



NVIDIA 8800™ Preview Setup Procedure for use with Lyric's *Clone Canvas Window* Function

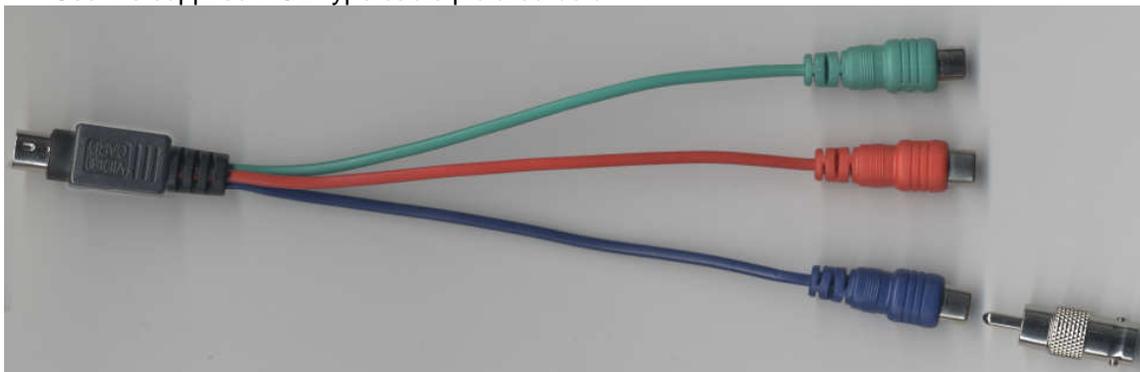


HyperX2 graphics cards can deliver a duplicate of the Lyric Canvas to an analog TV monitor for preview use. This signal is derived from the picture displayed on your system's VGA or digital PC monitor, so changes to the video card driver's settings are required.

This document supersedes the "Graphics Card Preview Output" configuration procedure for earlier graphics cards. Setting up the Clone Canvas Window function involves configuration of your system's graphics card driver and a new Preferences option in Lyric. The driver configuration described here is based on setup of an EVGA Corp. e-GeForce 8800 GTS card, which is the video card supplied with HyperX2 systems at the time of this writing.

Remember that this entire function and its settings are completely independent of the Air/Production outputs from the Chyron system's eFX, CODI or PCI Squeezeback boards. The sole purpose here is creating an extra output for monitoring the activity on the Lyric Canvas currently selected for editing.

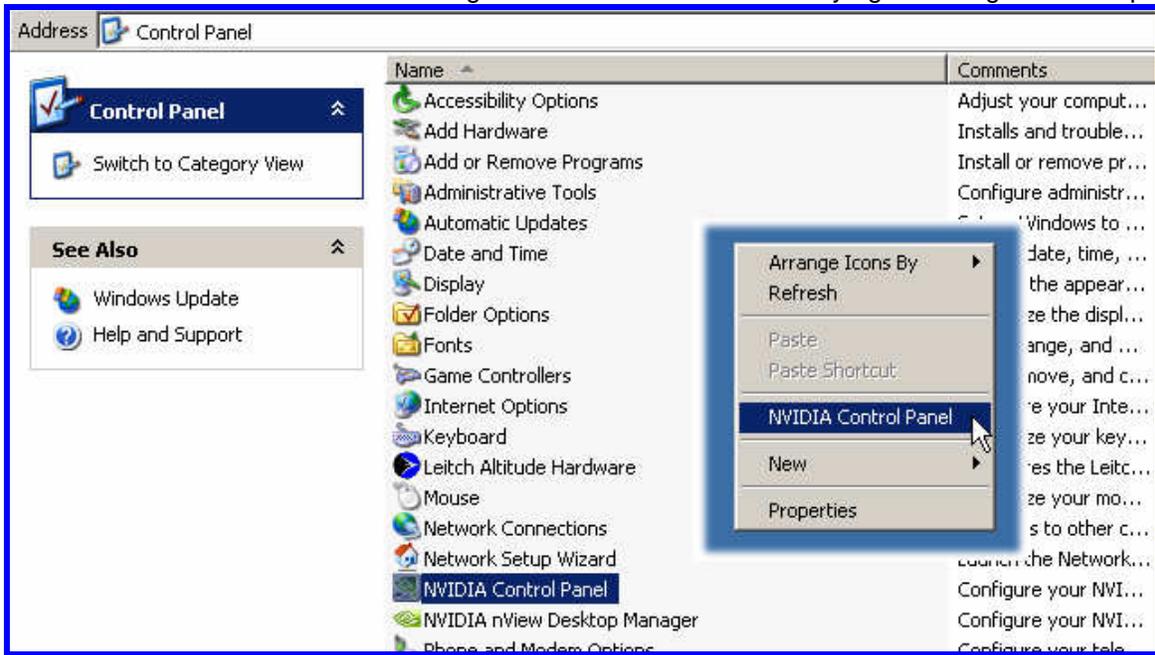
1. Turn off your Chyron system.
2. Connect an **analog TV monitor**, NTSC or PAL, to the S-video-type connector on your system's video card. Use the supplied RGB-type cable pictured below.



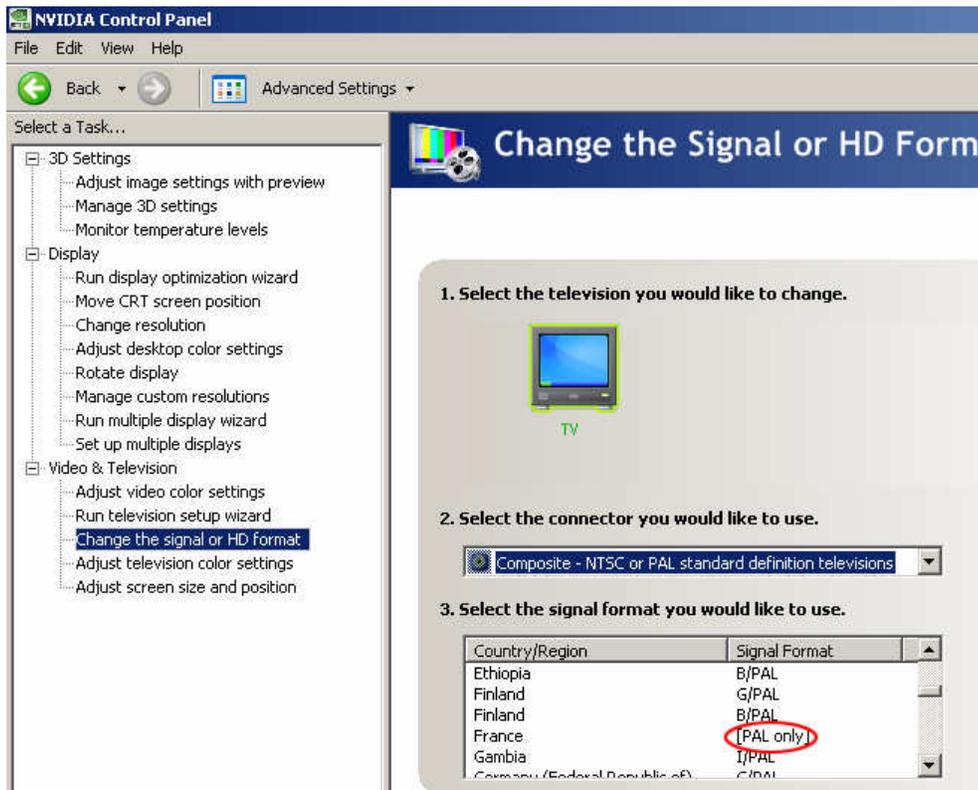
Select **one** of these RCA-type plugs for connection to the TV monitor. Use the RCA-to-BNC adapter for attachment to an appropriate coax cable. Any of the three RCA-type plugs may be used for this purpose, but Chyron suggests settling on one of them in situations where multiple systems are using this type of setup.

3. After connection is complete, restart your system. The new connection is detected and the graphics card automatically outputs **composite video**. However, new settings are necessary in your graphics card's NVIDIA control panel.

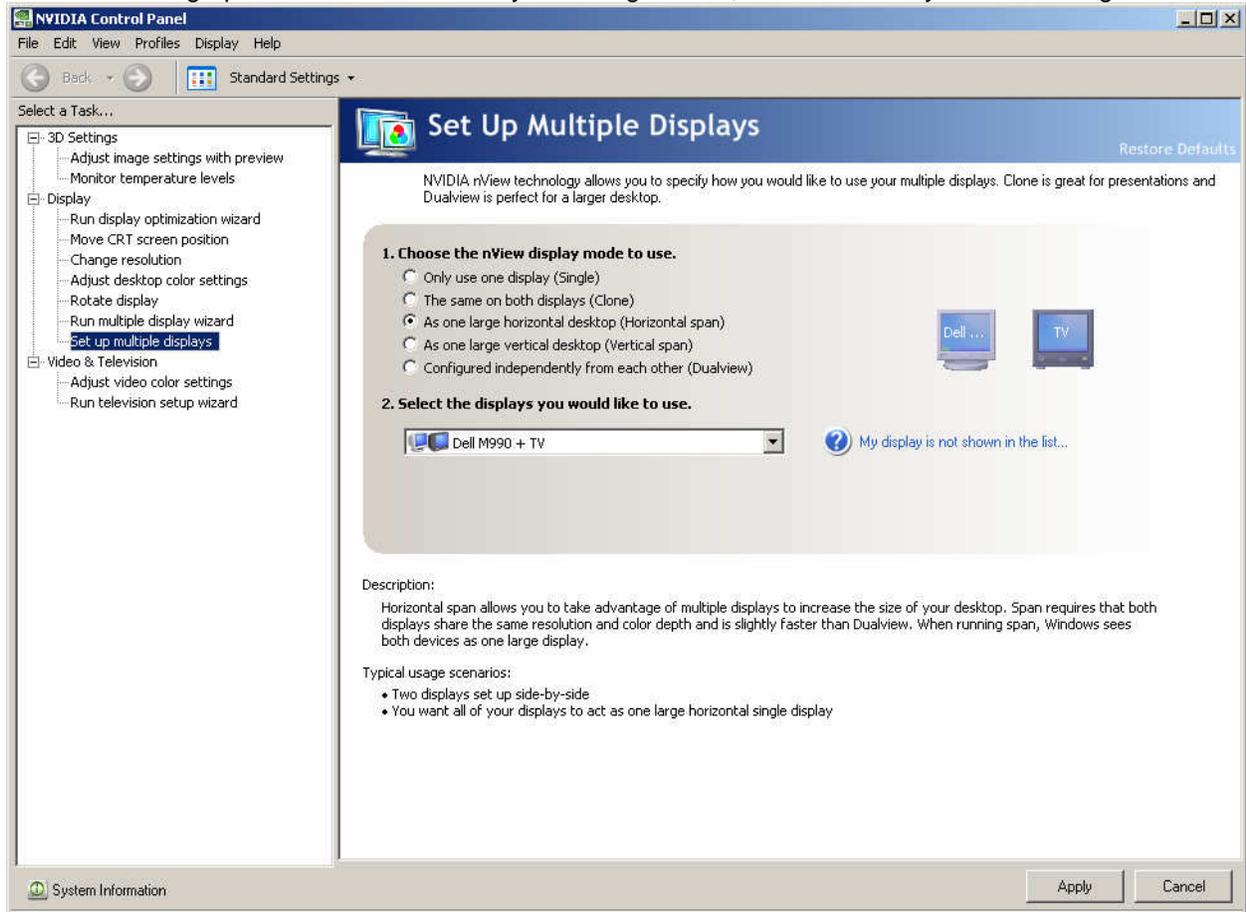
4. Access the NVIDIA Control Panel through Windows Control Panel or by right-clicking the desktop.



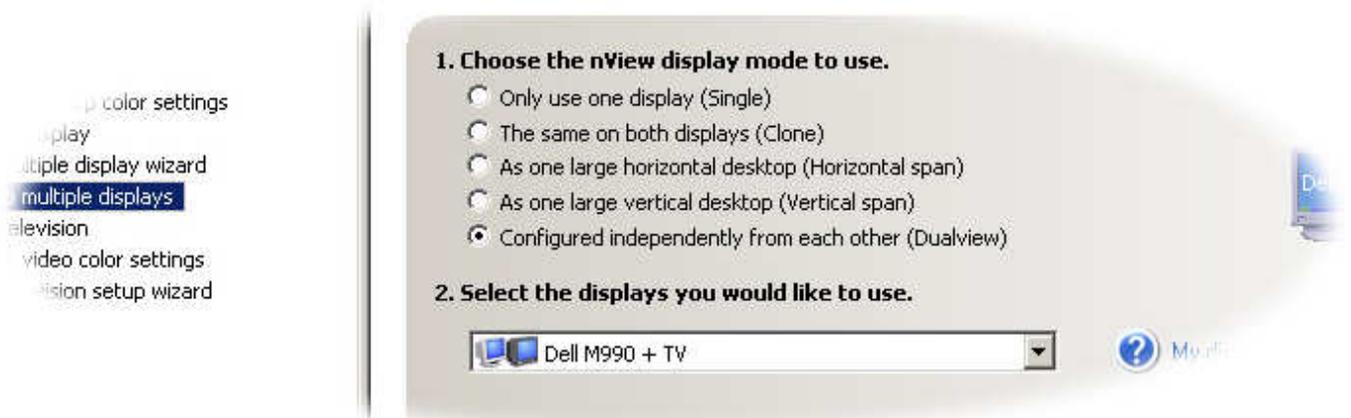
5. The graphics card's default output at the S-video connector is NTSC. To use a PAL monitor, first select "Change the signal or HD format" under "Video & Television", as seen in the following illustration. Again, the connection of the TV monitor will have been detected by this point.



6. In the Task pane on the left, select **Set Up Multiple Displays**. Note that a sample monitor is identified here. Your graphics card should already be configured for, and “aware of” your VGA or digital PC monitor.



7. In this part of the process, **first be sure to select** “As one large horizontal desktop (Horizontal span)”. Click **Apply**. The item you’ll select in the next step may not appear until you take this action.
8. Next, select “Configured independently from each other (Dualview)”. Click **Apply**. An extension of your system’s desktop will appear on the TV monitor. It may be empty, displaying only the color of your desktop. You may wish to verify that you’ve effectively created a larger desktop by dragging a desktop item onto the area shown in the TV monitor.



NOTES

At some point during Steps 7 & 8, the display settings for your VGA or digital PC monitor may change. You may have to adjust the “Change Resolution” options under “Display” in the Task pane to restore them.

- Return to the NVIDIA Control Panel’s **View** menu and select **Advanced Settings**.
- In the **3D Settings** area, the **Manage 3D Settings** option will become available. Click it and the Manage 3D Settings main menu appears in the right-hand pane.
- Choose the **Global Settings** tab. Among the features listed, the **Multi-display/mixed-GPU Acceleration** selection **will only appear** if you have the system set for multiple display operation as described in the previous steps.

I would like to use the following 3D settings:

Feature	Setting
Anisotropic filtering	Application-controlled
Antialiasing - Gamma correction	On
Antialiasing - Mode	Application-controlled
Antialiasing - Setting	Application-controlled
Antialiasing - Transparency	Off
Conformant texture clamp	Use hardware
Error reporting	Off
Extension limit	Off
Force mipmaps	None
Multi-display/mixed-GPU acceleration	Single display performance mode
Texture filtering - Anisotropic sample optimiz...	Single display performance mode
Texture filtering - Negative LOD bias	Compatibility performance mode
Texture filtering - Quality	Quality

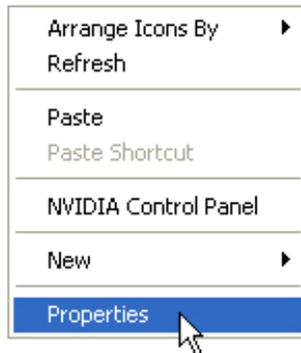
Description:
This listbox contains all of the features you can adjust on your NVIDIA GPU-based graphics card. You can change the setting of a feature using the dropdown listbox beside the feature name.

Typical usage scenarios:

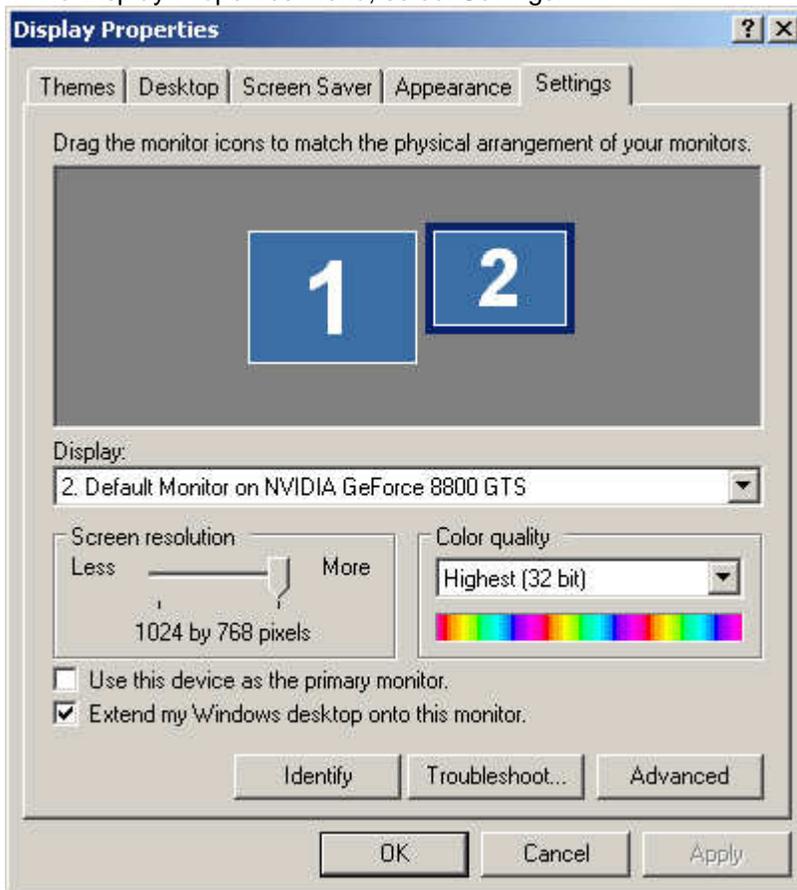
- Default 3D settings for your applications

- IMPORTANT:** Choose **Single Display Performance Mode**. Once you’ve selected a new change to the NVIDIA settings, Apply and Cancel buttons will appear in the lower right corner of the window.
- Choose **Apply**.
- Close the NVIDIA Control Panel.

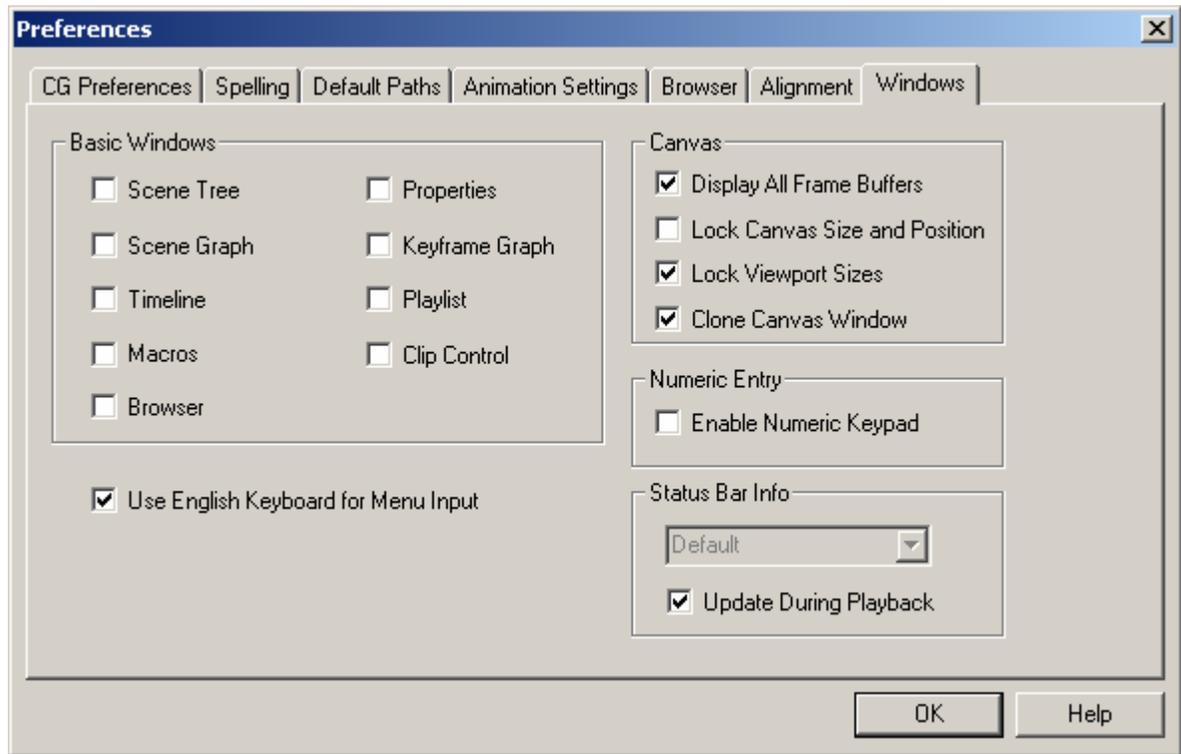
15. On the Windows Desktop, right-click and select **Properties**.



16. In the Display Properties menu, select Settings.



17. Click the rectangular icon for monitor #2, representing the connected analog TV monitor.
18. Make sure that the checkbox **Use this device as the primary monitor** is NOT SELECTED. Make sure that the **Extend my Windows desktop onto this monitor** checkbox IS SELECTED.
19. Start Lyric.
20. Under the **Config** menu, select **Preferences**.
21. In the **Preferences** menu, select the **Windows** tab.
22. On the Windows tab, select the **Clone Canvas Window** checkbox and click OK.



The Canvas portion (only) of the Lyric interface appears on the TV monitor.

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