

USER MANUAL



Orchestra²

Ref. ORC50



ANALOG WAY[®]
Pioneer in Analog, Leader in Digital

—○ **THANK YOU**

By following these simple steps you will be able to obtain the most from your powerful **Orchestra²** and its many features.

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1. INTRODUCTION

1.1 What is the Orchestra²

Orchestra² is a powerful intuitive and ergonomic remote controller designed to manage several switchers such as **Eikos, Eikos LE, OPS300, OPS200, Pulse, Pulse LE, SmartVu, SmartVu LE, Smart Matrix, Smart Matrix LE, Smart Edge, Smart Edge FX, Smart Quad, Di-VentiX II** or **Eikos², Saphyr, SmartMatrix², Pulse², QuickMatrix** and **QuickVu** systems, independently or simultaneously in any kind of combination, including Soft Edge Blending.

Orchestra² can control up to 6 independent screen configurations in different locations (single display or multiple projectors in Soft Edge Blending mode) and store up to 64 presets per screen configuration.

Orchestra² controls the effects and functionalities of the **Di-VentiX II, Eikos, Eikos LE, OPS300, OPS200, Pulse, Pulse LE, SmartVu, SmartVu LE, Smart Matrix, Smart Matrix LE, Smart Edge, Smart Edge FX, Smart Quad** and **Eikos², Saphyr, SmartMatrix², Pulse², QuickMatrix** and **QuickVu** systems.

NOTE: Orchestra² offers the control of matrices in order to multiply the number of live sources, whatever the Analog Way switcher number of inputs is.

Designed with a 16/9 TFT color touch screen for easy preview of all configurations, **Orchestra²** is especially dedicated to facilitate setting up and programming of multi-screen events and presentations. It perfectly fits your every day or prestigious shows where speed and easiness of configuration are required.

The numerous user friendly, customizable and configurable presets enable the set up of your screen configuration, so that they are easily accessible during your presentation. Any last minute modification is easy thanks to the direct input/output selection access. Also equipped with a USB port, the complete configuration of your events can be saved for future use.

With its new Interface Human Machine, **Orchestra²** will help you manage multi-screen and multi-location live presentations with total peace of mind.

1.2 Useful terms and definitions

SCREENS: a “Screen” on the **Orchestra²** is a containing element, which corresponds to a projection surface. A Screen generally contains a device, such as an **Eikos, Eikos LE, OPS300, OPS200, Pulse, Pulse LE, SmartVu, SmartVu LE, Smart Matrix, Smart Matrix LE, Smart Edge, Smart Edge FX, Smart Quad, Di-VentiX II, Eikos², Saphyr, SmartMatrix², Pulse², QuickMatrix** or a **QuickVu**, though a screen could well be composed of several devices, in Soft Edge configuration for example.

PRESET: a “Preset” on the **Orchestra²**, is a capture (or a recall) of the state of a Screen. In other words, presets allow to record or recall the state of sources and elements in a Screen at any given moment.

LAYERS: a “Layer” is an image display element (such as a Background, a PIP, or a Logo) that has an associated visual priority — either in front of another layer or behind.

BACKGROUND FRAME: a “Background Frame” is a full screen image which is selected from one of the memory slots available. A Frame can be flash captured from any video or computer source plugged into the machine.

BACKGROUND LIVE: a “Background Live” is a live (animated video or motion content) full screen image which is selected from one of the available sources of the slave device.

PIP: a “PIP” refers to Picture-in-Picture. It is a source (typically of reduced size) that is positioned over another background image or another PIP. PIPs can be reduced, enlarged, bordered and shadowed. They can overlap one another, depending on their visual priority.

LOGO: a “Logo” is a part of an image that can be flash captured from any video or computer source, by keying or image cut-out. Logos can be positioned anywhere on your screen.

KEYING & TITLING: “Key” is an electronic process whereby a video image is electronically superimposed over another source or background, by dynamically removing a portion of the first image. For example, removing all content of a certain color (such as green or blue) is called a cutting out either a color (Chroma Key,) and removing content based on its brightness or luminance levels is called a (Luma Key). Keys are typically used for titles, Logos and special effects.

1.3 Orchestra² color codes

The **Orchestra²** buttons were designed with a handy color code to guide users, avoid mistakes, and give a constant status of the device. Thus, all **Orchestra²** buttons have two or three different states (and colors), depending on their function and their current state.

All available (selectable) buttons, functions and effects light up **green**, other than the Source Main buttons which light up in red.

Any selected button on the **Orchestra²** turns a bright **yellow**.

The **TAKE** button is displayed in **red**, and will blink red when active.

The **Orchestra²** is comprised of several double-take buttons (**CLEAR, CLEAR PIPs, CLEAR LOGOs, CLEAR ALL** buttons...) which should be pressed once to activate and a second time to confirm. These will blink yellow while waiting for confirmation.

Finally, some of the **Orchestra²** buttons (**SOURCE PREVIEW** for example) will turn pale **yellow** when they have been selected, are active, but are not currently being worked with.

2. HARDWARE INSTALLATION

2.1 Safety instructions

2.1.1 English

All of the safety and operating instructions should be read before the product is operated and should be maintained for further reference. Please follow all of the warnings on this product and its operating instructions.

- **WARNING:** To prevent the risk of electric shock and fire, do not expose this device to rain, humidity or intense heat sources (such as heaters and direct sunlight). Slots and openings in the device are provided for ventilation and to avoid overheating. Make sure the device is never placed near a textile surface that could block the openings. Also keep away from excessive dust, vibrations and shocks.
- **POWER:** Only use the power supply indicated on the device of the power source. Devices equipped with a grounding plug should only be used with a grounding type outlet. In no way should this grounding be modified, avoided or suppressed. Connection of equipment to main supply must be after branch circuit breaker of the building installation.
- **POWER CORD:** The device is equipped with a main switch (On (I) /Off (O)). The Switch ON and OFF is initiated by the main switch.

Caution: The power cord constitutes the only mean to completely disconnect the equipment from the main power.

Apply the following guidelines:

- The equipment connected to the network must have a release system easily accessible and located outside the unit.
- Unplug the power cord; do not pull on the power cord but always on the plug itself.
- The outlet should always be near the device and easily accessible.
- Power supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them.

If the power supply cord is damaged, unplug the device. Using the device with a damaged power supply cord may expose your device to electric shocks or other hazards. Verify the condition of the power supply cords once in a while. Contact your dealer or service center for replacement if damaged.

- **CONNECTIONS:** All inputs and outputs (except for the power input) are TBTS defined under EN60950.
- **SERVICING:** Do not attempt to service this product yourself by opening or removing covers and screws since it may expose your device to electric shocks or other hazards. Refer all problems to qualified service personnel.
- **OPENINGS:** Never push objects of any kind into this product through the openings. If liquids have been spilled or objects have fallen into the device, unplug it immediately and have it checked by a qualified technician.

2.1.2 French

Afin de mieux comprendre le fonctionnement de cet appareil nous vous conseillons de bien lire toutes les consignes de sécurité et de fonctionnement avant utilisation. Conservez les instructions de sécurité et de fonctionnement afin de pouvoir les consulter ultérieurement. Respectez toutes les consignes marquées dans la documentation, sur le produit et sur ce document.

- **ATTENTION** : Afin de prévenir tout risque de choc électrique et d'incendie, ne pas exposer cet appareil à la pluie, à l'humidité ou à des sources de chaleur intense.
- **INSTALLATION** : Veillez à assurer une circulation d'air suffisante pour éviter toute surchauffe à l'intérieur de l'appareil. Ne placez pas l'appareil sur ou à proximité d'une surface textile susceptible d'obstruer les orifices de ventilation. N'installez pas l'appareil à proximité de sources de chaleur comme un radiateur ou une poche d'air chaud, ni dans un endroit exposé au rayonnement solaire direct, à des poussières excessives, à des vibrations ou à des chocs mécaniques. Ceci pourrait provoquer un mauvais fonctionnement et un accident.
- **ALIMENTATION** : Ne faire fonctionner l'appareil qu'avec la source d'alimentation indiquée sur l'appareil. Les appareils doivent être obligatoirement connectés sur une source équipée d'une mise à la terre efficace. En aucun cas cette liaison de terre ne devra être modifiée, contournée ou supprimée. Raccordement des équipements à l'alimentation principale doit être postérieur au disjoncteur de branchement de l'installation électrique du bâtiment.
- **CORDON D'ALIMENTATION** : Les appareils sont équipés d'un interrupteur général (Marche I / Arrêt O), la mise en tension et la mise hors tension se fait en actionnant cet interrupteur général.

Attention : le cordon d'alimentation constitue le seul moyen de débrancher l'appareil totalement de l'alimentation secteur. Pour être certain que l'appareil n'est plus alimenté, ce cordon doit être débranché de la prise murale.

Appliquer les consignes suivantes :

- Le matériel relié à demeure au réseau, doit avoir un dispositif de sectionnement facilement accessible qui doit être incorporé à l'extérieur de l'appareil.
- Débrancher le cordon d'alimentation de la prise murale si vous prévoyez de ne pas utiliser l'appareil pendant quelques jours ou plus.
- Pour débrancher le cordon, tirez-le par la fiche. Ne tirez jamais sur le cordon proprement dit.
- La prise d'alimentation doit se trouver à proximité de l'appareil et être aisément accessible.
- Ne laissez pas tomber le cordon d'alimentation et ne posez pas d'objets lourds dessus.

Si le cordon d'alimentation est endommagé, débranchez-le immédiatement de la prise murale. Il est dangereux de faire fonctionner un appareil avec un cordon endommagé ; un câble abîmé peut provoquer un risque d'incendie ou un choc électrique. Vérifiez le câble d'alimentation de temps en temps. Contactez votre revendeur ou le service après-vente pour un remplacement.

- **CONNEXIONS** : Toutes les entrées et sorties (exceptée l'entrée secteur) sont de type TBTS (Très Basse Tension de Sécurité) définies selon EN 60950.
- **RÉPARATION ET MAINTENANCE** : L'utilisateur ne doit en aucun cas essayer de procéder aux opérations de dépannage, car l'ouverture des appareils par retrait des capots ou de toutes autres pièces constituant les boîtiers ainsi que le dévissage des vis apparentes à l'extérieur, risquent d'exposer l'utilisateur à des chocs électriques ou autres dangers. Contactez le service après-vente, votre revendeur ou adressez-vous à un personnel qualifié uniquement.
- **OUVERTURES ET ORIFICES** : Les appareils peuvent comporter des ouvertures (aération, fentes, etc...), veuillez ne jamais y introduire d'objets et ne jamais obstruer ses ouvertures. Si un liquide ou un objet pénètre à l'intérieur de l'appareil, débranchez immédiatement l'appareil et faites-le contrôler par un personnel qualifié avant de le remettre en service.

2.1.3 Italian

Allo scopo di capire meglio il funzionamento di questa apparecchiatura vi consigliamo di leggere bene tutti i consigli di sicurezza e di funzionamento prima dell'utilizzo. Conservare le istruzioni di sicurezza e di funzionamento al fine di poterle consultare ulteriormente. Seguire tutti i consigli indicati su questo manuale e sull'apparecchiatura.

- **ATTENZIONE:** Al fine di prevenire qualsiasi rischio di shock elettrico e d'incendio, non esporre l'apparecchiatura a pioggia, umidità e a sorgenti di eccessivo calore.
- **INSTALLAZIONE:** Assicuratevi che vi sia una sufficiente circolazione d'aria per evitare qualsiasi surriscaldamento all'interno dell'apparecchiatura. Non collocare l'apparecchiatura in prossimità o su superfici tessili suscettibili di ostruire il funzionamento della ventilazione. Non installate l'apparecchiatura in prossimità di sorgenti di calore come un radiatore o una fuoruscita d'aria calda, né in un posto esposto direttamente ai raggi del sole, a polvere eccessiva, a vibrazioni o a shock meccanici. Ciò potrebbe provocare un erroneo funzionamento e un incidente.
- **ALIMENTAZIONE:** Far funzionare l'apparecchiatura solo con la sorgente d'alimentazione indicata sull'apparecchiatura. Le apparecchiature queste devono essere obbligatoriamente collegate su una sorgente fornita di una efficiente messa a terra. In nessun caso questo collegamento potrà essere modificato, sostituito o eliminato. Connessione delle apparecchiature alla rete elettrica deve essere successiva interruttore di circuito dell'impianto dell'edificio
- **CAVO DI ALIMENTAZIONE:** Gli apparecchi con un interruttore (commutatore) generale (Accesso I : Speuto 0), accendere ou spagnere l'apparecchio si fa usando l'interruttore.

Attenzione: il cavo di alimentazione è il solo modo di disconnettere l'apparecchio dell'alimentazione. Per assicurarsi che totalmente l'apparecchio non è più collegato, il cavo deve essere disconnesso della presa murale.

Seguire le istruzioni seguenti:

- Il materiale collegato a residenza alla rete, deve avere un dispositivo di sezionamento facile da raggiungere e che deve essere inserito all'esterno del apparecchio.
- Disconnettere l'apparecchiatura dalla presa murale se si prevede di non utilizzarla per qualche giorno.
- Per disconnettere il cavo tirare facendo forza sul connettore.
- La presa d'alimentazione deve trovarsi in prossimità dell'apparecchiatura ed essere facilmente accessibile.
- Non far cadere il cavo di alimentazione né appoggiarci sopra degli oggetti pesanti. Se il cavo di alimentazione è danneggiato, spegnere immediatamente l'apparecchiatura.

E' pericoloso far funzionare questa apparecchiatura con un cavo di alimentazione danneggiato, un cavo graffiato può provocare un rischio di incendio o uno shock elettrico. Verificare il cavo di alimentazione spesso. Contattare il vostro rivenditore o il servizio assistenza per una sostituzione.

- **CONNESSIONE:** Tutti gli ingressi e le uscite (eccetto l'alimentazione) sono di tipo TBTS definite secondo EN 60950.
- **RIPARAZIONI E ASSISTENZA:** L'utilizzatore non deve in nessun caso cercare di riparare l'apparecchiatura, poiché con l'apertura del coperchio metallico o di qualsiasi altro pezzo costituente la scatola metallica, nonché svitare le viti che appaiono esteriormente, poiché ciò può provocare all'utilizzatore un rischio di shock elettrico o altri rischi.
- **APERTURE DI VENTILAZIONE:** Le apparecchiature possono comportare delle aperture di ventilazione, si prega di non introdurre mai oggetti o ostruire le sue fessure. Se un liquido o un oggetto penetra all'interno dell'apparecchiatura, disconnetterla e farla controllare da personale qualificato prima di rimetterla in servizio.

2.1.4 German

Um den Betrieb dieses Geräts zu verstehen, raten wir Ihnen vor der Inbetriebnahme alle Sicherheits- und Betriebsanweisungen genau zu lesen. Diese Sicherheits- und Betriebsanweisungen für einen späteren Gebrauch sicher aufbewahren. Alle in den Unterlagen, an dem Gerät und hier angegebenen Sicherheitsanweisungen einhalten.

- **ACHTUNG:** um jegliches Risiko eines Stromschlags oder Feuers zu vermeiden, das Gerät nicht Regen, Feuchtigkeit oder intensiven Wärmequellen aussetzen.
- **EINBAU:** Eine ausreichende Luftzufuhr sicherstellen, um jegliche Überhitzung im Gerät zu vermeiden. Das Gerät nicht auf und in Nähe von Textiloberflächen, die Belüftungsöffnungen verschließen können, aufstellen. Das Gerät nicht in Nähe von Wärmequellen, wie z.B. Heizkörper oder Warmluftkappe, aufstellen und es nicht dem direkten Sonnenlicht, übermäßigem Staub, Vibrationen oder mechanischen Stößen aussetzen. Dies kann zu Betriebsstörungen und Unfällen führen.
- **STROMVERSORGUNG:** Das Gerät nur mit der auf dem Gerät bezeichnete Stromquelle betreiben. Gerät mit geerdeter Hauptstromversorgung muss an eine Stromquelle mit effizienter Erdung angeschlossen werden. Diese Erdung darf auf keinen Fall geändert, umgangen oder entfernt werden. Anschluss von Geräten ans Stromnetz muss nach Abzweigschalter des Gebäudes Installation
- **NETZKABEL:** Da die Geräte über einen Hauptschalter (An I/ Aus 0) verfügen, erfolgt die Stromversorgung und -unterbrechung über diesen Hauptschalter.

Achtung: Das Netzkabel stellt die einzige Möglichkeit dar, das Gerät vollständig vom Netzanschluss zu trennen. Um sicherzustellen, dass das Gerät nicht mehr versorgt wird, muss dieses Kabel aus der Netzsteckdose ausgesteckt werden.

Bitte beachten Sie die folgenden Hinweise:

- Wenn Geräte dauerhaft am Netz bleiben, müssen sie über eine leicht zugängliche Trennvorrichtung verfügen, die außen am Gerät angebracht sein muss.
- Das Kabel mittels dem Stecker herausziehen. Niemals am Stromkabel selbst ziehen.
- Die Steckdose muß sich in der Nähe des Geräts befinden und leicht zugänglich sein.
- Das Stromkabel nicht fallen lassen und keine schweren Gegenstände auf es stellen.

Wenn das Stromkabel beschädigt ist, das Gerät sofort abschalten. Es ist gefährlich das Gerät mit einem beschädigten Stromkabel zu betreiben; ein abgenutztes Kabel kann zu einem Feuer oder Stromschlag führen. Das Stromkabel regelmäßig untersuchen. Für den Ersatz, wenden Sie sich an Ihren Verkäufer oder Kundendienststelle.

- **ANSCHLÜSSE:** Bei allen Ein- und Ausgängen (außer der Stromversorgung) handelt es sich, gemäß EN 60950, um Sicherheits Kleinspannungsanschlüsse.
- **REPARATUR UND WARTUNG:** Der Benutzer darf keinesfalls versuchen das Gerät selbst zu reparieren, die Öffnung des Geräts durch Abnahme der Abdeckhaube oder jeglichen anderen Teils des Gehäuses sowie die Entfernung von außen sichtbaren Schrauben zu Stromschlägen oder anderen Gefahren für den Benutzer führen kann. Wenden Sie sich an Ihren Verkäufer, Ihre Kundendienststelle oder an qualifizierte Fachkräfte.
- **ÖFFNUNGEN UND MUNDUNGEN:** Die Geräte können über Öffnungen verfügen (Belüftung, Schlitze, usw.). Niemals Gegenstände in die Öffnungen einführen oder die Öffnungen verschließen. Wenn eine Flüssigkeit oder ein Gegenstand in das Gerät gelangt, den Stecker herausziehen und es vor einer neuen Inbetriebnahme von qualifiziertem Fachpersonal überprüfen lassen.

2.1.5 Spanish

Para comprender mejor el funcionamiento de este aparato, le recomendamos que le acudadosamente todas las consignas de seguridad y de funcionamiento del aparato antes de usarlo. Conserve las instrucciones de seguridad y de funcionamiento para que pueda consultarlas posteriormente. Respete todas las consignas indicadas en la documentación, relacionadas con el producto y este documento.

- **CUIDADO:** Para prevenir cualquier riesgo de choque eléctrico y de incendio, no exponga este aparato a la lluvia, a la humedad ni a fuentes de calor intensas.
- **INSTALACIÓN:** Cerciórese de que haya una circulación de aire suficiente para evitar cualquier sobrecalentamiento al interior del aparato. No coloque el aparato cerca ni sobre una superficie textil que pudiera obstruir los orificios de ventilación. No instale el aparato cerca de fuentes de calor como radiador o boca de aire caliente, ni en un lugar expuesto a los rayos solares directos o al polvo excesivo, a las vibraciones o a los choques mecánicos. Esto podría provocar su mal funcionamiento o un accidente.
- **ALIMENTACIÓN:** Ponga a funcionar el aparato únicamente con la fuente de alimentación que se indica en el aparato. Los aparatos deben estar conectados obligatoriamente a una fuente equipada con una puesta a tierra eficaz. Por ningún motivo este enlace de tierra deberá ser modificado, cambiado o suprimido. Conexión del equipo a la red eléctrica debe ser posterior del interruptor de circuitos derivados de la instalación del edificio
- **CABLE DE CORRIENTE:** Los equipos incluyan interruptor general de alimentación (Encender I / Apagar O), la puesta en marcha o desconexión se realiza por medio de este interruptor.

Atención: El cable de alimentación constituye el único medio de desconectar el aparato totalmente de la red eléctrica. Para estar seguro de que el aparato no está más alimentado, este cable debe de ser desconectado de la toma de corriente.

Aplicar las siguientes consignas:

- El material conectado a residencia a la red informática, debe de tener un dispositivo de seccionamiento fácilmente accesible que debe de ser incorporado al exterior del aparato.
- Desconectar el aparato del enchufe mural si no piensa utilizarlo durante varios días.
- Para desconectar el cable, tire de la clavija. No tire nunca del cable propiamente dicho.
- El enchufe de alimentación debe estar cerca del aparato y ser de fácil acceso.
- No deje caer el cable de alimentación ni coloque objetos pesados encima de él.

Si el cable de alimentación sufriera algún daño, ponga el aparato inmediatamente fuera de tensión. Es peligroso hacer funcionar este aparato con un cable averiado, ya que un cable dañado puede provocar un incendio o un choque eléctrico. Verifique el estado del cable de alimentación de vez en cuando. Póngase en contacto con su distribuidor o con el servicio de posventa si necesita cambiarlo.

- **CONEXIONES:** Todas las entradas y salidas (excepto la entrada del sector) son de tipo TBTS (Muy Baja Tensión de Seguridad) definidas según EN 60950.
- **REPARACIÓN Y MANTENIMIENTO:** Por ningún motivo, el usuario deberá tratar de efectuar operaciones de reparación, ya que si abre los aparatos retirando el capó o cualquier otra pieza que forma parte de las cajas o si destornilla los tornillos aparentes exteriores, existe el riesgo de producirse una explosión, choques eléctricos o cualquier otro incidente. Contacte el servicio de posventa, a su distribuidor o diríjase con personal cualificado únicamente.
- **ABERTURAS Y ORIFICIOS:** Los aparatos pueden contener aberturas (aireación, ranuras, etc.). No introduzca allí ningún objeto ni obstruya nunca estas aberturas. Si un líquido o un objeto penetra al interior del aparato, desconéctelo y hágalo revisar por personal cualificado antes de ponerlo nuevamente en servicio.

2.2 Unpacking and inspection

When unpacking your **Orchestra²**, please mind not to discard product packaging, as the removable feet and the rackmount ruler and screws are in the packing foam of the device.

- 1 x **Orchestra² (ORC50)** remote controller
- 1 x Power supply cord
- 1 x Rack mount ruler and screws
- 1 x Adjustable feet
- 1 x Pen
- 1 x User manual (PDF version)*
- 1 x Quick start guide*

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

2.3 The Orchestra² rear panel



1. On/Off switch
2. AC Connector
3. Auxiliary Display output
4. Auxiliary Ethernet Port (not in use, black caps)
5. Ethernet Port
6. Serial Ports (not in use)
7. Rackmount rule

2.4 Hardware specifications

Dimensions:

- ▶ W 450 x D 440 x H 180 mm
- ▶ 17.71"W x 17.32"D x 7.1"H

Weight:

- ▶ 9 kg / 19.8 lb

- Cooling air flow from right side to left side
- Maximum ambient operating temperature: < 40 °C (< 104°F)
- Operating temperature: 0 to 40 °C / +32 ° to +104 °F -40
- Storage temperature: to 70 °C to -40 °C / -40°F to +158 °F
- Operating humidity: 10 to 80% (non condensing)
- Input voltage range: 100-240 VAC, 50/60 Hz
- Typical consumption: 50 W

CE Compliancy, test following:

- EN 55022: 2006 / A1: 2007
- EN 55024: 1998 / A1: 2001 / A2: 2003
- EN 61000-3-2: 2006
- EN 61000-3-3: 1995 / A1: 2001 / A2: 2005

Safety: test following:

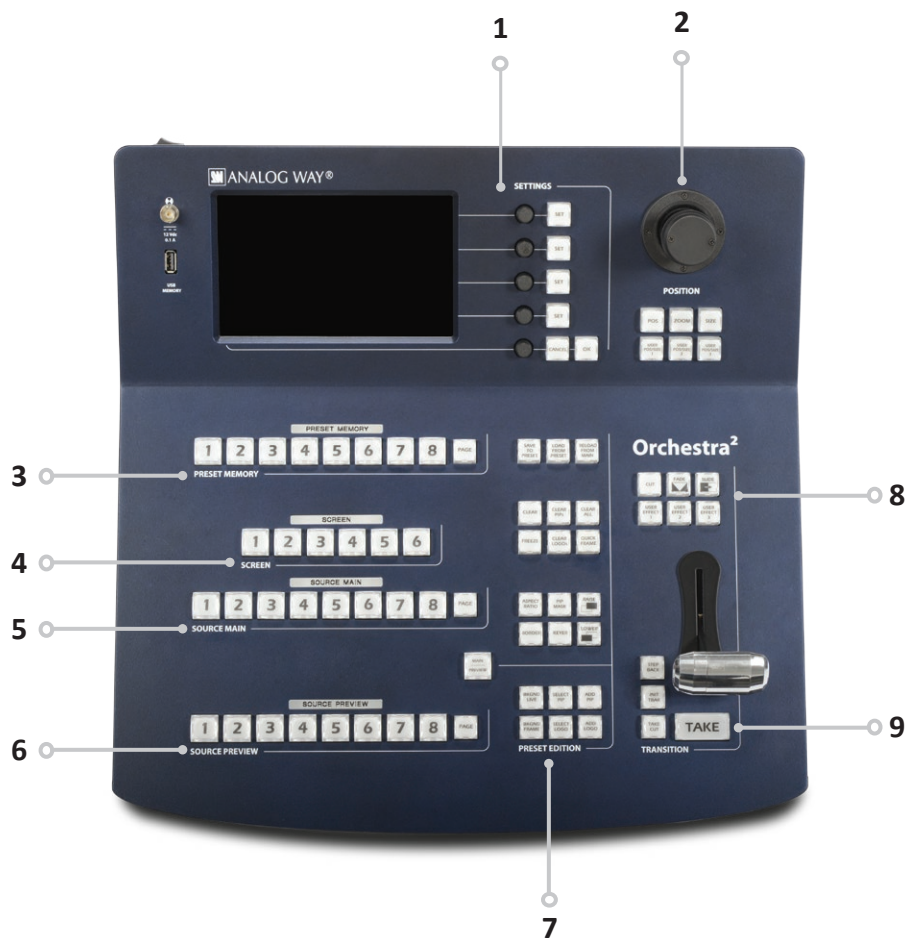
- IEC 60950-1:2005
- UL 60950-1: 2007
- CAN/CSA-C22.2 NO. 60950-1

- Power supply: IEC/EN/UL/CSA 60950-1, internal, autoswitchable
- Mechanical (in carton): Vibration: IEC60068-2-64
- Free fal: IEC60068-2-32, RoHS, WEEE

3. OPERATING THE ORCHESTRA²

3.1 The Orchestra² front panel

3.1.1 Overview



1. Settings section

2. Layout section

3. Preset memory section

4. Screen section

5. Source Main section

6. Source Preview section

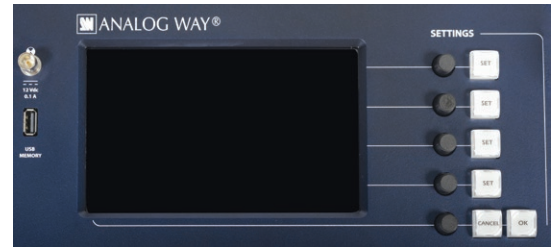
7. Preset Edition section

8. User Effect section

9. Transition section

3.1.2 Settings section

The settings section of the **Orchestra²** allows you to access all of the **Orchestra²** menus and functionalities quickly and easily. The color widescreen 7" inch TFT touch screen will give you intuitive access to the device's setup and configuration menus, and will guide you through the process with clear messaging. The first 4 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.



3.1.3 Layout section

The Layout section of the **Orchestra²** allows you to quickly access position, size and zoom settings for any adjustable layer (PIPs, Live Backgrounds, and position parameters for Logos). The settings can be changed with the **Orchestra²** joystick, then memorized into one of the three available quick-access user position/size presets, to be called back at any time during your show.



3.1.4 Preset memory section

The preset memory section of the **Orchestra²** is where you can save and recall your presets. Any on-screen disposition can be stored to one of the 8 pages of 8 presets (64 user presets in total).



NOTE: Press the PAGE button and a button (#1 to #8) simultaneously to access the 8 possible preset pages. When pressing the PAGE button, the current page will light up bright yellow, available pages will light up green.

3.1.5 Screen section

The Screen section of the **Orchestra²** allows you to select and edit screens. Screens on the **Orchestra²** contain all of the settings and information of any given device connected to the **Orchestra²**. In other words, any device connected to, and piloted by the **Orchestra²**, becomes an individual screen, though several **Di-Ventix II** in a Soft Edge setup can be considered as a Screen.



3.1.6 Source Preview section

The Source Preview section of the **Orchestra²** allows you to select and work with sources on the Preview output of the device connected to the **Orchestra²**. 8 pages with 8 live sources per page (64 sources in total) are available. When working with Frames or Logos, 8 sources are available.



3.1.7 Preset Edition section

The Preset Edition section of the **Orchestra²** 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.

Here you can manipulate, store, erase, or modify all elements on screen. You can also create, use, and rearrange PIPs, logos and frames, create, store and recall user presets, or simply toggle Main and Preview selection amongst other features.



3.1.8 User Effect section

The User Effect section of the **Orchestra²** gives you quick access to basic image transitions via the Cut, Fade and Slide buttons, and allows to store and recall layer transitions as presets via the 3 handy **USER EFFECT** buttons.



3.1.9 Transition section

The Transition section of the **Orchestra²** will allow you to go live with whatever image, logo or PIP settings or changes you have made on your preview screen. The Transition section of the **Orchestra²** also contains of a **TAKE CUT** button, for instant transitions from Preview to Main, and a handy **STEP BACK** button, to toggle from Main back to Preview. The smooth T-bar of the **Orchestra²** will glide from Preview to Main for elegant transitions.

The init T-Bar button will help the unit to reduce the T-Bar delay warning the device that the user wants to take smoothly.



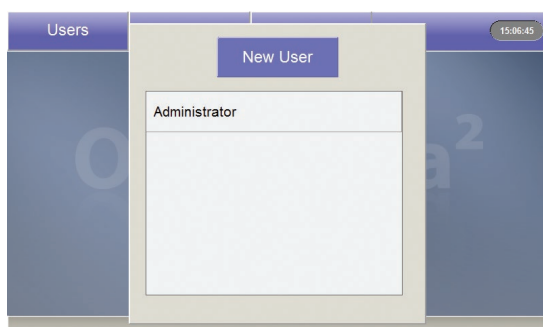
4. STARTING WITH THE ORCHESTRA²

4.1 Operational configuration

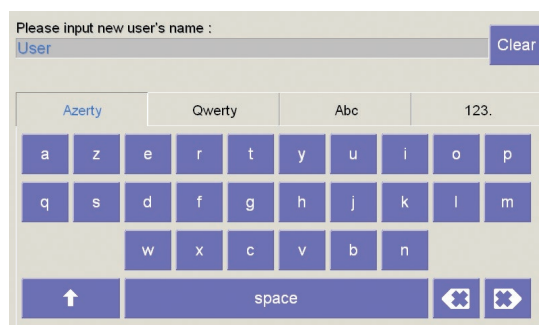
4.1.1 User configuration

When the **Orchestra²** starts up, the *User* page will be displayed over the *Home* page. Here, you can create a new user, or use an existing one. The first time you use the **Orchestra²**, you will have to create a new user.

1. Press the **NEW USER** button on the touch screen.



2. The **Orchestra²** will display the *User Edit* screen, which allows you to name the new user as required. When you have entered a user name, press the **OK** button to validate your choice. Press **OK** again if you do not wish to create a password for the new user. Otherwise, enter a user password which will be asked every time you wish to log in as that user.



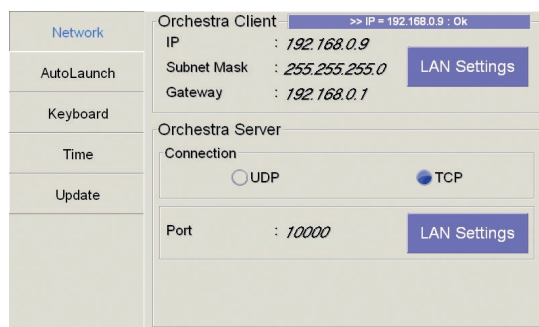
3. On the *User* page, choose the user you have just created, and press the **OK** button again. The **Orchestra²** will now display its home page.



4.1.2 System configuration

The **Orchestra²** System Configuration page allows you to parameter the IP address of the **Orchestra²**, caliber the joystick, the keyboard brightness, set the time, or check the software version and update it via the USB port if required.

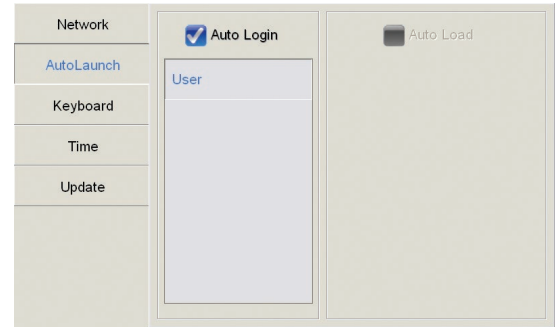
1. Press the **SYSTEM** button on the touch screen. The **Orchestra²** will display the network configuration page of the *System* menu.
2. Press the **LAN SETTINGS** button to enter the IP address.
3. Rotate the corresponding knobs to change the IP address of the **Orchestra²** (IP1, IP2, IP3, IP4) then press the **OK** button to validate.



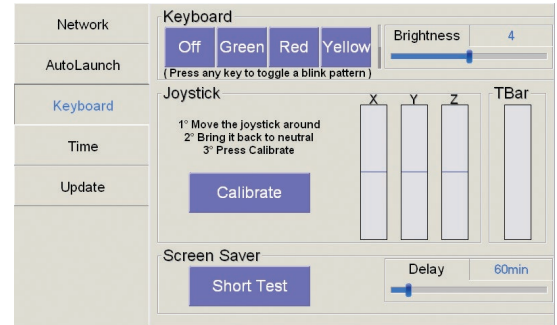
NOTE: The **Orchestra²** must be on the same network as the devices it is going to control.

To configure an auto launch:

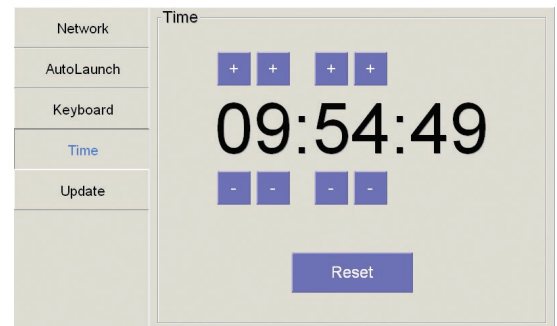
1. Press the *AutoLaunch* tab, on the system configuration page.
2. You can Auto Login a selected user and Auto Load a selected show.

**To configure keyboard brightness and calibrate the joystick:**

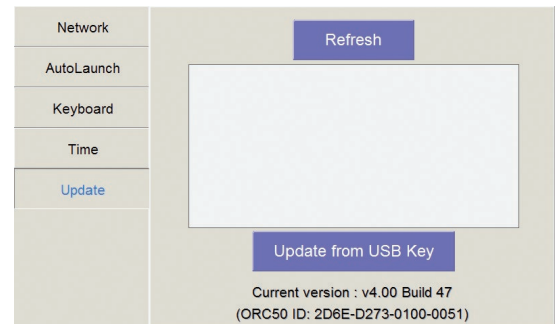
1. Press the *Keyboard* tab on the System Configuration page.
2. Rotate the corresponding knob to increase/decrease keyboard brightness.
3. Wriggle and turn the joystick, then let it return to its initial position. If need be, press the **CALIBRATE** button which will adjust the neutral position of the joystick precisely.
4. Rotate the corresponding knob to increase/decrease Screen Saver Delay

**To set the time on the Orchestra²:**

1. Press the *Time* tab on the System Configuration page.
2. Change the time accordingly, by pressing the +/- buttons on the onscreen clock.

**To check and update firmware version of the Orchestra²:**

1. Press the *Update* tab on the System Configuration page.
2. You can update the software by plugging a USB key with an up to date version of the software on the front panel of the **Orchestra²**. Press *Refresh* to list available update files on the USB key and select the desired update from the list then press *Update*. The **Orchestra²** will display a message while it loads the new software.

**IMPORTANT:**

- Do not remove the USB key while the update process is in progress.
- Do not press yes if a popup ask you to restart when you plug a USB key.

4.1.3 Show configuration

For the **Orchestra²** to start piloting your external device(s), you must create a show to work in. The show will hold parameters for any connected device (as well as all other show parameters such as inputs, outputs, screens, presets...).

1. Press the Shows button on the touch screen, then press *Create a New Show*.
2. The **Orchestra²** will display the *Show Edit screen*, which allows you to name the new show as required. When you have chosen a show name, press the **OK** button to validate your choice. The **Orchestra²** will display a blank show page.

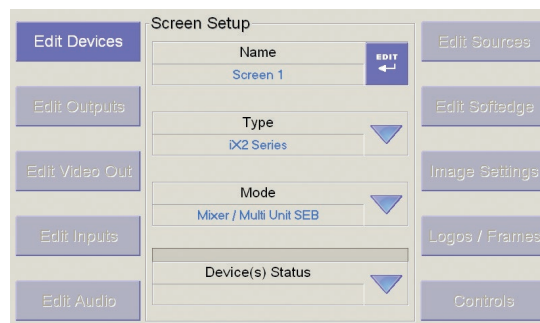


4.2 Show settings

4.2.1 Screen setup

For the **Orchestra²** to pilote external devices, they must be set up as Screens. To setup a Screen, do the following:

1. Select the next available screen (#1 to #6) in the Screen section of the **Orchestra²**. The Screen button will blink, and a display of your empty screen will appear on the **Orchestra²** touch screen.
2. On the **Orchestra²** touch screen, press *Screen Setup* to enter the Screen configuration page, then press *Edit* if you wish to give your Screen a different name than the default name (Screen #1 to #6). Change the name of your Screen accordingly, and press the **OK** button to validate and return to the *Screen Setup* page.

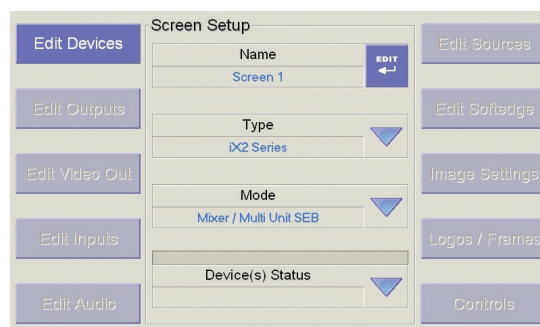


4.2.2 Edit devices

To add a device to a Screen, activate it, and start piloting it, do the following:

1. In the *Type* dropdown menu on the touch screen, select the kind of device you want to use in your Screen (in this case a **Di-VentiX II**).
2. In the *Mode* dropdown menu on the touch screen, select the mode you want to use the device in (in this case Mixer Mode).

NOTE: Screen parameters other than Edit Devices will not be available until a device is stored into a Screen.



3. Press *Edit Devices*, and press *Add*, the touch screen will display a page which will let you select the device you want the **Orchestra²** to pilote. Press *Edit* to give the device a different name than the default name, select the communication protocol the device is configured in, and change LAN settings if required.

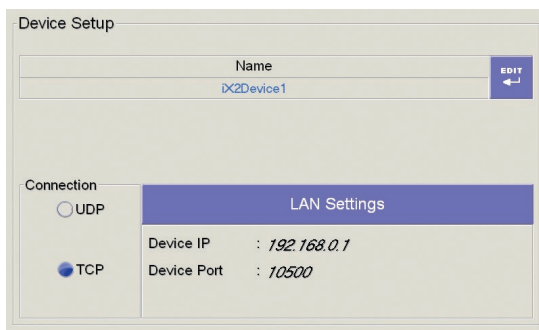
NOTE:

- Make sure LAN settings match those of your device.
- Only TCP and UDP protocols are supported on the **Orchestra²**. We recommend using the TCP protocol.

4. Press the **OK** button to confirm and return to the *Devices* page. The **Orchestra²** will connect to the device. Press the **OK** button to return to the *Screen Setup* page.

NOTE:

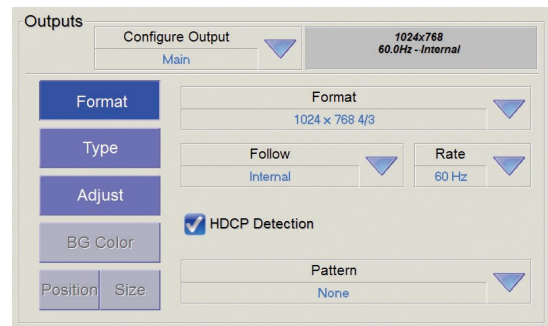
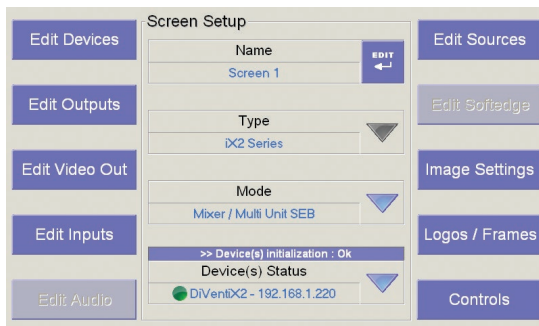
- Screen parameters should all be available now that a device has been added into the current Screen.
- To control several **Di-VentiX II** in soft edge, add the **Di-VentiX II** devices in Mixer Mode in only one screen. You should have several **Di-VentiX II** into the *Edit Devices* menu.



4.2.3 Output configuration

Once your device has been added into a Screen, you can configure its outputs.

1. On the *Screen Setup* page of the **Orchestra²**, press **Edit Outputs**. The format screen is displayed by default.
2. Select the output, Main or Preview you wish to configure, then select the output format (resolution), output rate, needed. On certain devices, you can also disable/enable the HDCP detection on the outputs.
3. Press **Pattern**, and select a pattern from the dropdown menu to check your output settings are properly configured. When you are satisfied, press **Pattern** again, and choose none to revert to your image on screen.
4. Press **TYPE** to select the type of signal
5. Press **ADJUST** to tweak the Gamma value of the output selected.

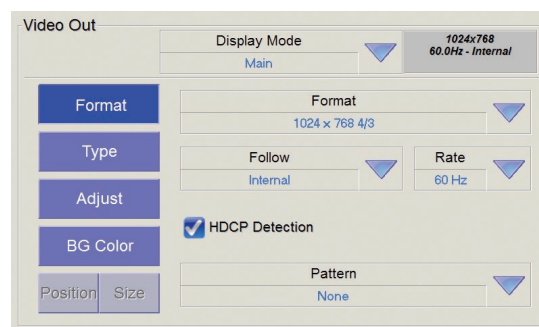
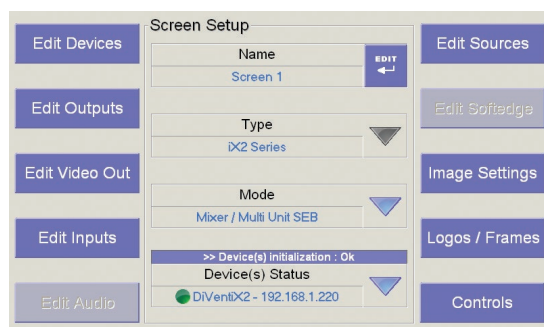


4.2.4 Video Out configuration

The *Video Out* tab will be available only if the slave device has an optional video card installed (for example a **Di-VentiX II** with option VO-8044).

1. In the *Screen Setup* page of the **Orchestra²**, press *Edit Video Out*.
2. Select the display mode for the slave device video out card, then select the output format (resolution), output rate, and signal type. On certain devices, you can also disable/enable the HDCP detection on the outputs.

3. Press **Pattern** to generate a pattern on the screen/device plugged to the slave device video out card if you wish to check the video Out setup.
4. Press **TYPE** to select the type of signal
5. Press **ADJUST** to tweak the Gamma value of the output selected.
6. Press the **OK** button to confirm and return to the *Screen Setup* page.



4.2.5 Input configuration

To properly synchronize the slave device with your **Orchestra²**, you must setup the inputs of the device into the **Orchestra²**.

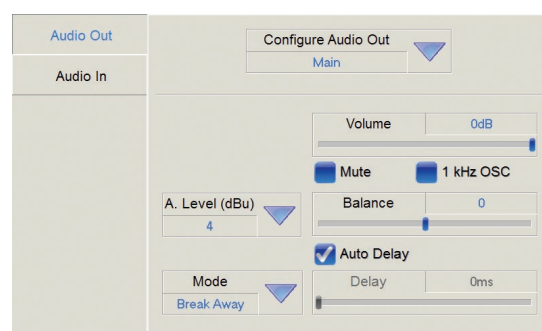
1. In the *Screen Setup* page of the **Orchestra²**, press *Edit Inputs*.
2. Select the input you wish to parameter, then select the plug type, and the type of signal. The status box (by the Select Input dropdown menu) should display image resolution and rate.

NOTE: If you are working with a matrix, you can route your image through the matrix via the *Matrix Mapping* tab (see also *Working With a Matrix*).

3. Press the **OK** button to confirm input settings and return to the *Screen Setup* page.

4.2.6 Audio configuration

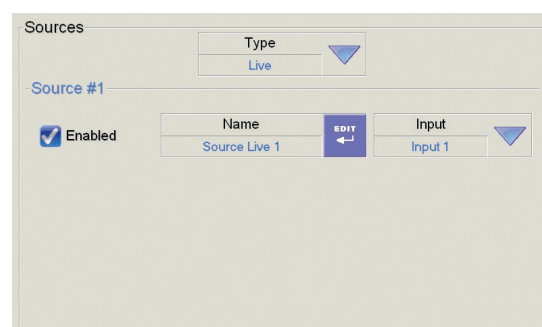
The *Audio Edit* tab will give access to audio in/out parameters such as levels, balance or volume.



4.2.7 Source configuration

The *Edit Sources* tab allows to map device inputs, logos or frames to source buttons on the **Orchestra²** front panel.

1. In the *Screen Setup* page of the **Orchestra²**, press *Edit Sources*. The buttons in the Source Preview section of the **Orchestra²** will light up, allowing you to select the source you wish to work with.
2. Select the source you wish to parameter, then press *Edit* to give the source a new name if required.



NOTE: If you are working with a matrix, you can map matrix inputs to sources, assuming you have defined links between the matrix and your device in the *Edit Inputs* page (see the *Input Configuration* chapter and the *Working With A Matrix* chapter).

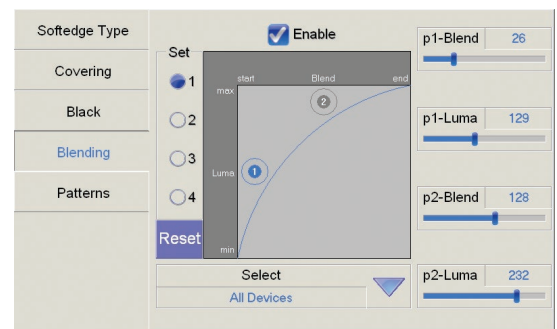
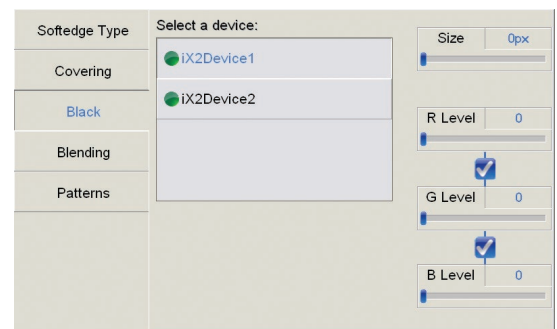
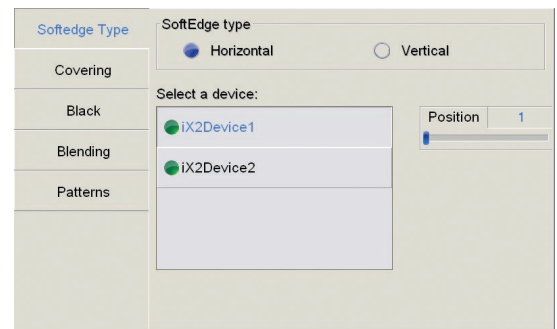
- The *Enable* checkbox allows you to activate (default) or de-activate sources. De-activating a source will result in an inaccessible button on the **Orchestra²** front panel.

4.2.8 Soft Edge Setup

The *Edit Soft Edge* tab will be available if the connected slave device is being used in Embedded Soft Edge mode (for example a **Di-VentiX II**) or if several units has been added to the screen for a multi-univ SEB.

NOTE: For more details on Soft Edge Blending, please refer to the Soft Edge Blending chapter of this manual

- In the *Screen Setup* page of the **Orchestra²**, press **Edit Soft Edge**.
- On the *Soft Edge Setup* page, you will find several tabs to control and adjust your Soft Edge. Press on **Soft Edge Type** to choose the type of Soft Edge to apply (horizontal or vertical). You can also position the devices within the screen by scrolling with the appropriate knob left or right.
- Press the **Covering** tab to control the amount of Soft Edge covering you need (indicated in pixels). By rotating the corresponding knob, increase (right) or decrease (left) the amount of image covering on your Soft Edge.
- Press **Black** to adjust the levels of black for your Soft Edge. On the *Black* tab, select the slave device you wish to work on, and rotate the corresponding knobs to determine black levels then the black size for your Soft Edge.
- Press the **Blending** tab to fine tune your Soft Edge. Select a device in the dropdown menu, then, by rotating the corresponding knobs, position the X and Y points of the *Blending* curve, and increase or decrease their values to obtain the desired onscreen balance for your Soft Edge.
- Press **Pattern** to go to the *Patterns* tab, and select the appropriate patterns to setup and fine tune your Soft Edge image. Choose amongst None, V. (vertical) Grey Scale, H. (horizontal) Grey Scale, V (vertical) Color Bars, H. (horizontal) Color Bars, Grid, SMPTE, Burst, Centering and Covering.



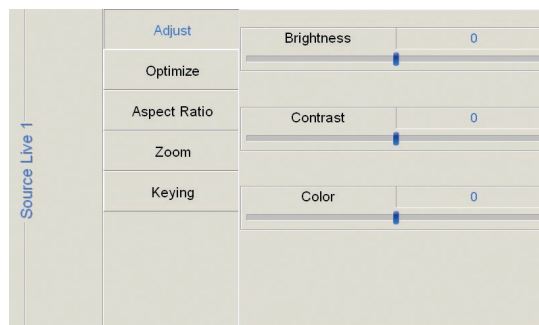
NOTE: To configure your Soft Edge properly, you will probably need to generate several types of patterns. Some patterns are dedicated to video projector setup (like Grid or Centering), where others are designed to adjust image blending (like Burst or Covering). Simply select the pattern you want to use at any given stage, adjust your settings, and return to the Patterns tab to change pattern for further adjustments, or to remove it from your screen.

4.2.9 Image Settings

The *Image Settings* page allows you to fine tune the source image of any input you have previously entered into your Screen.

NOTE: This menu is accessible when working directly with live sources on the **Orchestra²** front panel (for more detail on Image Settings, please refer to the Layer Settings chapter).

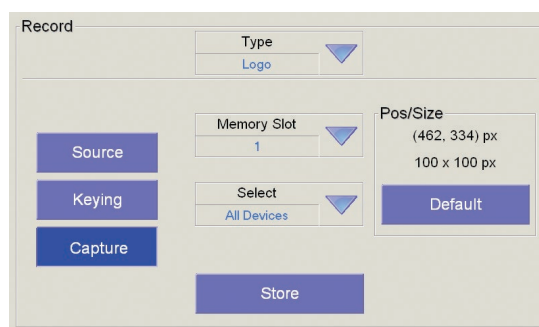
1. In the Screen Setup page of the **Orchestra²**, press **Image Settings**. The *Image Settings* page will give access to different settings depending on whether the selected source is a digital or an analog source.
2. Select the source you wish to work on. Buttons in the Source Preview section will light up, indicating the sources are available.
3. Select the *Adjust*, *Advanced*, *Position/Size*, *Optimize*, *Aspect Ratio*, *Zoom* or *Keying* tabs to adjust those settings of your source image by rotating the corresponding knobs, or selecting the options required.
4. When you are satisfied with your image settings, press the **OK** button to return to the *Screen Setup* page.



4.2.10 Logos & Frames

The *Logos/Frames* page allows you to capture and store logos and frames (see also *Frame Background*).

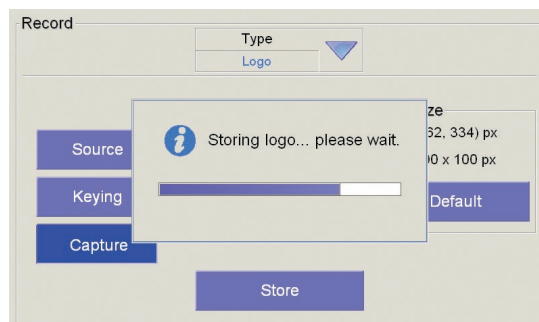
1. In the *Screen Setup* page of the **Orchestra²**, press *Logos/Frames*. The buttons in the Source Preview section of the **Orchestra²** will light up, allowing you to display the source you wish to capture. The buttons in the Layout section will also light up, and give you access to your logo or frame parameters.
2. Select the source you wish to capture by pressing a **SOURCE PREVIEW** button (#1 to #8), then select the *type of capture* you wish in the dropdown list. In this case, we will see how to record a logo. A white rectangle will appear on screen to indicate the area to capture as a logo.
3. Select the memory you wish to store the logo/frame into (#1 to #8) in the *Memory Slot* dropdown list.
4. In the Layout section, press the **POS** button, and with the help of the joystick, move the rectangle on screen to the area where your logo is. Resize the outline to fit the logo if need be, by pressing the **SIZE** button then adjusting with the joystick.



NOTE: To move the source, rather than the container rectangle itself, press the source tab and adjust size and position with the help of the joystick as described in step #4.

5. Press the keying tab to adjust the keying settings for your logo.
6. Once all your logo parameters are set, press **Store** in the Capture Tab. The **Orchestra²** will display a progress status bar while the device memorizes the logo.
7. Press the **OK** button to return to the *Screen Setup* page.

NOTE: To record a logo in Soft Edge Blending Mode, you need to press **Source**, then press **Switch Extended**.



4.2.11 Controls Menu

The *Controls* page allows you to select the Tally trigger on the slave device. The *Controls* page also allows you to reset a device to its default values, or erase all image settings present on the device.

To setup a tally signal with the Orchestra²:

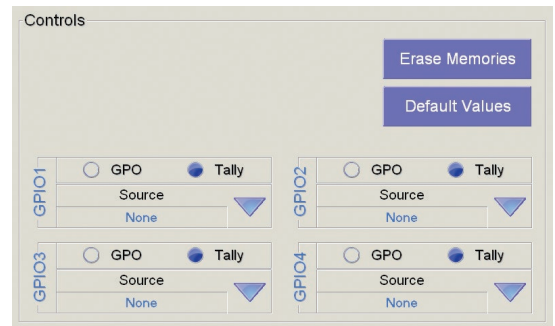
1. On the *Screen Setup* page of the **Orchestra²**, press **Controls**.
2. Press one of the four available *Tally* dropdown menu to select the source you want to use as a trigger.
3. Press the **OK** button to return to the *Screen Setup* page.

To erase all image settings on the slave device:

1. In the *Screen Setup* page of the **Orchestra²**, press **Controls**.
2. Press **Erase Memories**.
3. Confirm by pressing **Yes** on the confirmation popup.
4. Press the **OK** button to return to the *Screen Setup* page.

To reset all settings on the slave device:

1. In the *Screen Setup* page of the **Orchestra²**, press **Controls**.
2. Press **Default Values**.
3. Confirm by pressing **Yes** on the confirmation popup.
4. Press the **OK** button to return to the *Screen Setup* page.



5. OPERATING THE ORCHESTRA²

5.1 Using the joystick

The joystick in the Layout section of the **Orchestra²** allows you to move, resize or zoom any selected element on the touch screen.

To use the joystick to position elements on screen, select an element (logo, PIP...) and press the **POS** button, then, tilt the joystick left to move the selected element left, tilt right to move right, and so on.

To use the joystick to resize elements on screen, select an element, and press the **SIZE** button. Tilt the joystick left to scale it down horizontally, tilt right to scale it up. Tilt joystick up and down to scale it vertically. You can also rotate the joystick to scale elements up (clockwise) or down (counterclockwise) both vertically and horizontally.

When using the joystick to zoom elements on screen, select an element and press the **ZOOM** button. When the **ZOOM** button is active, you can either zoom into your source, by pressing the **SIZE** button then tilting the joystick left to zoom out, or right to zoom in, and so on. Or, you can press the **POS** button, then tilting the joystick in different directions moves the zoomed source around in those directions inside the element.



Joystick for easy adjustments (position or size). Adjust the selected PIP or Logo, X-Axis (Left/Right), Y-Axis (Up/Down).

5.2 Layer settings

5.2.1 Layer settings

Any selected layer (Frame, Live Background, PIP, Logo) on the **Orchestra²** is represented graphically on the Settings section tactile screen as a yellow rectangle outline. Information on the layer is written in the layer outline rectangle for users to access information quickly and intuitively. The selected layer is composed of a outline, called Element, which you can access by pressing **Element** on the Preview page, and a Source (image) which you can parameter by pressing **Source** on the Preview page. The element or source settings can also be accessed by turning the last knob of the Settings section left or right.



5.2.2 Snap Function

The snap feature is a powerful tool which helps you to reach all intuitive layers positions. With this tool, your entire PIP/logo move will be automatically positioned at the closest predefined position. Enable or disable this function, by long pressing the **POS** or **SIZE** buttons.

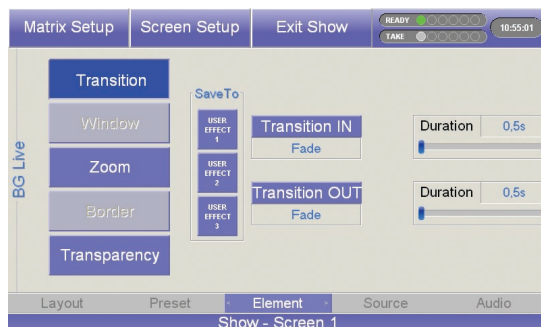
Once activated, simply use the joystick, each time the layer will be next to a predefined point, the position/size will be adjust by the unit.

It can be very useful when PIPs are disperse and you want to adjust PIPs below the others, or on the same line.

5.2.3 Element Settings

To access the element settings of any selected layer (Frame, Live Background, PIP, Logo) on the **Orchestra²** press **Element** at the bottom of the *Preview* page, or turn the last knob of the Settings section.

On the *Element* page, you will find a list of several accessible tabs.



The Transition tab (default), which allows you to determine how a layer enters and exit your screen and the duration of the transition (cut, wipe, fade...).

The Window tab, which will let you move and resize the layer.

The Zoom tab, which will let you zoom in and out of a source and move it around within its layer.

The Border tab, which allows you to set layer border parameters, such as color, width or drop shadow parameters.

The Transparency tab, which determines the opacity of a layer.

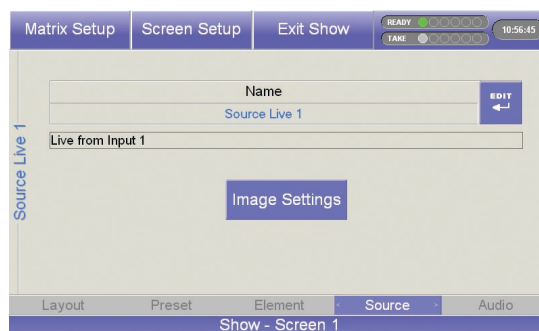
The *Element* page also lets you save position and size settings of any layer into 3 handy User Position/Size memories which can be called back and edited at any stage.

To return to the *Preview* page, press Preset or turn the last knob of the Settings section. Press Source to enter the *Source* page, or turn the last knob of the Settings section.

5.2.4 Source Settings

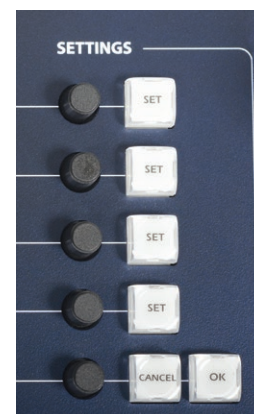
To access the source settings of any selected layer (Frame, Live Background, PIP, Logo) on the **Orchestra²** press **Source** at the bottom of the Preview page, or turn the last knob of the Settings section (the PRESET, ELEMENT and SOURCE pages are in a page cycle, meaning you can access all three pages by scrolling the last knob left or right) to access the required page.

On the *Source* page, you can edit the source name by pressing *Edit* and entering a new name, or you can access the Image Settings page (see also *Image Settings* section).



On the *Image Settings* page, you will find a list of several accessible settings, depending on the type of source you are working on.

To return to the *Preview* page, press **Preset** or turn the last knob of the Settings section. Press **Element** to enter the *Element* page, or turn the last knob of the *Settings* section.



Settings: allows you to access all of the **Orchestra²** 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.

5.3 Live backgrounds

5.3.1 Adding a background

To add a Live Background (motion content layer) to your empty Preset, proceed as follows:

1. Press the **BKGND LIVE** button: activate the Live Background container rectangle on screen. The tactile screen of the **Orchestra²** will display a yellow rectangle, indicating the selected area, and your Preview output will display an empty selection rectangle.
2. The blue Source Preview section light will blink to indicate you can select the source you want to use as a Live Background. Press a **SOURCE PREVIEW** button (#1 to #8). The chosen image should now appear on your Preview output.
3. Press the **TAKE** button to view the result on your Main output.

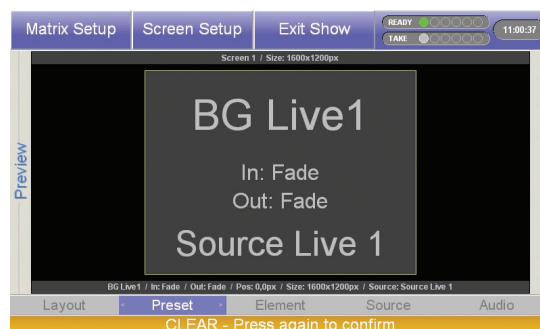


- **Preset Edition:** Save, load and modify presets. Various layer properties are also available in this section.
- **CLEAR ALL** button: delete all layers.
- Please refer to our user manual for all the functions in this section.

5.3.2 Clearing a background

To clear a Live Background from your Screen, proceed as follows:

1. Press the **BKGND LIVE** button to select the Live Background you wish to clear from your Screen.
2. Press the **CLEAR** button once. In the **Orchestra²** Settings section, the touch screen will ask to confirm in the form of a message on a yellow banner at the bottom of the screen. Press the **CLEAR** button again to confirm. The Live Background will go to black on the Preview output.
3. Select a new source for your empty Live Background by pressing a **SOURCE PREVIEW** button (#1 to #8), or simply press the **TAKE** button to view the result on your Main output.



NOTE: You do not need to clear a background to switch its source.

5.4 Frame backgrounds

5.4.1 Adding a Frame

To add a Frame (fixed content frame) to your empty Screen, proceed as follows:

1. Press the **BKGND FRAME** button: activate the Background Frame outline rectangle on screen. The tactile screen of the **Orchestra²** will display a yellow rectangle, indicating the selected area.
2. The blue Source Preview section light will blink to indicate you can select the source you want to use as a Background Frame. Press a **SOURCE PREVIEW** button (#1 to #8). The chosen image should now appear on your Preview output.
3. Press the **TAKE** button to view the result on your Main output.



- **Preset Edition:** Save, load and modify presets. Various layer properties are also available in this section.
- **CLEAR ALL** button: delete all layers.
- Please refer to our user manual for all the functions in this section.

5.4.2 Clearing a Frame

To clear a Frame from your Screen, proceed as follows:

1. Press the **BKGND FRAME** button to select the Background Frame you wish to clear from your Screen.
2. Press the **CLEAR** button once. In the **Orchestra²** Settings section, the touch screen will ask to confirm in the form of a message on a yellow banner at the bottom of the screen. Press the **CLEAR** button again to confirm. The Background Frame will go to black on the Preview output.
3. Select a new source for your empty Frame Background by pressing a **SOURCE PREVIEW** button (#1 to #8), or simply press the **TAKE** button to view the result on your Main output.



NOTE: It is not necessary to clear a Background Frame to switch its source.

5.5 Working with PIPs

5.5.1 Adding a PIP

To add a PIP (Picture In Picture) to your Screen, proceed as follows:

1. Press the **ADD PIP** button to activate the PIP outline rectangle on screen. The tactile screen of the **Orchestra²** will display a yellow rectangle, indicating the PIP position and size.
2. The blue Source Preview section light will blink to indicate you can select the source you want to use as a PIP. Press a **SOURCE PREVIEW** button (#1 to #8). The chosen image should now appear on your Preview output in the PIP rectangle, and on the tactile screen of the **Orchestra²** in the shape of a yellow rectangle above any Frame or Live Background.
3. Press the **TAKE** button to view the result on your Main output.
4. To add another PIP, follow steps #1 to #3 again.



5.5.2 Selecting a PIP

To select the PIP you wish to work with, press several times on the **SELECT PIP** button until the required PIP is displayed in yellow or press on the PIP on the tactile screen of the **Orchestra²**.

5.5.3 Manipulating a PIP

PIPs on your Screen can be resized, positioned; you can add borders, transparency and create other effects.

To position a PIP:

1. Select the PIP you wish to move.
2. In the Layout section, press the **POS** button, and move the PIP with the help of the joystick (see also *Using The Joystick*).
3. When you have reached the desired position, press the **TAKE** button to view the result on the Main output.

To resize a PIP:

1. Select the PIP you wish to resize.
2. In the Layout section, press the **SIZE** button, and resize the PIP with the help of the joystick (see also *Using The Joystick*).
3. When you have resized your PIP, press the **TAKE** button to view the result on the Main output.

To zoom into and out of a PIP:

1. Select the PIP you wish to zoom in or out of.
2. In the Layout section, press the **ZOOM** button, and adjust the zoom in the PIP with the help of the joystick (see also *Using The Joystick*).
3. When you have set the PIP zoom, press the **TAKE** button to view the result on the Main output.

To add a border to a PIP:

1. Select the PIP you wish to add a border to.
2. Select the element page on your touch screen, press the **BORDER** button in the Preset Edition Section to access border settings displayed on the tactile screen of the **Orchestra²** (see also *Element Settings*).
3. Set border attributes.
4. Press the **TAKE** button to view the result on your Main output.

5.5.4 PIP depth

The PIP depth allows users to move PIPs up or down through the successive layer hierarchy. In other words, you can change the order of a PIP from beneath another PIP to above it, or vice-versa.

1. Select the PIP you want to move up or down.
2. In the preset Preset Edition section, press the **LOWER** button to move the PIP down, press the **RAISE** button to move the PIP up.

5.5.5 Clearing a PIP

To clear a PIP from your Screen, proceed as follows:

1. Select the PIP you wish to clear.
2. Press the **CLEAR** button once. In the **Orchestra²** Settings section, the touch screen will ask to confirm in the form of a message on a yellow banner at the bottom of the screen. Press the **CLEAR** button again to confirm. The PIP will disappear from the Preview output.
3. Press the **TAKE** button to view the result on your Main output.

NOTE: To clear all PIPs from your Screen, press the **CLEAR PIPs** button rather than the **CLEAR** button.

5.6 Working with logos

5.6.1 Adding a logo

To add a logo to your Screen, proceed as follows:

1. Press the **ADD LOGO** button to activate the Logo outline rectangle on screen. The touch screen of the **Orchestra²** will display a yellow rectangle, indicating the logo position.
2. The blue Source Preview section light will blink to indicate you can select the source you want to use as a logo. Press a Source Preview button (#1 to #8). The chosen logo should now appear on your Preview output in the Logo rectangle, and on the touch screen of the **Orchestra²** in the shape of a yellow rectangle above any Frame or live element.
3. Press the **TAKE** button to view the result on your Main output.
4. To add another logo, follow steps #1 to #3 again.



5.6.2 Selecting a Logo

To select the LOGO you wish to work with, press several times on the **SELECT LOGO** button, or press on the LOGO on the touch screen of the **Orchestra²**.

5.6.3 Manipulating a Logo

Logos on your Screen can be positioned anywhere (keying attributes are available only during capture, see also Logos & Frames).

To position a logo:

1. Select the logo you wish to move.
2. In the Layout section, press the **POS** button, and move the logo with the help of the joystick (see also Using The Joystick).
3. When you have reached the desired position, press the **TAKE** button to view the result on the Main output.

5.6.4 Logo depth

The Logo depth allows users to move Logos up or down through the successive layer hierarchy. In other words, you can change the order of a Logo from beneath another Logo to above it, or vice-versa.

1. Select the Logo you want to move up or down.
2. In the Preset Edition Section, press the **LOWER** button to move the Logo down, press the **RAISE** button to move the Logo up

5.6.5 Clearing a Logo

To clear a Logo from your Screen, proceed as follows:

1. Select the LOGO you wish to clear.
2. Press the **CLEAR** button once. In the **Orchestra²** Settings section, the touch screen will ask to confirm in the form of a message on a yellow banner at the bottom of the screen. Press the **CLEAR** button again to confirm. The LOGO will disappear from the Preview output.
3. Press the **TAKE** button to view the result on your Main output.

NOTE: To clear all logos present on screen, in step #2, press the **CLEAR LOGOs** button rather than the **CLEAR** button.

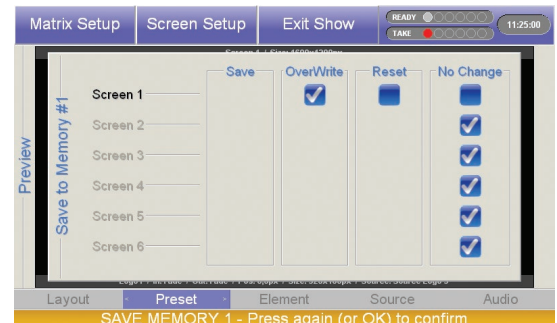
5.7 Preset memories

5.7.1 Saving a preset memory

With the **Orchestra²**, you have up to 64 presets memory. Each preset memory can save, at the given time, the exact situation for 6 screens.

To manage to presets memory, select your screens in the screen section, make your preset for each screen and then press the **SAVE TO PRESET** button and choose your preset memory.

When saving to a Preset Memory which has already been filled, you'll have several choices for each screen: Save, Overwrite, reset and No change. Check the box, according to your choice, then press **OK** to confirm and finally save your preset.



- For saving a Preset with black content, you must save an empty Preset.
- For cleaning a Preset (Memory): Save To Preset => Confirm the reset of the memory on the touch screen. The check boxes are not automatically checked by the software.

The operator must confirm the action of erasing.

5.7.2 Loading a preset memory

To load an existing Preset Memory at the beginning or at any stage during your show, proceed as follows:

1. Press the **LOAD FROM PRESET** button.
2. Short press on a preset: loading of all information saved into the memory and selecting only the relevant screens.
3. Long press on a preset: Loading only the information concerning the Screens selected

5.7.3 Reload memory from Main

The **Orchestra²** allows for you to make a Preset Memory from your Main output at any stage during your show (Reload From Main will copy the Main preset into the preview. To do this, proceed as follows:

1. Press the **RELOAD FROM MAIN** button in the Preset Edition section of the **Orchestra²**,
2. Press again to confirm.

5.7.4 Accessing Memory pages

To access the 64 different Preset Memory slots available in the **Orchestra²**, the 8 Preset Memory buttons can be used as Preset Memory Page selection buttons by pressing the **PAGE** button of the Preset Memory section of the **Orchestra²**.

1. Press the **PAGE** button of the Preset Memory section and simultaneously press button #1 to #8 to access Page #1 to Page #8 of the Preset Memories.

NOTE:

- Preset Memories #1 to #8 are on Page #1, #9 to #16 are on Page #2, #17 to #24 are on Page #3 and so on.
- When you press the **PAGE** button, the selected page will light up strong yellow. Other buttons of the section will stay green.

5.7.5 Improved Multiscreen Control

STATUS MENUS

New READY status menu: the new menu in the upper right hand corner of the screen shows you the current connectivity status of each of the 6 screens.

READY is Dark Grey = no device configured on this screen.

READY is light Grey = screen not currently connected.

READY is Green = screen is connected and ready.

New TAKE status menu: the new menu in the upper right hand corner of the screen shows you the current TAKE status of each of the 6 screens.

TAKE is Dark Grey = no device configured on this screen.

TAKE is light Grey = screen not currently connected.

TAKE is Red = Preview is different than Main, and TAKE will make a change on this screen.

Screen Selection Filter: The improved Multiscreen functions on the **Orchestra²** give you more control over which screens will be affected with the next **TAKE** or Preset Save/Recall operation. Each screen's participation in the next operation can be toggled on or off by pressing the desired screen button. To toggle off a screen, first select it, and then press the screen button again. You can confirm whether a screen will be changed in the next operation by looking at the TAKE status menu, or at the color of the screen buttons.

- When the screen button is Red, this screen is part of the current selection, and the Preview has been modified from the Main.
- When the screen button is Yellow, this screen is part of the current selection, and the Preview is identical to the Main.
- When the screen button is Green, this screen is not part of the current selection, (or there is no device configured on this screen).

TIP:

- To quickly select only one screen for the next operation, without affecting the contents of any screens, press and hold a single screen button.
- The screen which is currently open for editing and displayed on the touchscreen will have a blinking screen button.

PRESETS

Presets can now be saved to affect any number of screens independently. For example, in a 3 screen show, it is now possible to save a preset which, when recalled, will only affect screens 1 and 3. It is also possible to recall a preset which was saved to affect many or all screens, and then use the screen selection filter described above to take on a smaller subset of screens.

Each preset that is saved will only store the screens which are currently selected, as described above. When this preset is recalled with a standard keypress, only the stored screens will be loaded, and the current screen selection filter will be adjusted to include only screens that are part of the preset. You can then modify the current selection to include more or less screens, and then press **TAKE**.

By updating the screen selection filter with each preset recall, you can create presets which affect only one screen, and when recalled, do not change anything you have already done on the other screens. This allows you to quickly and efficiently recall and **TAKE** a preset which affects any number of screens.

TIP: To recall a preset on only the currently selected screens (instead of the stored selection filter), you can press and hold the desired preset memory.

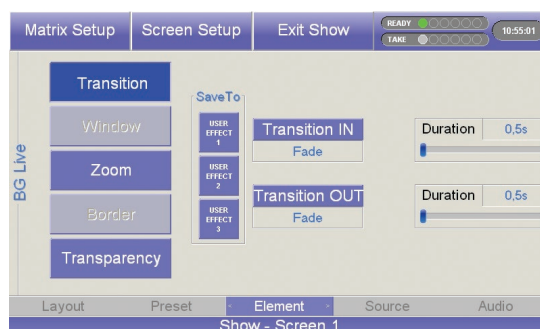
When overwriting presets, you will be prompted with a single popup asking how to handle the overwrite on each screen. The choices will default to «overwrite» or «save new preset» when available on each screen. If you do not want to update a particular screen, you can select «No Change». To confirm this popup, either press **OK** or press the desired preset memory button again.

5.8 Transitions

5.8.1 User effects

With the **Orchestra²**, you can save the transition settings of any layer into 3 handy User Effects which can be called back and edited at any stage. To do this, proceed as follows:

1. Select a layer and configure its in and out transitions via the Element page.
2. Once all the desired settings have been made, press Save To User Effect 1 to store the settings into the User Effect memory.
3. To recall the User Effect, press the **USER EFFECT 1** button in the Transition section of the **Orchestra²**. The User Effect will appear as you have set it up on your Preview output.
4. Press the **TAKE** button to view the result on your Main output.



NOTE: To quickly save a User effect, in the Transition Section, press and hold a User Effect Button.



Transition: Selection of Effects and User Effects.

5.8.2 Take

The **TAKE** button of the **Orchestra²**, allows users to bring the Preview screen onto the Main screen. Typically, a user will work on a preset on the Preview output, then switch that preset to the Main output by pressing the **TAKE** button.

NOTE: The TAKE button is indicated in red, and will flash when pressed indicating the switching process.



Take: Press the TAKE button to display the pre-selected sources onto the MAIN output with the selected effects.

5.8.3 T-Bar

The smoothly weighted brushed aluminium T-Bar of the **Orchestra²**, allows users to seamlessly bring the Preview screen presets, to the Main output. Typically, a user will work on a preset on the Preview output, then bring that preset to the Main output by using the T-Bar.



T-Bar to control effect level.

NOTE:

- Elegant transitions can be achieved using the T-Bar by leaving it in the middle of its trajectory, resulting in Main and Preview outputs overlapping. However, the **Orchestra²** will not let you access any settings or changes on any layer or source if the T-Bar has not completed its course.
- Taking between presets which exceed the slave device's resources (too many layers for the device to handle simultaneously) is called a Sequenced Take. Typically, in a Sequenced Take, the device will execute all the closing effects of layers which are not in the following preset. Then, it will execute the cross effects of the layers common to both presets, and finally execute the opening effects of the new layers in the following preset. In this case, the T-Bar is not available.

5.8.4 Step back

The **STEP BACK** button in the **Orchestra²** Transition section, allows you to literally go back one step. If you have made a mistake in your Main output setup, and wish to revert to the previous state, press the **STEP BACK** button, then press the **TAKE** button, the **Orchestra²** will revert to the previous step.

NOTE:

- You can use the **STEP BACK** button as a way to toggle between two presets. Simply press the **STEP BACK** button and then the **TAKE** button as many times as you like, thus switching back and forth between two presets.
- Press and hold the **STEP BACK** button to activate the Preset Toggle function.



3 functions associated with TAKE and T-BAR:

- STEP BACK - short press activates the Step Back function
- STEP BACK - long press to enable/disable the PRESET TOGGLE function.
- INIT T-BAR
- TAKE CUT

5.8.5 Take Cut

The **TAKE CUT** button has exactly the same function as the **TAKE** button, other than it overrides all transitions between presets with a cut effect. For example, a PIP with a slide in from left effect, will simply appear onscreen in its final position, without executing the effect.

5.8.6 Init-T-bar

The Init-T-Bar button will help the unit to reduce the T-Bar delay warning the device that the user wants to take smoothly.

First, press the Init-T-Bar button then use the T-Bar in order to have a smooth transition.

5.8.7 Quick Frame

The **QUICK FRAME** button of the **Orchestra²**, allows the instant display of a stored emergency frame above all layers.

Visit the *Controls* page (Screen Setup) for configuring the Quick Frame for the current screen.

NOTE: This function requires **Eikos²**, **Saphyr**, **SmartMatriX²**, **Pulse²**, **QuickMatriX** and **QuickVu**.

6. WORKING WITH A MATRIX

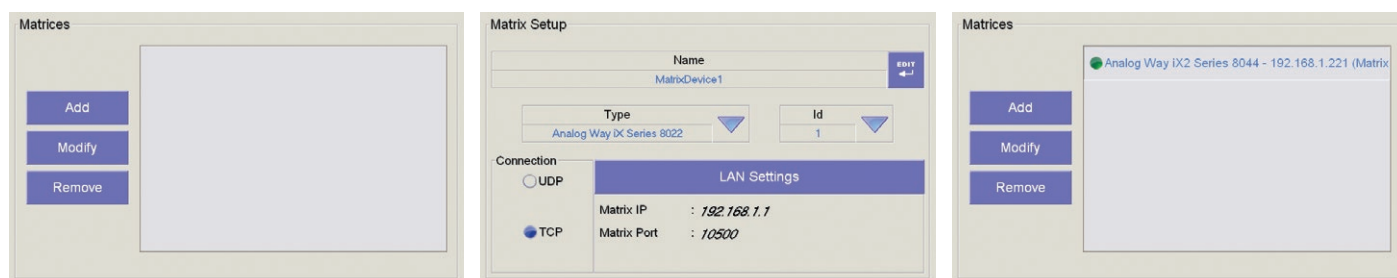
6.1 Matrix setup

If you are working with a matrix in your setup, you must add it into your show. To do so, follow these few steps:

1. On the **Orchestra²** show page, press Matrix Setup to enter the Matrices page.
2. Press **Add**, then press **Edit** if you wish to rename your matrix.
3. From the Type dropdown menu, select the type of matrix you are using.
4. Select the connection protocol in the Connection panel (we recommend using TCP).
5. Press **LAN settings** to enter the LAN settings page, and configure the LAN settings accordingly.

TIP: Please be sure your LAN settings correspond to those of your matrix device.

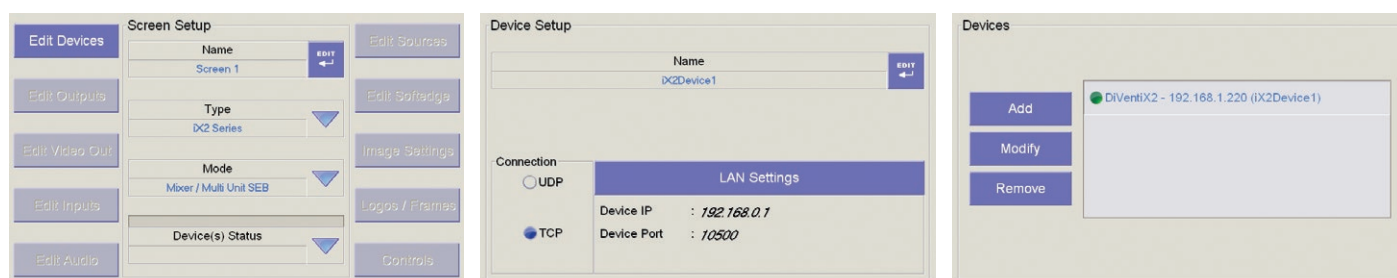
6. Press the **OK** button to return to the Matrices page, which should now display the matrix you just configured.
7. Press the **OK** button again to return to the **Orchestra²** show page.



6.2 Matrix configuration

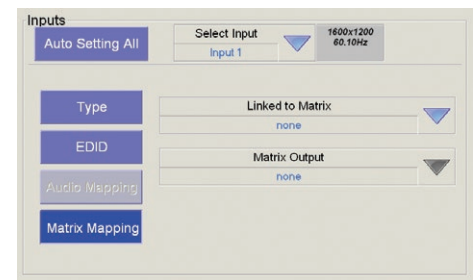
Once the matrix has been added, you must add the slave device to a Screen.

1. Select the Screen you wish to work in, and press **Screen Setup**.
2. Press **Edit** if you wish to rename the Screen, and choose the slave device type from the Type dropdown menu.
3. Press **Edit Devices**, then press Add on the Device Setup page.
4. Press **Edit** if you wish to rename your device, then select the connection protocol for the device.
5. Press **LAN Settings** to configure the IP address and port of the device.
6. Press the **OK** button twice to return to the Devices page, which should now display the device you have configured.
7. Press the **OK** button to return to the Screen Setup page.



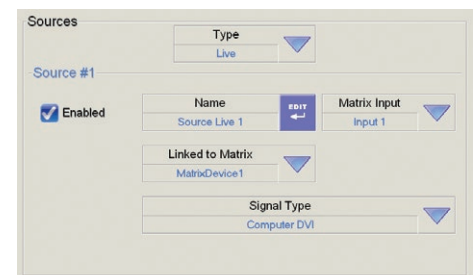
If you are working with an 8x4 matrix (8 in, 4 out) for example, you will need to define the links between the slave device and the matrix for the **Orchestra²** to route signals properly.

1. Press **Edit Inputs** to open the Inputs page.
2. Select Input 1 from the dropdown menu, and press the **Matrix Mapping** tab.
3. In the linked to Matrix dropdown line, select your Matrix.
4. Select Output 1 in the Matrix Output dropdown menu.
5. Repeat steps 2 & 3 for Inputs #2 to #4 (matrix outputs #2 to #4).
6. Press the **OK** button to return to the Screen Setup page.



So far, you have set a series of links between your slave device and a matrix, but you are still limited to the slave device's input switching (source 1 to slave device input #1, source #2 to slave device input #2 and so on). To change this, proceed as follows:

1. Press **Edit Sources** to open the Source Setup page, and set the source Type to Live.
2. In the Preview Source section, press **source button 1**, and press **Edit** if you wish to rename it.
3. In the Linked to Matrix dropdown menu, choose the matrix entered previously, then the type of signal coming from the matrix.
4. In the Matrix Input dropdown menu, select the Matrix Input number you like.
5. Repeat steps #2 to #4 for sources #2 to #8.



7. EXAMPLES AND TIPS

7.1 About examples

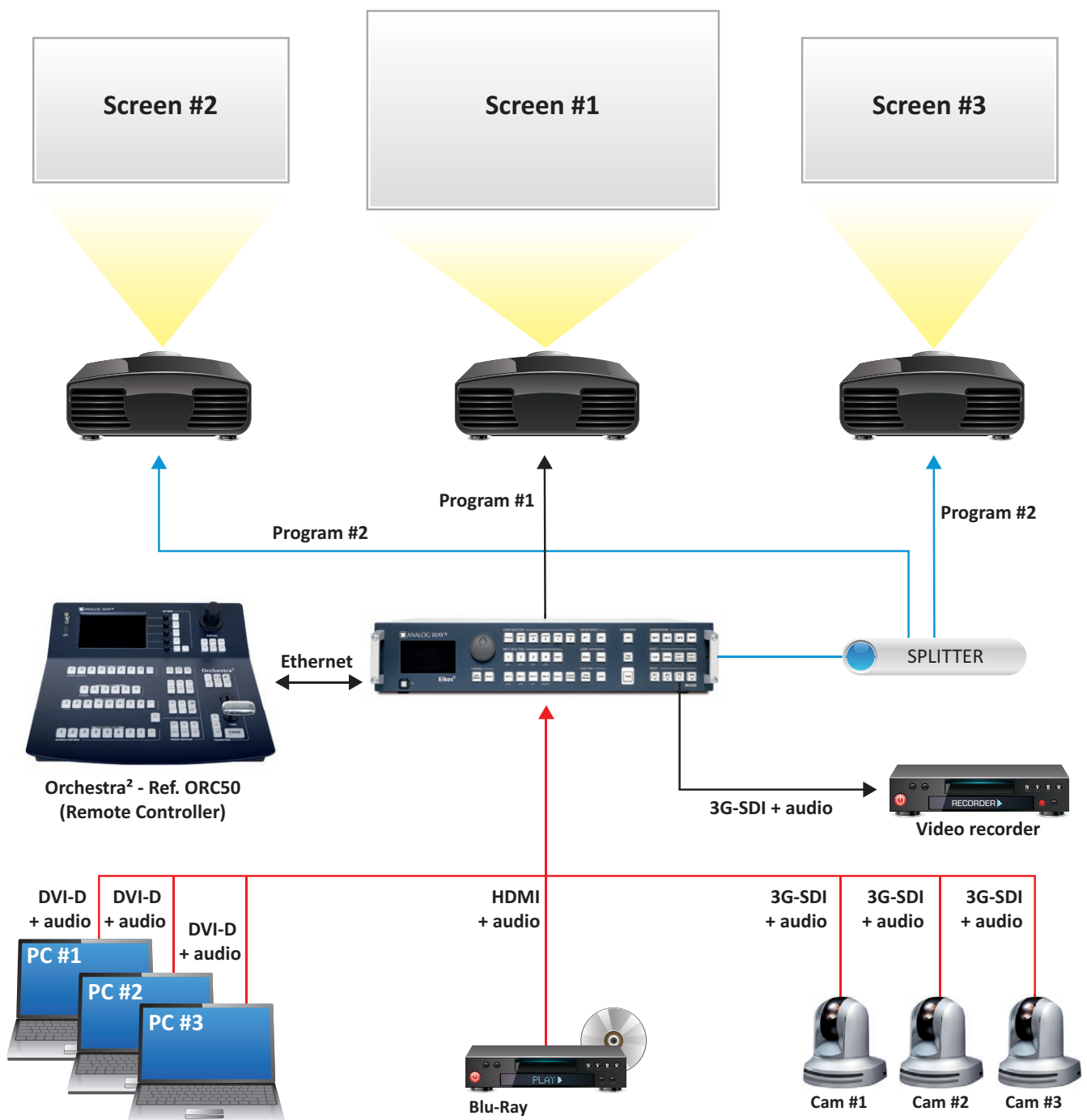
Examples are intended to make the use of the **Orchestra²** as easy as possible, by providing visual help in setting up your equipment. In an effort to make the use of our machines the most pleasant experience possible, the Analog Way team is constantly aiming to create easy to follow examples, update information, and furnish our website with useful user information.

Please check on www.analogway.com

7.2 Examples

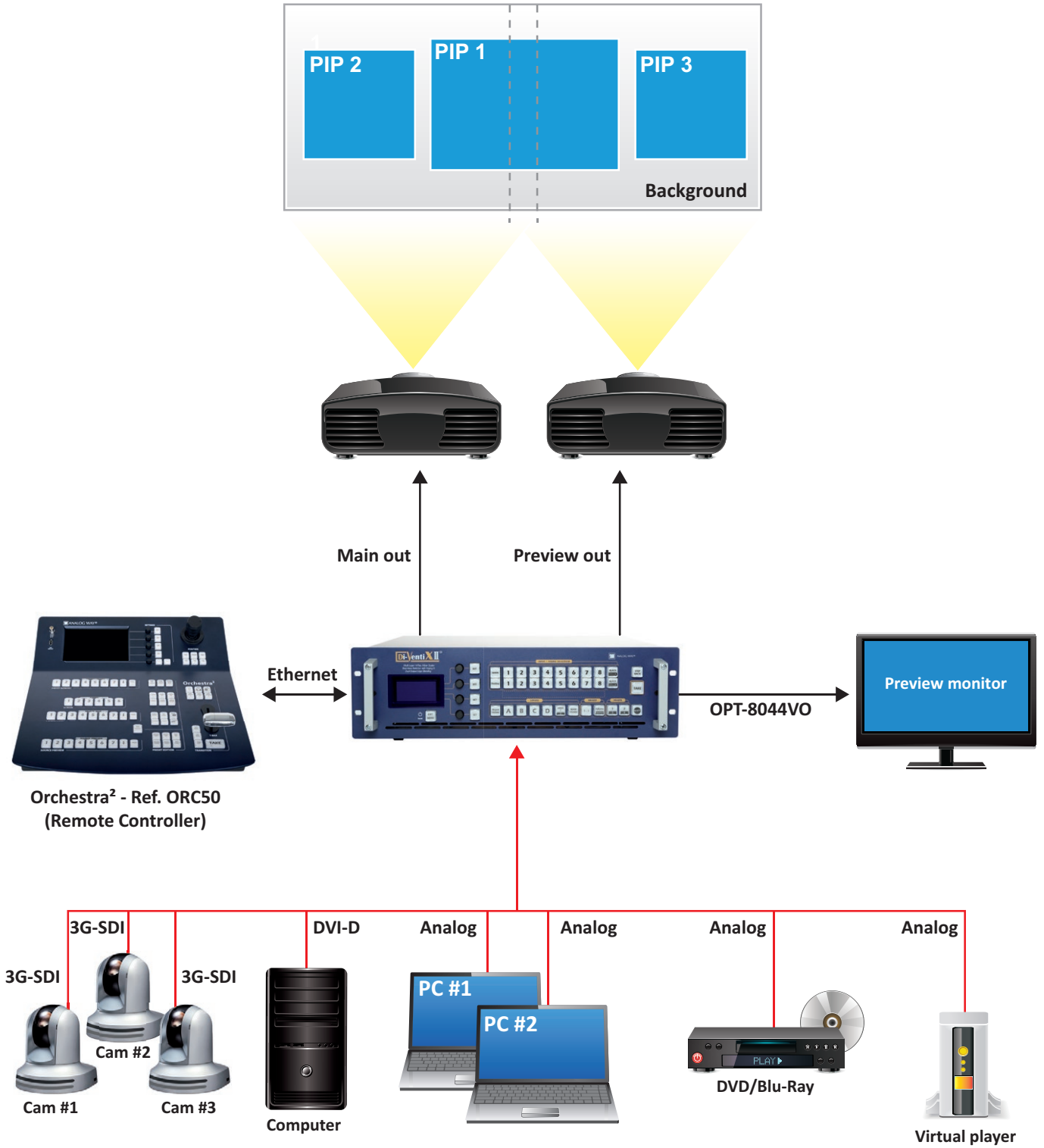
Example #1

Triple screen presentation using the Orchestra² with one Eikos² (Matrix mode)



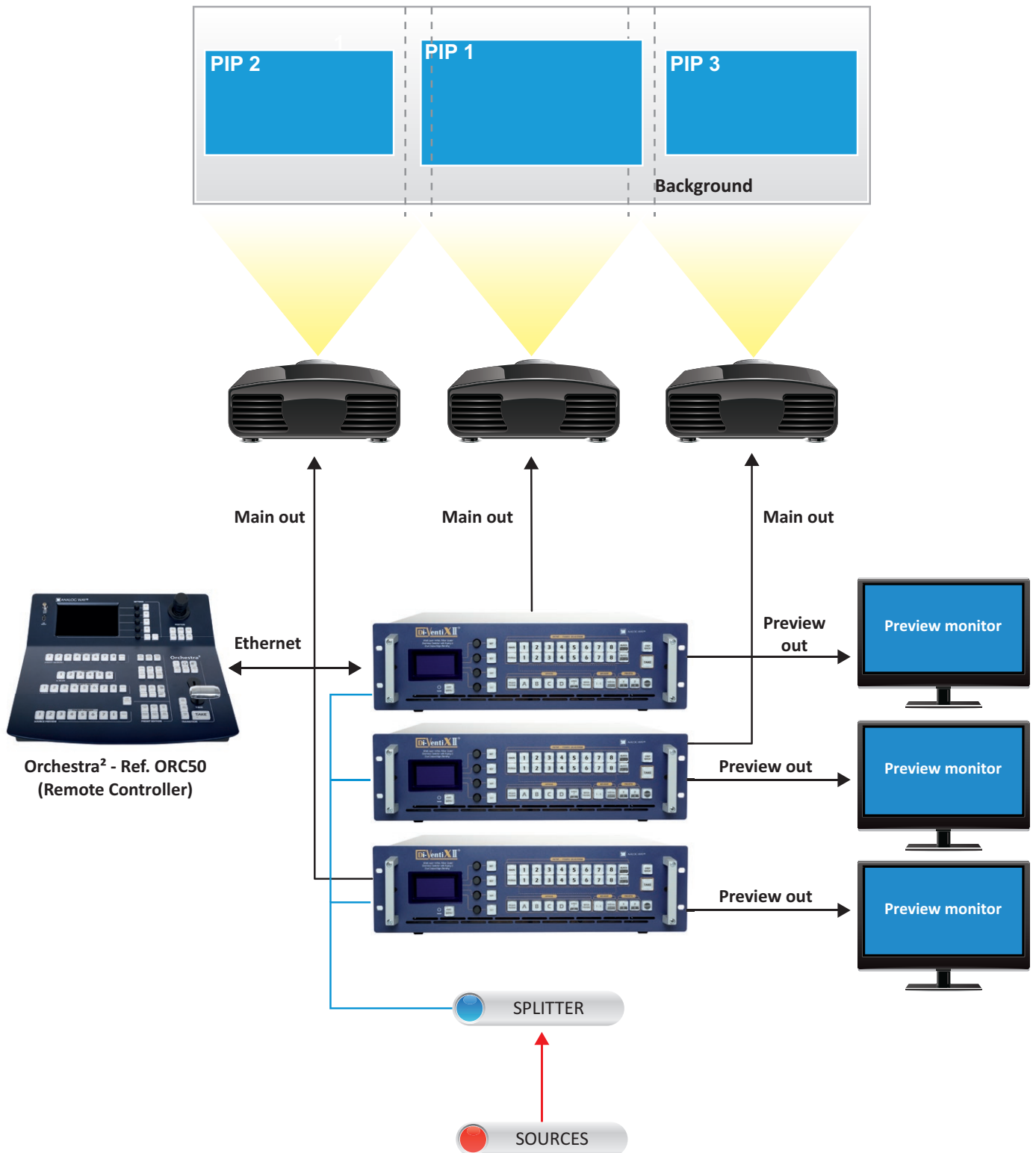
Example #2

Soft Edge presentation using the Orchestra² with one Di-Ventix II (Embedded Soft Edge mode)



Example #3

Soft Edge presentation using
the Orchestra² with three Di-VentiX II
(Embedded Soft Edge mode)



8. SOFT EDGE BLENDING

8.1 Soft Edge blending

If you want to create a Soft Edge setup using only one unit, you need to set the unit in «Embedded SEB» mode and connect your Left projector to «Output 1» (Main) and your Right Projector to «Output 2» (Preview).

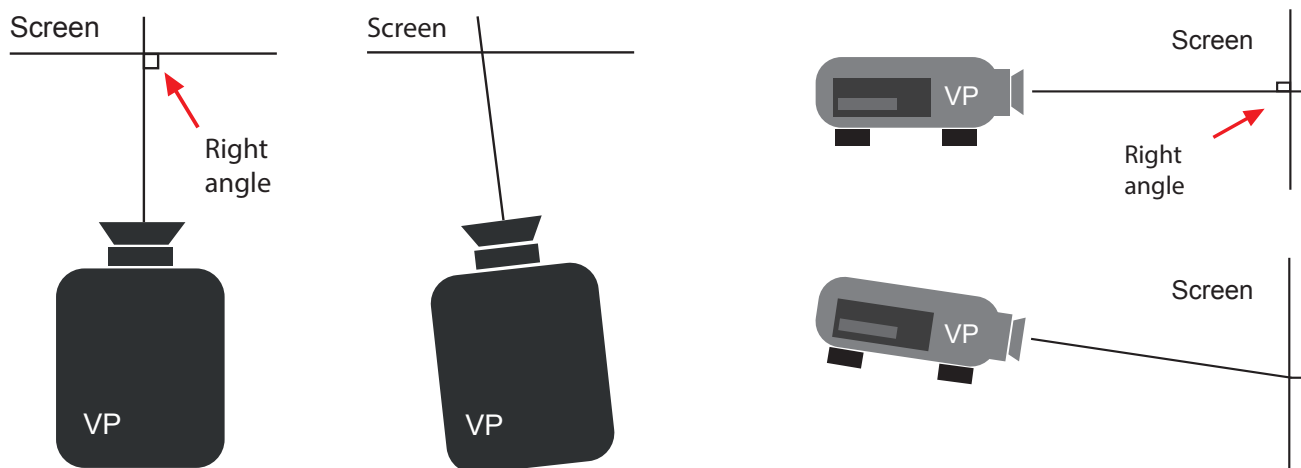
In this «Embedded SEB» mode type of setup, your unit does not have a Preview anymore, unless the unit is equipped with an Optional Video Output Board. In this case, you can use the Optional Video Outputs for your Preview purposes. (Adjust the «Video Out» to the format of the monitor connected to it).

If you want to do a Soft Edge setup using multiple units, you need to set all of the units in «Mixer» mode and connect the projectors to the «Output 1» (Main) of each unit.

8.2 Soft Edge setup

To correctly clean setup your Soft Edge, follow these simple steps. It is important to do the setup in the right order as follows:

1. Switch ON your Unit(s).
2. In the «Control» menu, run an «Erase Memories» (on all units).
3. In the «Control» menu, run a «Default Values» (on all units).
4. If you wish to setup a Softedge with only one unit, in the «Mode» menu select the «Embedded SEB» mode. If you wish to use multiple units, in the «Mode» menu select the «Mixer» mode.
5. In the «Output» menu, set the «Output Format» at the same resolution (native resolution) as the projectors that you use.
6. Physically align the projectors so that their internal test patterns are correctly displayed on the screen. To do a correct projection, the projectors must be positioned at 90° to the screen in the X and Y axes.



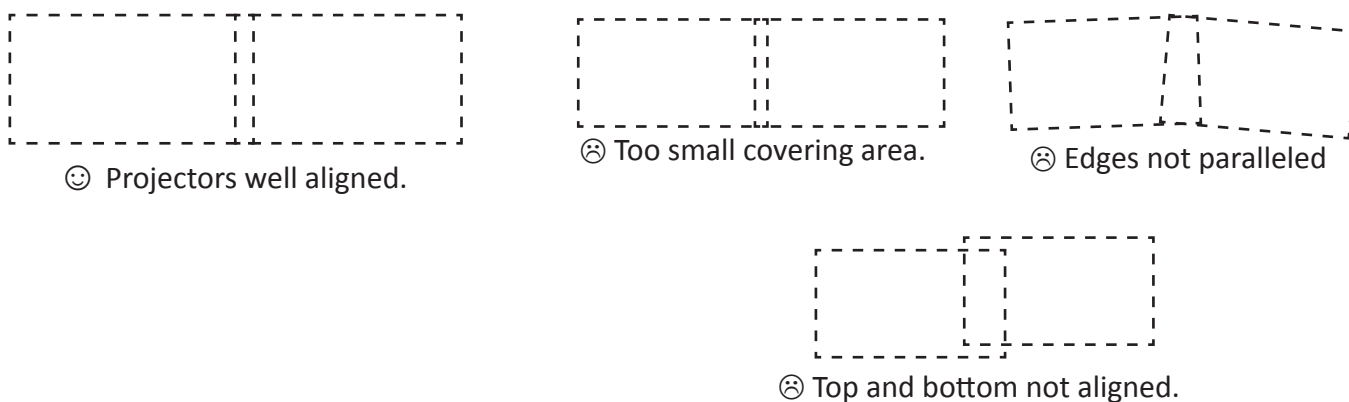
NOTE:

- If you must move image, laterally, always move VP.
- When moving image vertically, use the lens shift on your VP.

NEVER USE KEYSTONE

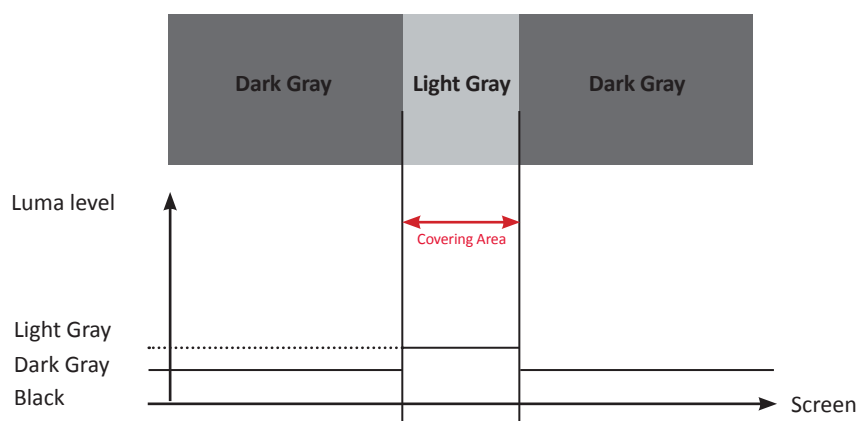
You can also use the «Grid» test pattern in the «Output» - «Test Pattern» menu to help you properly align the projectors together.

WARNING: Do not use the projectors' Keystone function to correct image parallelism problems. Using the Keystone will make it impossible to use the Soft Edge Curves.



7. If you are setting up a multiple units Soft Edge, split all of your sources to input each one in the same input# on each unit (eg.: split your DVD player to input it on input #5 on all of your units).
8. In the «Input» menu, set the corresponding «Input Type» for each input.
9. In the «Soft Edge» menu, select the appropriate Soft Edge «Type»: Horizontal or Vertical.
10. In the «Soft Edge» - «Test Pattern» menu, select the «SE Centering» pattern.
11. In the «Soft Edge» - «Covering» menu, adjust the covering so that the 2 dashed lines of the test pattern line up to make one straight line in the middle of the Soft Edge.

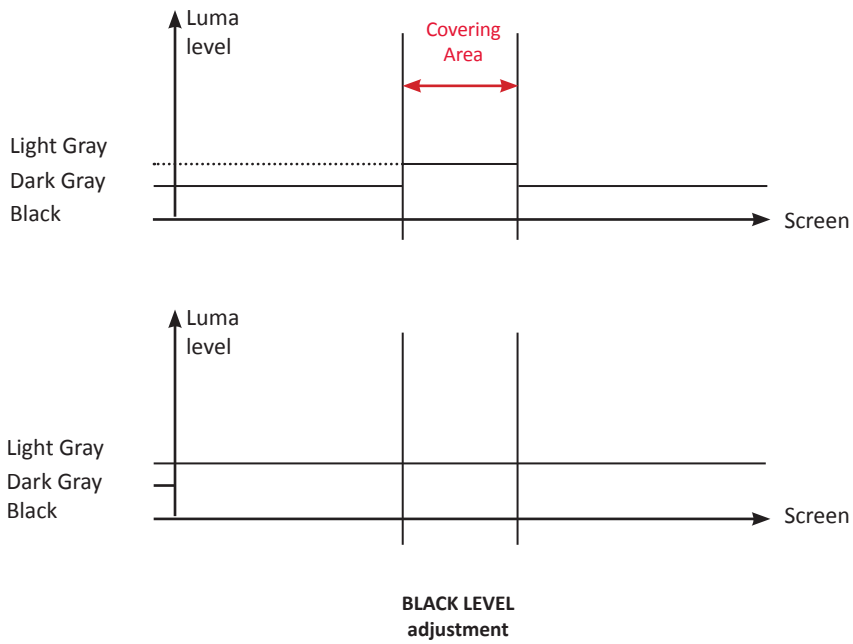
If you can not get a perfectly straight line, set the covering as best as possible and then adjust the projectors with their Lens Shift to get a perfectly straight line.



The solution consists in adjusting the BLACK LEVELS of the image outside the covering area.

12. In the «Soft Edge» - «Test Pattern» menu, select «OFF» to remove the test pattern.
13. In the «Soft Edge» - «Black Levels» - «Level Tint» menu, adjust the «Left» and «Right» menus to get the luminance in the left and right areas of the projection to match the luminance of the overlapping area. This adjustment must be done on a black projection (no sources). This adjustment will be made easier if you are in the darkest environment possible.
14. If during the black level adjustments, thin white columns appear on the left and right edges of the overlapping area, you can correct them by adjusting the Left and Right areas in the «Soft Edge» - «Black Levels» - «Left-Right Area» menu.
15. In the «Soft Edge» - «Test Pattern» menu, select the «H Grey Scale» pattern if you are in Horizontal Soft Edge or the «V Grey Scale» pattern if you are in Vertical Soft Edge.
16. In the «Soft Edge» menu, activate the «Blending» menu.
17. In the «Soft Edge» - «Curves» menu, adjust the Soft Edge Curve with the «X1, Y1, X2, Y2» adjustments, so that the luminance of the projection becomes uniform throughout the projection area (entire screen).

18. When the adjustment becomes acceptable, switch OFF the test pattern and display your background source to do any fine tuning if required.



9. WARRANTY

9.1 Analog Way limited warranty

Analog Way warrants the product against any defects in materials and workmanship for a period of three (3) years from the date of purchase when used in accordance with the user's manual and standard industry practices.

- In the unlikely event of any malfunction from such defects during the warranty period, Analog Way will, at its discretion, repair or replace the defective units.
- The warranty does not apply if the product is determined to have been:
 - Improperly installed or abused,
 - Handled with improper care,
 - Used or stocked in abnormal conditions,
 - Modified, opened,
 - Damaged by fire, war, or Natural disasters (Acts of God)
- Analog Way's direct employees are solely authorized to make this determination.
- Analog Way reserves the right to refuse for repair and service a product for which the warranty is void.
- In no way shall Analog Way be responsible for direct or indirect loss of profit or consequential damages resulting from any defect in this product.

NOTE:

Analog way provides a warranty extension of 2 years, it includes parts, labor and return shipping. If you are interested, please get contact with your area sales representative.

9.2 Repair and return instructions

These Return Material Authorization (RMA) regulations determine the procedure to be followed when returning defective product. The aim is to ensure fast and simple handling of the returned product and bring the best satisfaction

In the unlikely event that a product is required to return for repair, please call the regional Maintenance center / Customer Service, and ask to receive a Return Material Authorization number (RMA). Three regional maintenance centers are available depending on your location. (*See chapter: 10. Contact information*)

- Before sending any device to Analog Way, please contact us to obtain a Return Material Authorization (RMA) number. Please have the model and serial number available and the reason for calling.
- RMAs are valid for 30 days, after which a new RMA must be requested.
- Package the unit securely in the original shipping materials or suitable equivalent. Analog Way is not responsible for damage which occurs due to improper packaging. The customer assumes responsibility until the unit arrives at our facility.
- Out-of-warranty products will be charged evaluation fee if no problems are found or if you choose not to proceed with the repair.
- Discontinued products are not admitted for return and repair.
- Be sure to include the RMA number clearly on the shipping label or on the exterior of the package.
- No unit will be accepted without a valid RMA clearly visible.

9.3 Return conditions

In the unlikely event that you want to return the product, please call the regional Maintenance center / Customer Service

- If you are unhappy with the performance of any product purchased from us, you can return it within 30 days of purchase.
- Returned equipment must be in original condition with all accessories and packaging materials.
- Returns may be subject to a refurbishment and/or restocking fee.

10. CONTACT INFORMATION



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- Asia Pacific

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V1-04/24/2014