

QUICK START GUIDE

Orchestra² - Ref. ORC50

Thank you for choosing **Analog Way** and the **Orchestra²**. By following these simple steps, you will be able to setup and use your powerful High End Remote Controller within minutes. Discover the **Orchestra²** extensive capabilities and intuitive interface while configuring your first show, and unleash your creativity for a new experience in show and event management by **Analog Way**.

WHAT'S IN THE BOX

- 1 x **Orchestra²** (ORC50)
- 1 x Power supply cord
- 1 x Console mounting bar and screws
- 1 x Set of 3 stylus for touchscreen
- 2 x Adjustable feet
- 1 x User manual (PDF version)*
- 1 x Quick start guide*

* User manual and quick start guide are also available on www.analogway.com



Go on our website to register your product(s) and be notified about new firmware versions: <http://bit.ly/AW-Register>

ORCHESTRA² SETTINGS

Before starting with **Orchestra²**, please see the following steps:

- Front Panel Description
- Setting up the **Orchestra²**
- Configuring the show.

If connecting the **Orchestra²** and device directly, be sure to use an Ethernet crossover cable, otherwise you can use a standard ethernet hub and straight cables.

The **Orchestra²** automatically detects if the connected devices are running the correct firmware version.

To program a preset, use the following steps:

1. Select a Screen #1 to #6
2. Create a layer by "Preset Edition" section
3. Select a source
4. Save the configuration of the Screen in a Preset.

>> Restart the steps #1 to #4 if several Screens are associated to a Preset.

Specific commands:

- For saving a Preset with black content, you must save an empty Preset.
- Short press on a preset: loads the saved preset and saved screen selection.
- Long press on a preset: loads the saved preset on only the currently selected screens
- For clearing a Preset (Memory): **Save To Preset > Confirm** the reset of the preset on the touch screen. The check boxes are not automatically checked by the software.

The operator must confirm the action of erasing.

Status Bar (upper right corner of the screen).
Each Screen is represented as a circle:

• Ready Status Bar

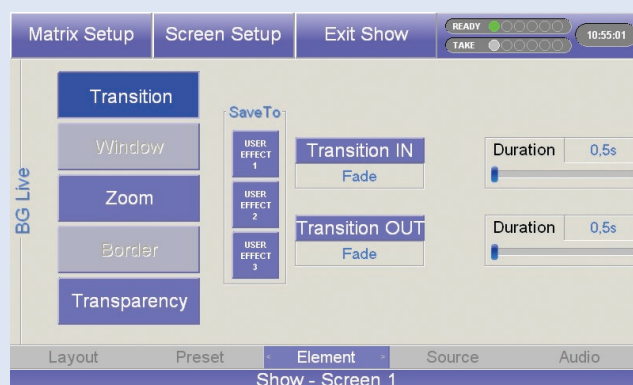
- Grey dark circle: No device Configured
- Grey light circle: Device not connected
- Yellow circle: Initializing and synchronizing device
- Green circle: Device connected and ready for operation.

• TAKE Status Bar

- Grey dark circle: No device
- Grey light circle: Screen unselected, no action scheduled
- Red circle: The Main is different from Preview.
The screen will change after a Take.

Navigation bar (bottom of screen):

The Navigation bar shows your current page, and is also a shortcut to the listed menu pages.



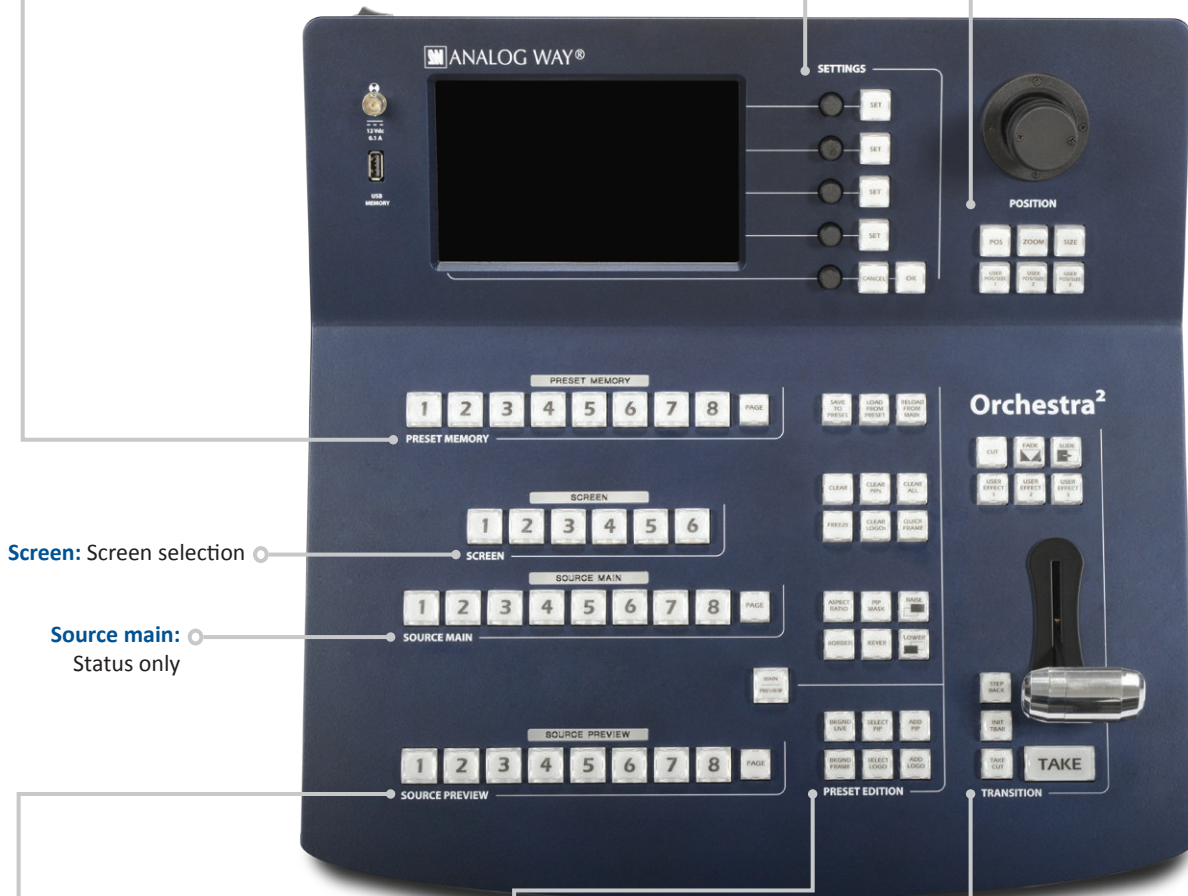
FRONT PANEL DESCRIPTION

Please refer to User manual for comprehensive explanations.

Preset memory: Each time you configure a screen (background, PIPs, logos), you can save it to a Preset Memory for future use. To do this, configure a screen with all the desired elements, press the **SAVE TO PRESET** button and then a preset memory button.

Settings: allows you to access all of the Orchestra menus and functionalities quickly and easily. The 4 top rotative knobs will allow you to set values, while the last knob will allow to navigate through the interface, to access source or element settings for example.

Position: Joystick for easy adjustments (position/size). Adjust the selected PIP or Logo, X-Axis (Left/Right), Y-Axis (Up/Down). **Snap function:** Enable this function by long pressing POS or SIZE buttons. With this tool, your PIP/logo will be automatically positioned at the closest predefined position.



Screen: Screen selection

Source main:
Status only

Source Preview: select your sources. It will appear on the Preview output of your switcher and press **TAKE** to go live on your Main output.

Preset Edition: Save, load and modify presets. Various layer properties are also available in this section.

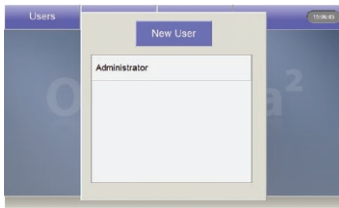
- **CLEAR ALL:** delete all layers.
- **QUICK FRAME:** allows the instant display of a stored emergency frame above all layers. **NOTE: This function requires Eikos², Saphyr, SmartMatrix², Pulse², QuickMatrix or QuickVu.**

Please refer to our User manual for all the functions in this section.

Transition: Selection of Effects and User Effects.

- **T-Bar** to control effect level.
- **TAKE:** Press the **TAKE** button to display the pre-selected sources onto the MAIN output with the selected effects.
- 3 functions associated with **TAKE** and **T-BAR**:
 - **STEP BACK:** > short press activates the Step Back function > long press to enable/disable the **PRESET TOGGLE** function.
 - **INIT T-BAR**
 - **TAKE CUT**

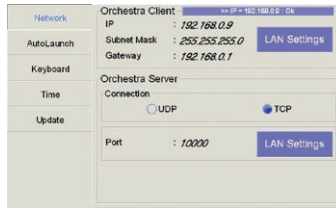
SETTING UP THE ORCHESTRA²



USER CONFIGURATION:

On startup, the **Orchestra²** tactile screen will display the *User* page. The first time you use the **Orchestra²**, you will have to create a new user.

1. Press the **New User** button on the tactile screen
2. Name the new user as required 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 **Orchestra²** will display its default menu screen.



SYSTEM CONFIGURATION:

The **Orchestra²** System Configuration page lets you adjust properties like the IP address of the **Orchestra²**.

1. Press **System** on the tactile screen. The Network Configuration tab will be displayed.
2. Select the Lan Settings option, rotate the corresponding knobs to change the IP address of the **Orchestra²** (IP1,2,3,4) or press the <Default> button to restore the address to 192.168.0.9. Press the **OK** button to validate
3. Press **OK** again to Exit the system page.

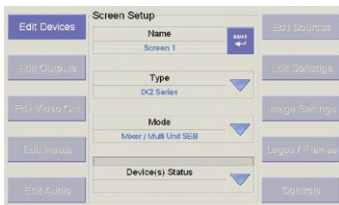


SHOW CONFIGURATION:

When starting with the **Orchestra²**, you will need to create a new show.

1. Press the **Shows** button on the tactile screen then "Create a New Show" button.
2. The **Orchestra²** will display the *Show Edit Name* screen, you can now enter a new name. Choose a name for your show, then press the **OK** button to validate your choice.
3. The **Orchestra²** will display a blank show page.

CONFIGURING THE SHOW

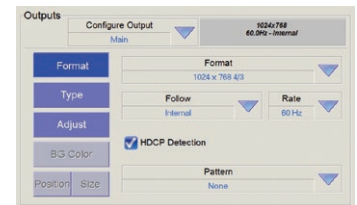


SCREEN SETUP:

1. Select a Screen in the Screen section of the **Orchestra²** by pressing one of the six available buttons. The *Screen* page will appear on the **Orchestra²** tactile screen.
2. Press **Screen Setup** on the tactile screen.
3. On the <Screen Setup>, select the slave device type and mode. Press Edit to rename your screen.

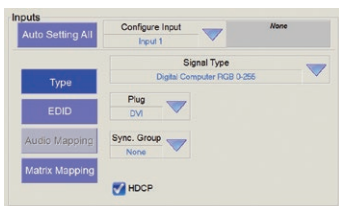


4. Press **Edit Devices. Add Device**. Using the tactile screen, Configure the communication settings of the device that the ORC50 will control.
5. Press the **OK** button to validate your changes. The **Orchestra²** will begin connecting to the configured device.
6. Press the **OK** button to return to the *Screen Setup* page.



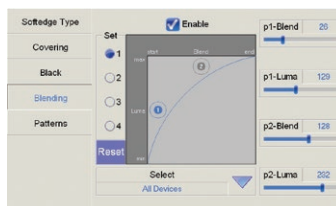
OUTPUT CONFIGURATION:

1. In the *Screen Setup* page, press **Edit Outputs** and select the output, Main or Preview, you wish to adjust, then configure the output format (resolution), output rate, output type required.
2. Press **Pattern**, and select an available pattern to check your output settings on screen. Press **Pattern** again, and select **None** to revert to your image on screen.
3. Press the **OK** button to return to the screen setup page.



INPUT CONFIGURATION:

1. In the *Screen Setup* page, press **Edit Input**, you can manually configure the type of plug, the signal type or press the **AUTO SETTING ALL** button, for an automatic setup of your inputs.
2. Press **OK** button.



SOFT EDGE SETUP:

Please refer to the Soft Edge Setup Chapter of the User manual.

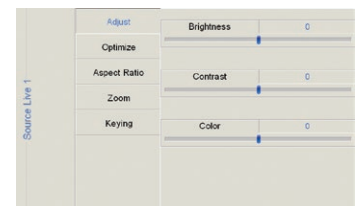
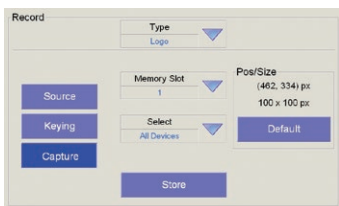


IMAGE SETTINGS:

In the screen setup page, to access source image settings, press the **IMAGE SETTINGS** button.



LOGOS & FRAMES CONFIGURATION:

1. In the screen setup page, press the **LOGOS/FRAMES** button.
2. Select a source you wish to use as a logo or frame.
3. Choose the memory slot to save the Logo/Frame into, edit size, position with the joystick, and the keying settings by rotating the appropriate knobs.
4. Press **STORE** to store your logo or frame.

REAR PANEL DESCRIPTION



RS-232: Serial port (not in use)

Auxiliary display output: Clone of the tactile screen

DC 100-250 VAC 2A 50-60Hz

RJ-45 connector: Connect the **Orchestra²** to 10/100 Ethernet LAN using this female RJ-45 connector: used to control switcher

RJ-45 - Auxiliary: Not in use

Mounting Bar: For installation

FRONT PANEL DESCRIPTION

• 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 objects 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 layers, press **CLEAR PIPS**, **CLEAR LOGOS** or **CLEAR ALL**, twice).

Source parameters of the selected layer can be accessed via the options on the last line of the tactile screen or via the 5th knob.

• THE TAKE BUTTON:

The **TAKE** button will bring everything you have configured, from your Preview output to your Main output.

The **Orchestra²** T-Bar makes the same transition, but you can manually control the progress of the effect.

The **TAKE CUT** button allows you to override all transition effects with a cut effect.

Finally, the **STEPBACK** button will help you to revert your main output to its previous screen state. Press the **STEPBACK** button and press **TAKE** to do this.

• 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 to #8).

To recall that memory and use it, press the **LOAD FROM PRESET** button, press a Preset Memory button and press **TAKE**.

TIP: Pressing the **PAGE** button while selecting a Preset Memory (#1 to #8), will select a memory page, each containing 8 memory slots (64 in total).

• OFF-LINE PROGRAMMING:

Define your Show while you have no hardware device connected to the ORC50. You can configure screens and define presets in advance and recall them later.

MANAGING WITH THE ORCHESTRA²

The **Orchestra²** can control the following Seamless Switchers:

Control Mode	DVX8044	EKS500	EKS400	OPS300	OPS200	SMX200	SMX100	PLS300	PLS200	SVU300	SVU200	STE200	STE100	SQD200	EKS550	SPX450	SMX250	PLS350	QMX150	QVU150
Seamless Mixer	x	x	x	x	x			x	x	x	x				x	x		x		x
Seamless Matrix	x	x	x	x		x	x								x	x	x	x	x	
QuadraVision		x												x	x					
Soft Edge Blending	x											x	x							

WARRANTY

All **Analog Way** products have a 3 year warranty on parts and labor, return to factory, but do not include faults resulting from user negligence, any unauthorized modifications, electrical surges, mishandling (drop/crush), and/or any other damage caused by misuse.

Please note: The included carrying case and protective foam is not covered under warranty.

GOING FURTHER WITH THE ORCHESTRA²

Please check the User manual and our website for further information: www.analogway.com