





Status bar color scheme of FB4

Color	Description
White	FB4 connected and operating normally
Red	controller disconnected
Yellow	TV mode is ON. TV mode is fixed FPS mode, and opposite to dynamic FPS mode used by default.
Red in TV Mode	notification about expected lost sync of refresh rate. It means - you send too many points for currently selected FPS and Sample rate. It is impossible to display such output. As example 1000 points at 100 FPS at 30K output. Such notification comes with message "Too long frames"
Green	FB4 Data FIFO overload. Usually consequence of network congestion, or some other kind of overload. Software manage data traffic to avoid overload.
Cyan	FB4 Command FIFO overload. Commands and data use different route. This color indicates of another FIFO overload. Problem has similar nature as "Green" status color.
Pink	Delivery delay. Delivered frame came too late. This problem may happen because of two types of problem. 1st is CPU overload. Software cannot calculate in output time, and it leads to delayed delivery. 2nd is network congestion. Data cannot be delivered in time from PC to FB4.

Icon Legend

Icon	Description
	Communication indicator. All is OK.
	connection closed. This is normal situation, FB4 might be not connected.
	Connection in progress. Usually you should not see this icon. This is not error... this is indication of establishing TCP/IP connection. But, normally it takes milliseconds to do this, and you should not see it. If you do - something wrong with network
	onnection error (Invalid state of communication socket). This is also not expected result. Most possibly their problems with network in your computer.

Recommended actions in case of different colors

Font Color	Description
White	no problem
Yellow	If you have TV mode on then all is OK. Otherwise - disable it, and color will go back to normal white
Green, Cyan	contact Pangolin support, and send log files of QuickShow
Pink	Some delay. Open Core Monitor and see how long takes one calculation. Should be 0.1...2ms. If more then you need faster CPU, or simpler content, or you can decrease quality of output (Performance Tuning window). The other place is FB4 data transmission window. More below.

zero, or 1ms. It will go up with higher network load, but should not be higher than 10ms. If you see it - you need faster network equipment.

Display shift

FB4 has special algorithm to balance between network hick-ups and smooth output. Sometimes FB4 will need to delay output, skip frame, or repeat frame (to avoid flickering). This diagram show shift between ideal conditions and where we are now. If all is OK then value should be zero. If you see high yellow peaks - this is delay. However, this is more a consequence of drops of overload, rather than indicator of a reason. If you see peaks here then this is a confirmation of known problem.

Overall

This is good to know the reason, or type of problem. Take a time to look at diagrams in studio environment, before going to the show. If you know how should diagram looks - you will detect problem quickly.

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