QUICK START

Thank you for choosing **Analog Way** and the **ORCHESTRA**. By following these simple steps, you should be able to setup and use your powerful remote controller within minutes. Discover the **ORCHESTRA's** extensive capabilities and intuitive interface while configuring your first show, and, in combination with **OPS300, OPS200, Pulse, Pulse LE, SmartVu, SmartVu LE, Eikos, Eikos LE, Smart MatriX*, Smart MatriX LE* & Di-VentiX II**, unleash all your creativity for a new experience in show and event management by **Analog Way**.

* 3Q2010

What's in the box

When unpacking your **ORCHESTRA**, please inspect product packaging carefully, as the removable feet and the rackmount ruler and screws are in the packing foam of the device.

> 1 x **ORCHESTRA** remote controller
> 1 x Power supply cord
> 1 x Quick Start guide
> 1 x User manual
> 1 x Rack mount ruler and screws
> 2 x Adjustable feet

ORCHESTRA Overview

Connect the **ORCHESTRA** to the slave device(s) by LAN (4) at the back of the product. Connect your device to an AC outlet (2) and switch it on (1).

The settings section of the **ORCHESTRA** (1) allows you to access all of the **ORCHESTRA** menus and functionalities quickly and easily for swift setup and parametering of your device. The Layout section (2) of the **ORCHESTRA** lets users quickly access position, size and zoom settings for any chosen layer, then change them with the **ORCHESTRA** joystick. The Preset Edition section (7) of the **ORCHESTRA** is the true operations center of the machine and will give users instant access to all of the functions needed to properly manage your events and shows. The Preset Memory section (3) allows users to store and recall user defined presets. The Screen section of the **ORCHESTRA** (4) allows users to select and edit screens. The Source Main section lets you select sources from the Main output of the slave device. The Source Preview section (6) lets you select sources from the Preview output of the slave device. The Transition section (8) gives access to customizable layer transitions, as well as 3 handy user made transition presets. Finally, the Take allows users to take from the Preview output of the slave device to the Main output to go live.
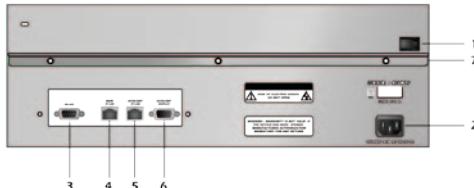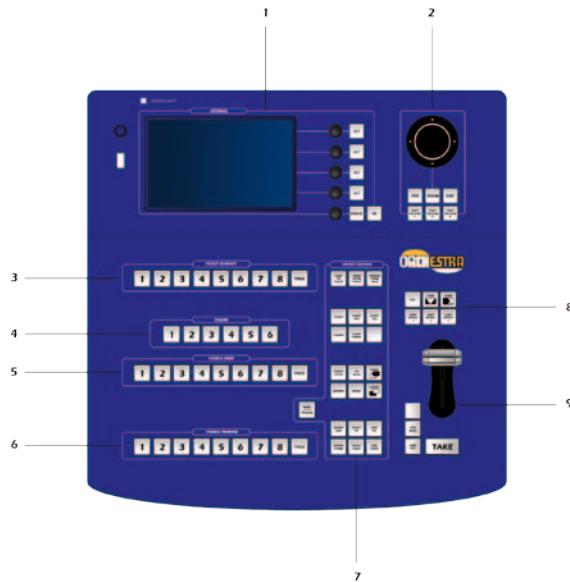
Setting up the ORCHESTRA

User configuration:

On startup, the **ORCHESTRA** tactile screen will display the *User* page. The first time you use the **ORCHESTRA**, you will have to create a new user.

1/ Press the *New User* button on the TFT screen
2/ Name the new user according to your wishes and press the OK button to validate your choice. Press OK to skip password creation.
3/ On the *User* page, choose the user you just created, and press the OK button. The **ORCHESTRA** will display its default menu screen.

System configuration:

The **ORCHESTRA** System Configuration page lets you adjust the IP address of the **ORCHESTRA**.

1/ Press **System** on the TFT screen. The **ORCHESTRA** will display the IP configuration page of the *System* menu.
2/ Rotate the corresponding knobs to change the IP address of the **ORCHESTRA** (IP1, IP2, IP3, IP4) then press the OK button to validate. Wait while the **ORCHESTRA** registers the new address and press *Yes*, then wait for reboot.

* NOTE * : the **ORCHESTRA** must be on the same network as the devices it is going to control.

Show configuration:

When starting with the **ORCHESTRA**, you will need to create a new show.

1/ Press the *Shows* button on the TFT screen then "Create a New Show" button.
2/ The **ORCHESTRA** will display the *Show Edit* screen, which allows you to name the new show according to your wishes. Choose a name for your show, then press the OK button to validate your choice.
3/ The **ORCHESTRA** will display a blank show page.
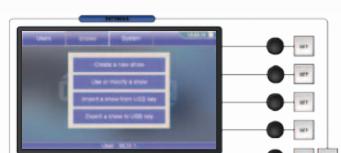
Configuring the ORCHESTRA

To run the ORCHESTRA, follow these few steps :

Screen setup:

1/ Select a Screen in the Screen section of the **ORCHESTRA** by pressing one of the six available buttons. The *Screen* page will appear on the **ORCHESTRA** tactile screen.
2/ Press *Screen Setup* on the TFT screen.

3/ On the Screen Setup, press *Edit* to rename your screen, choose the slave device type and mode.

4/ Press the OK button to confirm when LAN settings match those of the slave device. The **ORCHESTRA** will connect to the device.

5/ Press the OK button to return to the *Screen Setup* page.

6/ Press *Edit Devices*, the tactile screen will display a page which will let you choose the device you want the **ORCHESTRA** to control, select the communication port type the device is connected to, and change LAN settings.

Output configuration:

1/ In the *Screen Setup* page of the **ORCHESTRA**, press *Edit Outputs* and select the output, Main or Preview you wish to display on, then select the output format (resolution), output rate, output type, to match the output settings of the slave device.

2/ Press *Pattern*, and select an available pattern to check your output settings onscreen. Press *Pattern* again, and choose none to revert to your image on screen.

Input configuration:

In the *Screen Setup* page of the **ORCHESTRA**, press *Edit Inputs*, then select the input you wish to work on, the type of plug, the signal type to match those of the slave device.

Soft Edge setup:

Please refer to the Soft Edge Setup chapter of the manual, p.44.

Image settings:

To access source image settings, press the Image Settings button.
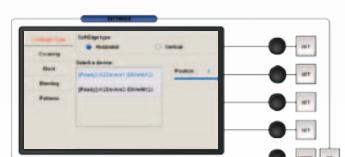
Logos & Frames configuration:

1/ Select a source you wish to use as a logo or frame, and press the *Logos/Frames* button.

2/ Choose the memory slot to put the Logo/Frame into (1-8), edit size and position with the joystick, and the Luma Key settings by scrolling the approriate knobs.

3/ Press Store when you are ready to store your logo or frame.

The joystick:

The joystick of the **ORCHESTRA** allows you to move and resize selected object on screen by selecting it, then pressing the POS button to move the object, or the SIZE button to alter its size.

Layers:

Backgrounds, frames, PIPs, and logos are all considered layers. To work with a layer, press the BACKGROUND LIVE, BACKGROUND FRAME, ADD PIP or ADD LOGO button. In the Source Preview section, select the source you wish to assign to that layer. It will appear on the Preview output of your slave device. Press TAKE to go live on your Main output.
Selected object can be moved or resized with the help of the joystick. Any selected object can be cleared by pressing the CLEAR button twice (to clear multiple layer objects, press CLEAR PIPs, CLEAR LOGOs or CLEAR ALL, twice).
Source parameters of the selected layer can be accessed by rotating the last knob to access the Source page. Parameters of any selected layer can be accessed by rotating the last knob.

Preset Memories:

Each time you configure a screen (background, PIPs, logos), you can save it to a Preset Memory for future use, then call it back at any time. To do this, configure a screen with all the desired elements, and press the SAVE TO MEMORY button. In the Preset Memory section, choose the memory slot you wish to save to by pressing a button (1-8). To recall that memory and use it, press the RELOAD from Memory button, press a Preset Memory button and press TAKE.

* NOTE * : pressing the PAGE button while selecting a Preset Memory (1-8), will select a memory page, each containing 8 memory slots (64 in total).

The Take Button:

The TAKE button will bring anything you are working on from your Preview output to your Main output.
The **ORCHESTRA** T-Bar makes the same transition, but users have manual control over the speed of the take.
The TAKE CUT button allows you to take with all transitions overridden by a cut effect.
Finally, the STEPBACK button will revert the **ORCHESTRA** to its prior state on screen. Press the STEPBACK button and press TAKE to do this.
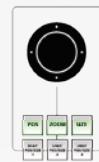
Going further with the ORCHESTRA

You should now have all the basic skills needed to start operating the **ORCHESTRA**. We recommend reading the User Manual shipped with the **ORCHESTRA**, and encourage you to play with the unit's extensive functionalities, there is no better way to familiarize yourself with your new show & events tools. The Manual of the **ORCHESTRA** is supplied for easy reference of all of the machine's numerous functions. We recommend keeping a copy of this handy when you start working with the **ORCHESTRA**.