

On-Screen Display; Overlay of Text, Data and graphics on video image

Open On-Screen Display Settings:



The OSD is based on what you see is what you get and is also recorded as you see it.

On-Screen Display Settings:

There are 8 layers for each channel on which on-screen data can be shown. These can be different data types. A list of all the layers can be found on the right side of the screen. If you want to change a layer you need to select it first, so it becomes highlighted (orange). Then you can change the layer. Layers can only be seen when enabled.

Enable Layer

Check the box to enable the layer. Only enabled layers are visible.

Prefix

Add a word, letter, or number that is placed before the data/text.

Postfix

Add a word, letter, or number that is placed after the data/text.

Ypos

Control the position of the data/text/graphics relative to the y-axis

Size

Control the size of the layer

Layer Type

Choose the layer type. Full description of the layers can be found below.

Text

Can contain text. Is only visible with Layer Types: "Text" & "Free Text"

Xpos

Control the position of the data/text/graphics relative to the x-

Font

Choose font, color, border color And background color for the layer.

Selected layer



On-Screen Layer Types:

Text

Text that can be typed. As a static text.

Date

Date of the system

Time

Time of the system

Date & Time

Date and Time of the system in sequence

Free Text

Text that can be quickly typed while in the main screen using F1, F2, F3 or F4

Dive Depth

Depth of the diver. Only when depth data is connected

Dive Time

Dive Time of the diver. Only when depth data is connected

Graphic

Add a picture that is stored on the system.

Copy Single Layer

Copy selected layer to the layer in the channel that is selected.

Copy All Layers

Copy all layers to all the layers in the channel that is selected.

Font

Open Font options:



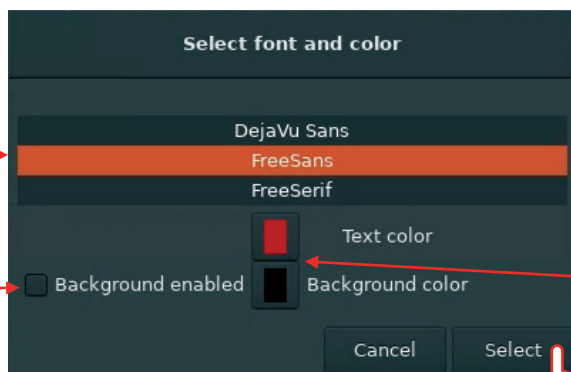
Font options:

Select Font

You can select one of the fonts to be applied to the layer

Enable Background

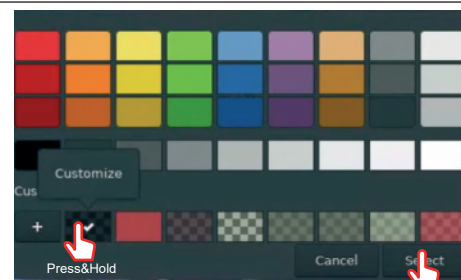
Enables the background behind Data/Text. You can then also choose a color and transparency for it



press "Select"

Color Menu

In the color menu you can choose the color for the selected part. Here you choose a color and press "Select". You can also apply a custom color or transparency. To change a Custom color use right mouse button or press& hold on touchscreen.



Free Text

Free Text set up:

Layer Type

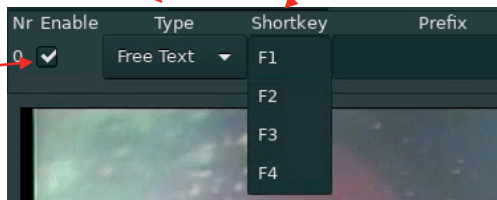
Select "Free Text"

Shortcut

Select the Shortcut you want to use

Enable Layer

Enable the layer to see it



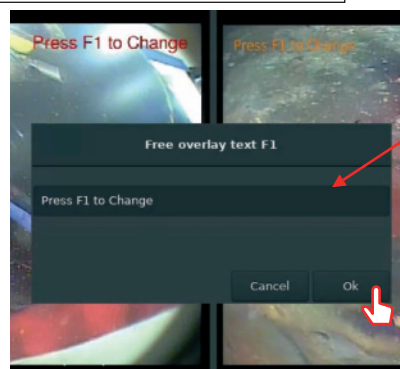
Note

The Shortkeys are the same for all channels . So for example: if both Channel 1 & Channel 2 have a "Free Text" layer with shortcut F1, you will type text in both channels if you use that shortcut

Free Text use:

1. Open Pop-up window

While in the main screen press the selected Shortcut to open the pop-up window



2. Change Text

Change the text to the desired text

3. Press "Ok"

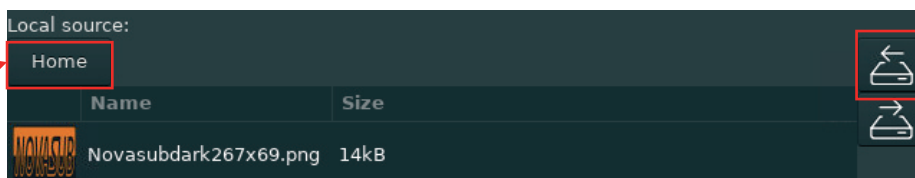
Press Ok or Enter once you are done

Graphic

Graphic Location:

Location

The file you want to use should be in the "Home" folder



Copying

The file can be copied from a usb-drive using the copy from button

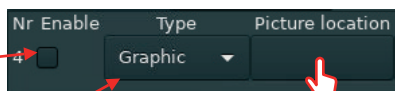
Graphic Selection:

1. Enable Layer

Enable the layer to see it

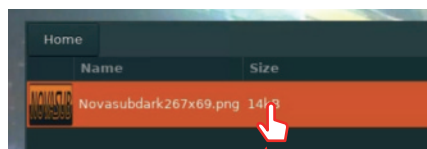
2. Layer Type

Select "Graphic"



3. Location Selection

Press the Location to open the file explorer window.



4. Select file

Select the file so it becomes highlighted (orange)

5. Press "Select & Close"

Press "Select & Close" to select the highlighted picture and close the window

