

Overlay

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The Overlay tab enables the operator to specify Video Overlay or Record Overlay, and to select the information that is displayed: depth, pitch, temp, altitude, roll, time, heading, dive number, and notes.

The screenshot shows a software interface with a dark background. At the top, there are four tabs: 'Cam', 'Overlay' (which is selected and highlighted in grey), 'LEDs', and 'Playback'. Below the tabs, on the left, are two large buttons: 'Video Overlay' (light blue) and 'Record Overlay' (green). To the right of these buttons is a control area. It starts with a numeric input field showing '12.00' and a 'font size' label. Below this are three rows of green buttons: the first row has 'Depth', 'Pitch', and 'Temp'; the second row has 'Heading', 'Altitude', and 'Roll'; the third row has 'Time'. Below these buttons are three input fields for text entry, labeled 'Dive #', 'Note 1', and 'Note 2' respectively. The 'Dive #' field contains the number '1'.

Tags: [overlay tab](#) [1]

Applies to: [VideoRay Basic](#) [2]

Source URL: <http://localhost:8888/kb2017/overlay>

Links

[1] <http://localhost:8888/kb2017/tags/overlay-tab>

[2] <http://localhost:8888/kb2017/applies/videoray-basic>