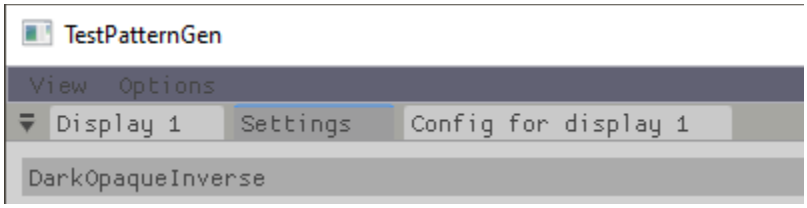
4.3.4.31 AieKickRedDark



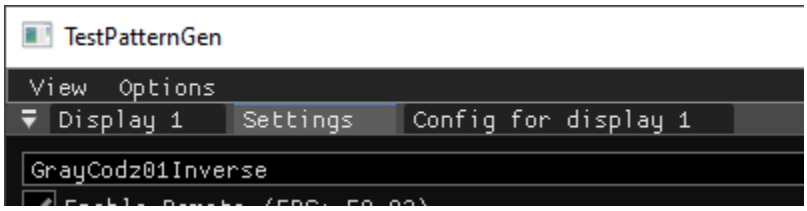
4.3.4.32 DeepDark



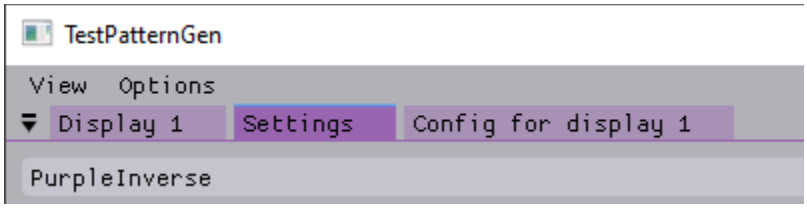
4.3.4.33 DarkOpaqueInverse



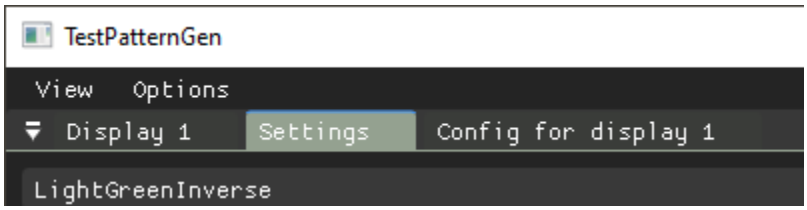
4.3.4.34 GrayCodz01Inverse



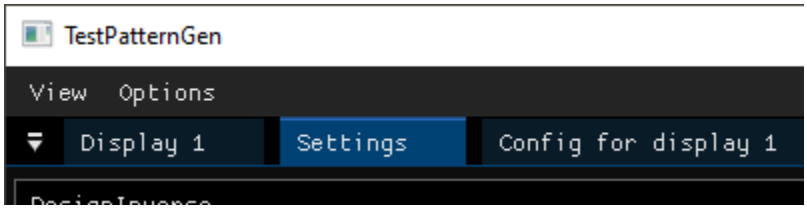
4.3.4.35 PurpleInverse



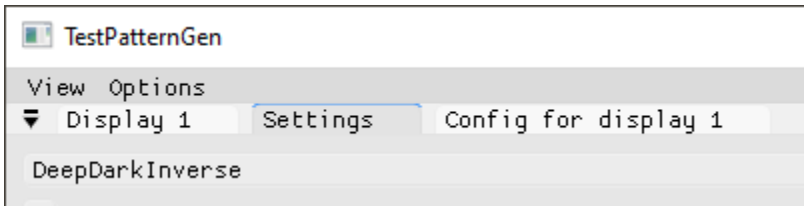
4.3.4.36 LightGreenInverse



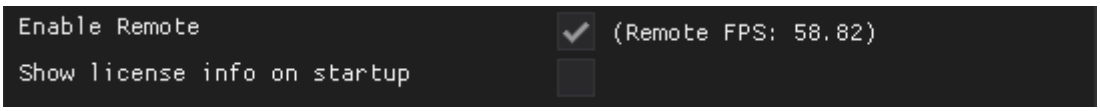
4.3.4.37 DesignInverse



4.3.4.38 DeepDarkInverse



4.3.5 Settings - Enable Remote



Checking the **Enable Remote** checkbox enables use of the web GUI to control Test Pattern Generator. By default this box is checked, but it can be unchecked, where the user wants to disable its use for security purposes.

4.3.6 Settings – License Message

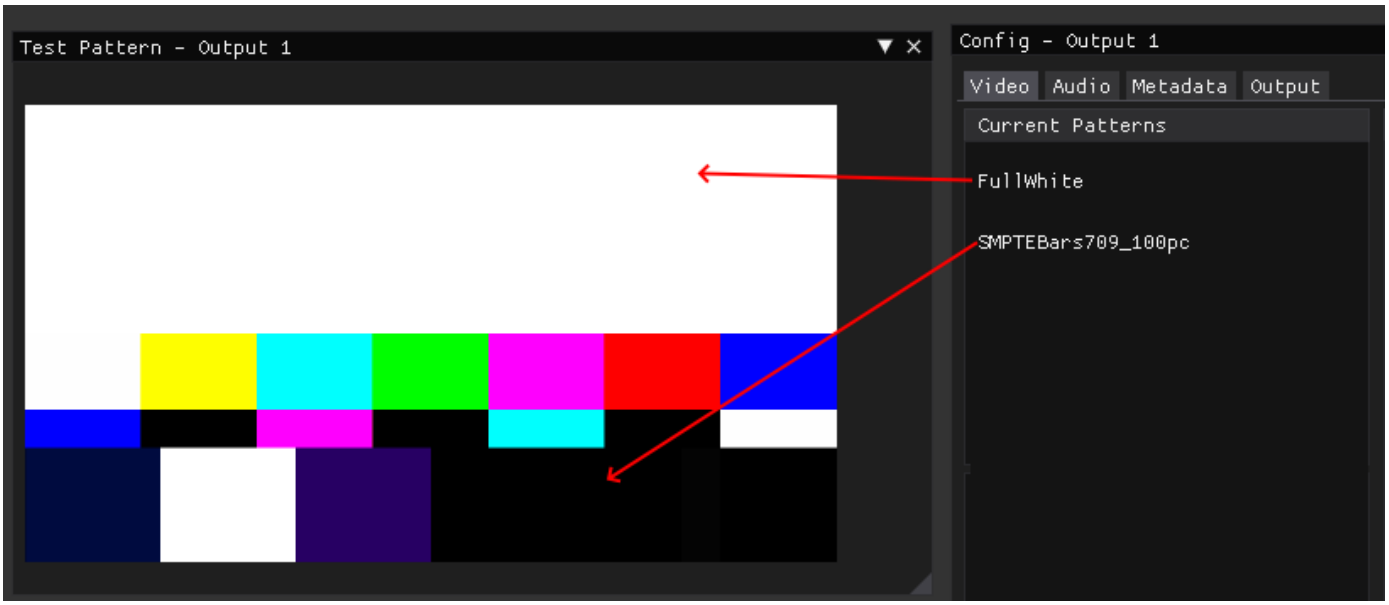
Checking the **Show license info on startup** checkbox loads the license check on startup so you can see the status of the license.

5 Workflows

5.1 Multiple pattern output

Test Pattern Generator will output multiple patterns on the same output. Below is an example where the user has selected FullWhite and SMPTEBars709_100pc for output.

The screen is divided horizontally, and the first pattern sits on top, with the second pattern on the bottom.



5.2 UnReal Engine Output

There are tips on getting the AvVr3D UnReal Engine plugin successful installed for use in Drastic software, at: https://www.drastic.tv/support-59/supporttipstechnical/271-scopedirect-plugin-for-unreal-engine

5.3 AJA Board Output

Test Pattern Generator will use a supported AJA board installed in the system.

5.4 Bluefish444 Board Output

Test Pattern Generator will use a supported Bluefish444 board installed in the system.

5.5 Blackmagic Board Output

Test Pattern Generator will use a supported Blackmagic board installed in the system.

5.6 Matrox Board Output

Test Pattern Generator will use a supported Matrox board installed in the system.

5.7 NDI Output

Test Pattern Generator will use NDI to send test patterns out over the local network.

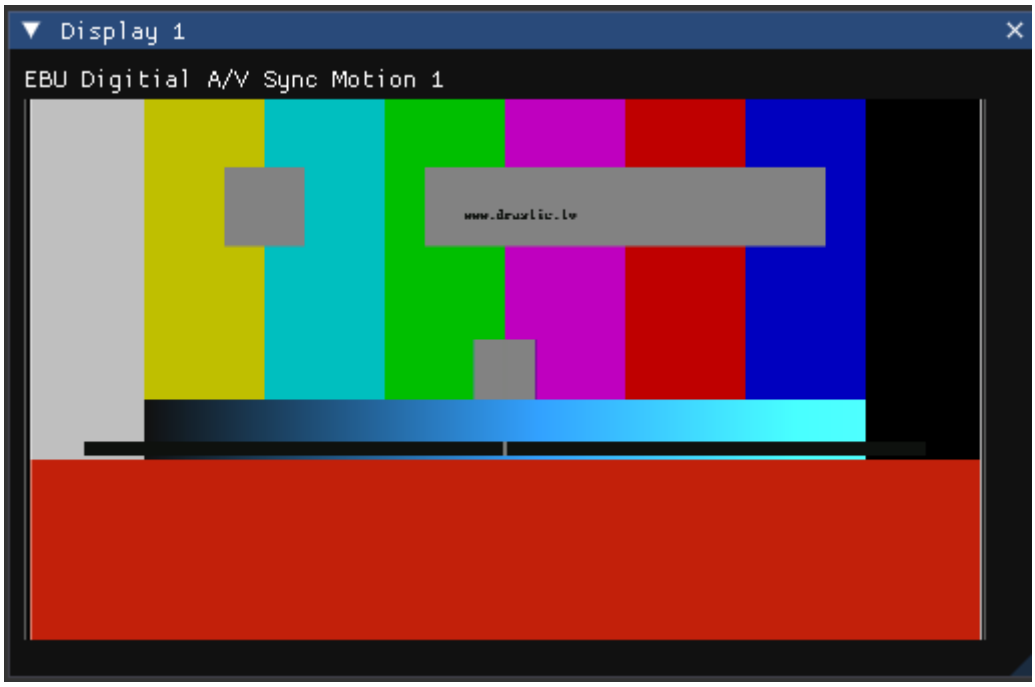
5.8 SMPTE2110 Output

Test Pattern Generator will use ST-2110 to send test patterns out over the web. Third party hardware/software may be required to realize this feature.

6 The Patterns

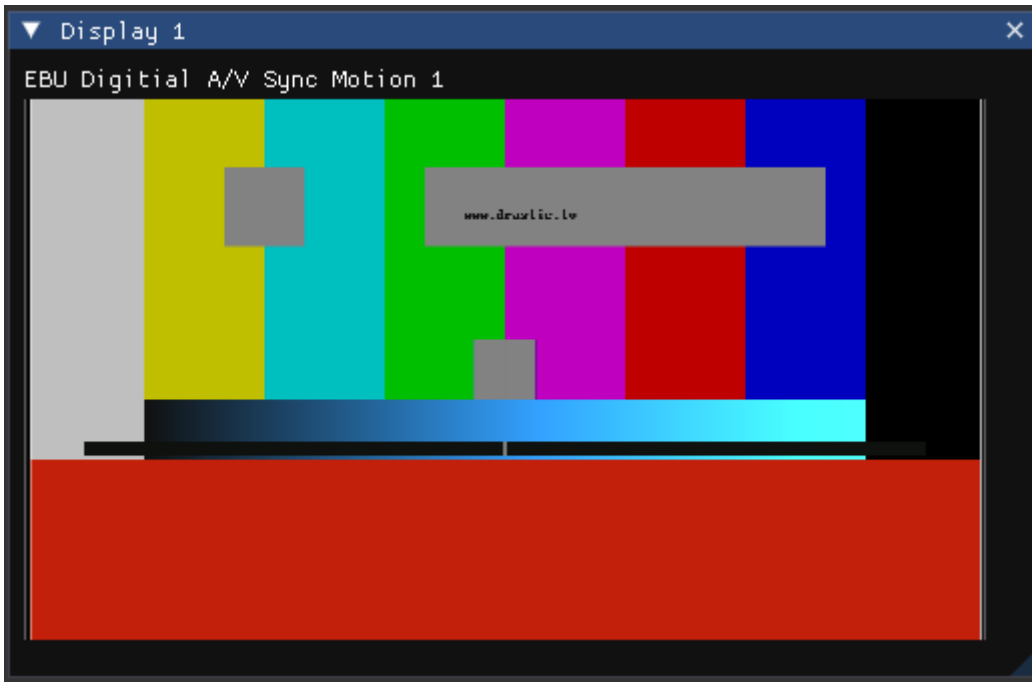
6.1 Motion Patterns

6.1.1 EBU Digital A/V Sync Motion 1



EBU Digital A/V Sync Motion 1 – Features bars and a moving black bar synchronized to an audio pulse.

6.1.2 EBU Digital A/V Sync Motion 2



EBU Digital A/V Sync Motion 2 – Features bars and a flashing white line synchronized to an audio pulse.

6.2 Static Patterns

6.2.1 Color Patterns

6.2.1.1 Black

Black – SMPTE black, or 64 luma in 10 bit.

6.2.1.2 SuperBlack

Super Black - Super Black, or 3 luma in 10 bit (the lowest legal value).

6.2.1.3 ZeroBlack

Zero black – having zero luma, which is an illegal value.

6.2.1.4 White

White – White, or 940 luma.

6.2.1.5 SuperWhite

Super White – Super white, at 1020 luma (the highest legal value).

6.2.1.6 FullWhite

Full White – full white, at 1023 luma (an illegal value).

6.2.1.7 White75pc

White 75% - a full frame of White at 75% saturation. Same as “Gray75pc”.

6.2.1.8 Yellow75pc

Yellow 75% - a full frame of Yellow at 75% saturation.

6.2.1.9 Cyan75pc

Cyan 75% - a full frame of Cyan at 75% saturation.

6.2.1.10 Green75pc

Green 75% - a full frame of Green at 75% saturation.

6.2.1.11 Magenta75pc

Magenta 75% - a full frame of Magenta at 75% saturation.

6.2.1.12 Red75pc

Red 75% - a full frame of Red at 75% saturation.

6.2.1.13 Blue75pc

Blue 75% - a full frame of Blue at 75% saturation.

6.2.1.14 Gray75pc

Gray 75% - a full frame of gray at 75% saturation. Same as “White75pc”.

6.2.1.15 Grey25pc

Grey 25% - a full frame of Grey at 25% saturation.

6.2.1.16 Grey50pc

Grey 50% - a full frame of Grey at 50% saturation. (same as Flat Field)

6.2.1.17 White100pc

White 100% – a full screen of White at 100% saturation.

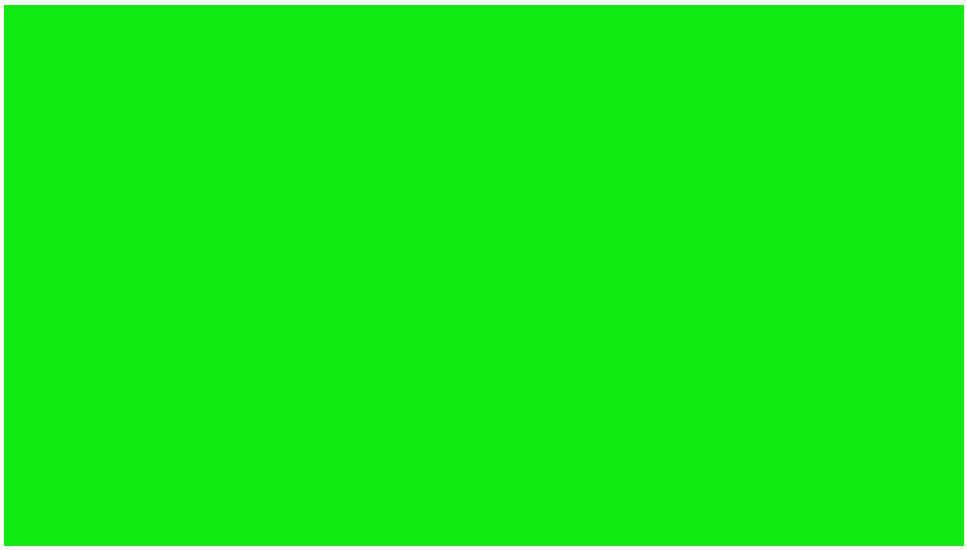
6.2.1.18 Yellow100pc

Yellow 100% – a full screen of yellow at 100% saturation.

6.2.1.19 Cyan100pc

Cyan 100% – a full screen of cyan at 100% saturation.

6.2.1.20 Green100pc



Green 100% – a full screen of green at 100% saturation.

6.2.1.21 Magenta100pc

Magenta 100% – a full screen of magenta at 100% saturation.

6.2.1.22 Red100pc

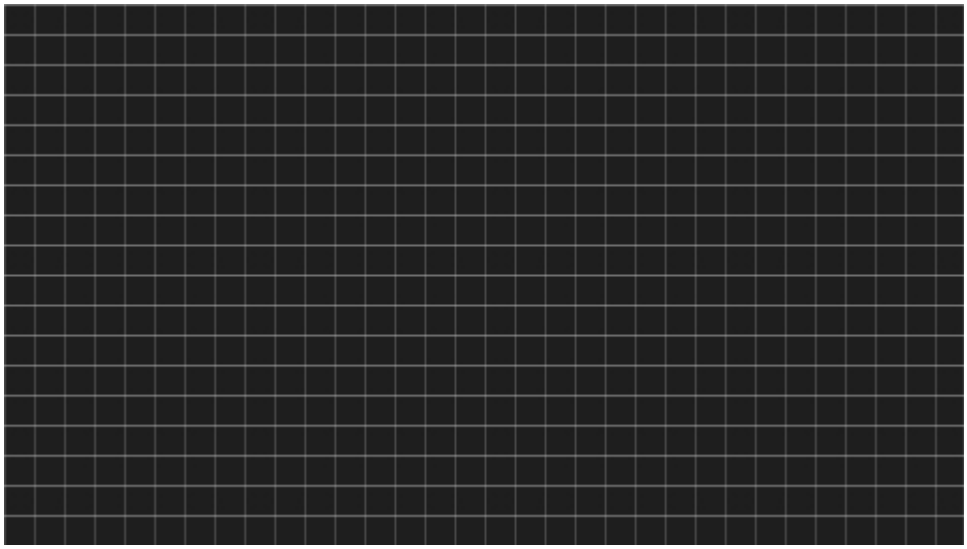
Red 100% – a full screen of red at 100% saturation.

6.2.1.23 Blue100pc

Blue 100% – a full screen of blue at 100% saturation.

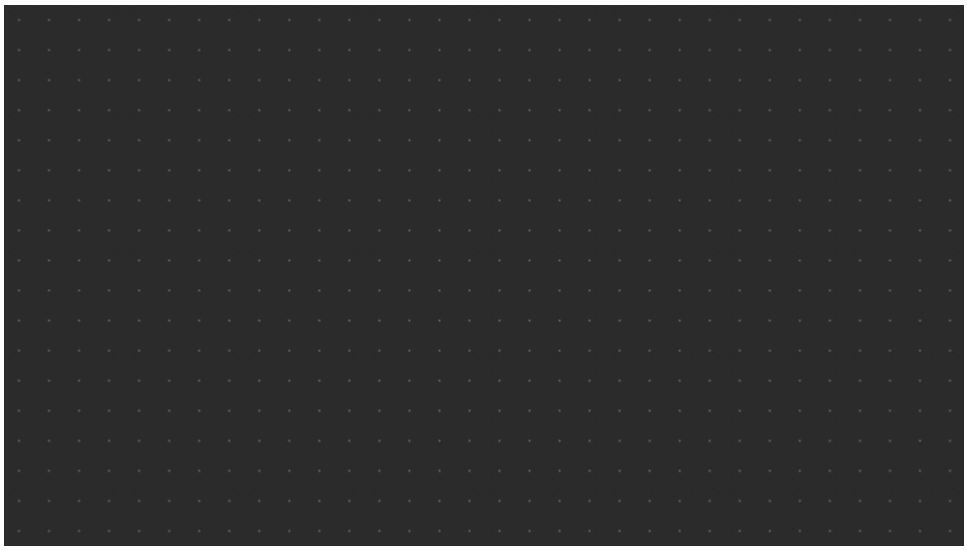
6.2.2 Grid Patterns

6.2.2.1 Grid



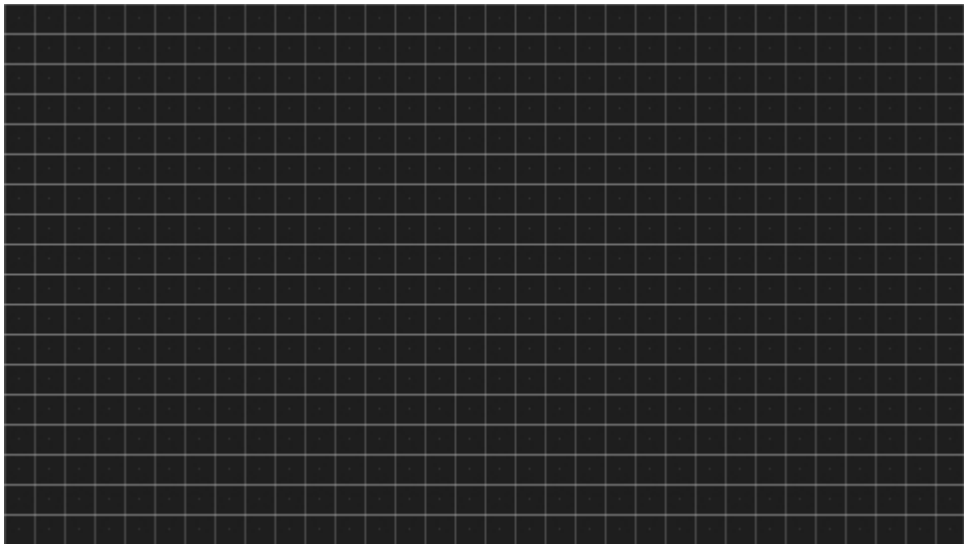
Grid – a grid used to calibrate RGB channels

6.2.2.2 Dots



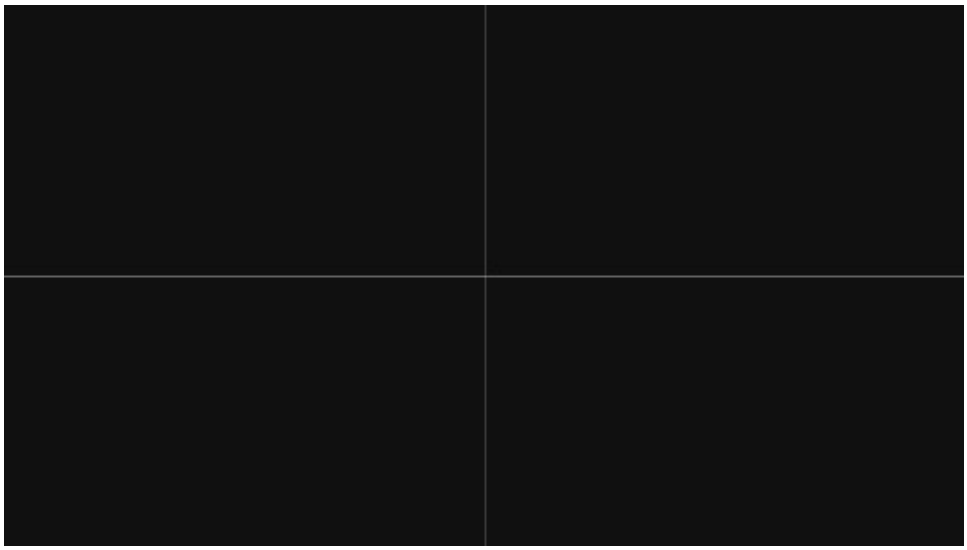
Dots – dots used to calibrate RGB channels

6.2.2.3 GridAndDots



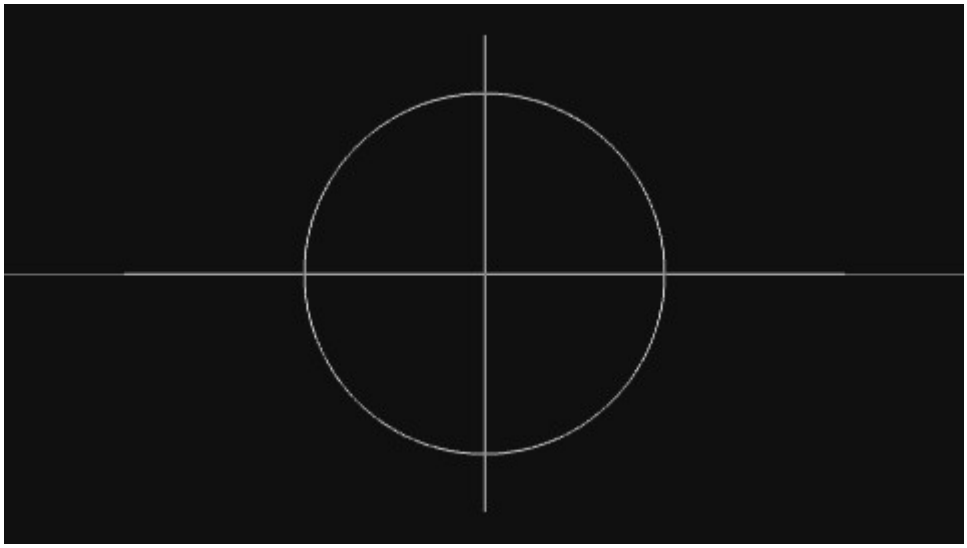
Grid and Dots – a grid and dots pattern used to calibrate RGB channels

6.2.2.4 Cross



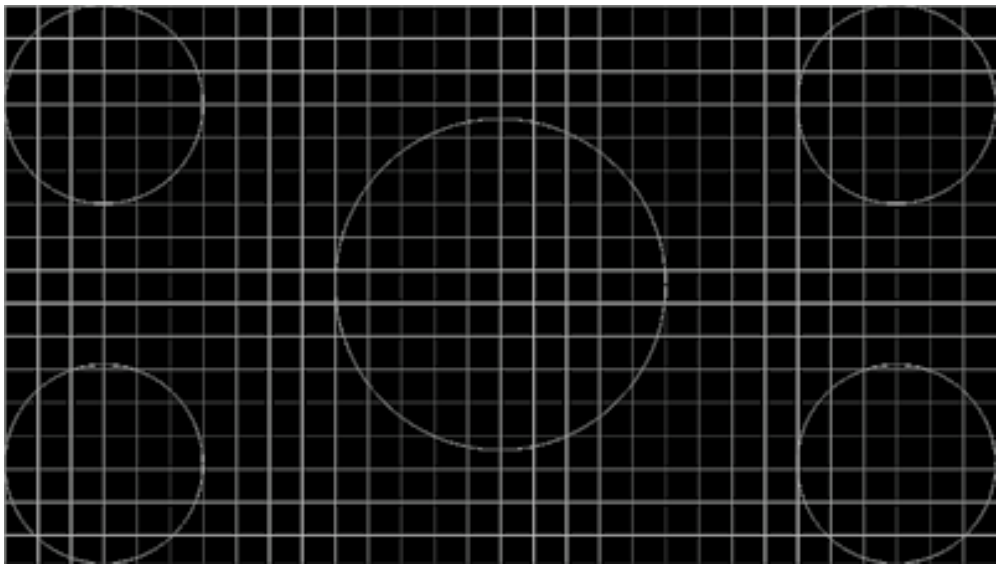
Cross – provides a screen of black with a white cross drawn in the center.

6.2.2.5 CrossCircle



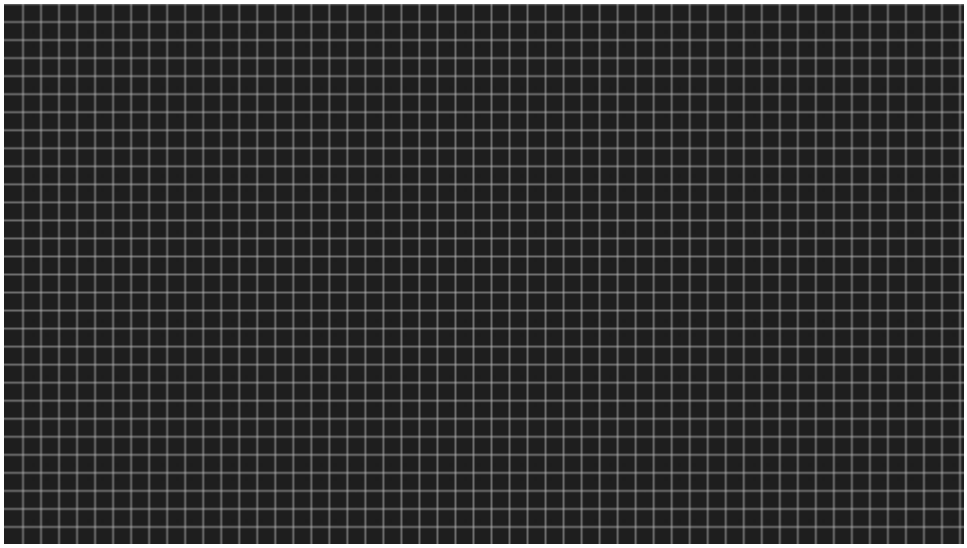
Cross Circle – provides a screen with a white cross in the middle, and a circle centered on it.

6.2.2.6 Circle



Circle – shows a frame of black with 5 circles on a grid for image alignment.

6.2.2.7 CrossHatch



Cross Hatch – a white grid on a black background.

6.2.2.8 EdgeMarkers

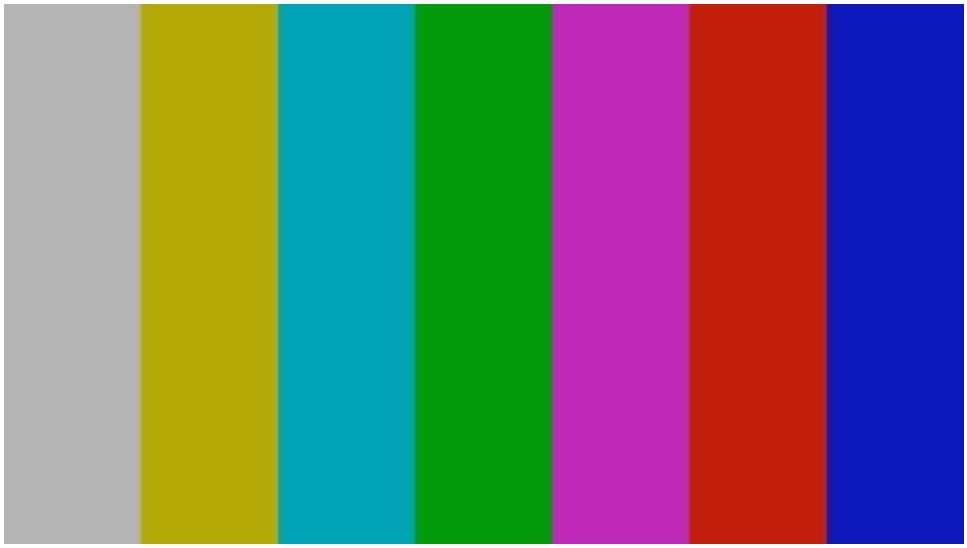
Edge Markers – a black screen with edge markers.

6.2.2.9 HDR_GridPattern_1

HDR Grid Pattern 1 – a black screen with a grid overlaid for RGB calibration in HDR workflows.

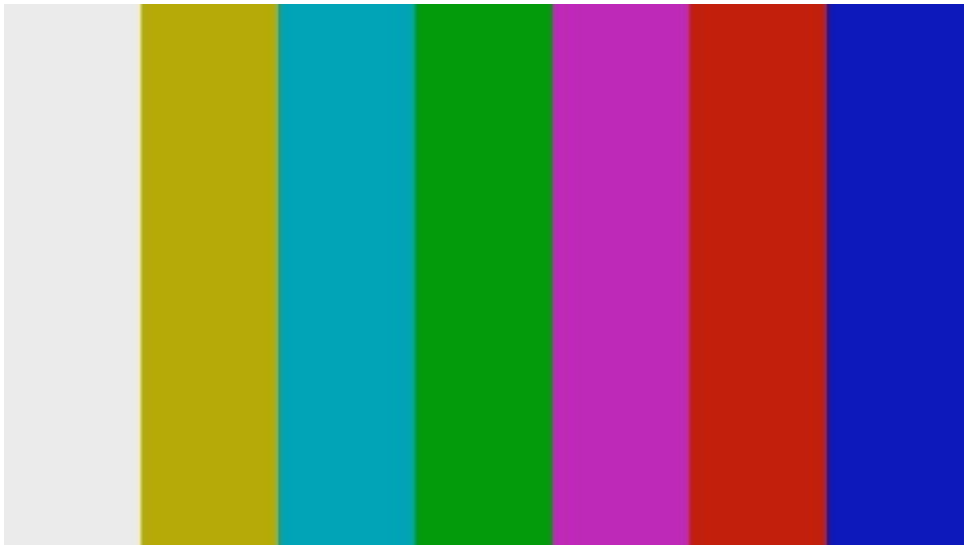
6.2.3 Bars Patterns

6.2.3.1 Camera601Bars75pc



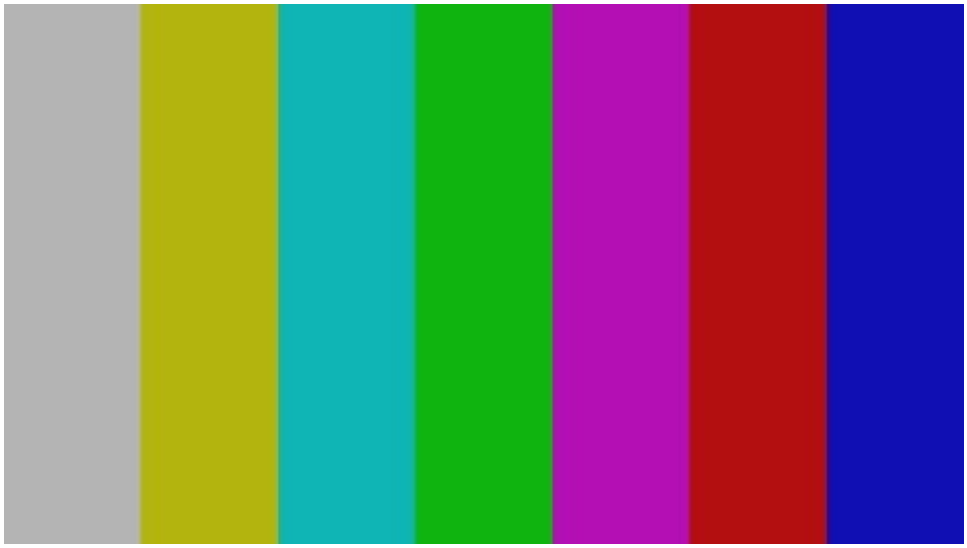
Camera 601 Bars 75% - Camera 601 (SD) bars at 75% saturation.

6.2.3.2 Camera601Bars100pc



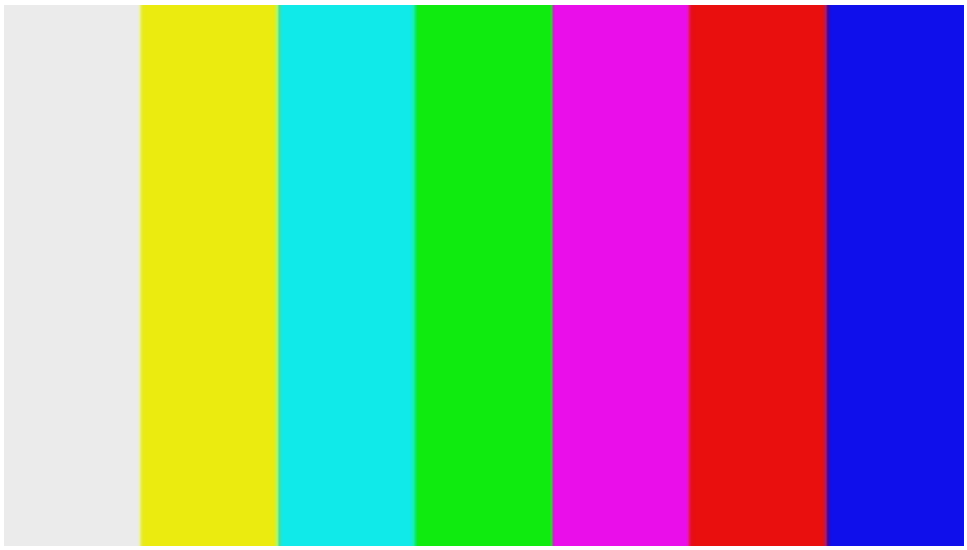
Camera 601 bars at 100% - Camera 601 (SD) bars at 100% saturation.

6.2.3.3 Camera709Bars75pc



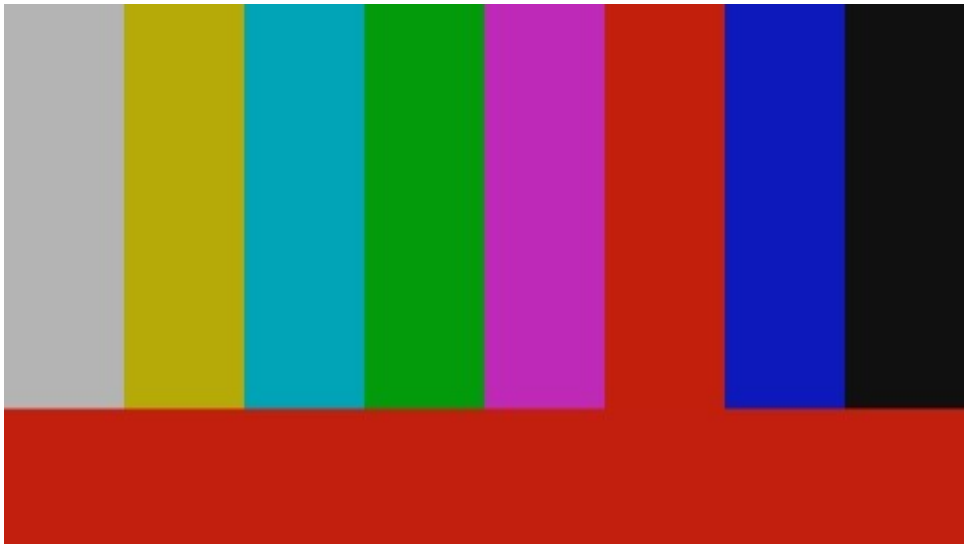
Camera 709 bars at 75% - Camera 709 (HD) bars at 75% saturation.

6.2.3.4 Camera709Bars100pc



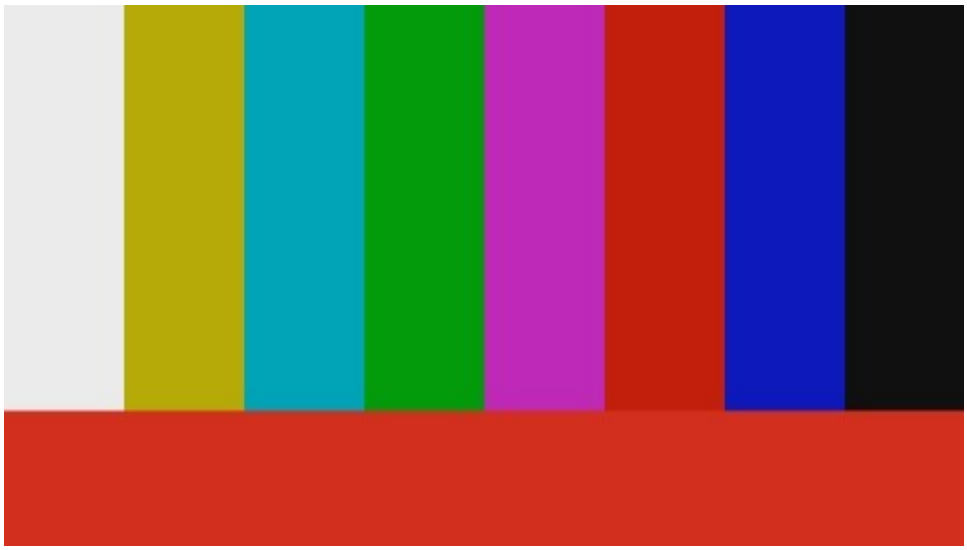
Camera 709 bars at 100% - Camera 709 (HD) bars at 100% saturation.

6.2.3.5 BarsRed75pc



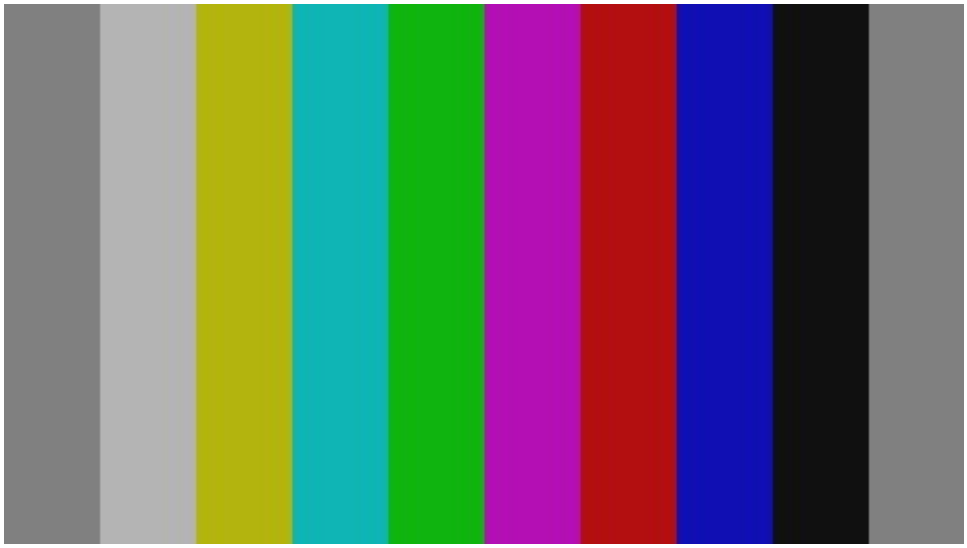
Bars Red 75% - Bars at 75% saturation, with a field of red in the lower quarter.

6.2.3.6 BarsRed100pc



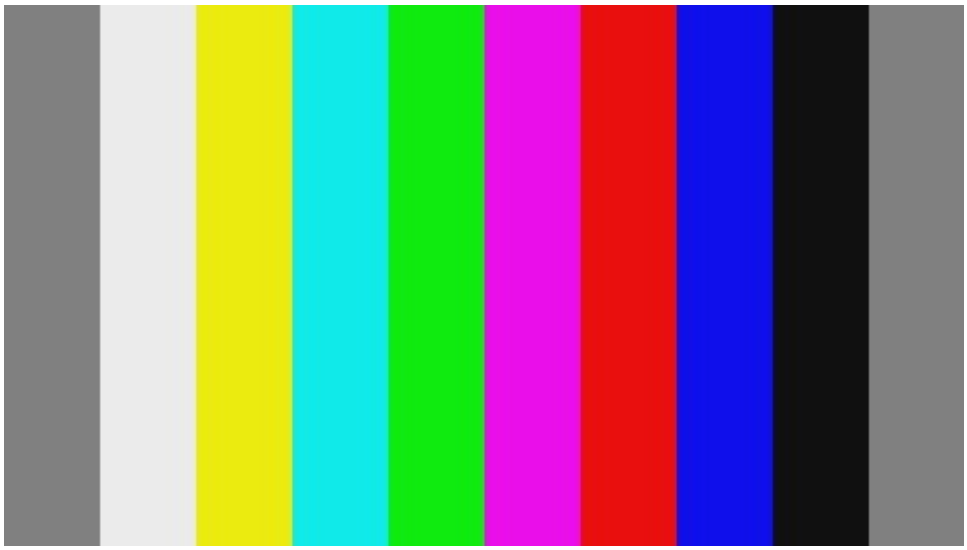
Bars Red 100% - Bars at 100% saturation, with a field of red in the lower quarter.

6.2.3.7 BarsBasicHD75pc



Bars Basic HD 75% - Basic HD bars at 75% saturation.

6.2.3.8 BarsBasicHD100pc

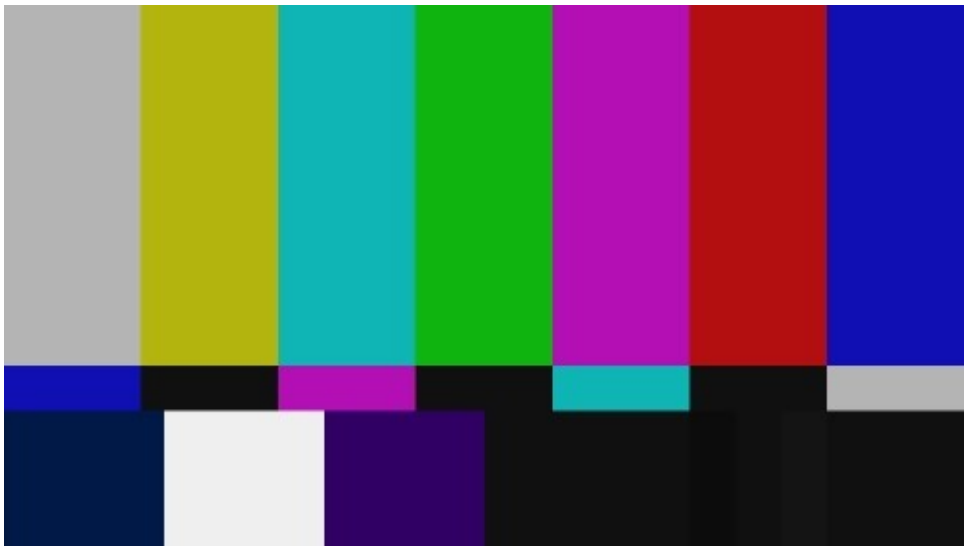


Bars Basic HD 100% - Basic HD bars at 100% saturation.

6.2.3.9 SMPTEBars601_75pc

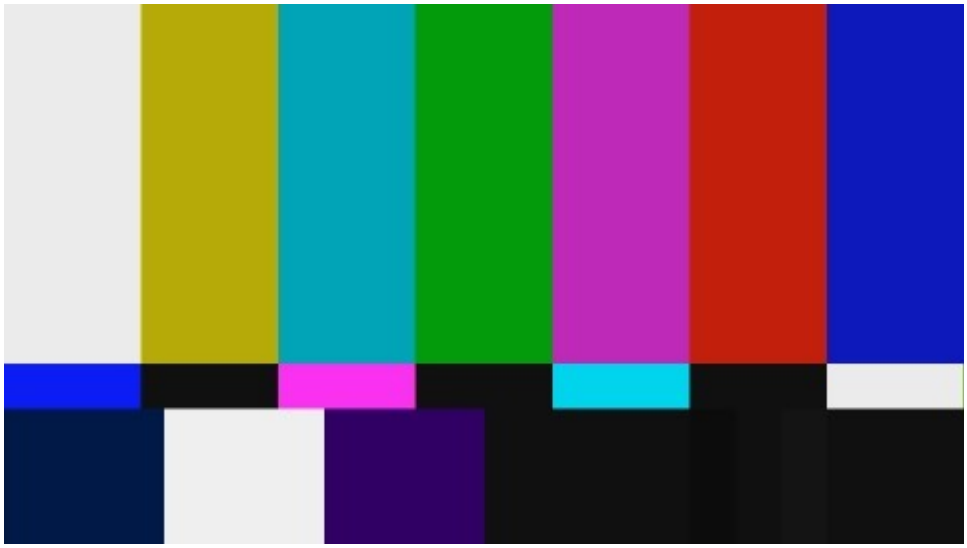
SMPTE Bars 601 75% – standard 601 (SD) SMPTE color bars at 75% saturation.

6.2.3.10 SMPTEBars709_75pc



SMPTE Bars 709 75% – standard 709 (HD) SMPTE color bars at 75% saturation.

6.2.3.11 SMPTEBars601_100pc

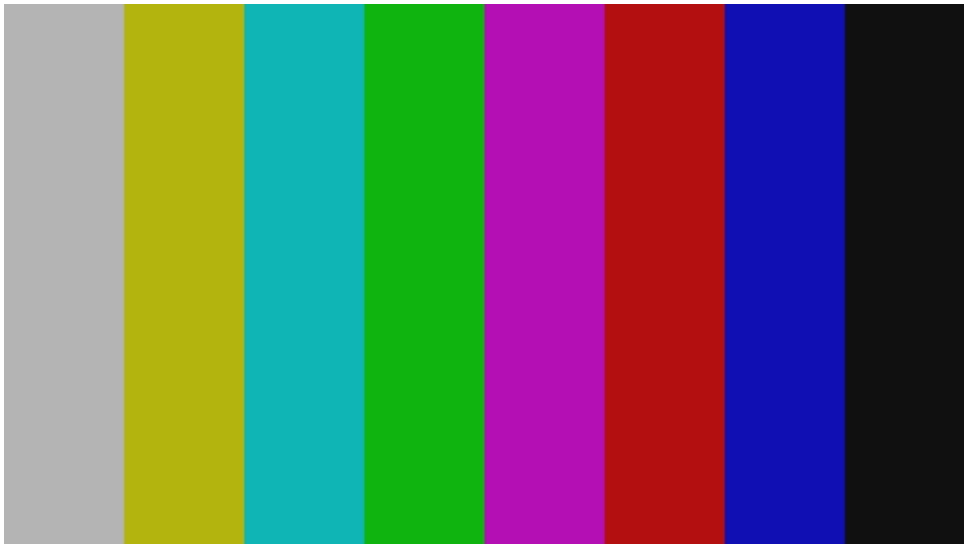


SMPTE Bars 601 100% – standard SD SMPTE color bars at 100% saturation.

6.2.3.12 SMPTEBars709_100pc

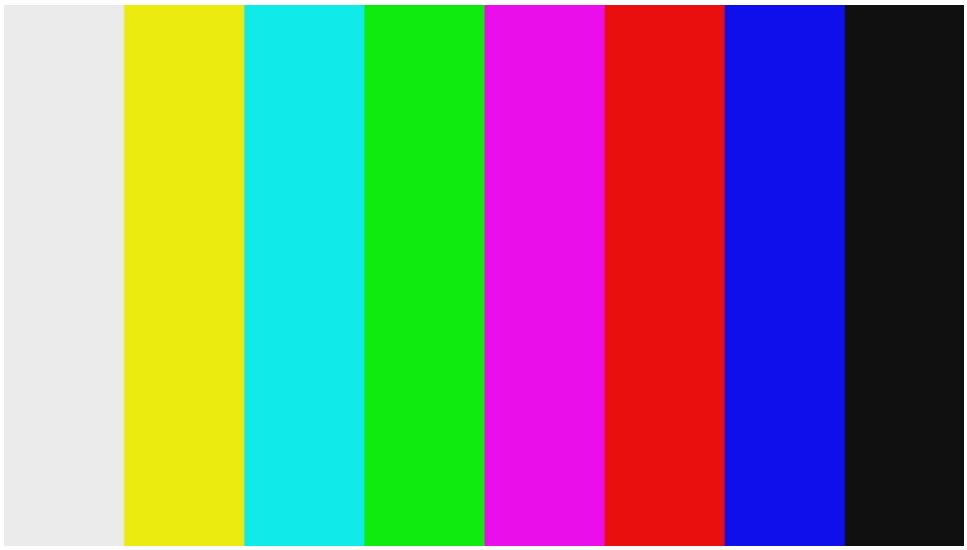
SMPTE Bars 709 100% – standard HD SMPTE color bars at 100% saturation.

6.2.3.13 CameraBars_709_75pc



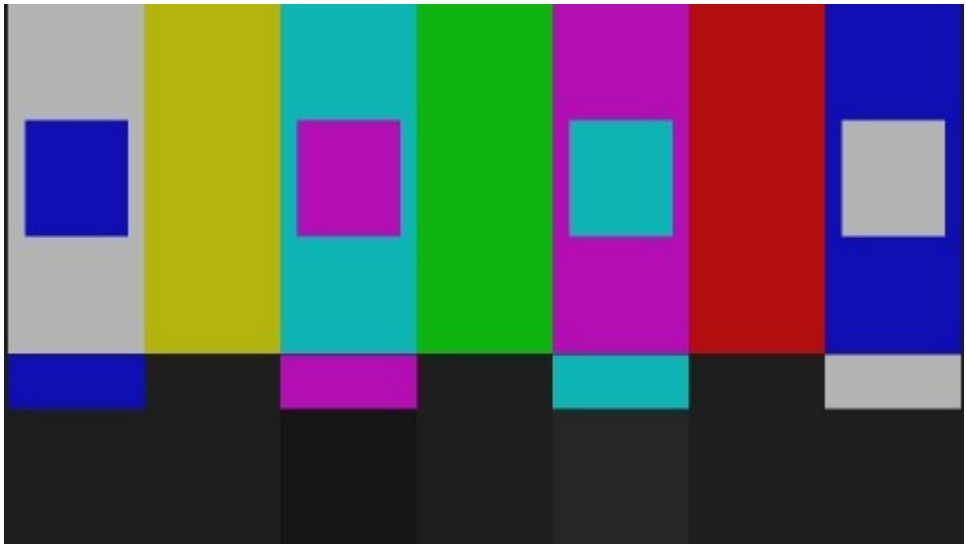
Camera 709 bars at 75% - camera 709 (HD) bars at 75% saturation.

6.2.3.14 CameraBars_709_100pc



Camera 709 bars at 100% - Camera 709 (HD) bars at 100% saturation.

6.2.3.15 Bars709Inverts_75pc

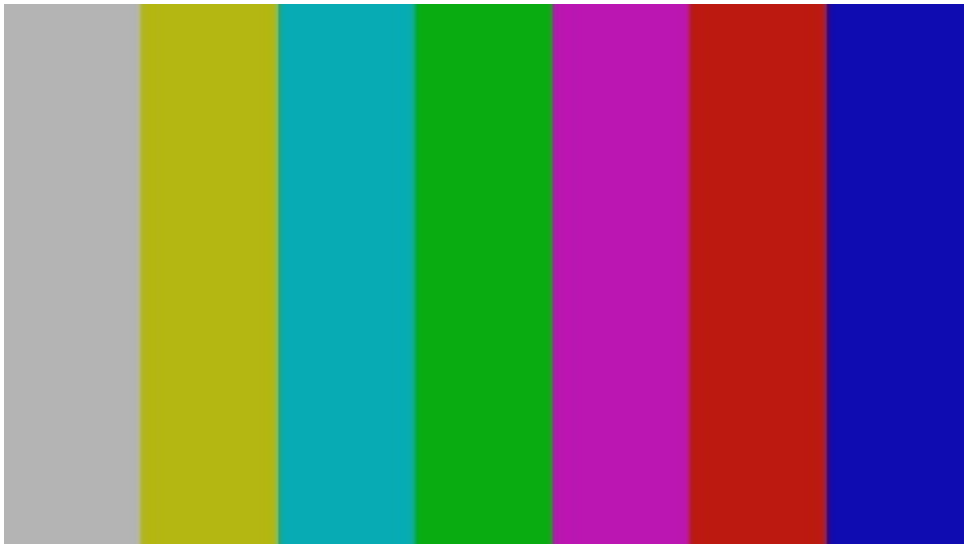


Bars 709 Inverts 75% – 709 (HD) 75% color bars with magenta/teal inversion, blue/white inversion, plus a panel of black along the bottom.

6.2.3.16 HDBars

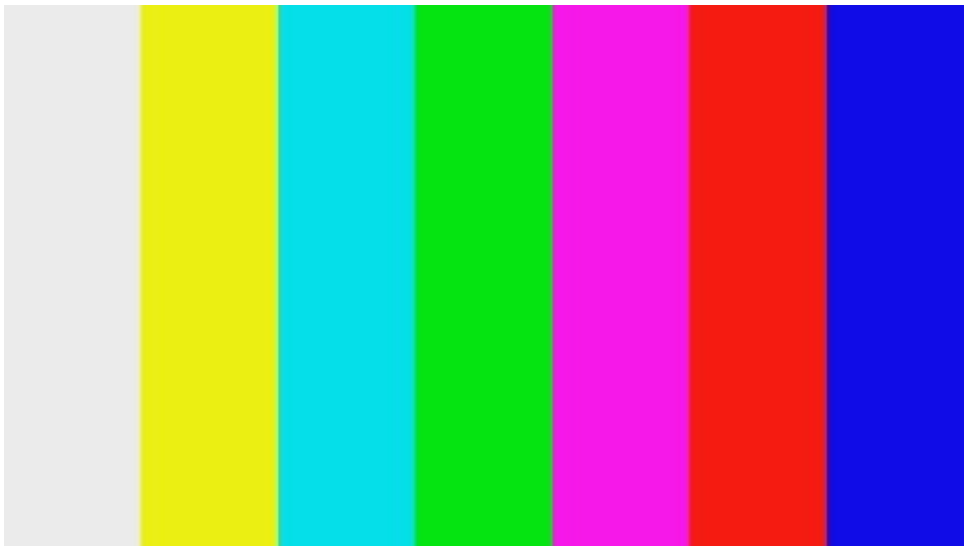
HD Bars – features standard HD color bars at 75% saturation, flanked by two gray bars on top, and a panel of black along the bottom.

6.2.3.17 Camera2020Bars75pc



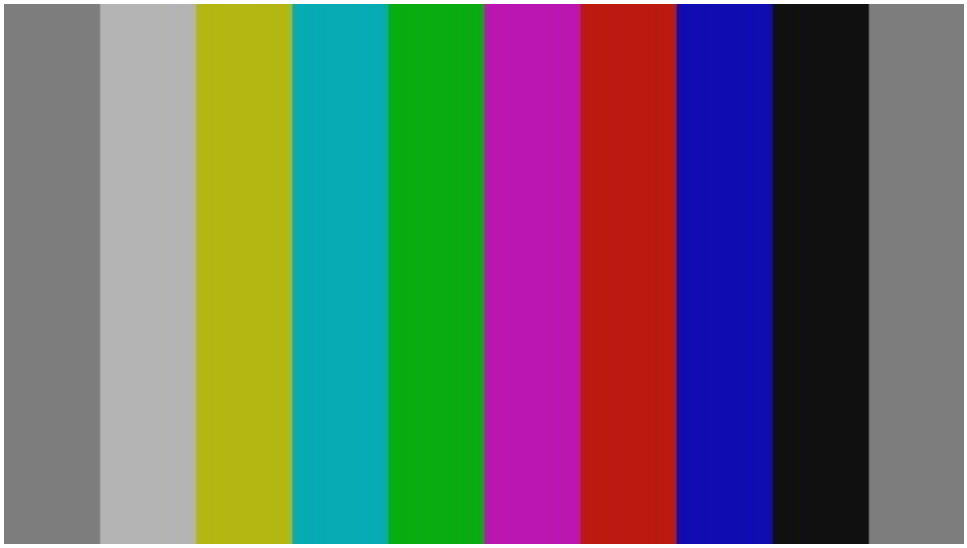
Camera 2020 Bars 75% – Camera BT-2020 color bars at 75% saturation.

6.2.3.18 Camera2020Bars100pc



Camera 2020 Bars 100% – Camera BT-2020 color bars at 100% saturation.

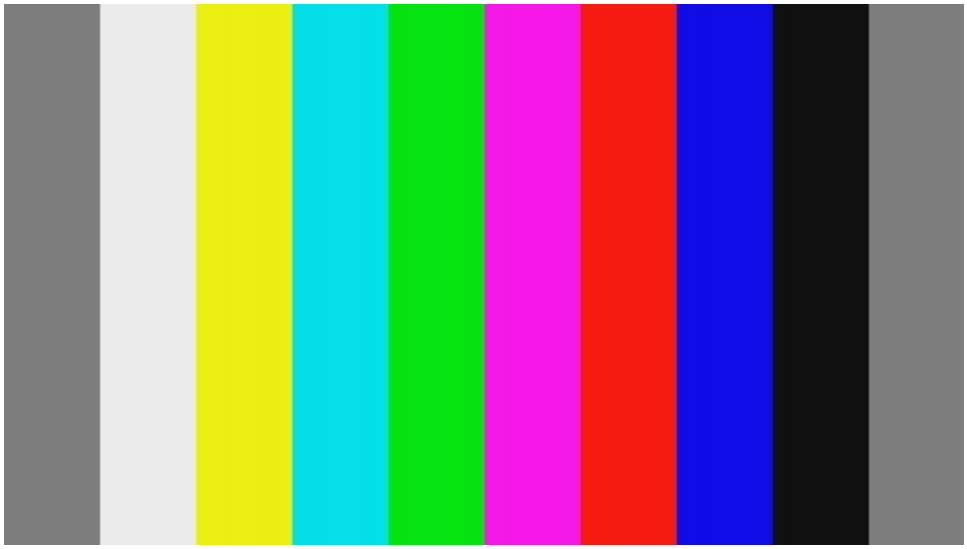
6.2.3.19 BarsHD2020_75pc



Bars HD 2020 75% – BT-2020 HD color bars at 75% saturation.

6.2.3.20 BarsHD2020_100pc

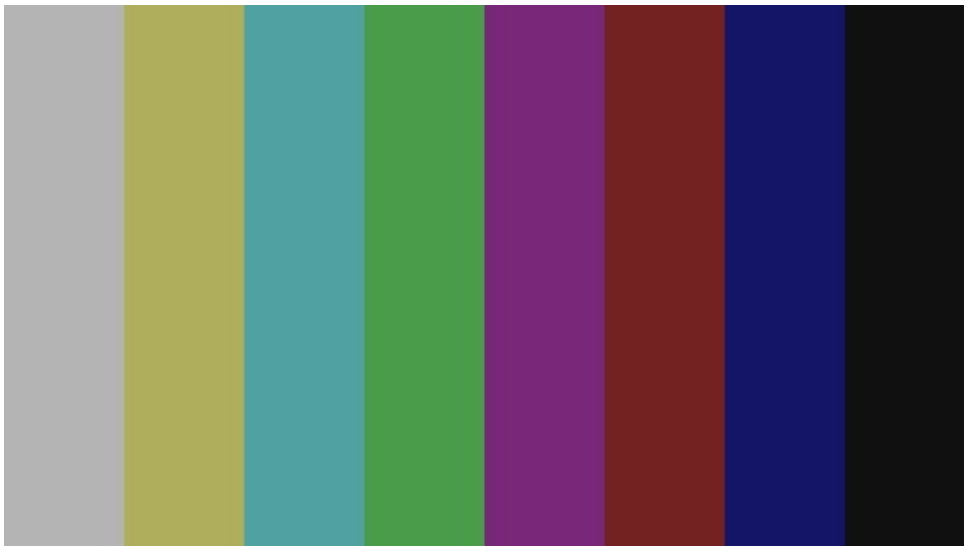
Bars HD 2020 100% – BT-2020 HD color bars at 100% saturation.



6.2.3.21 BTBars

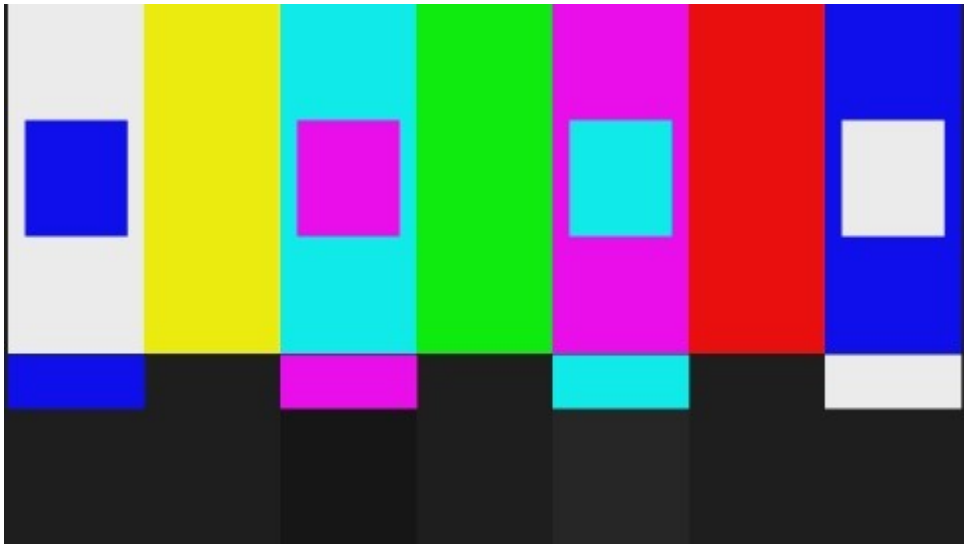
BT Bars – color bars at 75% saturation with a panel of black on the lower third.

6.2.3.22 DSC_Camera_Bars_37pc



DSC Camera Bars 37% – color bars at 37% of saturation, for camera setup and lighting calibration. Corresponds to the DSC ChromaDuMonde color charts for setup purposes.

6.2.3.23 Bars709InvertsFull

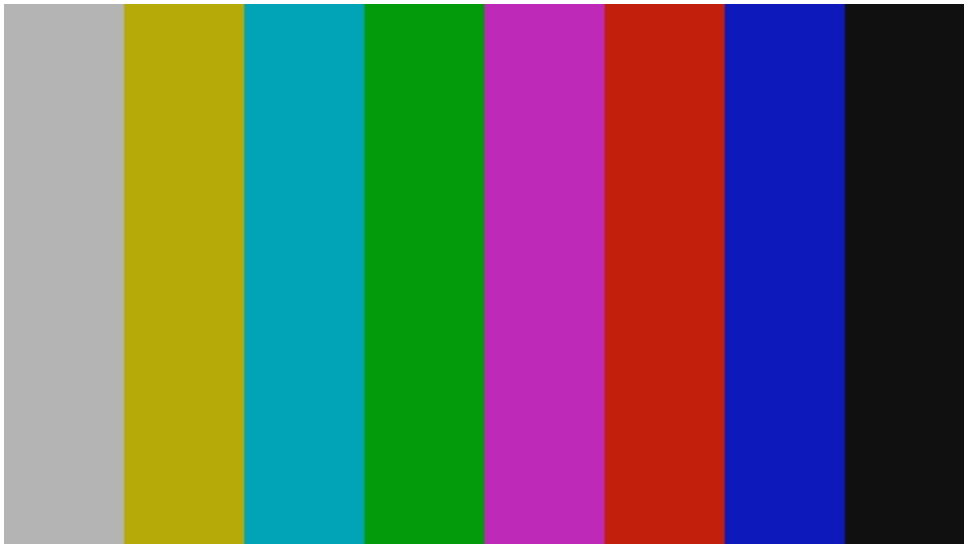


Bars 709 Inverts Full – 709 (HD) 100% color bars with magenta/teal inversion, blue/white inversion, plus a panel of black along the bottom.

6.2.3.24 SMPTE-ARIB-B72_HDRBars

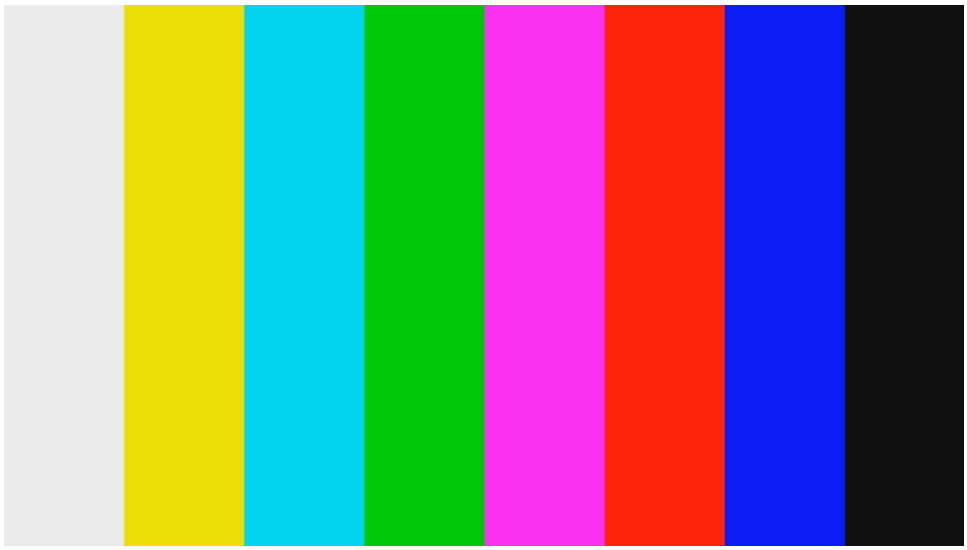
SMPTE ARIB B72 HDR Bars – color bars to support the SMPTE ARIB B72 HDR specification.

6.2.3.25 CameraBars_601_75pc



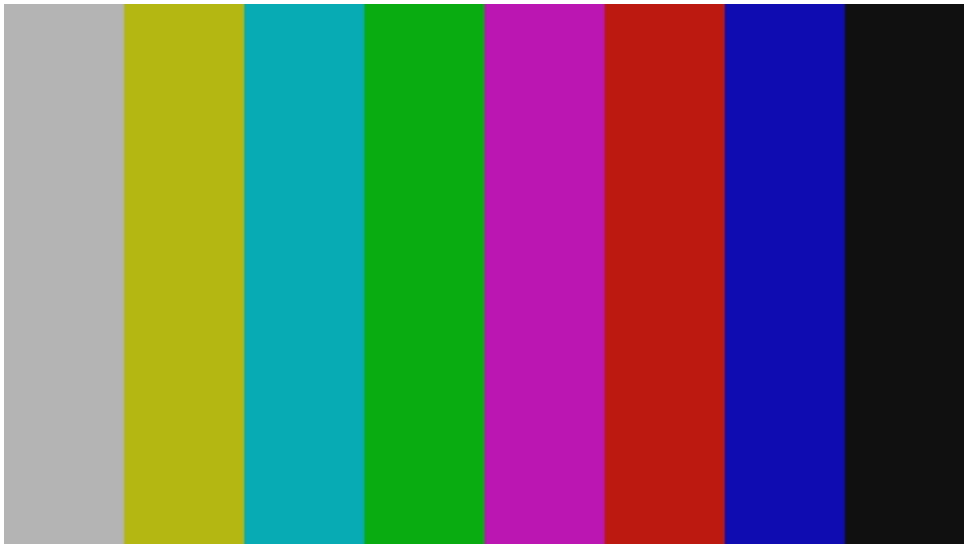
Camera 601 Bars 75% - Camera 601 (SD) bars at 75% saturation.

6.2.3.26 CameraBars_601_100pc



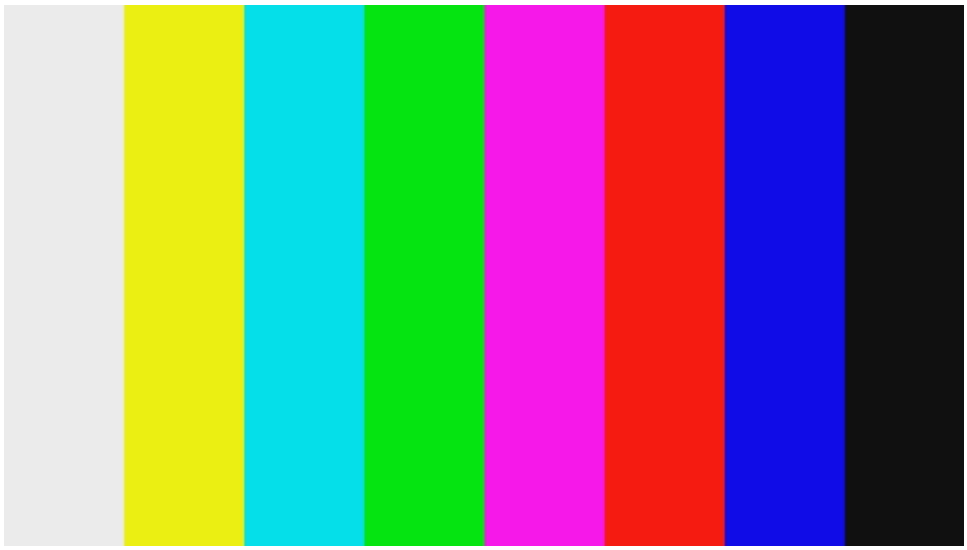
Camera 601 bars at 100% - camera 601 (SD) bars at 100% saturation.

6.2.3.27 CameraBars_2020_75pc



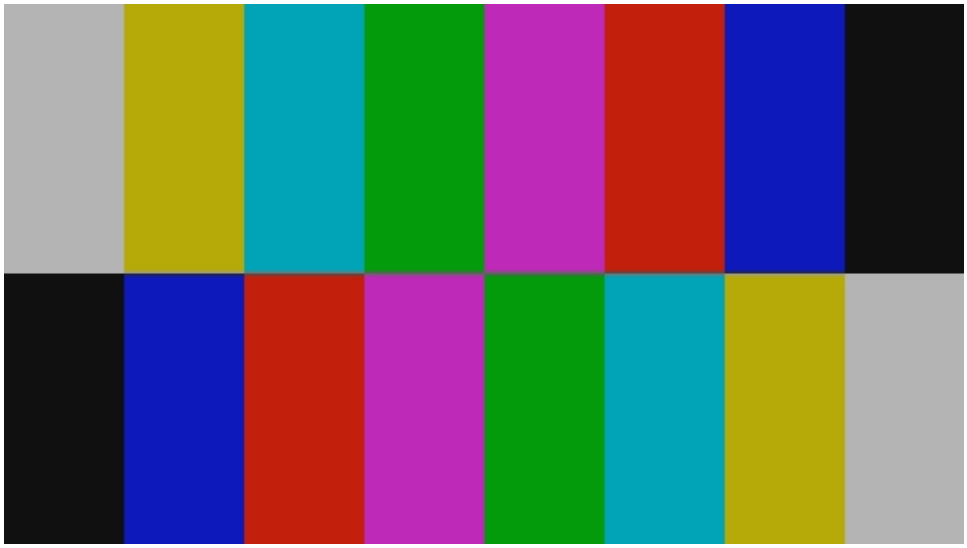
Camera 2020 Bars 75% - Camera BT-2020 bars at 75% saturation.

6.2.3.28 CameraBars_2020_100pc



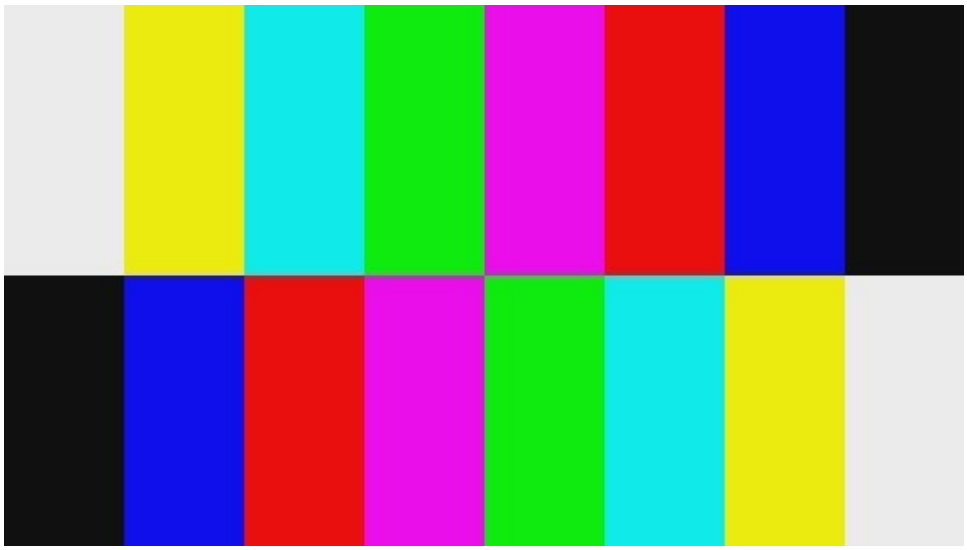
Camera 2020 bars at 100% - camera BT-2020 bars at 100%

6.2.3.29 CameraBarsInvert_601_75pc



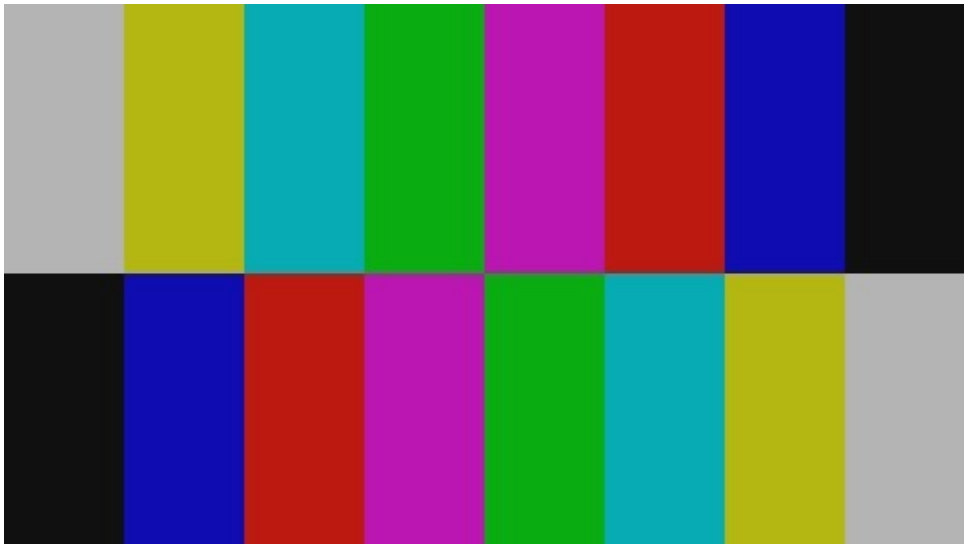
Camera Bars Invert 601 75% – CCIR-601 camera color bars at 75% saturation with invert.

6.2.3.30 CameraBarsInvert_709_75pc



Camera Bars Invert 709 75% – Camera 709 color bars at 75% saturation with invert.

6.2.3.31 CameraBarsInvert_2020_100pc



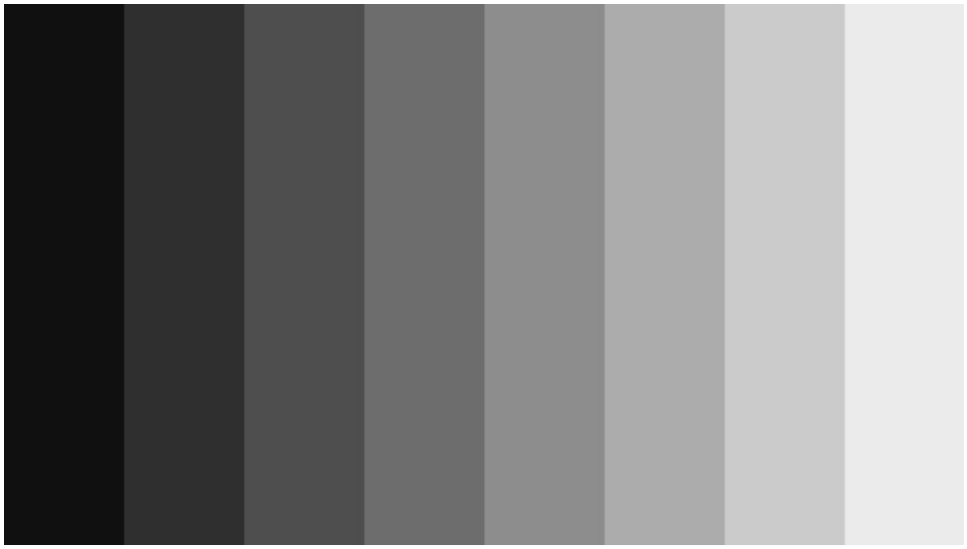
Camera Bars Invert 2020 100% – Camera 2020 color bars at 100% saturation with invert.

6.2.4 Step Patterns

6.2.4.1 Luma5Step

Luma 5 step – from black (floor) to a mid gray in 5 increasingly lighter steps, left to right.

6.2.4.2 Luma7Step



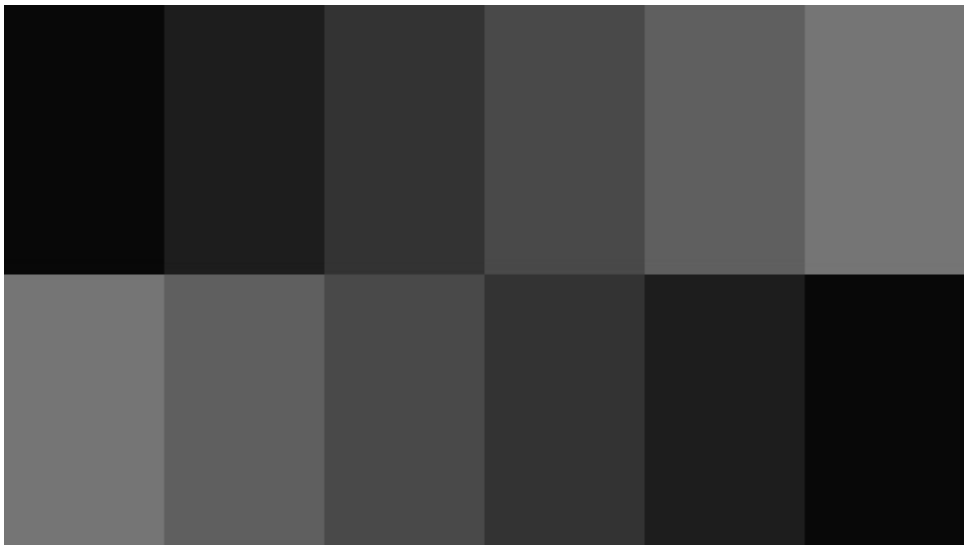
Luma 7 Step – from black (floor) to a mid gray in 7 increasingly lighter steps, left to right.

6.2.4.3 Luma10Step

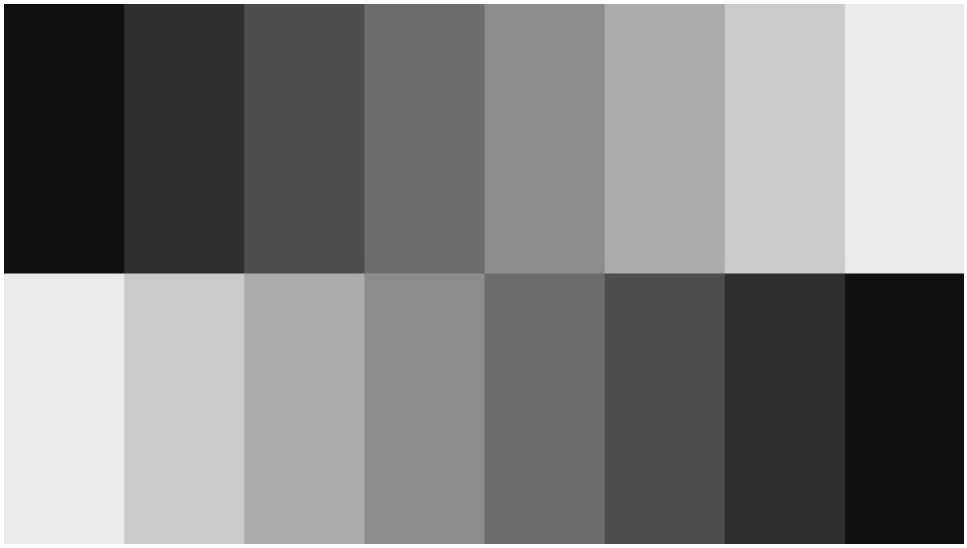
Luma 10 Step – from black (floor) to a mid gray in 10 increasingly lighter steps, left to right.

6.2.4.4 Luma5StepInvert

Luma 5 step Invert – from black (floor) to a mid gray in 5 even steps, left to right on the top, and right to left (the invert) along the bottom.



6.2.4.5 Luma7StepInvert



Luma 7 Step Invert – a panel of black (floor) followed by 7 increasingly lighter bars of gray, left to right along the top, and from right to left (the invert) along the bottom.

6.2.4.6 Luma10StepInvert

Luma 10 Step Invert – from black (floor) to white in 10 even steps, left to right on the top, and right to left (the invert) along the bottom.

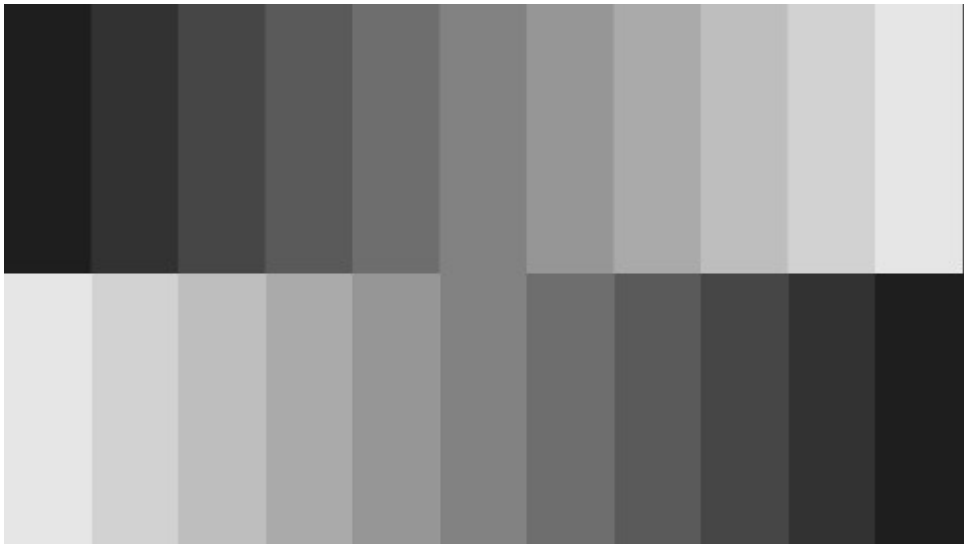
6.2.4.7 IRELowHoriz

IRE Low Horizontal – horizontal IRE (dark grays) 5 step scale, for setup.

6.2.4.8 IRELowVert

IRE Low Vertical – a very dark set of 10 vertical IRE gray steps, for setup.

6.2.4.9 IRESplitSteps

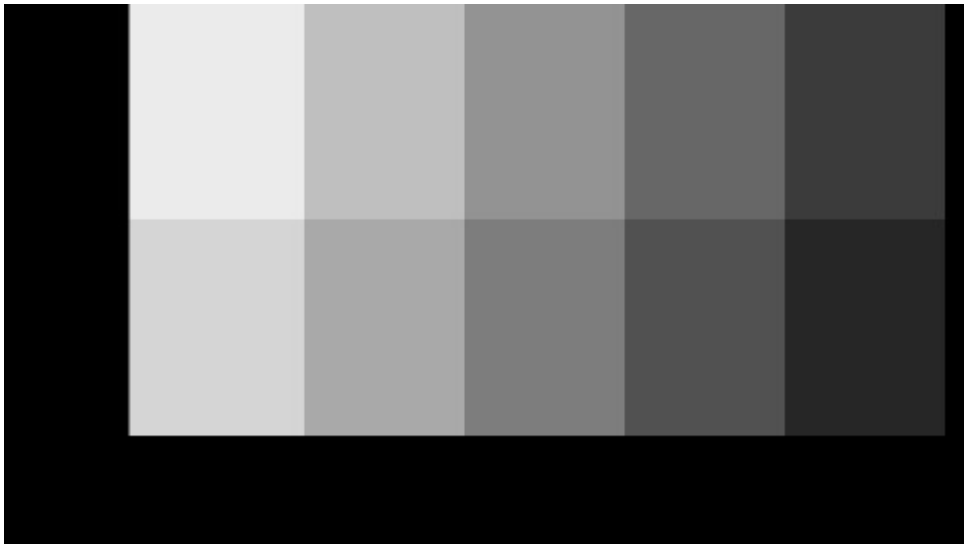


IRE Split Steps – shows black to white across the top, and white to black across the top, and bottom, for luminance distribution analysis.

6.2.4.10 HDR_StepGrayscale_1

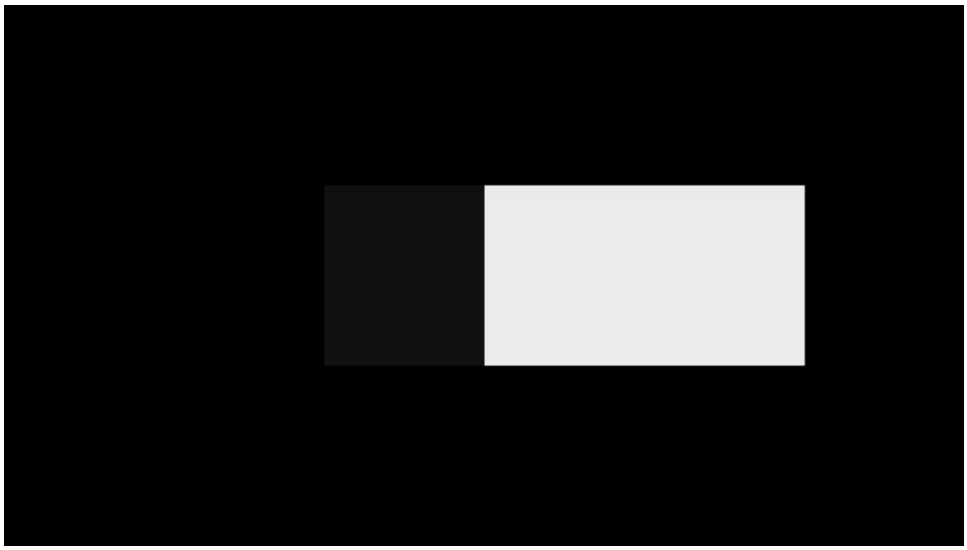
HDR Step Grayscale 1 – a gray scale for HDR workflows.

6.2.4.11 HDR_GammaStep_1



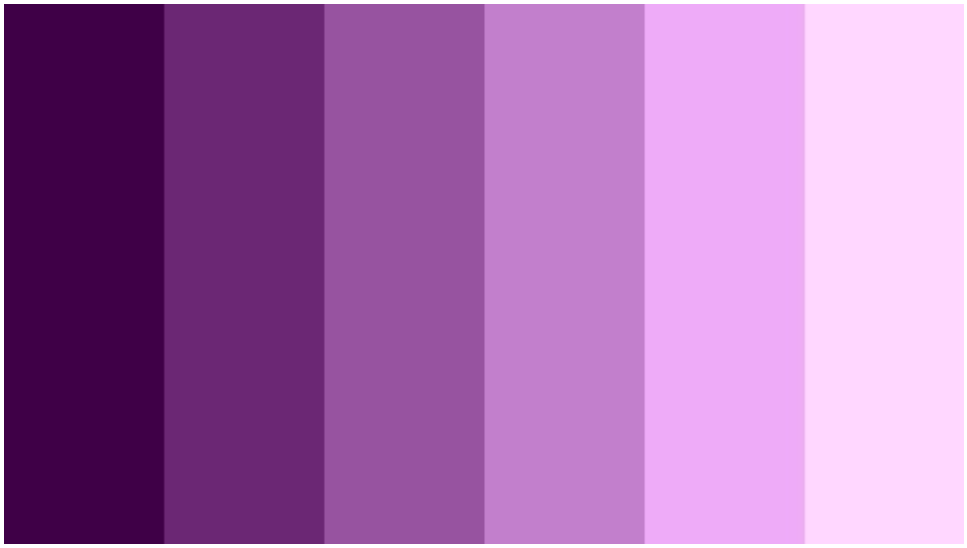
HDR Gamma Step 1 – a gray scale for HDR gamma analysis.

6.2.4.12 HDR_Contrast_1



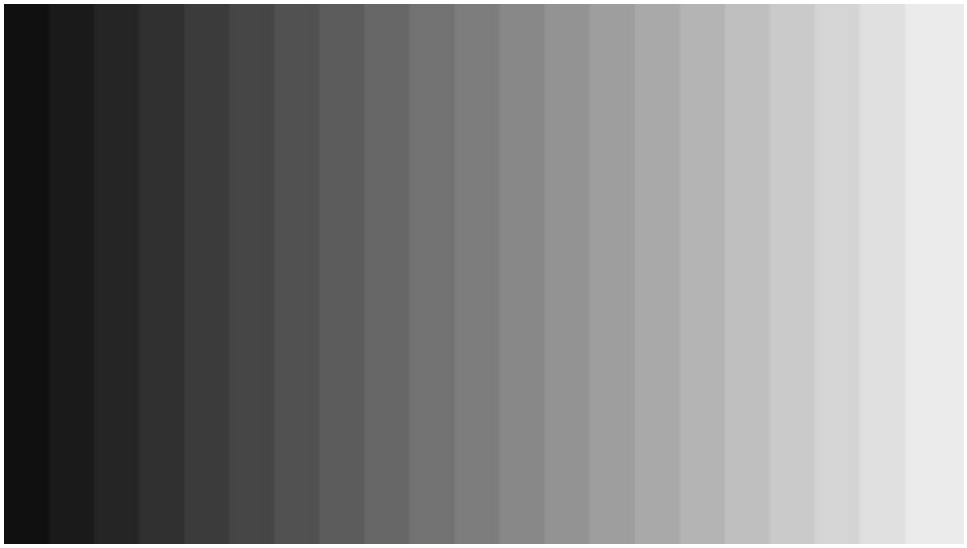
HDR Contrast 1 – black screen with a white panel, to show contrast in HDR workflows.

6.2.4.13 Chroma5Step



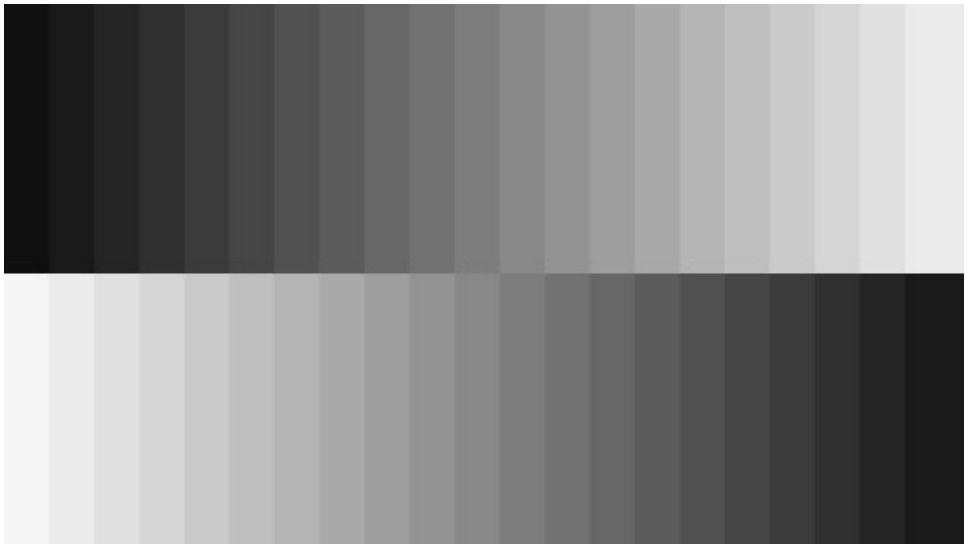
Chroma 5 Step – a dark magenta vertical bar (floor) followed by five steps of increasingly lighter magenta.

6.2.4.14 Luma20Step



Luma 20 Step – a black vertical bar (floor), followed by a 20 steps from dark gray to white, for luma adjustment in HDR workflows.

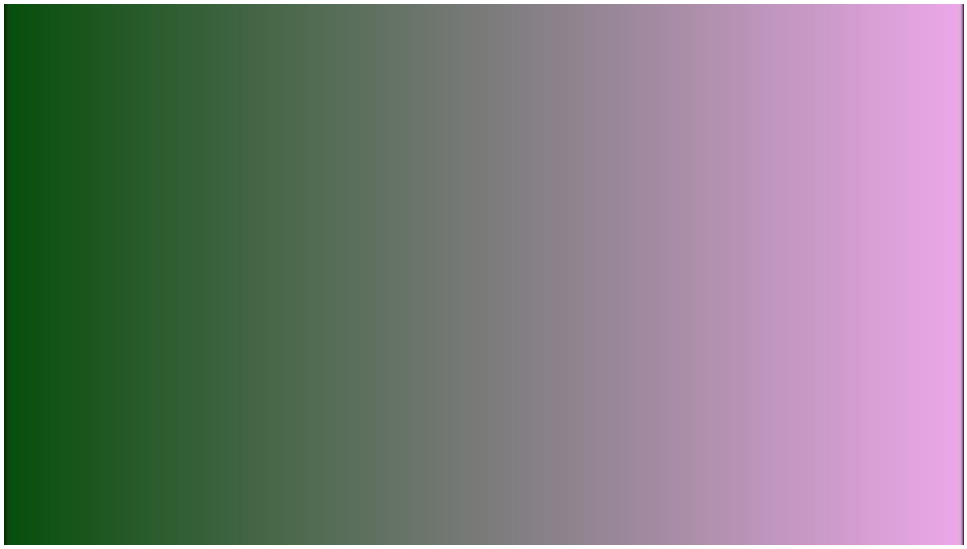
6.2.4.15 Luma20StepInvert



Luma 20 Step Invert– a set of 20 steps from black to white with invert, for luma adjustment in HDR workflows.

6.2.5 Ramp Patterns

6.2.5.1 ChromaRamp

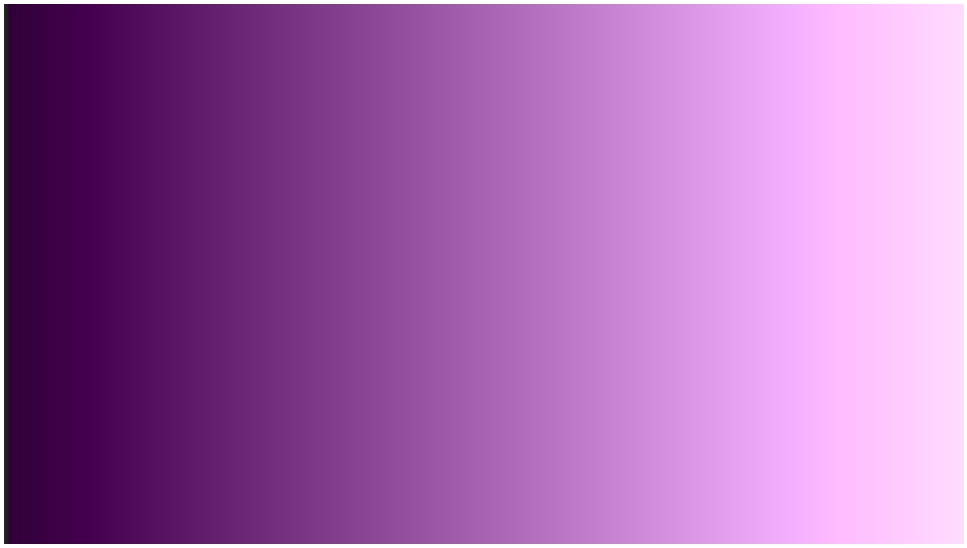


Chroma Ramp – shows a green to magenta chroma ramp, to confirm the chrominance is evenly gradated.

6.2.5.2 LumaRamp

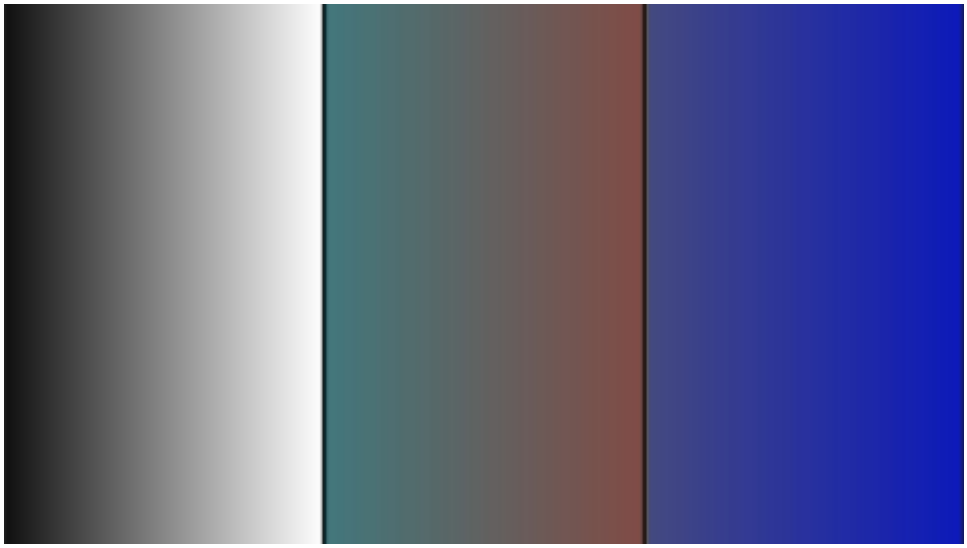
Luma Ramp – a luma ramp that goes from black on the left to white on the right.

6.2.5.3 ModRamp



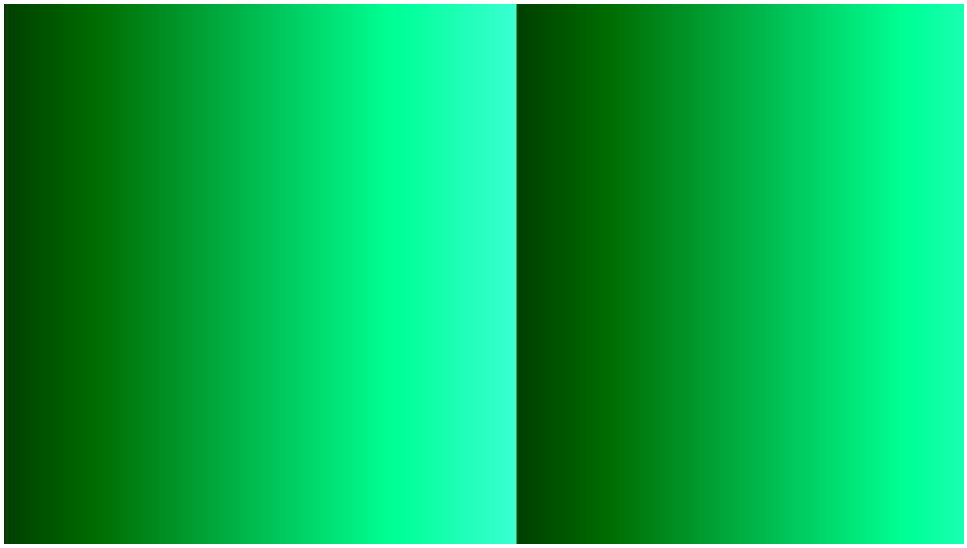
Mod Ramp – a screen of magenta whose luma goes from zero (black) on the left to 100 (white) on the right.

6.2.5.4 ValidRamp



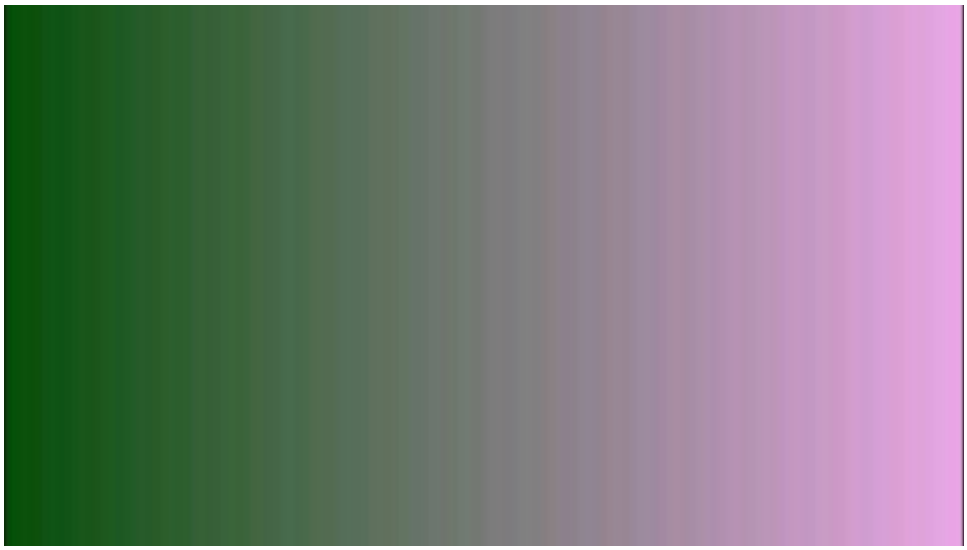
Valid Ramp – features a black to white ramp, a teal to red ramp, and a blue panel.

6.2.5.5 DigitalRamp



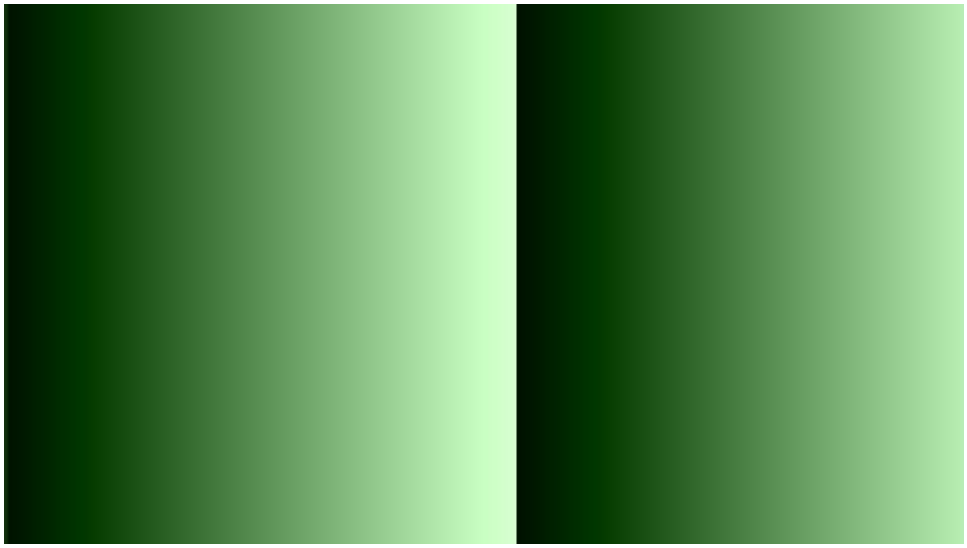
Digital Ramp – features two green ramps from black to rather light.

6.2.5.6 ShallowRamp



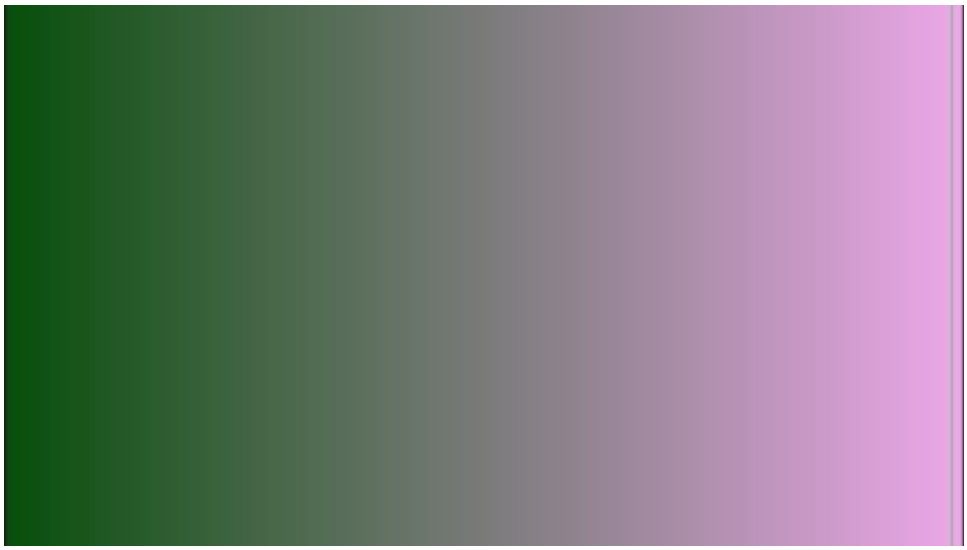
Shallow Ramp – features a green to magenta ramp.

6.2.5.7 ShallowRamps



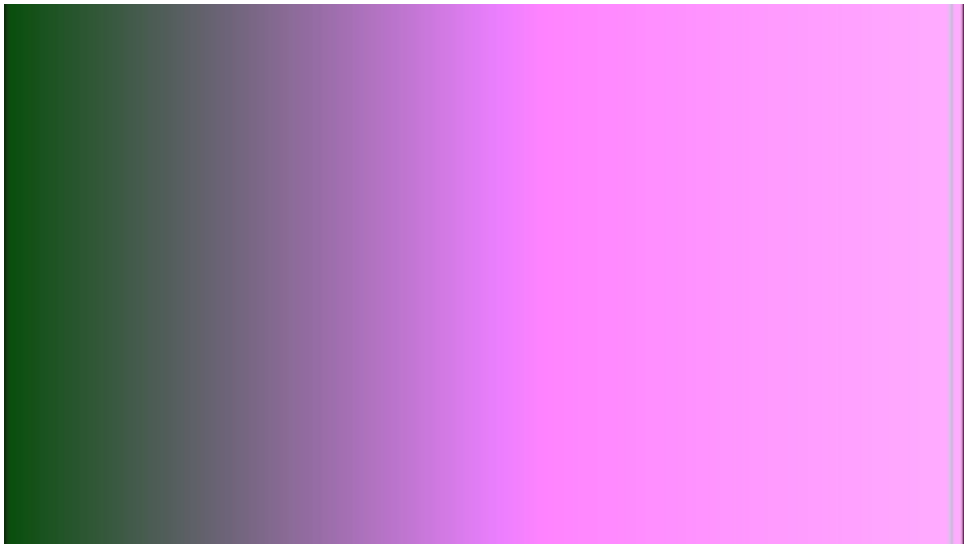
Shallow Ramps – features two dark green to rather light green ramps side by side.

6.2.5.8 100iRamp



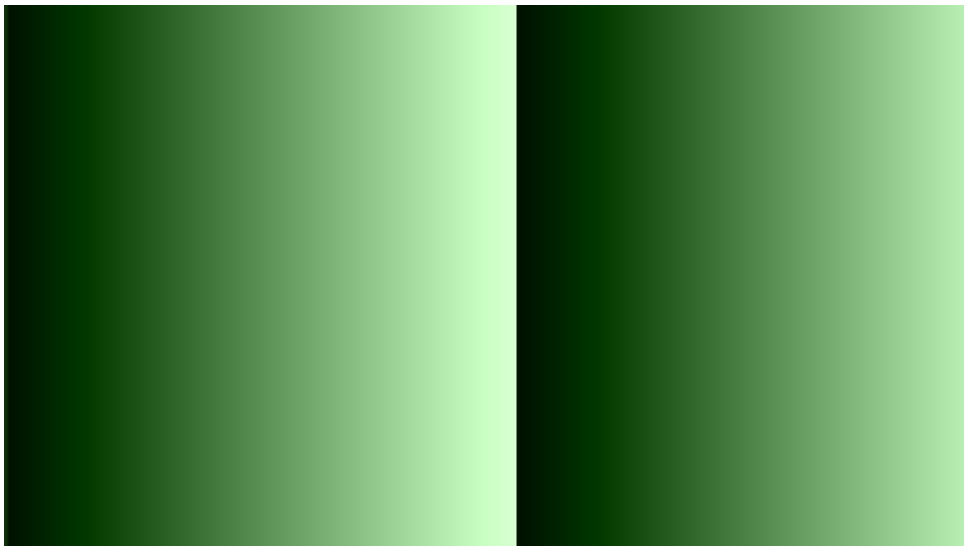
100i Ramp – features a green to magenta ramp, with a spike of green on the right.

6.2.5.9 120iRamp



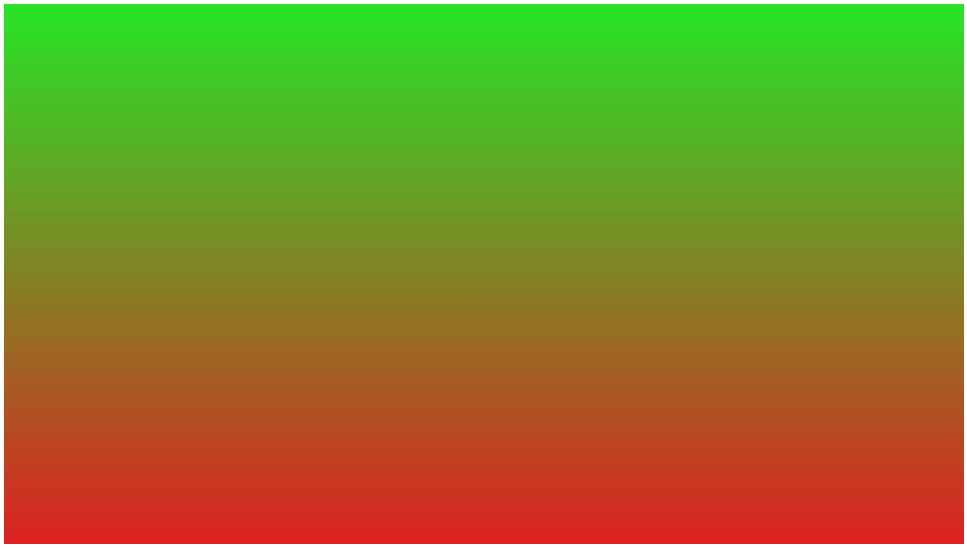
120i Ramp – features a green to magenta ramp, with a spike of green on the right.

6.2.5.10 UBMRamp



UBM Ramp – features two green vertical ramps side by side, from no saturation (black) to full saturation (white).

6.2.5.11 R-G_Vert



Red to Green Vertical – a smooth vertical gradation from red on the bottom to green on top, at full saturation.

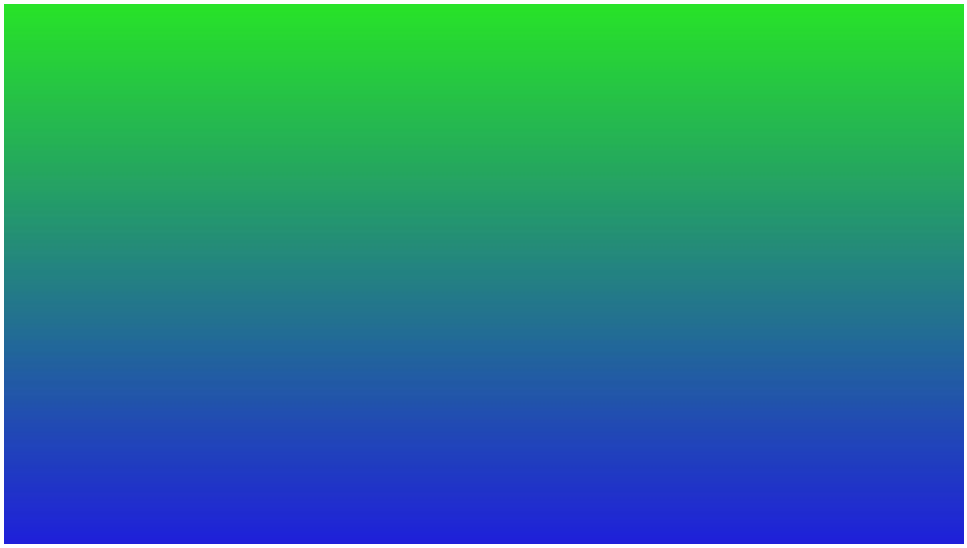
6.2.5.12 R-G_Horiz

Red to Green Horizontal – a smooth horizontal gradation from red on the right to green on the left, at full saturation.

6.2.5.13 R-G_Both

Red and Green Both – a smooth vertical gradation of yellow, from pure hue (yellow) at the bottom, to zero saturation (black) at the top.

6.2.5.14 B-G_Vert



Blue to Green Vertical – a smooth vertical gradation from blue on the bottom to green on top, at full saturation.

6.2.5.15 B-G_Horiz

Blue to Green Horizontal – a smooth horizontal gradation from blue on the right to green on the left, at full saturation.

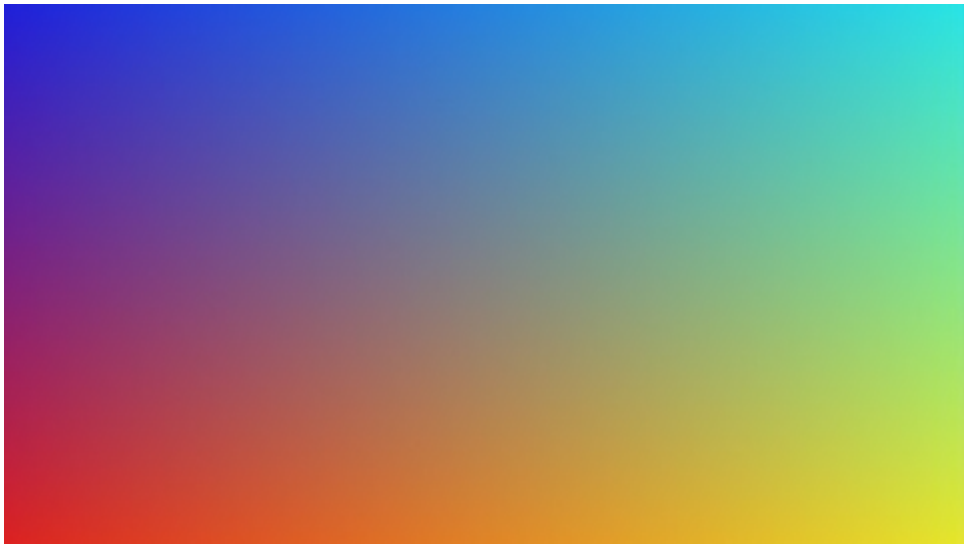
6.2.5.16 B-G_Both

Blue and Green Both – a smooth vertical gradation of blue and green combined, with full saturation (teal) at the bottom and zero saturation (black) at the top.

6.2.5.17 G_Vert_R-B_Horiz

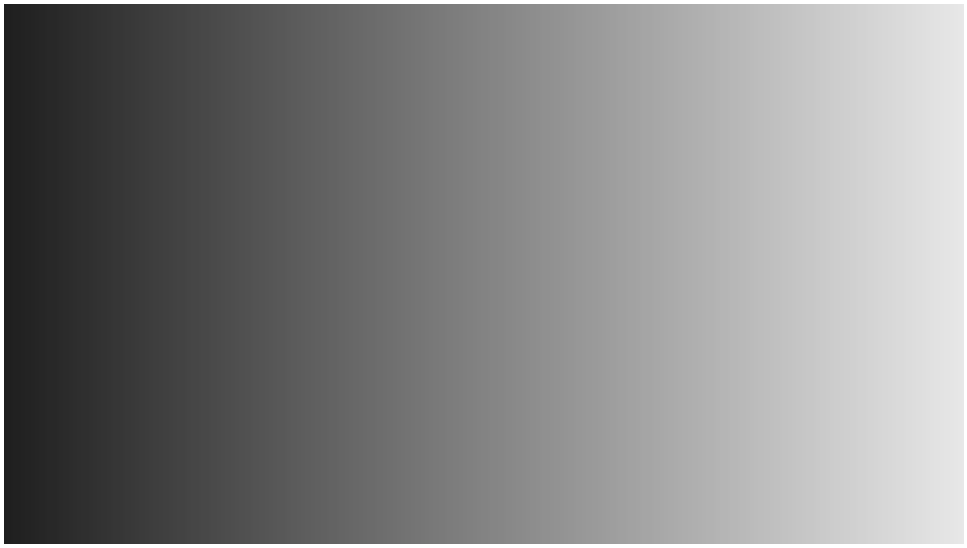
Green Vertical Red to Blue Horizontal – a smooth vertical gradation of green, combined with a red to blue horizontal gradation.

6.2.5.18 R-B_Vert_G_Horiz



Red to Blue Vertical Green Horizontal – a smooth vertical gradation of red to blue, with a horizontal gradation of green.

6.2.5.19 R-G-B_Horiz



Red Green Blue Horizontal – all three channels (R, G, and B) combined in a smooth gradation from zero saturation (black) to full saturation (white).

6.2.5.20 R-G-B_Vert

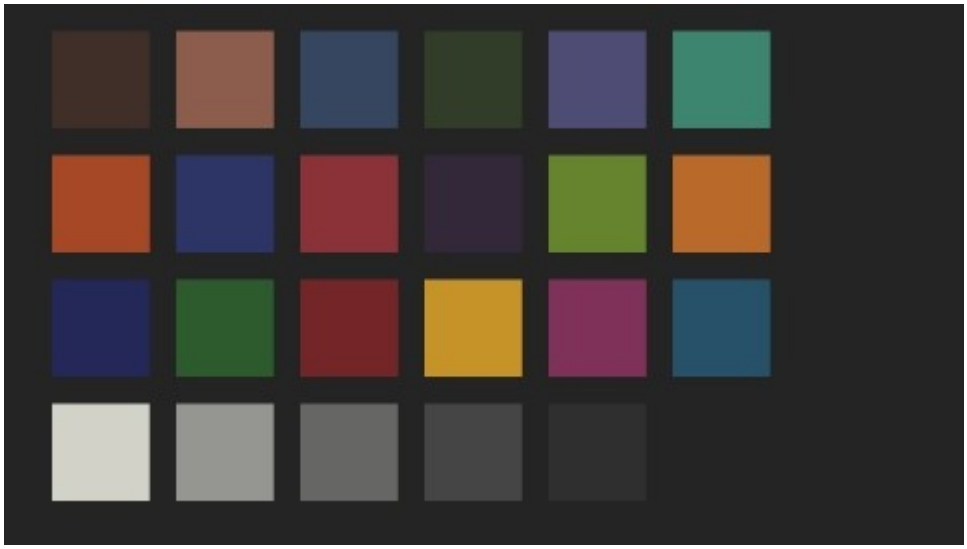
Red Green Blue Vertical – all three channels (R, G, and B) combined in a smooth gradation from zero saturation (black) to full saturation (white).

6.2.5.21 LumaRampVert

Luma Ramp Vertical – a smooth vertical luminance gradation, from zero saturation (black) to full saturation (white).

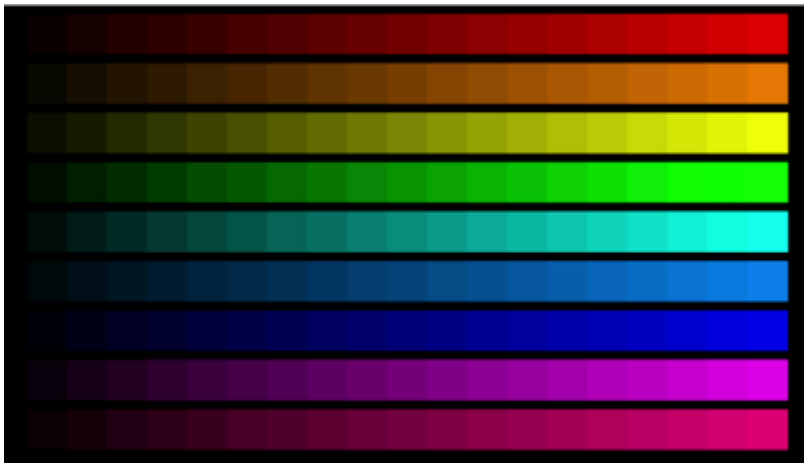
6.2.6 Patches Patterns

6.2.6.1 SMPTE303M



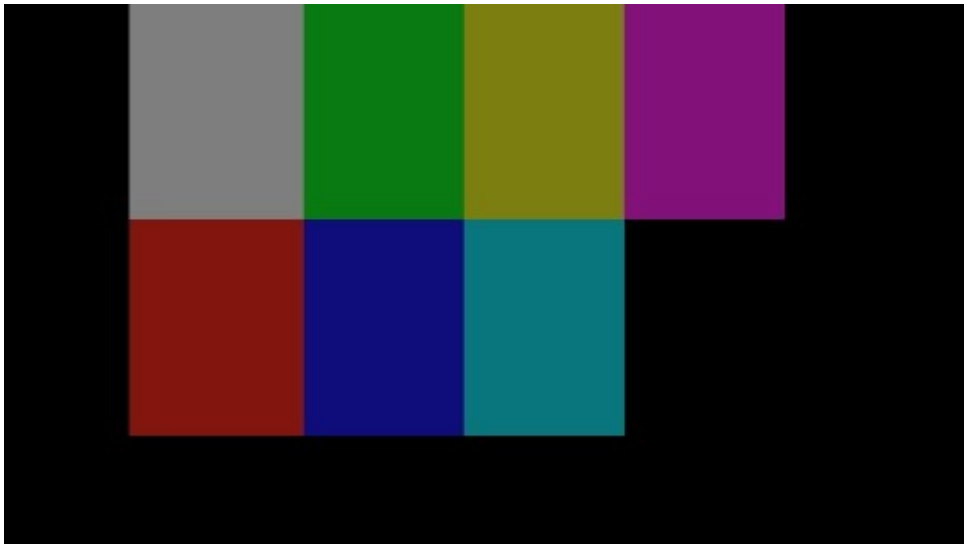
SMPTE 303M – a MacBeth style SMPTE 303 chart with 24 sample colors whose colorimetric designations are distributed throughout the color television gamut.

6.2.6.2 ColorScales



Color Scales – shows a 20 step scale for red, orange, yellow, green, cyan, light blue, blue, magenta, and red magenta, from zero saturation (black) to full hue with no black.

6.2.6.3 HDR_50Amp_100Sat_1



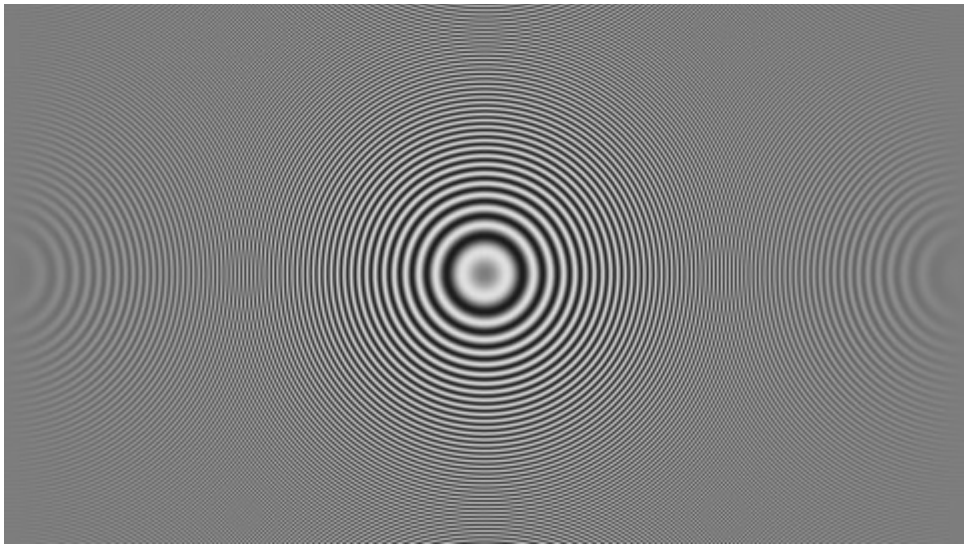
HDR 50 Amp 100 Saturation 1 – High dynamic range color bars with black.

6.2.6.4 HDR_Point_Pantone_SkinTones_Color

HDR Point Pantone SkinTones Color – various skin tones from the Pantone collection, along with a panel of black for high dynamic range workflows.

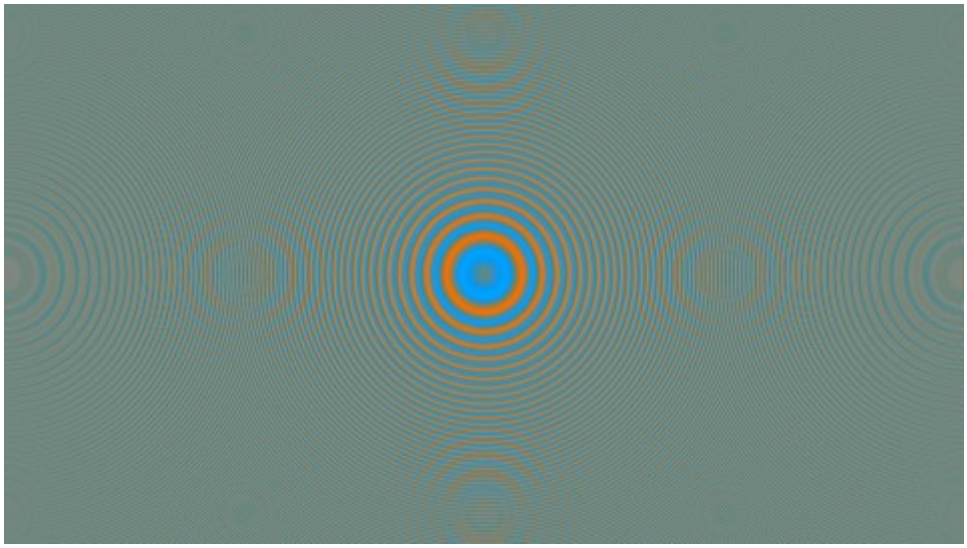
6.2.7 ZonePlate Patterns

6.2.7.1 ZonePlateY



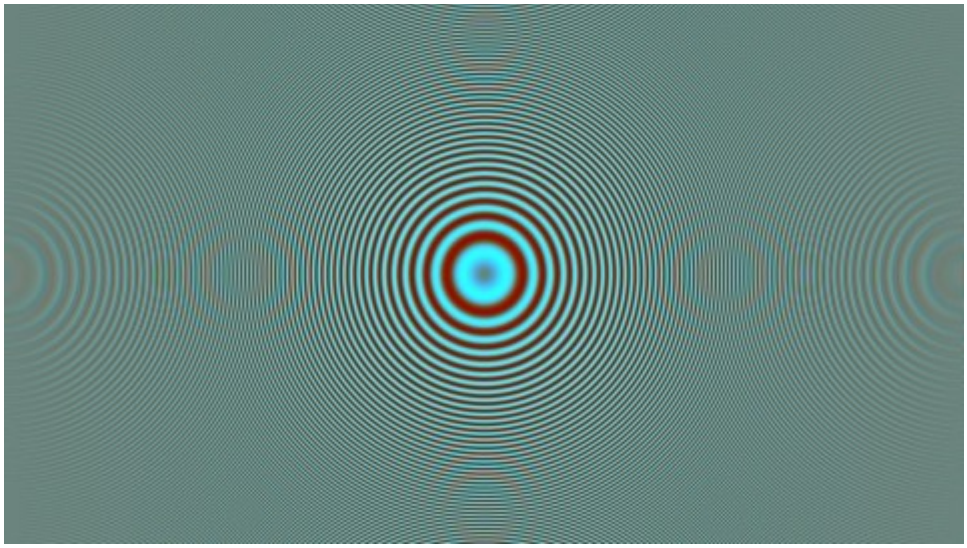
Zone Plate Y – luma (black and white) zone plate type patterns of overlaid concentric circles use frequencies in the image to assess issues in format or standards conversion.

6.2.7.2 ZonePlateC



Zone Plate C – chroma (orange to blue) zone plate type patterns of overlaid concentric circles use frequencies in the image to assess issues in format or standards conversion.

6.2.7.3 ZonePlate



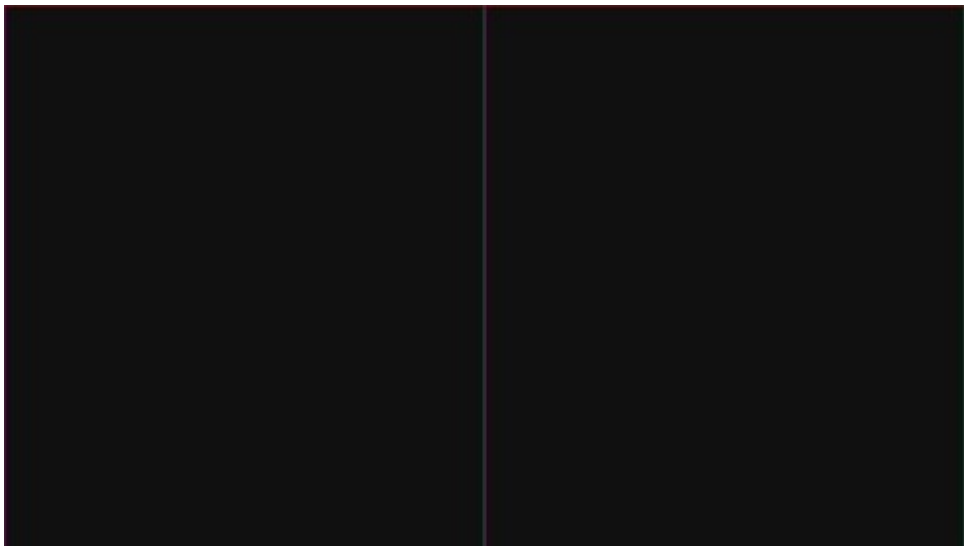
Zone Plate – chroma (cyan to red) zone plate type patterns of overlaid concentric circles use frequencies in the image to assess issues in format or standards conversion.

6.2.8 Edges Patterns

6.2.8.1 Border

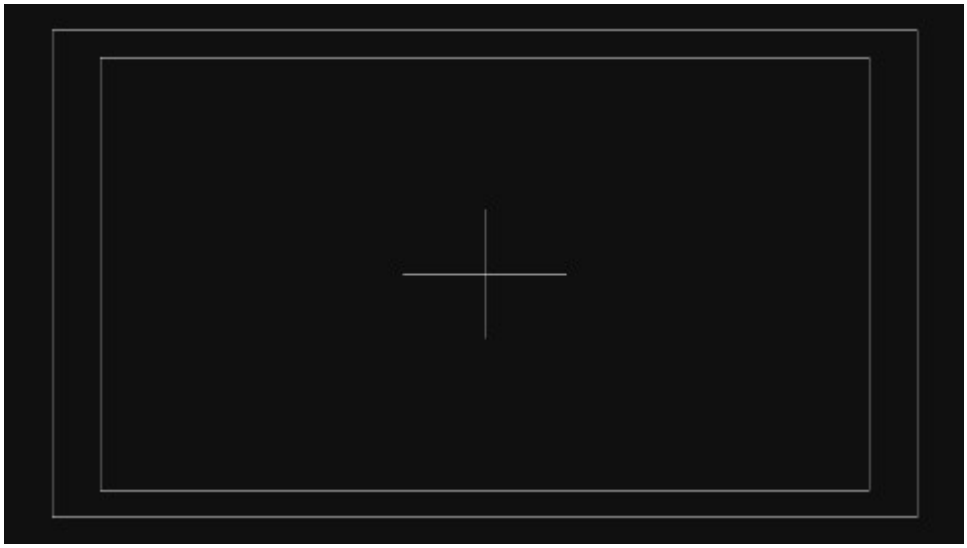
Border – provides a screen of black with a border around it.

6.2.8.2 BorderColorQuadrant



Border Color Quadrant – provides a screen of black with a border and quadrant markers.

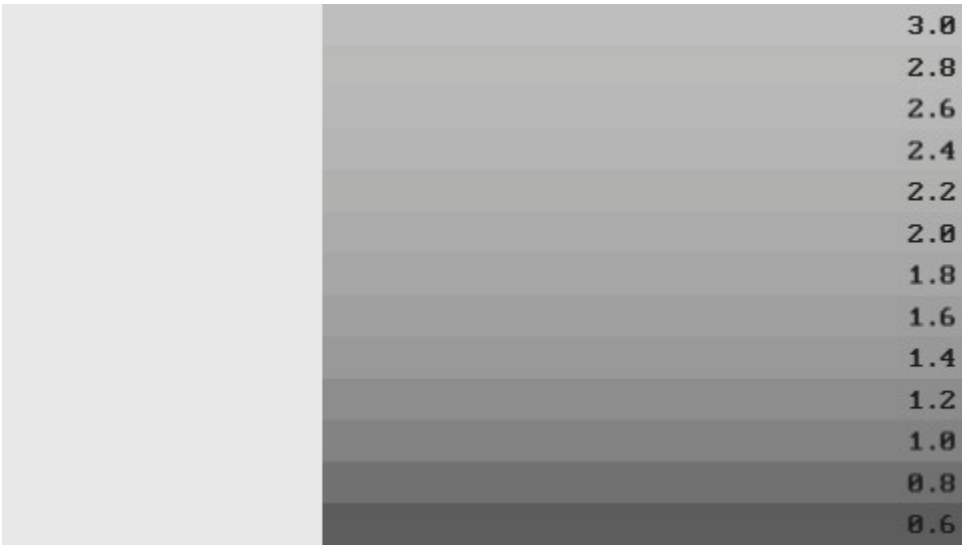
6.2.8.3 TitleActionSafe



Title Action Safe – a black screen featuring title safe and action safe graticules with a cross in the center.

6.2.9 Gamma Patterns

6.2.9.1 GammaStrip



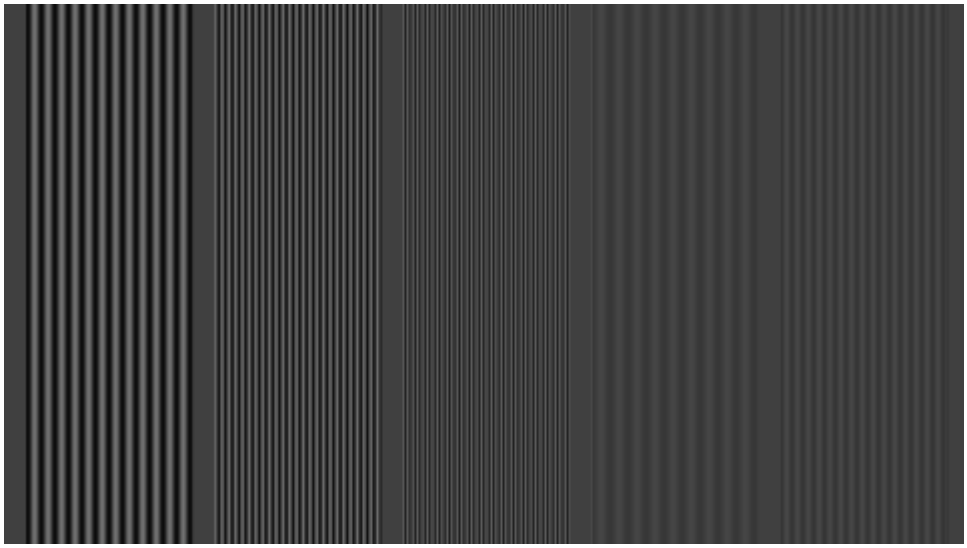
Gamma Strip – a panel of gray on the left, with a panel of evenly spaced grays and their corresponding gamma values on the right.

6.2.10 Multiburst Patterns

A multiburst waveform is used to test the frequency response of a video system. The pattern provides multiple bursts of sine wave in the active video generated with varying frequency, but identical in amplitude.

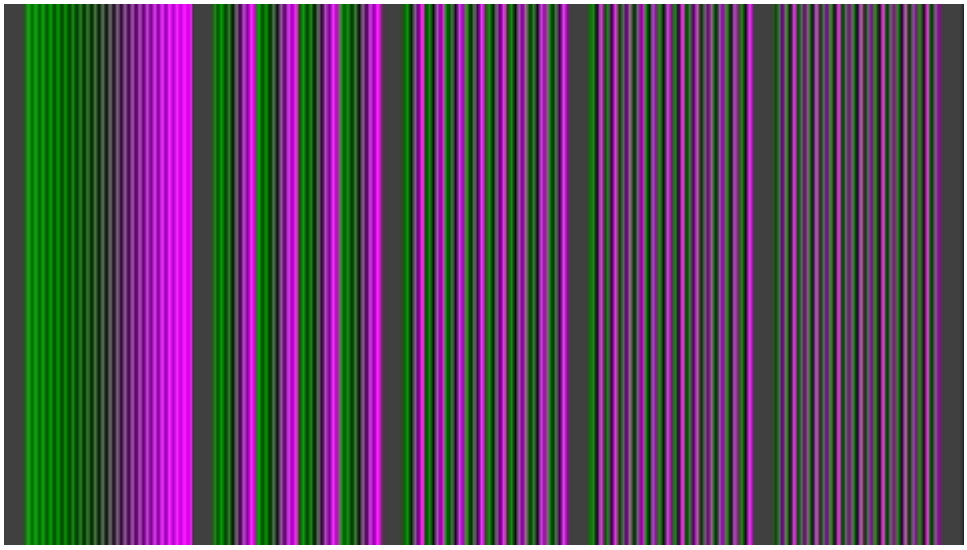
The test pattern is usually input at the start of the signal chain and analysed at the end. By measuring the amplitude of each of the 'bursts' of waveform at the end of the video chain, spot measurements of the frequency response of the system can be obtained and errors in the response quickly identified.

6.2.10.1 MultiBurst



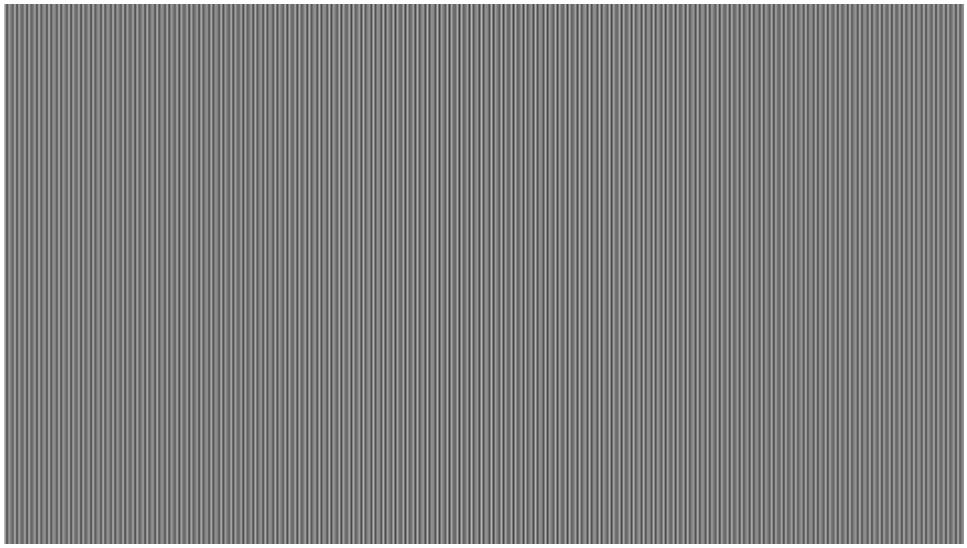
Multiburst – shows a series of vertical lines of varying thickness in shades of gray.

6.2.10.2 MultiBurst_5_0Mhz



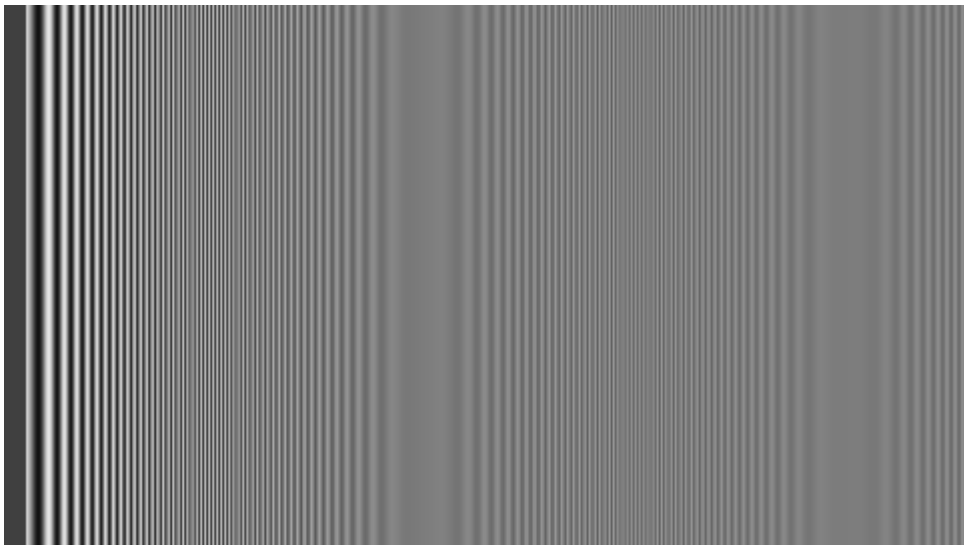
Multiburst 5.0 Mhz – shows a series of green, gray, and magenta vertical lines of varying thickness.

6.2.10.3 SingleBurst



Single Burst – a series of evenly spaced white and black vertical lines of varying thickness.

6.2.10.4 LumaSweep



Luma Sweep – a series of white, gray, and black vertical lines of varying thickness.

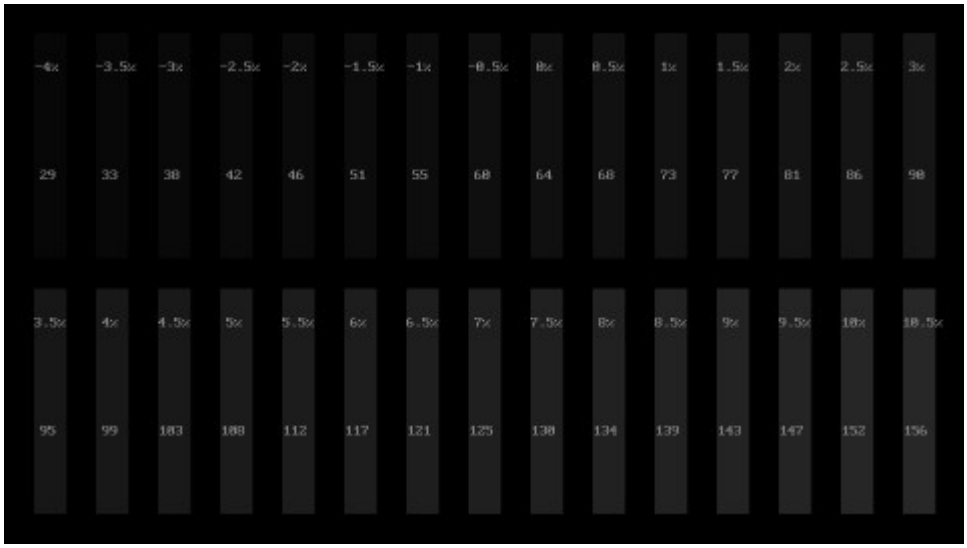
6.2.11 Luma Check Patterns

Luma patterns or fields used to check monitor response and luma levels.

6.2.11.1 Pluge

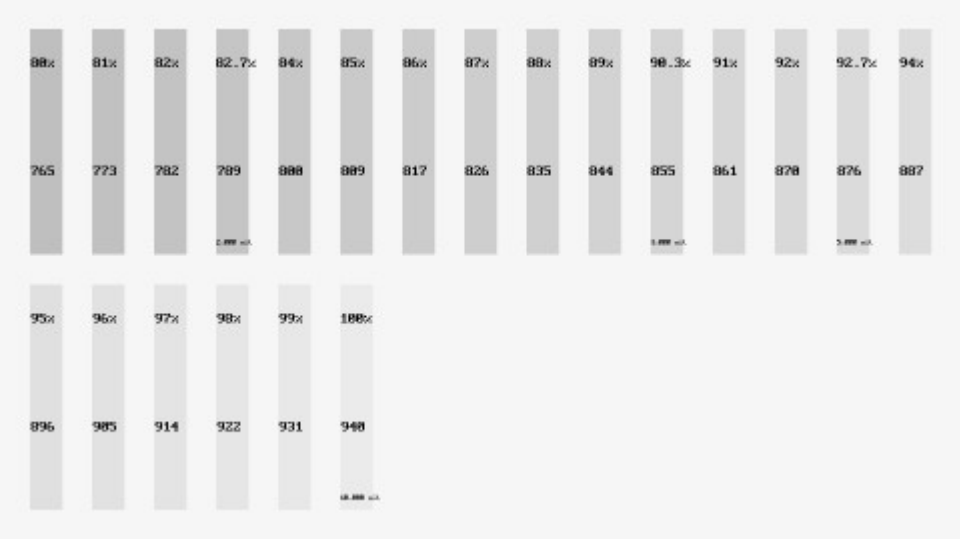
Pluge – Picture Lineup Generation Equipment uses pluge, a greyscale test pattern, to adjust the black level and contrast of the picture monitor.

6.2.11.2 HDR_BlackClipping



HDR Black Clipping – a series of very dark black panels with their values displayed on them, used to check legal gamut in high dynamic range signals.

6.2.11.3 HDR_WhiteClipping_1



HDR White Clipping 1 – a series of rather light gray panels with their values displayed on them, used to check legal gamut in high dynamic range signals.

6.2.11.4 IREField5

IRE Field 5 – a screen of IRE 5% gray.

6.2.11.5 IREField10

IRE Field 10 – a screen of IRE 10% gray.

6.2.11.6 IREField15

IRE Field 15 – a screen of IRE 15% gray.

6.2.11.7 IREField20

IRE Field 20 – a screen of IRE 20% gray.

6.2.11.8 IREField25

IRE Field 25 – a screen of IRE 25% gray.

6.2.11.9 IREField30

IRE Field 30– a screen of IRE 30% gray.

6.2.11.10 IREField35

IRE Field 35 – a screen of IRE 35% gray.

6.2.11.11 IREField40

IRE Field 40 – a screen of IRE 40% gray.

6.2.11.12 IREField45

IRE Field 45 – a screen of IRE 45% gray.

6.2.11.13 IREField50

IRE Field 50 – a screen of IRE 50% gray.

6.2.11.14 IREField55

IRE Field 55 – a screen of IRE 55% gray.

6.2.11.15 IREField60

IRE Field 60 – a screen of IRE 60% gray.

6.2.11.16 IREField65

IRE Field 65 – a screen of IRE 65% gray.

6.2.11.17 IREField70

IRE Field 70 – a screen of IRE 70% gray.

6.2.11.18 IREField75

IRE Field 75 – a screen of IRE 75% gray.

6.2.11.19 IREField80

IRE Field 80 – a screen of IRE 80% gray.

6.2.11.20 IREField85

IRE Field 85 – a screen of IRE 85% gray.

6.2.11.21 IREField90

IRE Field 90 – a screen of IRE 90% gray.

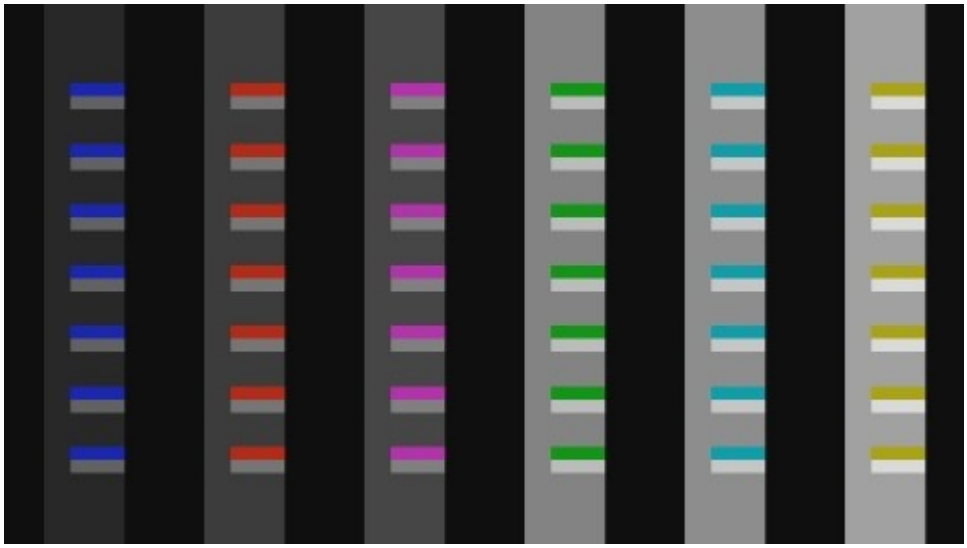
6.2.11.22 IREField95

IRE Field 95 – a screen of IRE 95% gray.

6.2.12 Chroma Check Patterns

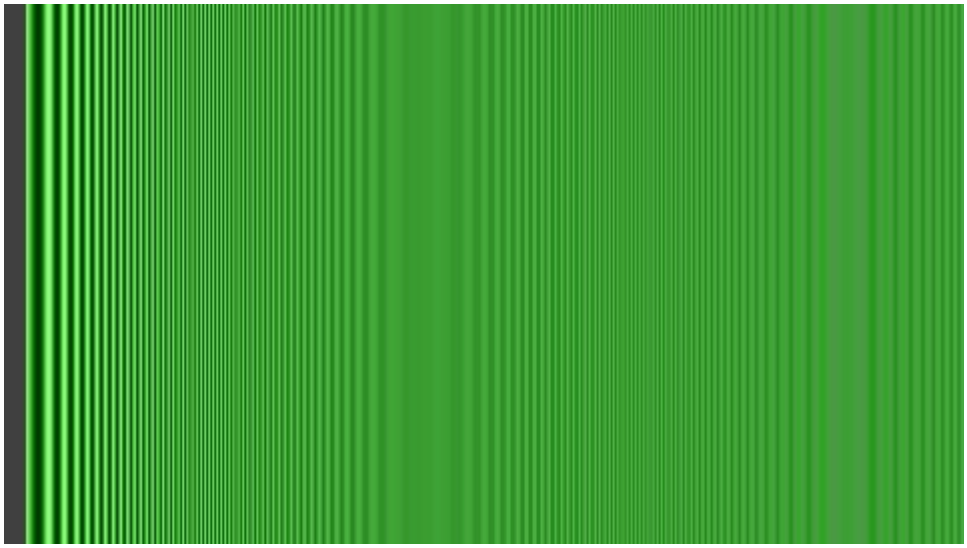
Chroma patterns or fields used to check monitor response and chroma levels.

6.2.12.1 ycHD



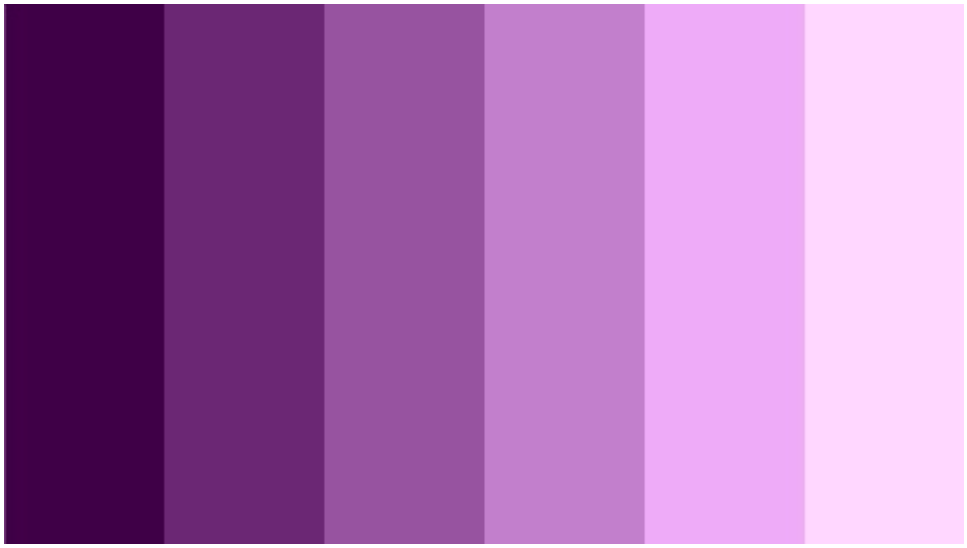
YC HD – a black screen with gray bars containing colored and gray to white rectangles for YC HD offset check.

6.2.12.2 ChromaSweep



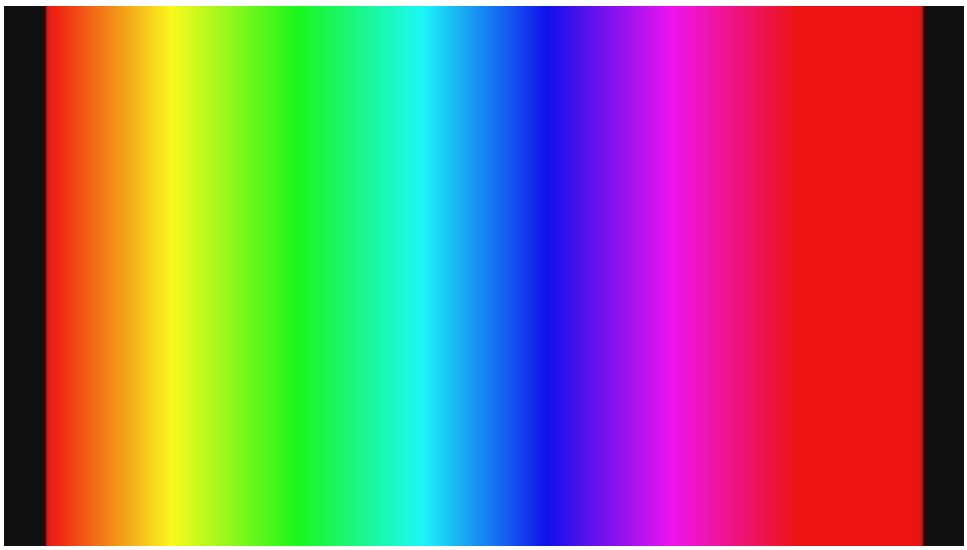
Chroma Sweep – a series of green and gray vertical lines of varying thickness.

6.2.12.3 Chroma5Step



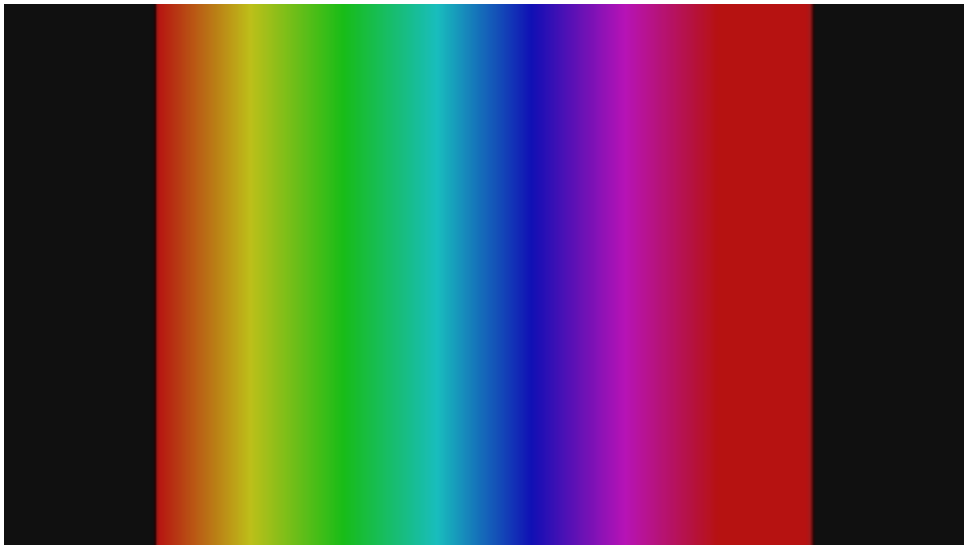
Chroma 5 Step – a vertical magenta five step, from dark magenta on the left (floor) with 5 steps of increasingly lighter magenta to its right.

6.2.12.4 All_Hue_709_100pc



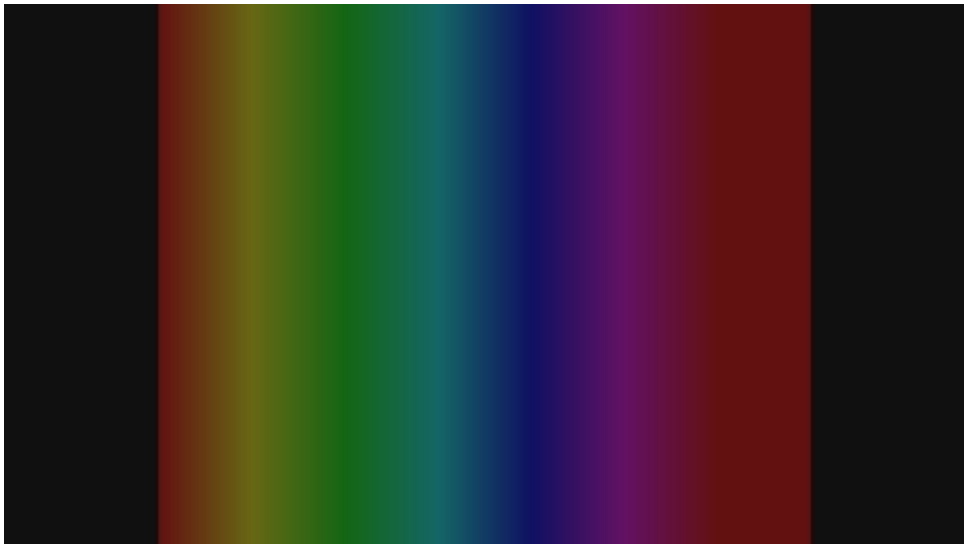
All Hue 709 100% – all the visible colors at full (100%) saturation arranged in a spectrum, with vertical bars of black on the left and on the right.

6.2.12.5 All_Hue_709_75pc



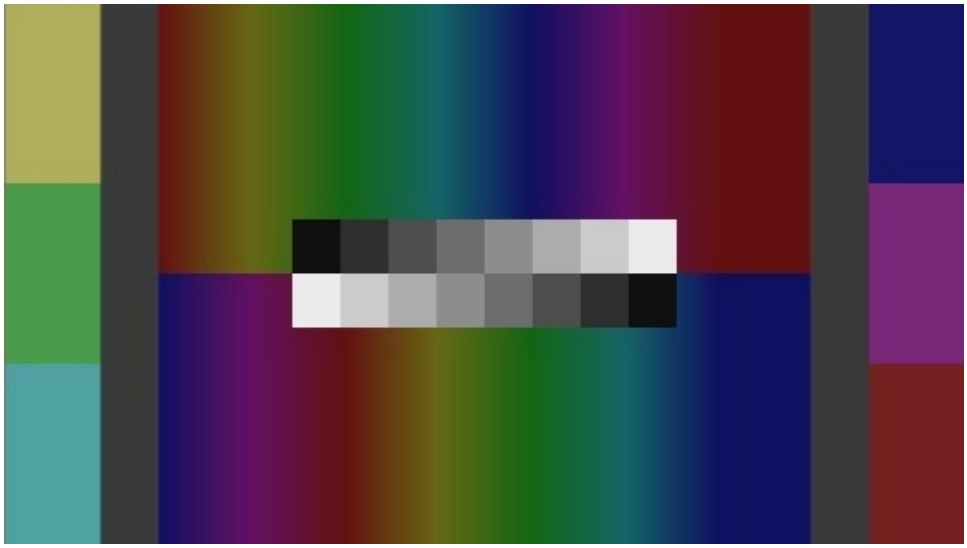
All Hue 709 75% – all the visible colors at three quarters (75%) saturation arranged in a spectrum, with vertical bars of black on the left and on the right.

6.2.12.6 All_Hue_709_37pc



All Hue 709 37% – all the visible colors at 37% saturation arranged in a spectrum, with vertical bars of black on the left and on the right.

6.2.12.7 AllHue37_Markers

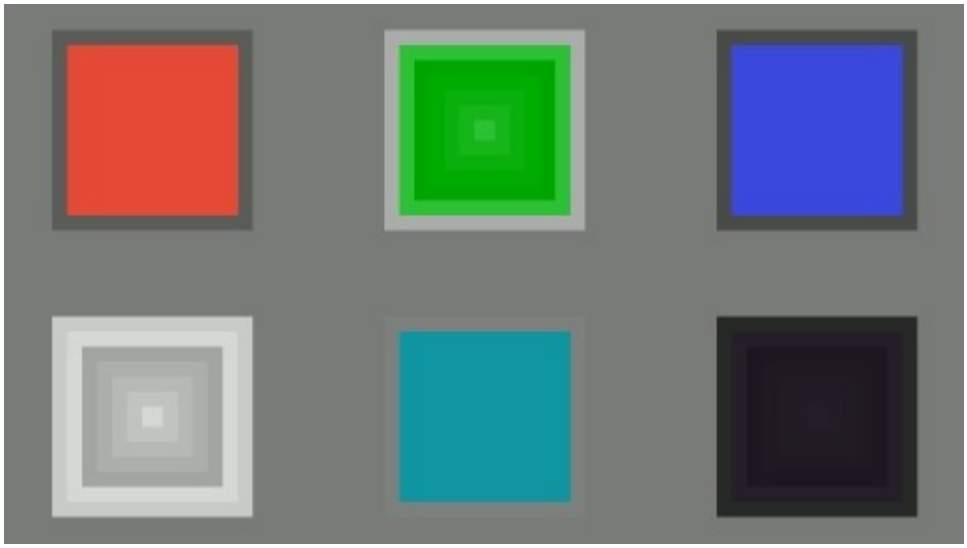


All Hue 37% Markers – features a panel with all the visible colors at 37% saturation arranged in a spectrum on top with inverse below, and adds a black and white 7 step with inverse, as well as two panels of gray, and the gamut primaries at 37% saturation.

6.2.13 Color Check Patterns

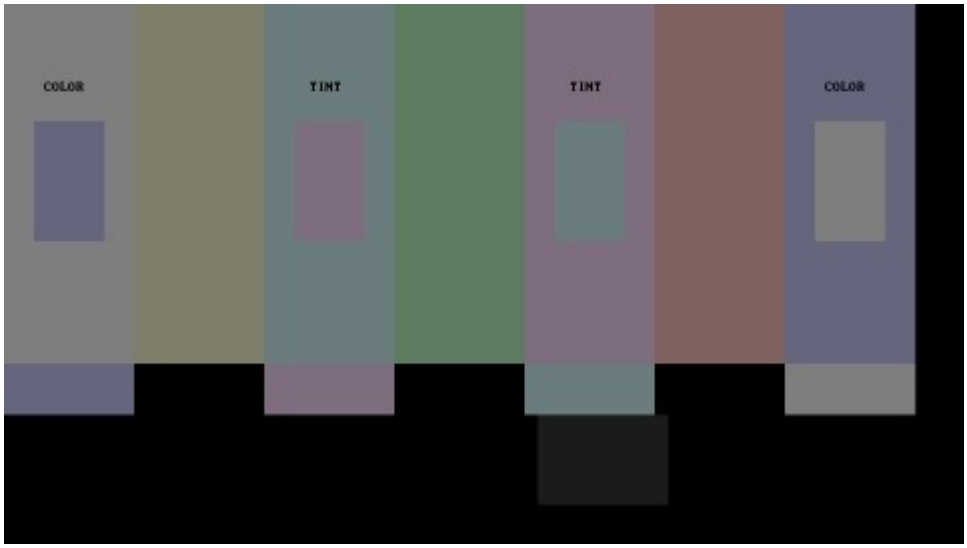
Color checks for high dynamic range workflows

6.2.13.1 HDR Clipping



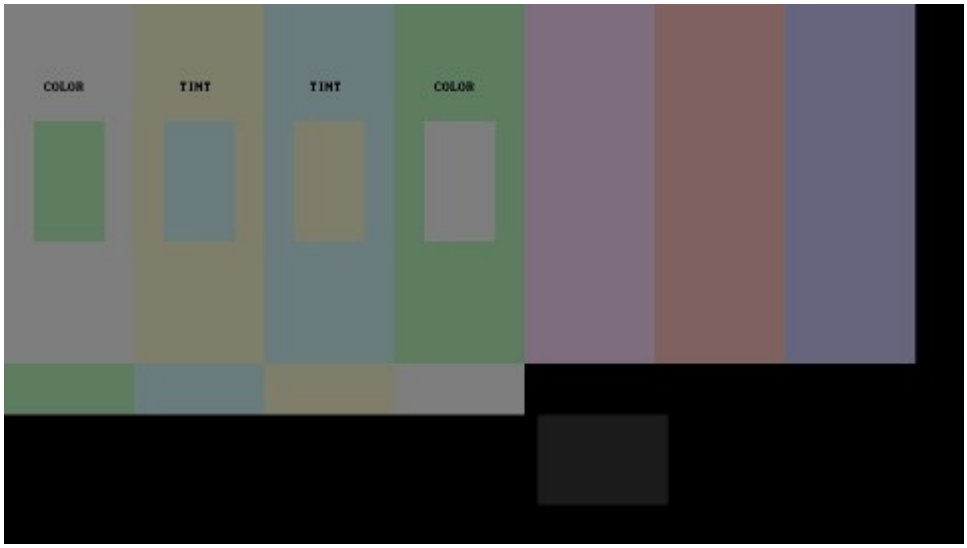
Clipping – a gray screen with 6 square sections, each designed to test whether a specific aspect of a high dynamic range signal is clipping.

6.2.13.2 HDR_BlueFilter_1



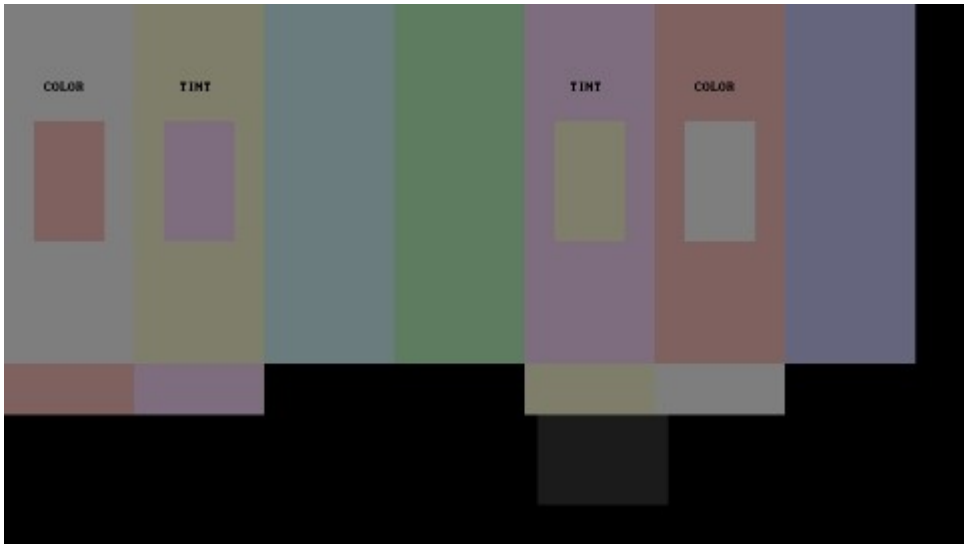
HDR Blue Filter 1 – color bars with inverts, overlaid with a blue filter, for testing color processing in a high dynamic range signal.

6.2.13.3 HDR_GreenFilter_1



HDR Green Filter 1 – color bars with inverts, overlaid with a green filter, for testing color processing in a high dynamic range signal.

6.2.13.4 HDR_RedFilter_1



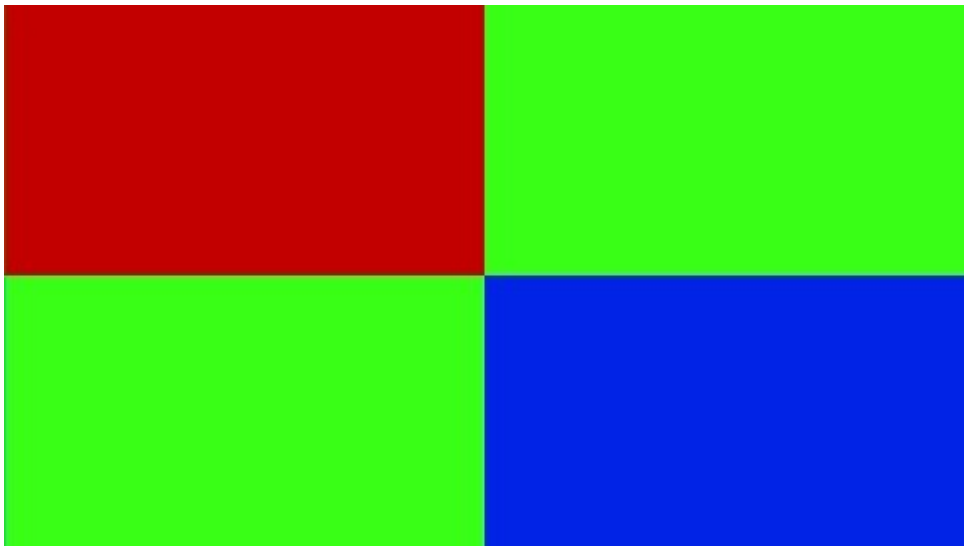
HDR Red Filter 1 – color bars with inverts, overlaid with a red filter, for testing color processing in a high dynamic range signal.

6.2.14 Signal Check Patterns

6.2.14.1 CheckField

Check Field – provides a panel of magenta on top and a panel of gray on the bottom.

6.2.14.2 ColorQuadrant



Color Quadrant – divides the screen into 4 quadrants, with red top left, green top right and lower left, and blue on the lower right.

6.2.14.3 FlatField

Flat Field – provides an even gray screen (same as 50% gray).

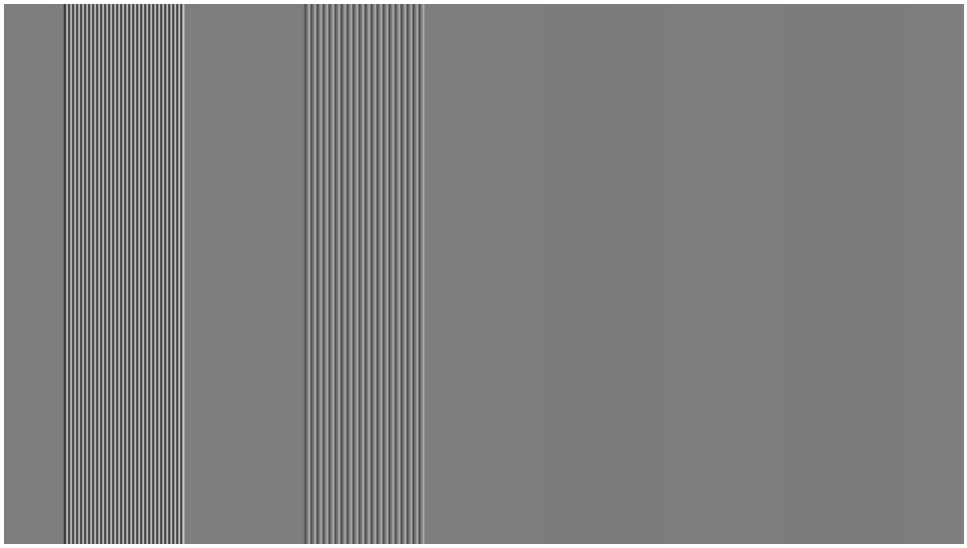
6.2.14.4 HorizPixOne

Horizontal Pixel One – provides a test of horizontal resolution with single pixel vertical lines across the screen.

6.2.14.5 HorizPixTwo

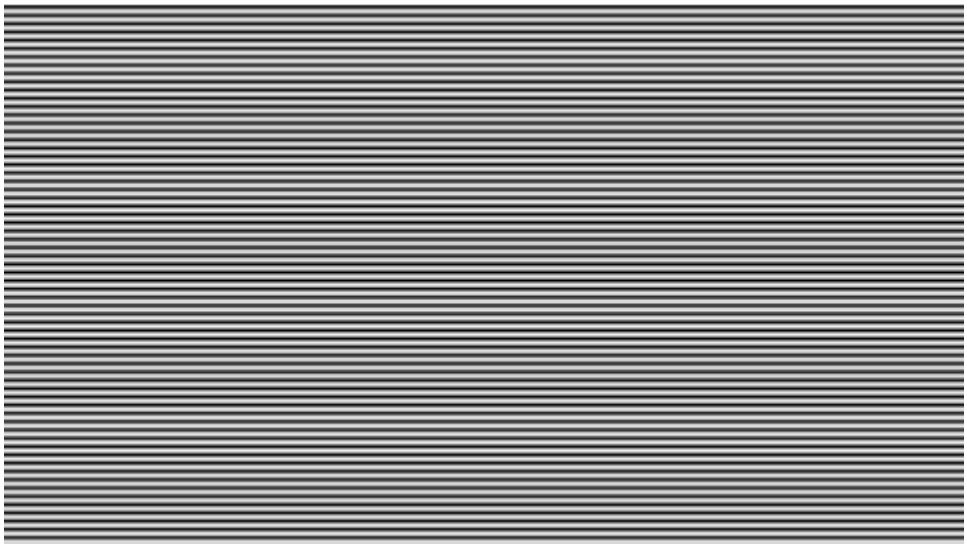
Horizontal Pixel Two – provides a test of horizontal resolution with two pixel wide vertical lines across the screen.

6.2.14.6 HorizRes



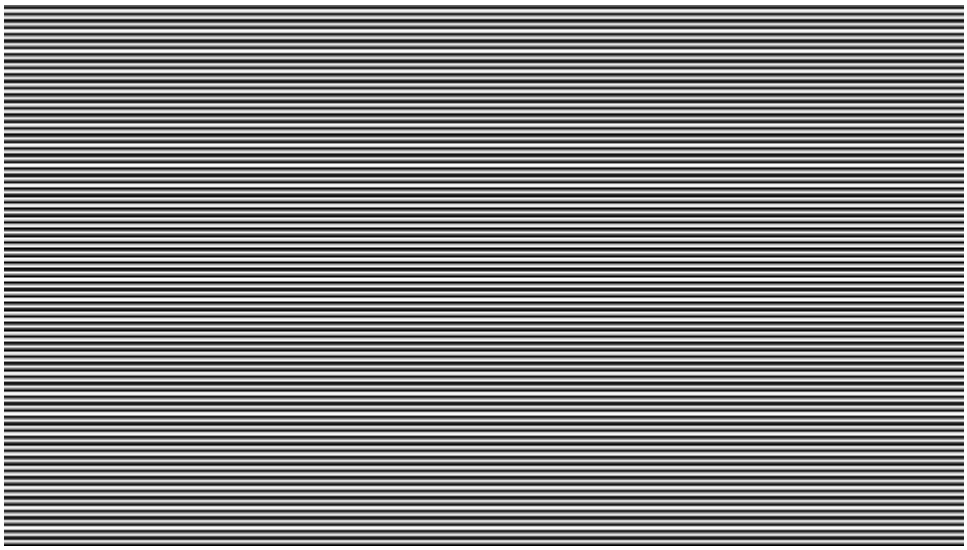
Horizontal Resolution – provides a test of horizontal resolution with a series of vertical lines across the screen.

6.2.14.7 VertPixOne



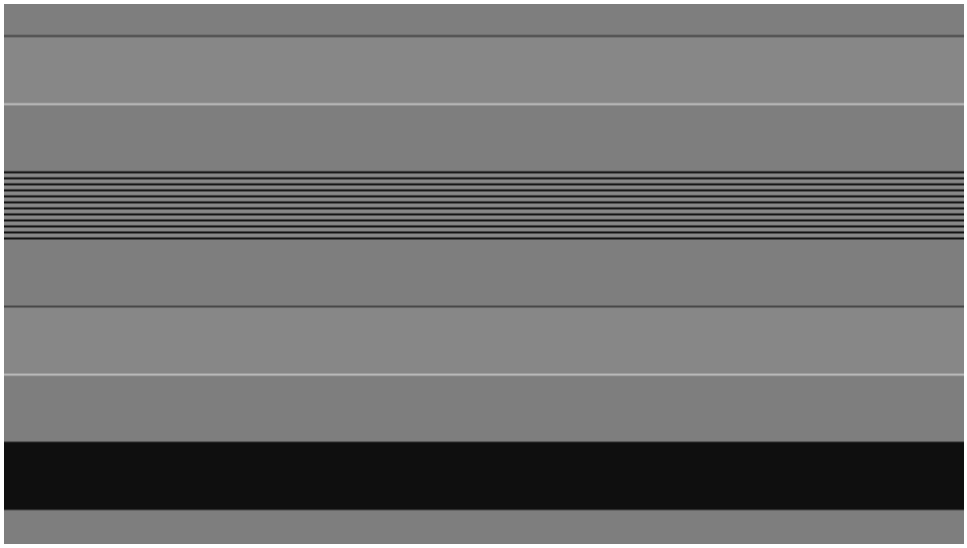
Vertical Pixels One – a series of horizontal one pixel lines for checking vertical resolution

6.2.14.8 VertPixTwo



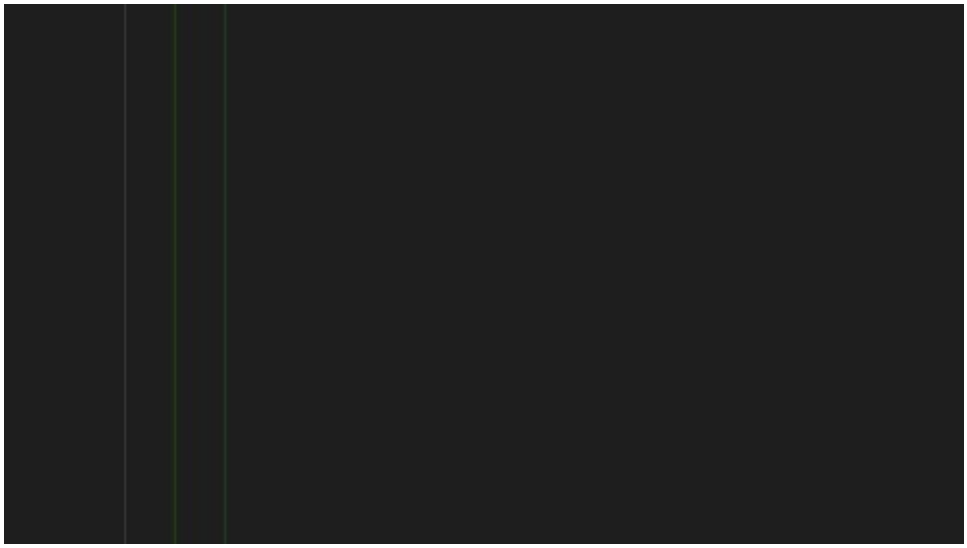
Vertical Pixels Two – a series of horizontal two pixel lines for checking vertical resolution

6.2.14.9 VertRez



Vertical Resolution – a series of horizontal lines with gray spaces for checking vertical resolution.

6.2.14.10 2TPulseLines



2T Pulse Lines – a mostly black screen with 3 narrow green vertical lines on the left side.

6.2.14.11 Pathological

Pathological – pathological SDI check field pattern.

6.2.14.12 PathologicalEQ

Pathological EQ – pathological SDI EQ check pattern.

6.2.14.13 PathologicalPLL

Pathological PLL – pathological SDI phase locked loop check pattern designed to stress the cable equalizers and clock timing.

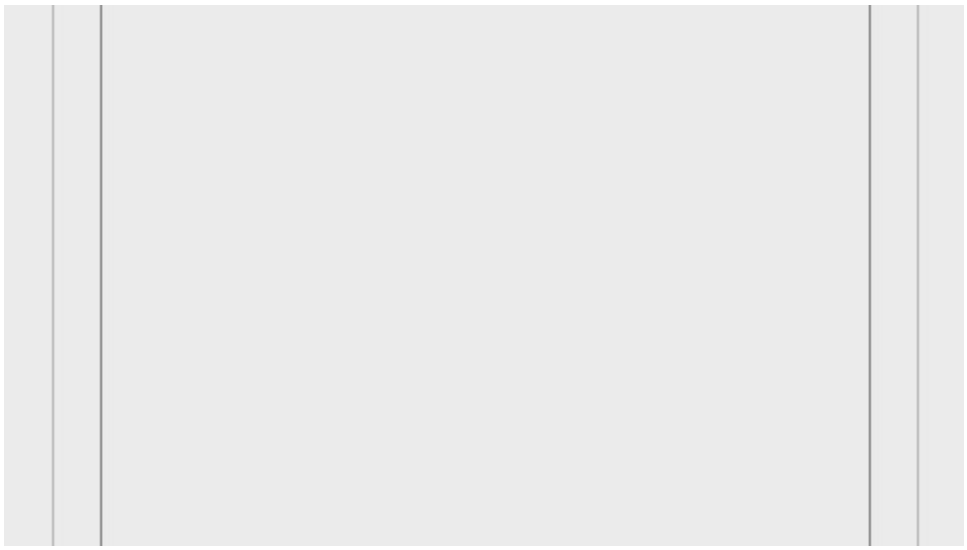
6.2.14.14 NeedlePulseGray

Needle Pulse Gray – a gray screen with vertical needle pulses of white.

6.2.14.15 NeedlePulseBlack

Needle Pulse Black– a black screen with vertical needle pulses of white.

6.2.14.16 NeedlePulseWhite



Needle Pulse White – a white screen with vertical needle pulses of black.

6.2.14.17 NeedlePulse

Needle Pulse – vertical needle pulses of white over a screen featuring four rectangles, two white and two black.

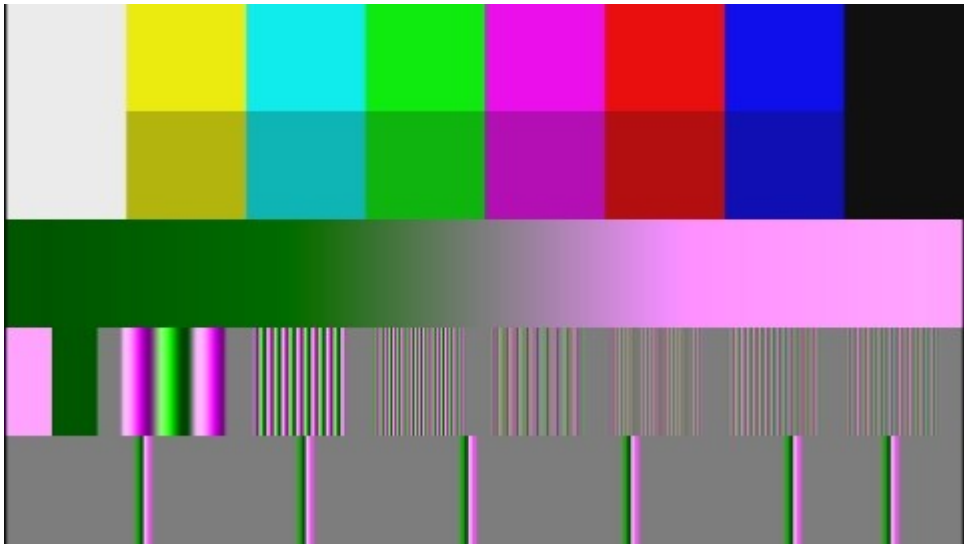
6.2.14.18 NeedlePulseF

Needle Pulse F – vertical needle pulses of white and a series of vertical bands of gray over a screen featuring four rectangles, two white and two black.

6.2.15 Composite Patterns

Patterns with regions or areas designed to test a range of functions.

6.2.15.1 MultiPattern



MultiPattern – a multi pattern with: a band of color bars at 100% across the top, then a band of color bars at 75% next, then a green to magenta ramp, the two different multibursts.

6.2.15.2 SMPTE-ARIB-B28-HDBars75pc

SMPTE ARIB B28 HD Bars 75% – a multi pattern corresponding to SMPTE ARIB B28 specification, at 75% saturation.

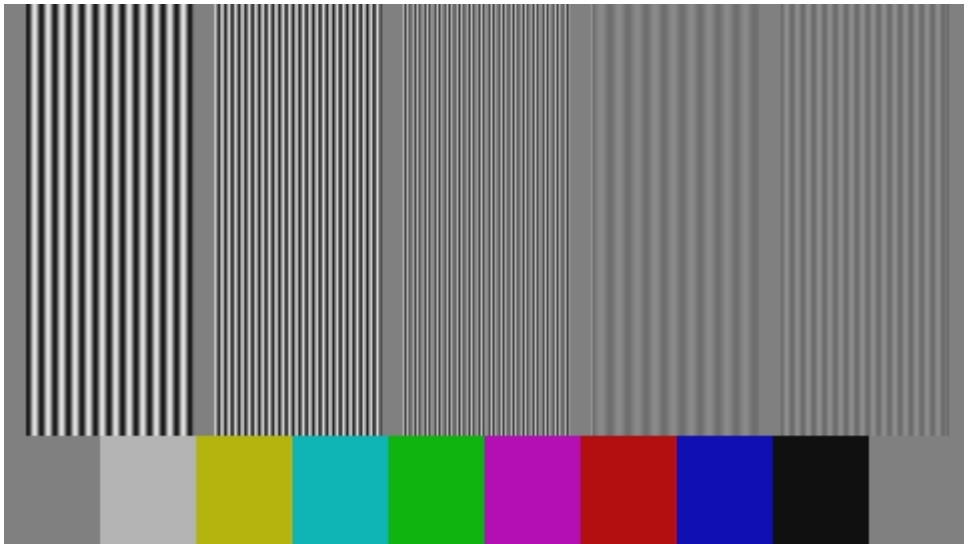
6.2.15.3 SMPTE-ARIB-B28-HDBars100pc

SMPTE ARIB B28 HD Bars 100% – a multi pattern corresponding to SMPTE ARIB B28 specification, at 100% saturation.

6.2.15.4 SMPTE-ARIB-B28-HDBarsPIpc

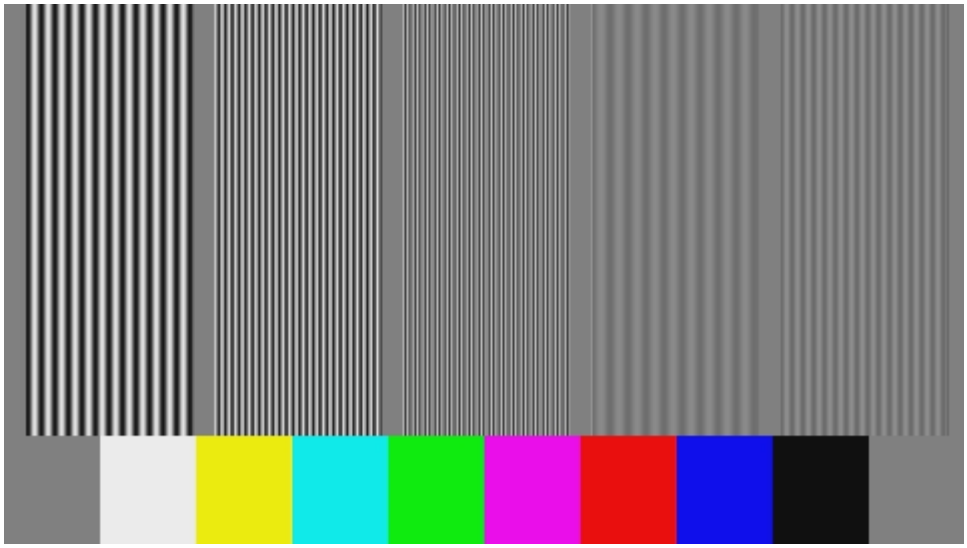
SMPTE ARIB B28 HD Bars PI% – a multi pattern corresponding to SMPTE ARIB B28 specification, with a brown chip to analyze PI saturation.

6.2.15.5 BarsMultiburst_75pc



Bars Multiburst 75% – a multi pattern with a multiburst pattern on the top plus color bars at 75% saturation along the bottom.

6.2.15.6 BarsMultiburst_100pc



Bars Multiburst 100% – a multi pattern with a multiburst pattern on the top plus color bars at 100% saturation along the bottom.

6.2.15.7 RP-219

RP-219 – a multi pattern as specified in SMPTE RP-219, featuring a 75% panel with no sub.

6.2.15.8 RP-219_100pc

RP-219 100% – a multi pattern as specified in SMPTE RP-219, featuring a 100% panel with no sub.

6.2.15.9 RP-219Sub

RP-219 Sub – a multi pattern as specified in SMPTE RP-219, featuring a 75% panel with sub, or pluge panels.

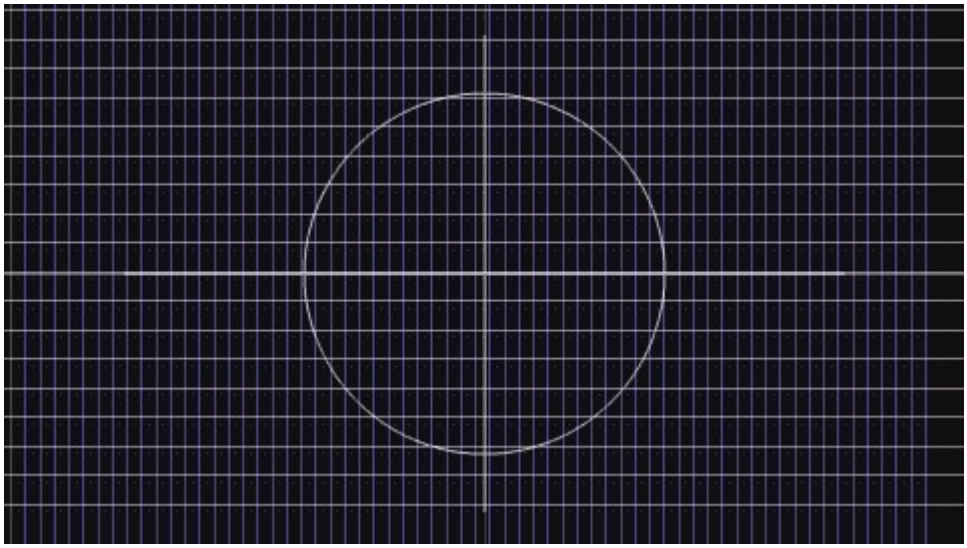
6.2.15.10 RP-219Sub_100pc

RP-219 100% – a multi pattern as specified in SMPTE RP-219, featuring a 100% panel with sub, or pluge panels.

6.2.16 Aspect Ratio Patterns

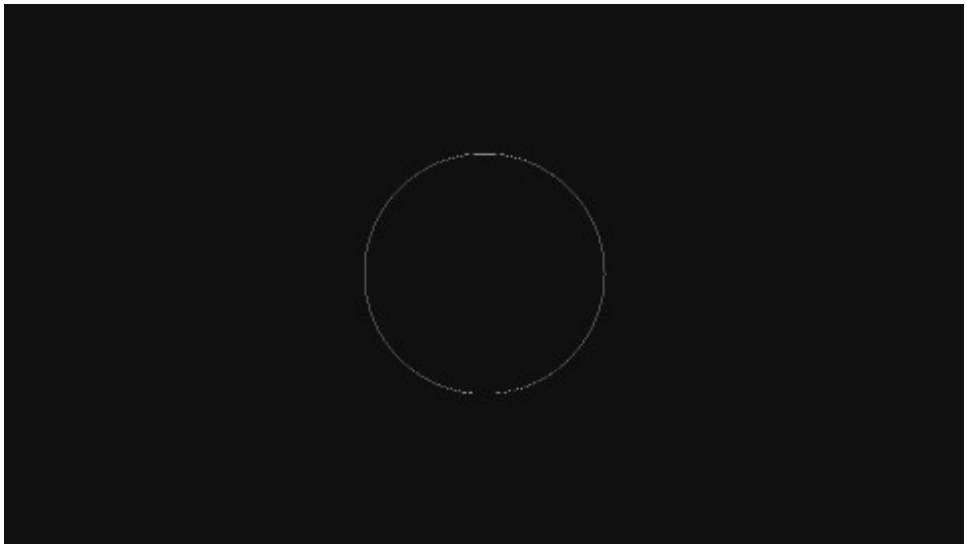
Patterns with circles used to confirm the aspect ratio being used is correct, or if a bad conversion has altered the circles' shape (stretched or squeezed).

6.2.16.1 ConvergenceCircle



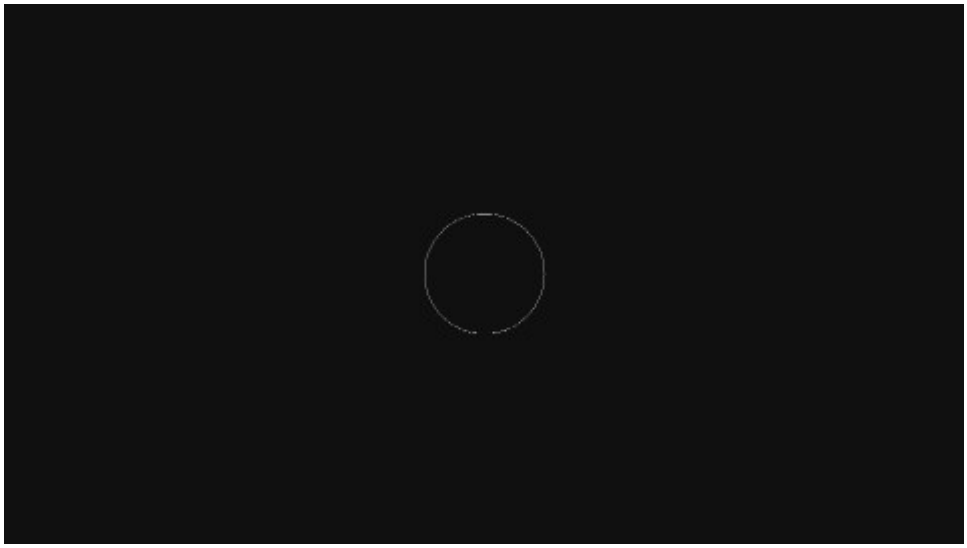
Convergence Circle – a black screen overlaid with a white grid, featuring a circle and a cross in the center, used to test aspect ratio and resolution.

6.2.16.2 FillCircle240d



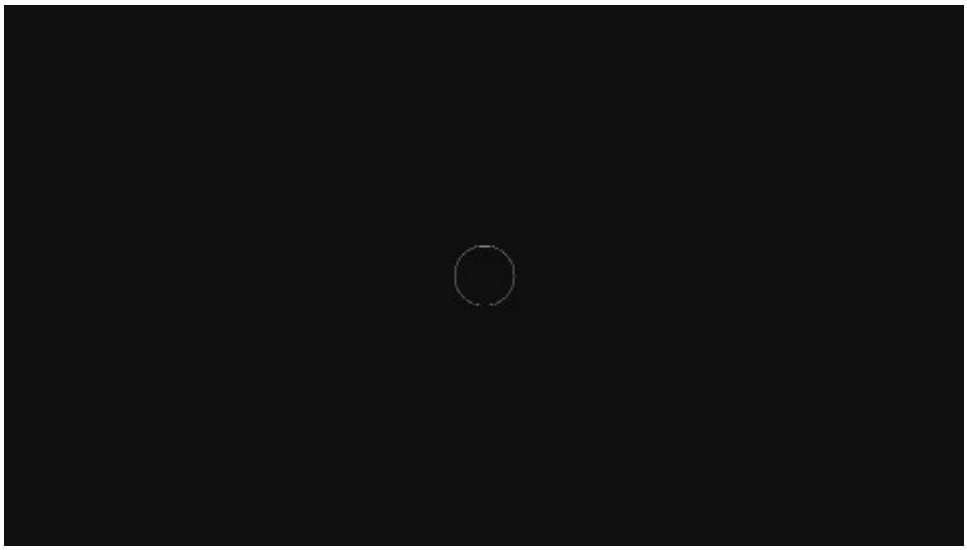
Fill Circle – a black screen with a 240 pixel white circle in the middle, filled with black.

6.2.16.3 FillCircle120d



Fill Circle 2 – a black screen with a 120 pixel white circle in the middle, filled with black.

6.2.16.4 FillCircle60d



Fill Circle 3 – a black screen with a 60 pixel white circle in the middle, filled with black.

6.2.17 Window Patterns

The window patterns feature a rectangle of a color in the center, on a screen of black, for various chroma and resolution tests.

6.2.17.1 WhiteWindow601c

White Window 601 C – a black screen with a CCIR-601 white rectangle in the center, at 75% of saturation.

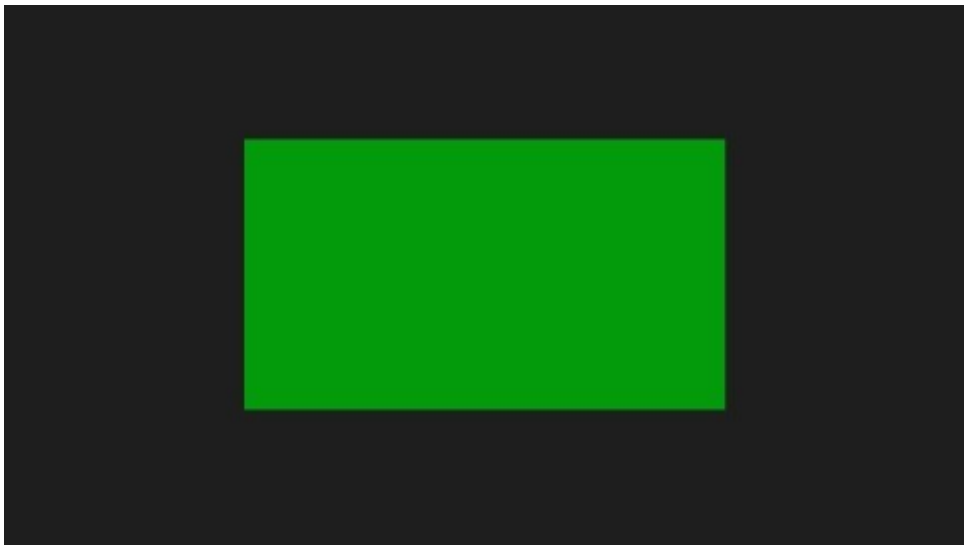
6.2.17.2 YellowWindow601c

Yellow Window 601 C – a black screen with a CCIR-601 yellow rectangle in the center, at 75% of saturation.

6.2.17.3 CyanWindow601c

Cyan Window 601 C – a black screen with a CCIR-601 cyan rectangle in the center, at 75% of saturation.

6.2.17.4 GreenWindow601c



Green Window 601 C – a black screen with a CCIR-601 green rectangle in the center, at 75% of saturation.

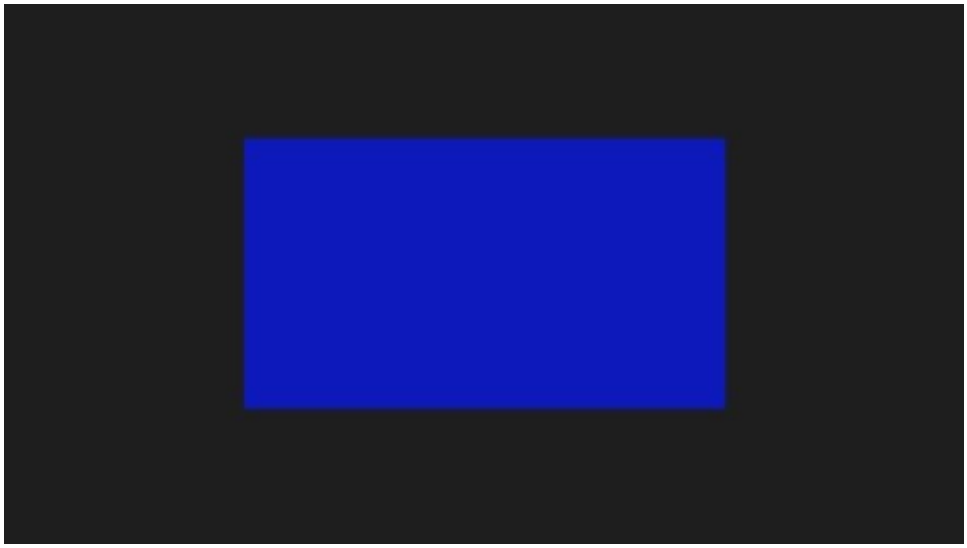
6.2.17.5 MagentaWindow601c

Magenta Window 601 C – a black screen with a CCIR-601 magenta rectangle in the center, at 75% of saturation.

6.2.17.6 RedWindow601c

Red Window 601 C – a black screen with a CCIR-601 red rectangle in the center, at 75% of saturation.

6.2.17.7 BlueWindow601c



Blue Window 601 C – a black screen with a CCIR-601 blue rectangle in the center, at 75% of saturation.

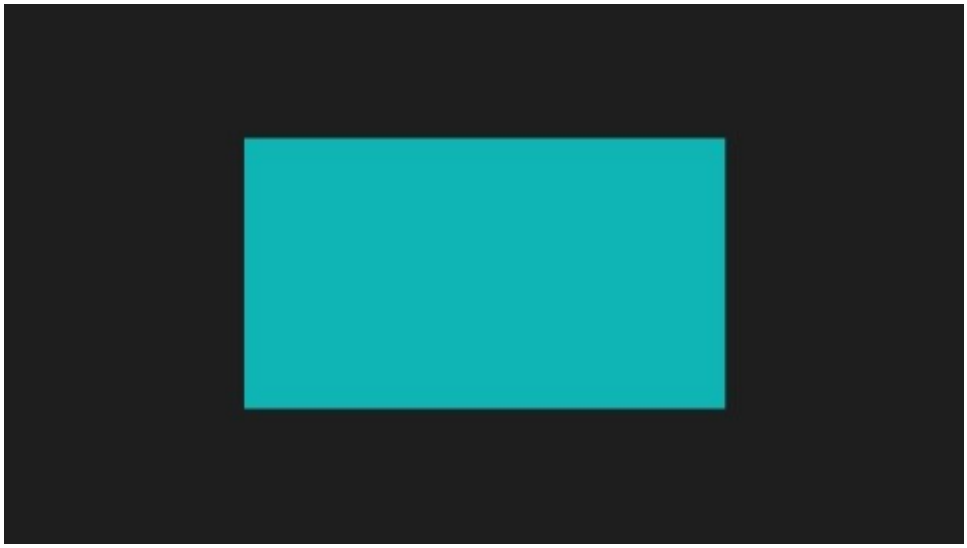
6.2.17.8 WhiteWindow709p

White Window 709 – a black screen with a 709 white rectangle in the center, at 75% of saturation.

6.2.17.9 YellowWindow709p

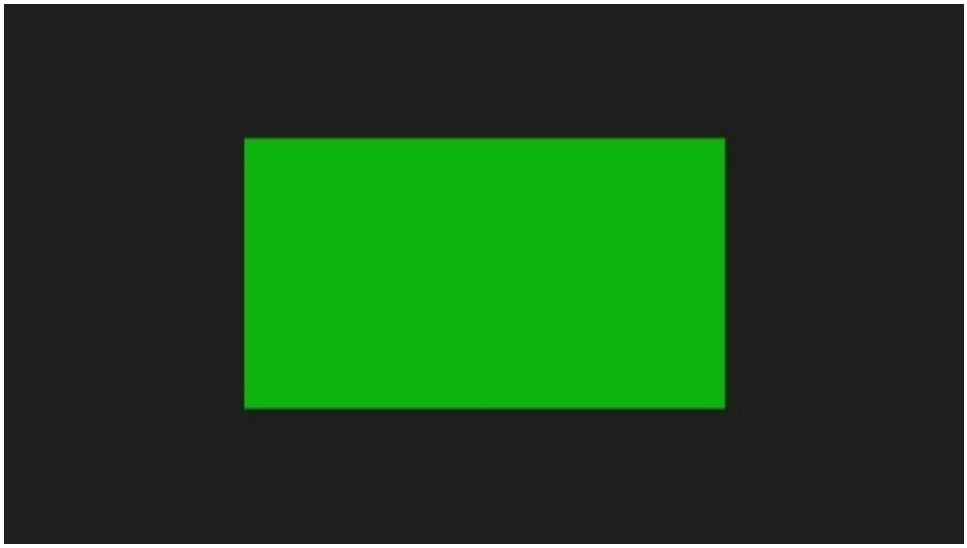
Yellow Window 709 – a black screen with a 709 yellow rectangle in the center, at 75% of saturation.

6.2.17.10 CyanWindow709p



Cyan Window 709 – a black screen with a 709 cyan rectangle in the center, at 75% of saturation.

6.2.17.11 GreenWindow709p



Green Window 709 – a black screen with a 709 green rectangle in the center, at 75% of saturation.

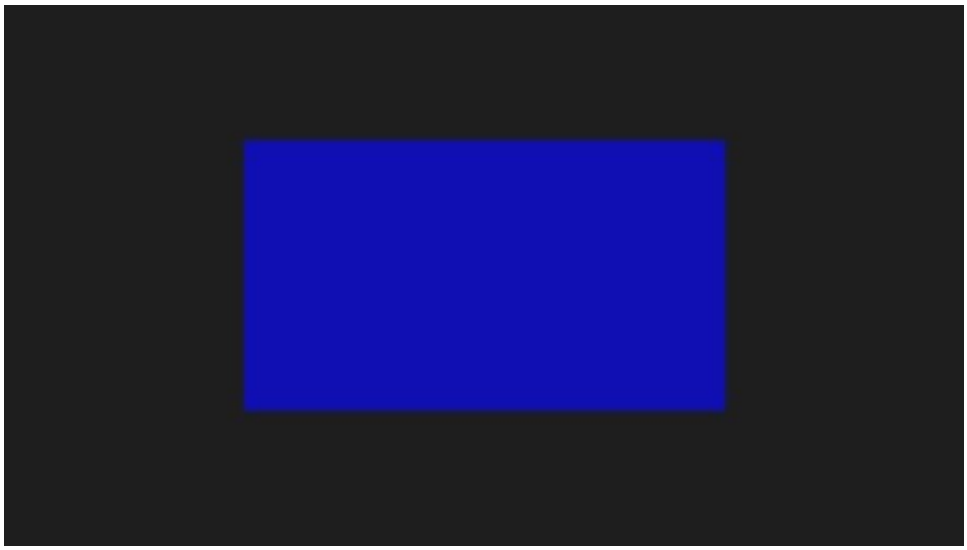
6.2.17.12 MagentaWindow709p

Magenta Window 709 – a black screen with a 709 magenta rectangle in the center, at 75% of saturation.

6.2.17.13 RedWindow709p

Red Window 709 – a black screen with a 709 red rectangle in the center, at 75% of saturation.

6.2.17.14 BlueWindow709p



Blue Window 709 – a black screen with a 709 blue rectangle in the center, at 75% of saturation.

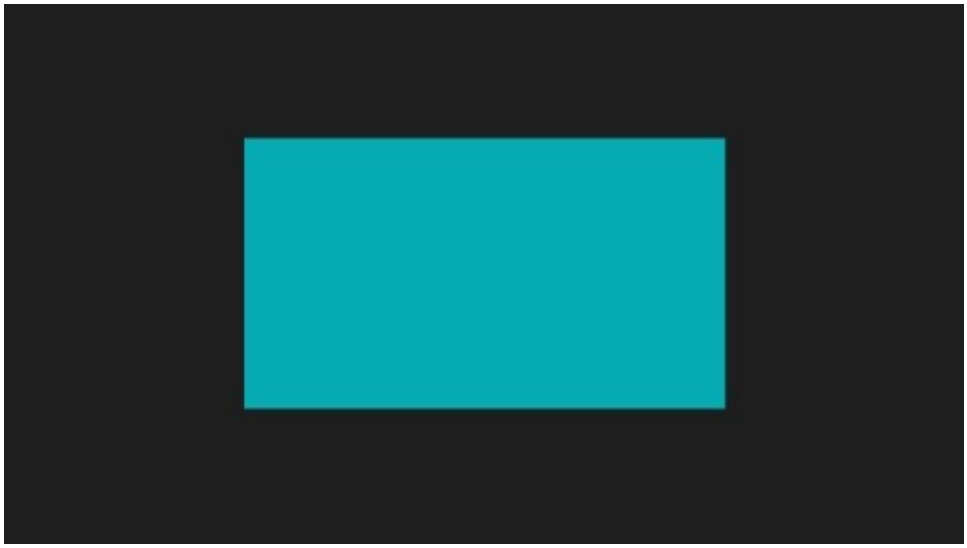
6.2.17.15 WhiteWindow2020p

White Window 2020 – a black screen with a BT-2020 white rectangle in the center, at 75% of saturation.

6.2.17.16 YellowWindow2020p

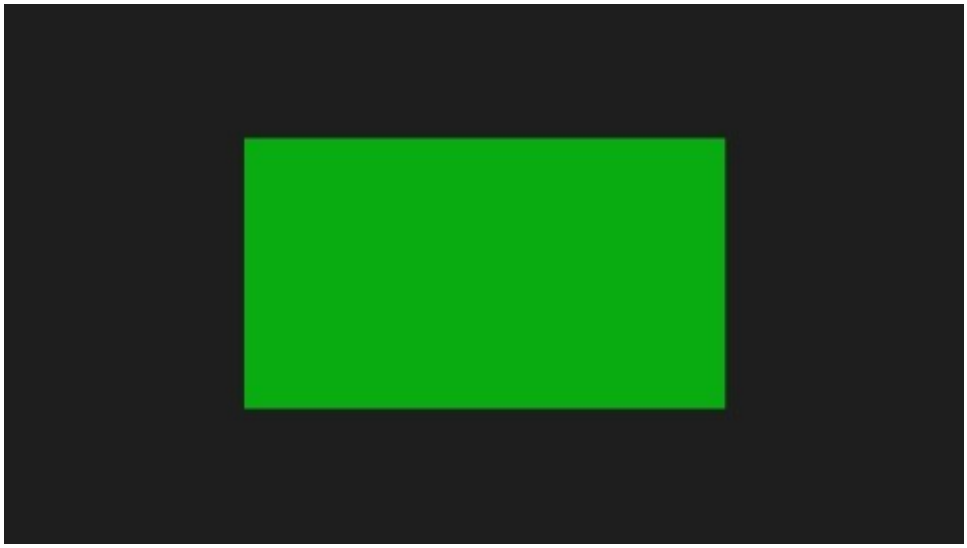
Yellow Window 2020 – a black screen with a BT-2020 yellow rectangle in the center, at 75% of saturation.

6.2.17.17 CyanWindow2020p



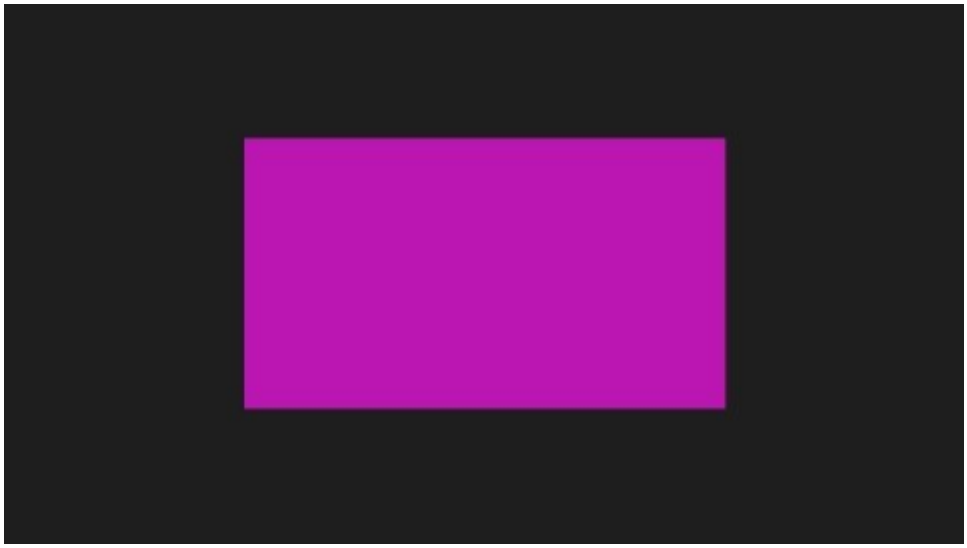
Cyan Window 2020 – a black screen with a BT-2020 cyan rectangle in the center, at 75% of saturation.

6.2.17.18 GreenWindow2020p



Green Window 2020 – a black screen with a BT-2020 green rectangle in the center, at 75% of saturation.

6.2.17.19 MagentaWindow2020p

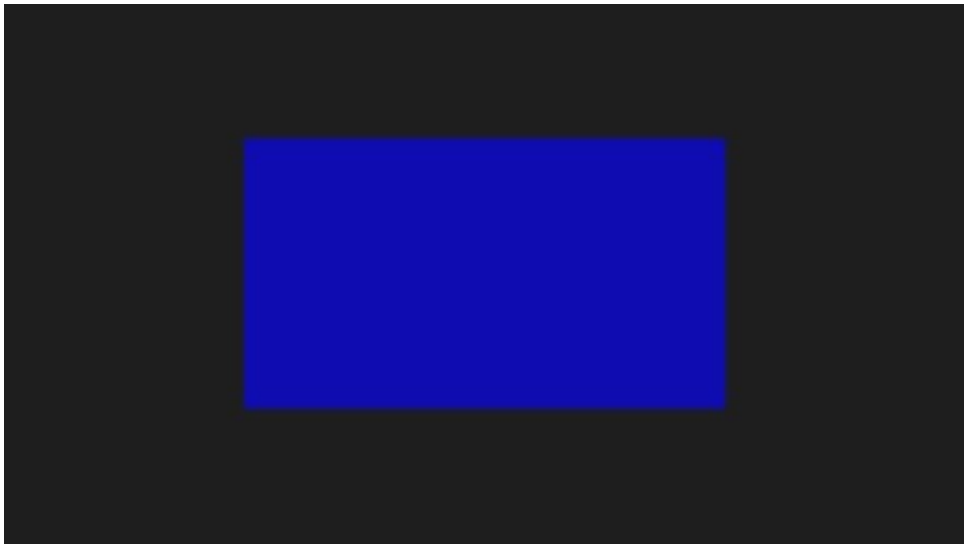


Magenta Window 2020 – a black screen with a BT-2020 magenta rectangle in the center, at 75% of saturation.

6.2.17.20 RedWindow2020p

Red Window 2020 – a black screen with a BT-2020 red rectangle in the center, at 75% of saturation.

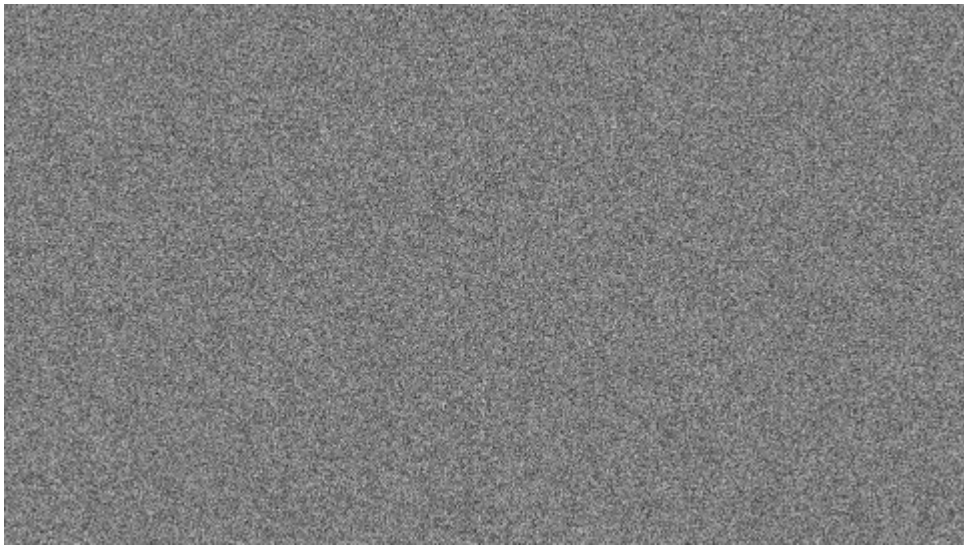
6.2.17.21 BlueWindow2020



Blue Window 2020 – a black screen with a BT-2020 blue rectangle in the center, at 75% of saturation.

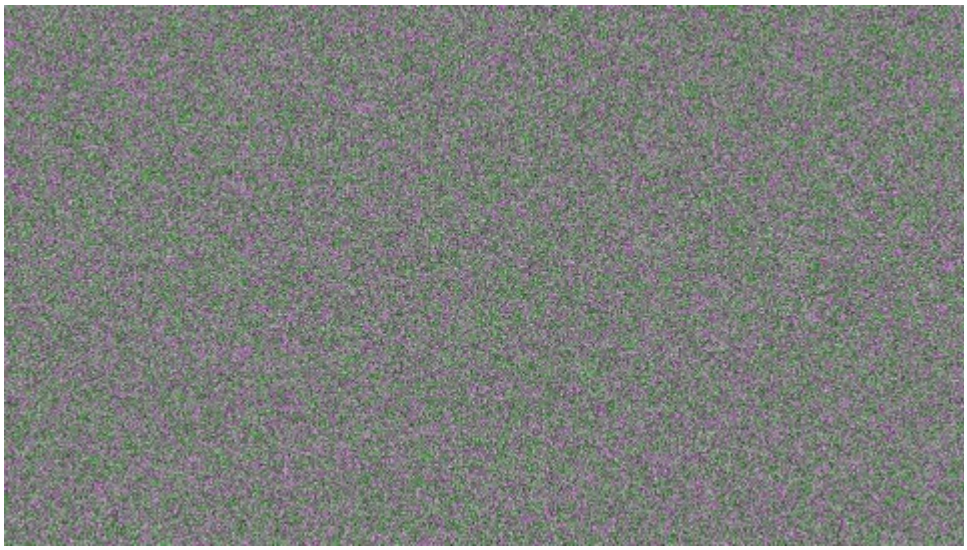
6.2.18 Digital Patterns

6.2.18.1 RandomLuma



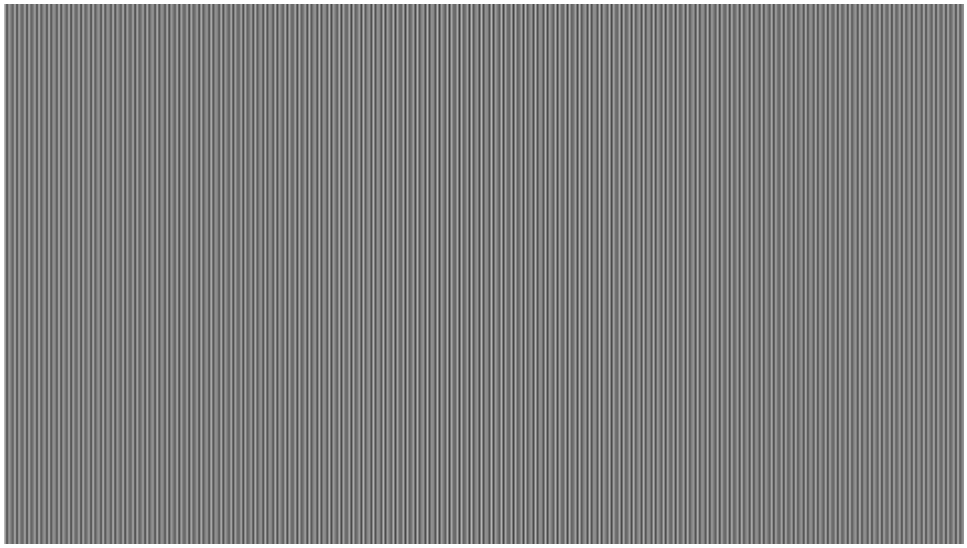
Random Luma – a screen filled with random black, white, and gray pixels.

6.2.18.2 RandomChroma



Random Luma – a screen filled with random colored pixels.

6.2.18.3 SinFreq



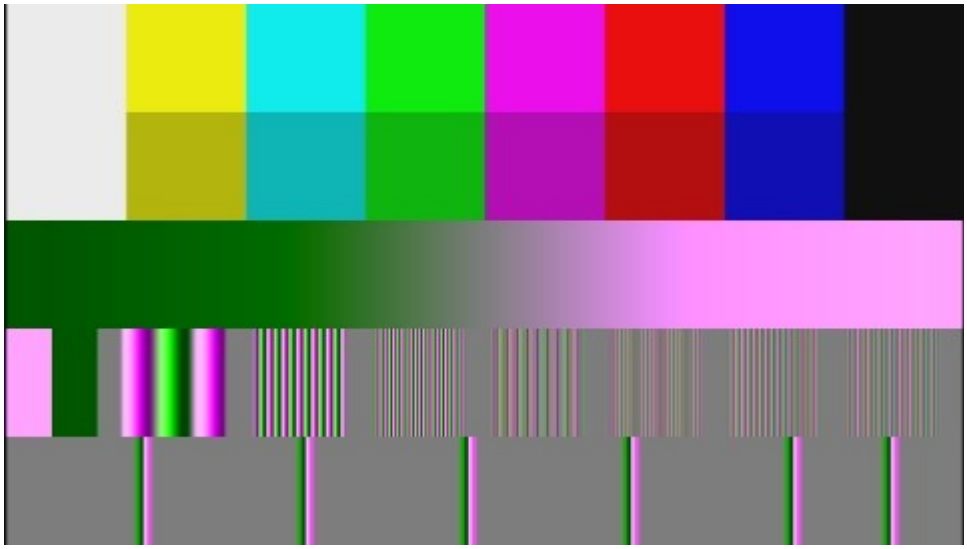
Sin Freq – a screen of sine frequency black and white vertical lines.

6.2.18.4 0-value-0x000v

0 Value 0x000V – a digital single value pattern based on 0/0x0.

6.2.19 Multi Pattern Patterns

6.2.19.1 MultiPattern



Multipattern – a multiple pattern feature, a top row of 100% color bars, a second row of 75% color bars, a green to magenta ramp, and two multiburst patterns along the bottom.

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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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