

ToolsOnAir-Support

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Georg - 2018-08-29 - in [Knowledgebase just:live/play](#)

With version 2.0, a non DSK based switch to live has been introduced, so what are the differences and what's new?

Since version 1, we supported the ability to pass through a live signal using the DSK of supported video devices from AJA. Doing so the signal is directly sent from the input to the output, bypassing our GPU based engine. The advantage using this method is, that there is almost no delay. The disadvantage is, that this does not work with video devices from BMD, that the incoming signal can not be part of a graphics template, that it can not be seen in the OnAir windows of our user interfaces, that it can not be sent to the RTMP stream and that closed captions can not be passed through.



With version 2.0, we added a second method to our engine which is DSK independent and therefore works with selected video devices from AJA (io4K and Kona 4) and BMD (all devices with 4K in their name). Using this method, the incoming live signal is captured at the input and sent to the GPU based just:out engine and there it is handled like a video which comes from a movie. This means that it is buffered before it is played out and therefore there is a slight delay when it is sent to the output. The advantages are that it also works with selected devices from BMD, that the signal can also be part of a realtime graphics (DVE, push back and so on), that it is visible in the OnAir window while it is on air, that it can be used with our built in RTMP streaming engine and that closed captions can be passed through.



Please don't hesitate to contact us whenever you have additional questions regarding the ability to switch to live.

The ToolsOnAir Support Team