

Axion2



THANK YOU

Thank you for choosing **Analog Way** and the **Axion2**. By following these simple steps, you will be able to obtain the most from your powerful remote controller within minutes. Discover the **Axion2's** extensive capabilities and intuitive interface while configuring your first show, and, in combination with the all new **EKS500/400**, **OPS300/200**, **PLS300/200**, **SVU300/200**, **SMX200/100**, **SQD200**, **STE100** or **DVX8044**, unleash all your creativity for a new experience in show and event management by **Analog Way**.

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1-1. WHAT IS THE AXION2

Axion2 is a powerful intuitive and ergonomic remote controller designed to manage several switchers, independently or simultaneously in any kind of combination, including Soft Edge Blending.

Axion2 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 90 presets per screen configuration. **Axion2** controls the effects and functionalities of several seamless switchers.

*** TIP * : Axion2 can control matrices in order to multiply the number of live sources, whatever the number of Analog Way switcher inputs you are using.**

Designed with a 16/9 touch screen for easy preview of all configurations, **Axion2** 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 ease 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 the 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 Human Machine Interface, **Axion2** will help to manage multi-screen and multi-location live presentations with total peace of mind.

1-2. USEFUL TERMS AND DEFINITIONS

SCREENS: a Screen on the **Axion2** is a “containing element”, which corresponds to a projection surface. A Screen generally contains a device, such as a **Di-VentiX II**, an **OPS300**, **OPS200**, **Pulse**, **Pulse LE**, **SmartVu** or an another managed switcher though a screen can consist of several devices, in Soft Edge configuration for example.

PRESET: a Preset on the **Axion2**, 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 or behind another layer.

BACKGROUND FRAME: a Background Frame is a full screen image which is selected from one of the memory slots available in the one of the managed switchers. 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 partial screen image that can be flash captured from any video or computer source, by keying or image cut-out. Logos can be positioned, as required.

KEYING & TITLING: a Key is an electronic process whereby an image is electronically superimposed over another source or background by masking out either a color (Chroma key), or a luminance level (Luma Key). Keys are typically used for titles, logos and special effects.

1-3. AXION2 COLOR CODES

The **Axion2** buttons were designed with a handy color code to guide you, avoid mistakes, and give a constant status of the device. Thus, all **Axion2** 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 when available.

Any selected button on the **Axion2** becomes bright **yellow**.

The **[TAKE]** button is indicated in **red**, and will blink **red** when active.

The **Axion2** 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 **Axion2** buttons (**[PRESET MEMORY]** for example) will turn pale **yellow** when they have been selected, are active, but are not currently being worked with.

2-1. SAFETY INSTRUCTIONS

SAFETY INSTRUCTIONS

CAUTION:

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

- **WARNING:** To prevent the risk of electric shock and fire, do not expose the device to rain, humidity, 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. Keep away from excessive dust, vibrations. Avoid shocks of any kind.
- **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.
- **POWER CORD:** The device is equipped with a main switch (On (I) /Off (O)). To power ON and OFF use the main switch.

Caution: The power cord is the only way to totally 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.

INSTRUCTIONS DE SECURITE

Afin de mieux comprendre le fonctionnement de cet appareil nous vous conseillons de bien lire toutes les consignes de sécurité et de fonctionnement de l'appareil 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 et aux 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.
- **CORDON D'ALIMENTATION:** Les appareils sont équipés d'un interrupteur général (Marche / 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 s'adresser 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.

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 erraneo 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.
 - **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 é 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.

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.
- **NETZKABEL:** Da die Geräte über einen Hauptschalter (An / 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.

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.
- **CABLE DE ALIMENTACIÓN:** Los equipos incluyan interruptor general de alimentación (Encender I / Apagar O), la puesta en marcha o desconexión se realiza por medio de este interruptor. 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 dirigirse 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 **Axion2**, 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 **Axion2** (ARC200) remote controller
- 1 x Power supply cord
- 2 x Adjustable feet
- 1 x Stylus
- 1 x User manual (PDF version) *
- 1 x Quick Start Guide *

* Download on our website: www.analogway.com

2-3. THE AXION2 REAR PANEL

- 1 - On/Off switch
- 2 - AC Connector
- 3 - Serial Port (not in use)
- 4 - Ethernet Port
- 5 - Auxiliary Ethernet Port (not in use, black cap)
- 6 - Auxiliary Display output



2-4. HARDWARE SPECIFICATIONS

Environmental specifications

Dimensions: W 450 x D 440 x H 180 mm
17.8"W x 17.5"D x 7.1"H.

Weight: 9 kg / 19.8 lbs.

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

Storage temperature: -25 to 85 °C / -13° to +185 °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 fall: IEC60068-2-32, RoHS, WEEE

3-1. THE ARC200 FRONT PANEL

Overview

- 1 - Touch screen
- 2 - Settings section
- 3 - Layout section
- 4 - Screen section
- 5 - Preset Memory section
- 6 - Preset Edition section
- 7 - Main/Preview section
- 8 - Joystick
- 9 - Sequence section
- 10 - Transition section



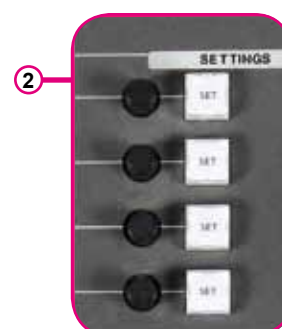
Touch Screen

The 7" touch screen of the **Axion2** allows you to configure your system, create your users and shows quickly and easily.



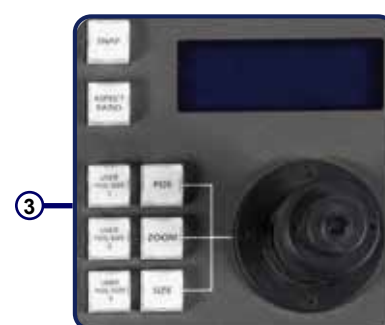
Settings section

The 4 top rotative knobs will allow you to set values, that are displayed on the touch screen (eg.: Transition, Duration time, Vertical & Horizontal positions).



Layout section

The Layout section of the **Axion2** 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 **Axion2** 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.



Screen section

The Screen section of the **Axion2** allows you to select and edit screens. Screens on the **Axion2** contain all of the settings and information of any given device connected to the **Axion2**. In other words, any device connected to, and piloted by the **Axion2**, becomes an individual screen, though several **Di-VentiX II** in a Soft Edge setup can be considered as a single Screen.



Preset Memory section

The preset memory section of the **Axion2** is where you may save and recall their presets. Any on-screen disposition can be stored to one of the 3 pages of 30 presets (90 user presets in total).

5



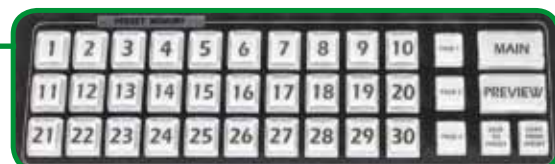
Preset Edition section

The Preset Edition section of the **Axion2** is the true operations center of the machine, and will give you 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 create, use, and rearrange PIPs, logos and frames, create, store and recall user presets, or simply toggle Main and Preview source selection amongst other features.

This section also contains the quick access to basic image transitions via the [CUT], [FADE] and [SLIDE] buttons, and allows to create, store and recall layer transitions as presets via the 4 handy [USER EFFECT] buttons.

6



Main/Preview section

The Main/Preview section of the **Axion2** allows you to select and work with sources directly on the Main or Preview output of the device connected to the **Axion2**. 3 pages with 8 live sources per page (24 sources in total) are available. When working with Frames or Logos, 8 sources are available.

7



Sequence section

The sequence section of the **Axion2** will allow you to save presets to be recalled and displayed sequentially when required.

8



Transition section

The Transition section of the **Axion2** 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 **Axion2** is also comprised 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 **Axion2** will glide from Preview to Main for elegant transitions.

9



Timing Knob

The Timing knob will allow you to overwrite any timings that have been programmed in your presets and/or sequences.

10

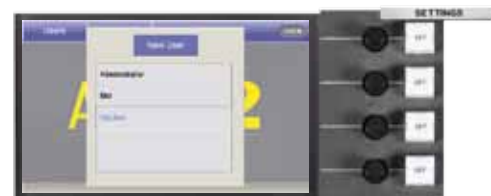


4-1. OPERATIONAL CONFIGURATION

User configuration

When the **Axion2** starts up, the Home page is displayed. Here you can create new users, shows and configure your console. The first time you use the **Axion2**, you will have to create a new user.

- 1/ Press the [USER] button on the main page
- 2/ Press the [NEW USER] button on the Screen displayed.
- 3/ The **Axion2** 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] button 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.
- 4/ On the *User* page, choose the user you have just created, and press the [OK] button again. The **Axion2** will display the user Home page.



System configuration

On the **Axion2** System Configuration page you can parameter the IP address automatically, calibrate the joystick, the keyboard brightness of the machine, set the time, check the software version and update it via the USB port if required.

Press the [SYSTEM] button on the main page. The **Axion2** will display the network configuration page of the *System* menu by default.

To configure your LAN settings:

- 1/ Press the [LAN SETTINGS] button, on the screen displayed you can configure your IP address, Subnet Mask & Gateway.
- 2/ Rotate the corresponding knobs to change the IP address of the **Axion2** (IP1, IP2, IP3, IP4) then press the [OK] button to validate. A message will appear asking you to wait while the **Axion2** registers the new address.

*** TIP * :** the **Axion2** must be part of the same network as the devices it is going to control.



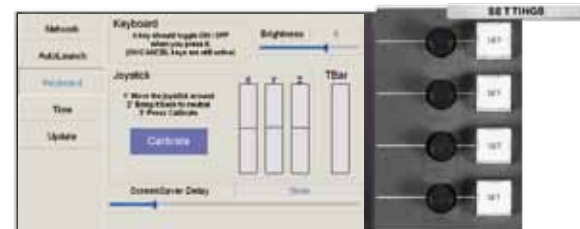
To configure an auto launch:

- 1/ Press the *Autolaunch* tab, on the screen displayed.
- 2/ You can Autologin a selected user and Auto Load a selected show.
- 3/ Select the Demo Checkbox to automatically run your selected show.



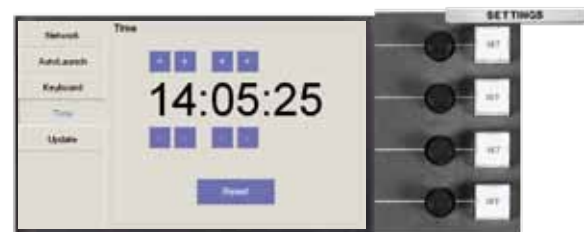
To configure the keyboard brightness and parameter the joystick:

- 1/ Press the *Keyboard* tab on the screen displayed.
- 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 alter the screen saver time between 5 minutes and 1 hour.



To set the time on the the Axion2:

- 1/ Press the *Time* tab on the screen displayed.
- 2/ Change the time accordingly, by pressing the **[+/-]** buttons on the displayed screen.



To check and update firmware version of the Axion2:

- 1/ Press the *Update* tab on the displayed screen.
- 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 **Axion2**. Press *Refresh* to list available update files on the USB key and select the desired update from the list then press *Update*. The **Axion2** will display a message while it loads the new software.



IMPORTANT: do not remove the USB key while the update process is in progress.

IMPORTANT: do not press yes if a popup ask you to restart when you plug a usb key.

Show configuration

For the **Axion2** to control your external device(s), you must create a show to work in. The show will save 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 Home page, then press *Create a New Show*.
- 2/ The **Axion2** will display the *Show Edit* screen, which allows you to name the new show as required. When you have entered a show name, press the **[OK]** button to validate your choice. The **Axion2** will display a blank show page.



4-2. SHOW SETTINGS

Screen setup

For the **Axion2** to control external devices, they must be set up as Screens. To setup a Screen, proceed as follows:

- 1/ Select the next available screen (#1 to #6) in the Screen section of the **Axion2**. The **[SCREEN]** button will light up yellow, and a display of your empty screen will appear on the **Axion2** touch screen.
- 2/ On the **Axion2** 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 as required, and press the **[OK]** button to validate and return to the *Screen Setup* page.



Managing with the Axion2

The **Axion2** can control the following Seamless Switchers:

Control Mode	DVX8044	EKS500	EKS400	OPS300	OPS200	SMX200	SMX100	PLS300	PLS200	SVU300	SVU200	STE100	SQD200
Seamless switcher	x	x	x	x	x			x	x	x	x		
Seamless Matrix	x	x	x	x		x	x						
Quadravision		x											x
Soft Edge Blending	x											x	

Edit devices

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

- 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).
*** TIP * : screen parameters other than *Edit Devices* will not be available until a device is added into the Screen.**
- 3/ Press *Edit Devices*, and press *Add*, the touch screen will display a page which will let you choose the device you want the **Axion2** to control. 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.
*** TIP * : make sure LAN settings match those of your device.**
*** TIP * : only TCP and UDP protocols are supported on the Axion2. We recommend using the TCP protocol.**
- 4/ Press the **[OK]** button to confirm and return to the *Devices* page. The **Axion2** will connect to the device. Press the **[OK]** button to return to the *Screen Setup* page.
*** TIP * : all screen parameters should now be available as a device has been added into the current Screen. If it is not, that means you have a connection issue, please check your Network (IP address).**



Output configuration

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

- 1/ On the *Screen Setup* page of the **Axion2**, press *Edit Outputs*.
- 2/ Select the output, Main or Preview you wish to configure, then select the output format (resolution), output rate, output type as required.
- 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 the [TYPE] button to select the type of signal required.
- 5/ Press the [ADJUST] button to adjust the gamma setting via the corresponding knob.
- 6/ Press the [OK] button to confirm and return to the *Screen Setup* page.



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 **Axion2**, 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.
- 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 the [TYPE] button to select the type of signal required.
- 5/ Press the [ADJUST] button to adjust the gamma setting via the corresponding knob.
- 6/ Press the [OK] button to confirm and return to the *Screen Setup* page.



Input configuration

- 1/ On the *Screen Setup* page of the **Axion2**, 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) will display the image resolution and rate.
- 3/ Press the [END] button to select the EDID format required.
- 4/ Press the [AUDIO MAPPING] button to map an audio input to an input.
- 5/ Press the [MATRIX MAPPING] button to map your matrix outputs

*** TIP * :** if you are working with a matrix, you can route your image through the matrix via the dropdown *Linked To Matrix* and *Matrix Output* (see also *Working With a Matrix*) in the Matrix Mapping Tab.

- 6/ Press the [OK] button to confirm input settings and return to the *Screen Setup* page.



Audio configuration

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

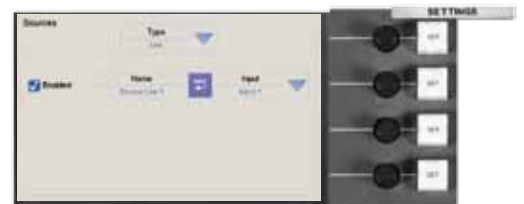


Source configuration

The *Edit Sources* tab allows to map device inputs, logos or frames to [SOURCE] buttons on the **Axion2** front panel.

- 1/ On the *Screen Setup* page of the **Axion2**, press *Edit Sources*. The buttons in the Source Preview section of the **Axion2** will light up, allowing you to select the source you wish to work on.
- 2/ Select the source you wish to parameter, then press *Edit* to give the source a new name if you wish.

*** TIP * :** 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).
- 3/ The *Enable* checkbox allows you to activate (default) or de-activate sources. De-activating a source will result in a greyed button on the **Axion2** front panel.

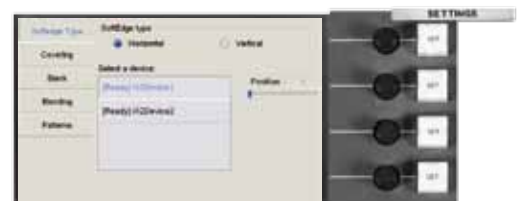


Soft Edge Setup

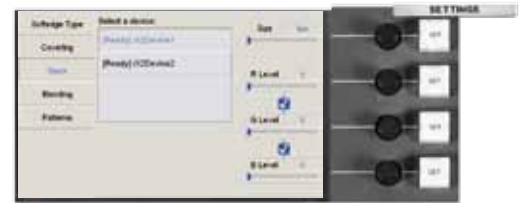
The *Edit Soft Edge* tab will be available only if the connected slave device is being used in Embedded Soft Edge mode (for example a **Di-VentiX II**) or if several devices are being used in Mixer Soft Edge mode.

*** TIP * :** for more details on Soft Edge Blending, please refer to the *Soft Edge Blending* chapter of this manual

- 1/ On the *Screen Setup* page of the **Axion2**, press *Edit SoftEdge*.
- 2/ On the *Soft Edge Setup* page, you will find several tabs to create, 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.
- 3/ 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.



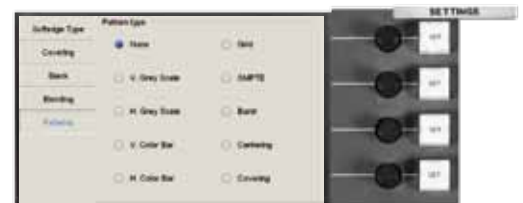
4/ Press *Black* to adjust the levels of black for your Soft Edge. On the *Black* tab, select the slave device you wish to work on, and rotate the corresponding knobs to determine black levels for your Soft Edge.



5/ 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.



6/ Press *Pattern* to go to the *Patterns* tab, and select the appropriate patterns to create, 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.



*** TIP * :** 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.

Viewer Zoom

The viewer zoom feature can help you to visualize a special area of your **Axion2** screen. Especially when using softedge mode, layers can be small and everywhere on the screen, the Viewer zoom will give you the needed accuracy to perform your show as you wanted. It will simply perform a local zoom on the desired layer in order to see the transition in/ou but also the attached source.

To use this function, select the layer then select the Viewer zoom button, the zoom will be apply. You can use the left/right arrow the select the others layers too.

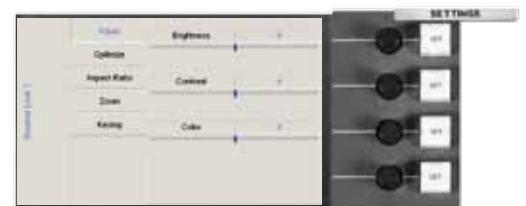


Image Settings

The *Image Settings* page allows you to fine tune the source image of any input you have previously entered into your Screen. This menu is accessible when working directly with live sources on the **Axion2** front panel (for more detail on *Image Settings*, please refer to the *Layer Settings* chapter).

*** TIP * :** you can access this page in show (cf. *Source Settings* chapter).

- 1/ On the *Screen Setup* page of the **Axion2**, 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 Main/Preview section will light up, indicating the sources are available.
- 3/ Select the *Adjust*, *Advanced*, *Pos/Size*, *Optimize*, *Aspect Ratio*, *Zoom* or *Keying* tabs to adjust the relevant settings of your source image by rotating the corresponding knob, to fine tune your source.
- 4/ When you are satisfied with your image settings, press the **[OK]** button to return to the *Screen Setup* page.



Logos & Frames

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

- 1/ On the *Screen Setup* page of the **Axion2**, press *Logos/Frames*. The buttons in the Main/Preview section of the **Axion2** will light up, allowing you to display the source you wish to capture. The buttons in the Layout section and the Settings 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 **[MAIN]/[PREVIEW]** button (#1 to #8), then select the *Logo* type if you wish to record a logo, or the *Frame* type if you wish to record a frame. 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 menu.
- 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 rectangle outline to fit the logo if need be, by pressing the **[SIZE]** button then adjusting with the joystick.



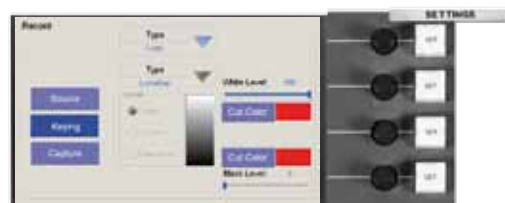
*** TIP *:** to move the source, rather than the outline rectangle itself, press **[SOURCE]** button, and adjust size and position with the help of the joystick as described in step 4.

- 5/ Press keying button to set Luma/Chroma settings. With the help of the corresponding knobs, move values up or down to set keying parameters for your logo.

*** TIP *:** you will not have access to keying settings when recording a frame.

- 6/ Once all your logo parameters are set, press *Store*. The **Axion2** will display a progress status bar while the device memorizes the logo.
- 7/ Press the [OK] button to return to the *Screen Setup* page.

*** TIP *:** to record a logo in Soft Edge Blending Mode, you need to press [SOURCE] button, then press *Extended*.



Controls Menu

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

To setup a tally signal with the Axion2:

- 1/ On the *Screen Setup* page of the **Axion2**, 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 **Axion2**, 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 **Axion2**, 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.



5-1. USING THE JOYSTICK

The joystick in the Layout section of the **Axion2** allows you to move, resize or zoom on 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, keeping the aspect ratio.

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.

5-2. LAYER SETTINGS

Layer Settings

Any selected layer (Frame, Live Background, PIP, Logo) on the **Axion2** is represented graphically on the Settings section touch screen as a yellow rectangle outline. This can be selected by using the touch screen or the ARROW buttons in the cycle element under the screen. Information on the layer is displayed in the layer rectangle for users to access information quickly and intuitively. The selected layer is composed of a container, 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 using the ARROW buttons under the touch screen.



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. Once activated, simply use the joystick, each time the layer will be next to a predefined point, the position 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.

Element Settings

To access the element settings of any selected layer (Frame, Live Background, PIP, Logo) on the **Axion2** press *Element* at the bottom of the *Preview* page, or use the ARROW buttons.

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 exits your screen (cut, wipe, fade...). You can alter the time of the selected transition via the corresponding knobs on the right of the screen. You can also save your effects, to be recalled by the [USER EFFECT] buttons, simply press the required [SAVETO] button.

The Window tab, which will let you move and resize the layer and flip the image horizontally or vertically. You can also save your Pos/Size, to be recalled by the [USER/POS/SIZE] buttons, simply press the required [SAVETO] button.

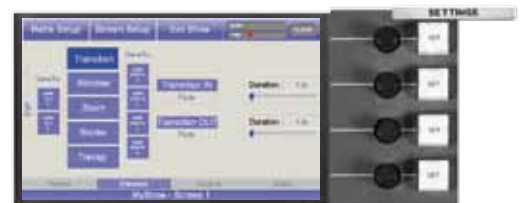
The Zoom tab, which will let you zoom in and out of a source and move it around within its layer. You can also save your Zoom/Pos/Size, to be recalled by the [USER/POS/SIZE] buttons, simply press the required [SAVETO] button.

The Border tab, which allows you to set layer border parameters, by the border buttons such as border color, width or drop shadow parameters. You can save your effect, to be recalled later via the user border button, simply press the [SAVETO] button.

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

The *Element* page also lets you save all of the above settings into 2 handy memories which can be recalled via the [USER ELEMENT] buttons.

To return to the *Preview* page, press *Preset* or use the arrow keys underneath the screen.



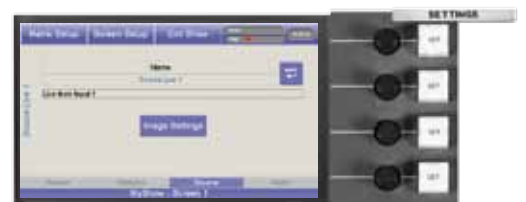
Source Settings

To access the source settings of any selected layer (Frame, Live Background, PIP, Logo) on the **Axion2** press *Source* at the bottom of the *Preview* 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 tab (see also *Image Settings* section).

On the *Image Settings* tab, 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 use the arrow keys underneath the screen.

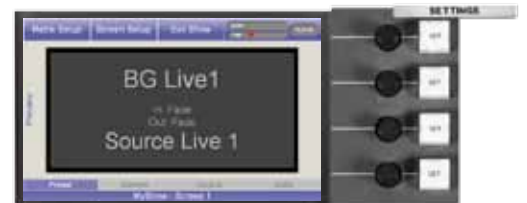


5-3. LIVE BACKGROUNDS

Adding a background

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

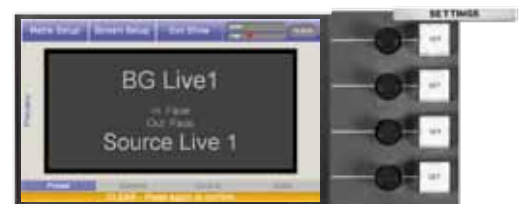
- 1/ Press the **[BKGND LIVE]** button to activate the Live Background outline rectangle on screen. The touch screen of the **Axion2** will display a yellow rectangle, indicating the selected area, and your Preview output will display an empty selection rectangle.
- 2/ The blue Main/Preview section light will blink to indicate you can select the source you want to use as a Live Background. Press a **[SOURCE PREVIEW]** button (#1 to #12). The selected image will now appear on your Preview output.
- 3/ Press the **[TAKE]** button to view the result on your Main output.



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 **Axion2** Settings section, a message will be displayed at the bottom of the touch screen to confirm your action. 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 #12), or simply press the **[TAKE]** button to view the result on your Main output.



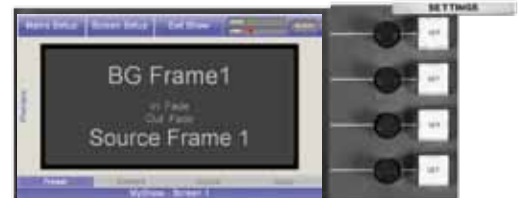
*** TIP * : you do not need to clear a background to switch its source.**

5-4. FRAME BACKGROUNDS

Adding a Frame

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

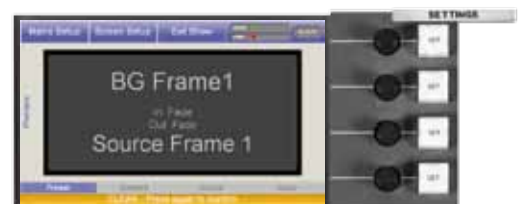
- 1/ Press the **[BKGND FRAME]** button to activate the Background Frame outline rectangle on screen. The touch screen of the **Axion2** will display a yellow rectangle, indicating the selected area.
- 2/ The blue Main/Preview section light will blink to indicate you can select the source you want to use as a Background Frame. Press a **[SOURCE PREVIEW]** button (#1 to #12). The chosen image should now appear on your Preview output.
- 3/ Press the **[TAKE]** button to view the result on your Main output.



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 **Axion2** Settings section, a message will be displayed at the bottom of the touch screen to confirm your action. Press the **[CLEAR]** button again to confirm. The Background Frame will go to black on the Preview output. Press the **[TAKE]** button to view the result on your main output.
- 3/ Select a new source for your empty Frame Background by pressing a **[SOURCE PREVIEW]** button (#1 to #12), or simply press the **[TAKE]** button to view the result on your Main output.



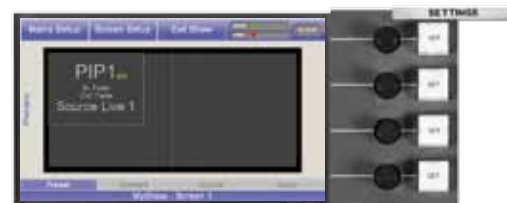
*** TIP * :** you do not need to clear a background frame to switch its source.

5-5. WORKING WITH PIPs

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 touch screen of the **Axion2** will display a yellow rectangle, indicating the PIP position and size.
- 2/ The blue Main/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 #12). The chosen image should now appear on your Preview output in the PIP rectangle, and on the touch screen of the **Axion2** 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.



Selecting a PIP

To select the PIP you wish to work with, press repeatedly on the **[SELECT PIP]** button, until the required PIP is outlined in yellow, indicated it has been selected. You can also use the arrow keys on the cycle element section to the same effect, or press on the PIP rectangle on the touch screen of the **Axion2**.



Manipulating a PIP

You can adjust a PIP position and size, add border, transparency and 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* chapter).
- 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.

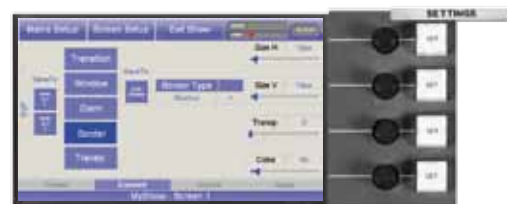
To zoom into and out of a PIP:

- 1/ Select the PIP you wish to zoom in or out of.
- 2/ In the Layout section, press the **[ZOOM]** and **[SIZE]** buttons, 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/ In the Preset Edition section, press the **[BORDER]** button to access border settings displayed on the touch screen of the **Axion2** (see also *Element Settings* section).
- 3/ Set border attributes in the PIP tab.
- 4/ Press the **[SAVETO]** button to store the border effect if required.
- 5/ Press the **[TAKE]** button to view the border on the main output



PIP depth

A PIP can be moved up or down through the successive layer hierarchy. In other words, you can change the order of a PIP from under another PIP to be on top of it.

- 1/ Select the PIP you want to move up or down.
- 2/ In the preset edition section, press the **[LOWER]** button to move the PIP back in the order of PIPs on screen, press the **[RAISE]** button to bring the PIP to front.

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 **Axion2** Settings section, a message will be displayed at the bottom of the touch screen to confirm your action. 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.



*** TIP * : to clear all PIPs from your Screen, press the [CLEAR PIPs] button rather than the [CLEAR] button.**

Layout menu

The layout menu gives to users the possibility to use internal saved layout. After activated PIP and attached sources in it, go in the layout menu and select the desired layout (1 Top and 2 bottom for exemple). After adjusting the H and V Gap, you can use the V and H mirror to adjust the Gap between PIP and borders.

Once you have wanted position/size adjusted then, press “Apply” and come back in the “Layer settings” menu. There, you will see the menu position/size of your PIPs.

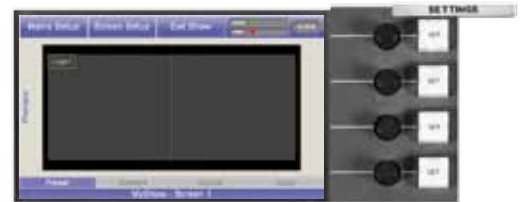
After adjusting their opening/closing effect, transparency and aspect ratio, you can press **[TAKE]** to visualise the result on the main screen.

5-6. WORKING WITH LOGOS

Adding a Logo

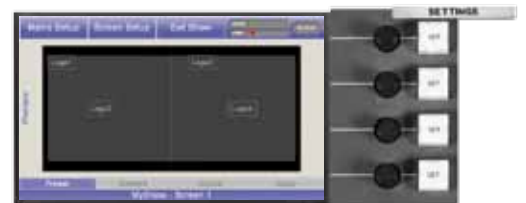
To add a logo to your Screen, proceed as follows:

- 1/ Press the **[ADD LOGO]** button to activate the Logo outline rectangle on the screen. The touch screen of the **Axion2** will display a yellow rectangle, indicating the logo size and position.
- 2/ The blue Main/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 #12). The chosen logo should now appear on your Preview output in the Logo rectangle, and on the touch screen of the **Axion2** 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.



Selecting a Logo

To select the LOGO you wish to work with, press several times on the **[SELECT LOGO]** button until the required logo is activated in yellow, or press on the LOGO outline on the touch screen of the **Axion2**. Or arrow keys on the cycle element section (cf. *Selecting a PIP*).



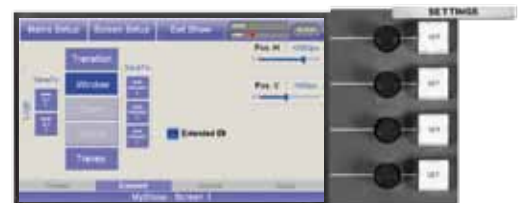
Manipulating a Logo

Logos on your Screen can be positioned anywhere.

NOTE: 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.



Logo depth

A LOGO can be moved up or down through the successive logo layer hierarchy. In other words, you can change the order of a LOGO from under another LOGO to be on top of it.

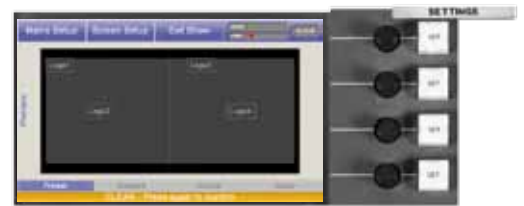
- 1/ Select the LOGO you want to move up or down.
- 2/ In the preset edition section, press the **[LOWER]** button to move the LOGO back in the order of LOGOS on screen, press the **[RAISE]** button to bring the LOGO to front.

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 **Axion2** Settings section, a message will be displayed at the bottom of the touch screen to confirm your action. 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.

*** TIP * :** to clear all logos from your screen, press the **[CLEAR LOGOS]** button rather than the **[CLEAR]** button.



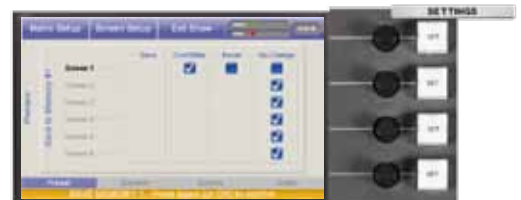
5-7. WORKING WITH PRESET MEMORIES

With the **Axion2**, you have up to 90 presets memory. Each preset memory can save, at the given time, the exact situation for 6 screens.

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

For each saved preset 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.
- In loading Mode, short press on a preset: loading of all information saved into the memory and selecting only the relevant screens in the Transition section.
- In loading Mode, long press on a preset: Loading only the information concerning the Screens selected in the Transition section.
- 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.

Programming a Preset

The **Axion2** automatically detects that the correct software version is in use on the product that it is connected to. If connecting the **Axion2** directly to your product make sure that you use an Ethernet crossover cable.

For programming a preset, here is the configuration to do:

- #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.

Saving a Preset Memory

A Preset Memory can be viewed as a scene for your show or event. In a Preset Memory, users store the setup and parameters of all layers on a Screen to the **Axion2** memory. The **Axion2** can save up to 90 Preset Memories per Screen. To save a Preset Memory, proceed as follows:

- 1/ Configure all layers as required in your Screen. Once this is done, press the **[SAVE TO PRESET]** button in the Preset Memory section of the **Axion2**.
- 2/ Press the required **[PRESET]** button on the preset memory section.



Loading a Preset Memory

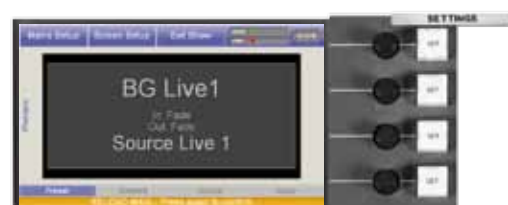
To load an existing Preset Memory at the beginning or at any stage during your show, proceed as follows:

- 1/ Press the **[LOAD FROM PRESET]** button to access the Preset Memory page.
- 2/ Select the required button from the Preset Memory section of the Axion2.

Reload Memory from Main

The **Axion2** 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 **Axion2**,
- 2/ and press again to confirm.



Accessing Memory pages

90 Preset Memory slots can be accessed from the Preset Memory section of your **Axion2**. The 1st 30 are available on page 1, 31 to 60 on page 2 and 61 to 90 on page 3.

Working with a sequence

The **Axion2** can save up to 9 sequences thanks to the [\[SAVE TO SEQ\]](#) button. Use the [\[LOAD FROM SEQ\]](#) button to load an already saved sequence.

Once your sequence is saved, you can play it by pressing the [\[TAKE\]](#) button, or in an auto-take mode. To use the sequence in that way, just check the auto-take box. In addition, the loop box will allow you to repeat automatically the sequence from the step n°1 when you reach the last step.

The sequence mode will allow you to perform a complete show thanks to your presets already saved.

Press the [\[SEQ MODE\]](#) button to have access to the sequence menu.

There you can add preset one after the other in order to make a string of preset. Every presets can be set upped in term of duration using the timing bar on the bottom right. Follow the marker to know where your step will be inserted.

At any moment you can delete one preset in the sequence using the corresponding button. The delete operation will move every steps located on the right side of the marker, one step to the left.

The [\[CLEAR\]](#) button will only delete the step without moving the string to the left. (It will move the string to the left too if the step is empty for every screens).

There are 2 ways to create the string sequence, by inserting new preset, or by overwriting presets. The 2 choices are available by pressing MODE.

- Impossible to add an empty preset in a sequence.
- Long press on the [\[<\]](#) or [\[>\]](#) button: Shifting at the start or the end of the sequence.
- Short press on the [\[<\]](#) or [\[>\]](#) button: Moving step by step in the sequence.

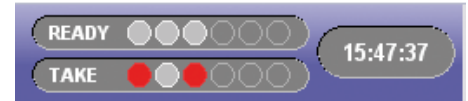
Working with the Screen Filter

Located in the transition area, the screen filter is composed by 6 buttons, each one linked to one of the 6 screens. It acts like the last filter before the take (sending your preview into your main). When a preset is composed by several screens, all your screens will be taken. The Screen filter feature allows you to decide for every preset which screen will be changed or not.

It's a very simple use, just select/unselect the desired screen to allow or not the transition to the next preset.

The other function of this feature is to save/load presets only into the selected screens selected in the transition group. When you want to save/load a preset only for particular screen, first select/unselect the chosen screens in the transition section then save/load your preset using the long press on the [\[SAVE/LOAD\]](#) button.

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 **Axion2** 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.

TIP : 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.

The screenshot shows the 'Matrix Setup' interface with the 'Screen Setup' tab selected. The top bar includes 'Matrix Setup', 'Screen Setup', and 'Exit Show' buttons. On the right, there are 'READY' and 'TAKE' status indicators and a clock showing 15:47:37. The main area is titled 'Preview' and 'Save to Memory #2'. It lists six screens: ScreenDVX2, ScreenEKS, ScreenSMX, Screen 4, Screen 5, and Screen 6. Below each screen name are four columns for selection: 'Save', 'OverWrite', 'Reset', and 'No Change'. The 'No Change' column has checkmarks for all screens. A yellow banner at the bottom reads 'SAVE MEMORY 2 - Press again (or OK) to confirm'.

Screen	Save	OverWrite	Reset	No Change
ScreenDVX2			☐	☒
ScreenEKS	☒			☐
ScreenSMX			☒	☐
Screen 4				☒
Screen 5				☒
Screen 6				☒

SAVE MEMORY 2 - Press again (or OK) to confirm

5-8. WORKING WITH TRANSITIONS

User Effects

With the **Axion2**, you can save the transition settings of any layer into 4 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 the in and out transitions as required via the *Element* page on the touch screen.
- 2/ Once all the desired settings have been made, press *Save To User Effect 1* to store the settings into the User Effect memory 1.
- 3/ To recall the User Effect, press the **[USER EFFECT 1]** button in the *Preset Edition* of the **Axion2**. 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.



Take

The **[TAKE]** button of the **Axion2** allows users to display the Preview screen on the Main screen. Typically, a user will work on a preset on the Preview output, then display that preset to the Main output by pressing the **[TAKE]** button.

*** TIP * :** the **[TAKE]** button is indicated in red, and will flash when pressed indicating the switching process.

T-Bar

The aluminium T-Bar of the **Axion2**, allows users to seamlessly display the Preview screen presets, to the Main output. Typically, a user will work on a preset on the Preview output, then display that preset to the Main output by using the T-Bar.

*** TIP *:** 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 **Axion2** will not let you access any settings or changes on any layer or source if the T-Bar has not completed its course.

*** TIP *:** 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 does not operate.

Step Back

The **[STEP BACK]** button in the **Axion2** Transition section, allows users 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 **Axion2** will revert to the previous step.

*** TIP * :** you can use the **[PRESET TOGGLE]** button as a way to toggle between two presets. Simply press the **[PRESET TOGGLE]** button and then the **[TAKE]** button as many times as you like, thus switching back and forth between two presets.



Toggle Preset

The **[TOGGLE PRESET]** in the Axion2 allows you to activate an automatic Step Back function. When you take your preset, the old preset on the main becomes your preview preset.

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.

Timing

The timing feature allows you to put a time restriction in the preset evolution. Every transitions initially superior to the chosen value will be automatically limited to the desired timing. At any time, just twist the timing button in order to adjust the timing limitation.

This function is very useful when you have many presets transition in a live event and you haven't time to setup each transition one by one.

6-1. MATRIX SETUP

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

- 1/ On the **Axion2** touch screen, 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. Many matrices do not support LAN. You will need an adaptater.

- 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 **Axion2** 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* on the touch screen.
- 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.

6-2. MATRIX SETUP EXAMPLE

If you are working with an 8x4 matrix (8 in, 4 out), you will need to define the links between the slave device and the matrix for the **Axion2** to route signals properly.

- 1/ Press *Edit Inputs* to open the Inputs page, then select Matrix Mapping.
- 2/ Select *Input 1* from the dropdown menu, and in the *Linked to Matrix* dropdown menu, select your matrix.
- 3/ In the *Matrix Output* dropdown menu, select your output connection.
- 4/ Repeat steps for *Inputs #2 to #4* (matrix outputs #2 to #4).
- 5/ 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 Main/Preview 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 for sources #2 to #8.
- 6/ Press the **[OK]** button to return to the *Screen Setup* page.



6-3. MATRIX ROUTERS

Matrix Routers (supported by the Axion2 v3.00, build 42).

Brand	MATRIX		CONNECTION			
	Type	Inputs	Outputs	Protocol	IP	Port
Analog Way	iX Series 8022	8	2	LAN	192.168.0.10	10500
Analog Way	iX2 Series 8044	8	2	LAN	192.168.0.10	10500
Altinex	Max	4	2	RS		
Altinex	Max	4	4	RS		
Altinex	Max	8	2	RS		
Altinex	Max	8	4	RS		
Amx	AutoPatch Octaire	32	32	RS		
Amx	AutoPatch Octaire	48	48	RS		
Amx	AutoPatch Octaire	64	64	RS		
BlackMagic	VideoHub	16	16	LAN	DHCP	9990
BlackMagic	VideoHub	16	32	LAN	DHCP	9990
BlackMagic	VideoHub	40	40	LAN	DHCP	9990
Extron	HDXP Plus	16	16	LAN	192.168.254.254	23
Extron	HDXP Plus	32	16	LAN	192.168.254.254	23
Extron	HDXP Plus	32	32	LAN	192.168.254.254	23
Extron	Generic	48	48	LAN	192.168.254.254	23
Extron	Generic	64	64	LAN	192.168.254.254	23
FSR	PathFinder	4	4	RS		
FSR	PathFinder	8	8	RS		
FSR	PathFinder	16	16	RS		
FSR	PathFinder	32	32	RS		
Gefen	PRO	16	16	RS		
Isis	XL	8	8	RS		
Isis	XL	16	16	RS		
Isis	XL	32	32	RS		
Kramer	VP-ETH	8	8	LAN	192.168.1.39	
Kramer	VS-HDCP	6	6	LAN	192.168.1.39	
Lightware	MX	8	8	LAN	192.168.254.254	10001
Lightware	MX	8	8	LAN	192.168.254.254	10001
Lightware	MX	12	12	LAN	192.168.254.254	10001
Lightware	MX	16	16	LAN	192.168.254.254	10001
NVision	CR	32	32	UDP	192.168.2.101	5194
Opticis	ODM	4	4	LAN	192.168.0.88	23
Opticis	ODM	6	6	LAN	192.168.0.88	23
Opticis	ODM	8	8	LAN	192.168.0.88	23
Purelink	DS_M	9	9	RS		
Purelink	DS_M	18	18	RS		
Purelink	DS_M II	9	9	LAN	192.168.0.88	23
Purelink	DS_M II	18	18	LAN	192.168.0.88	23
Purelink	DX Pro	4	4	LAN	192.168.0.88	23
Purelink	DX Pro	8	8	LAN	192.168.0.88	23
Sierra	Lassen	8	8	LAN	192.168.1.200	10001
Sierra	Lassen	16	16	LAN	192.168.1.200	10001
Sierra	Lassen	32	32	LAN	192.168.1.200	10001

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Analog Way reserves the right to change product specifications without notice.

7-1. ABOUT EXAMPLES

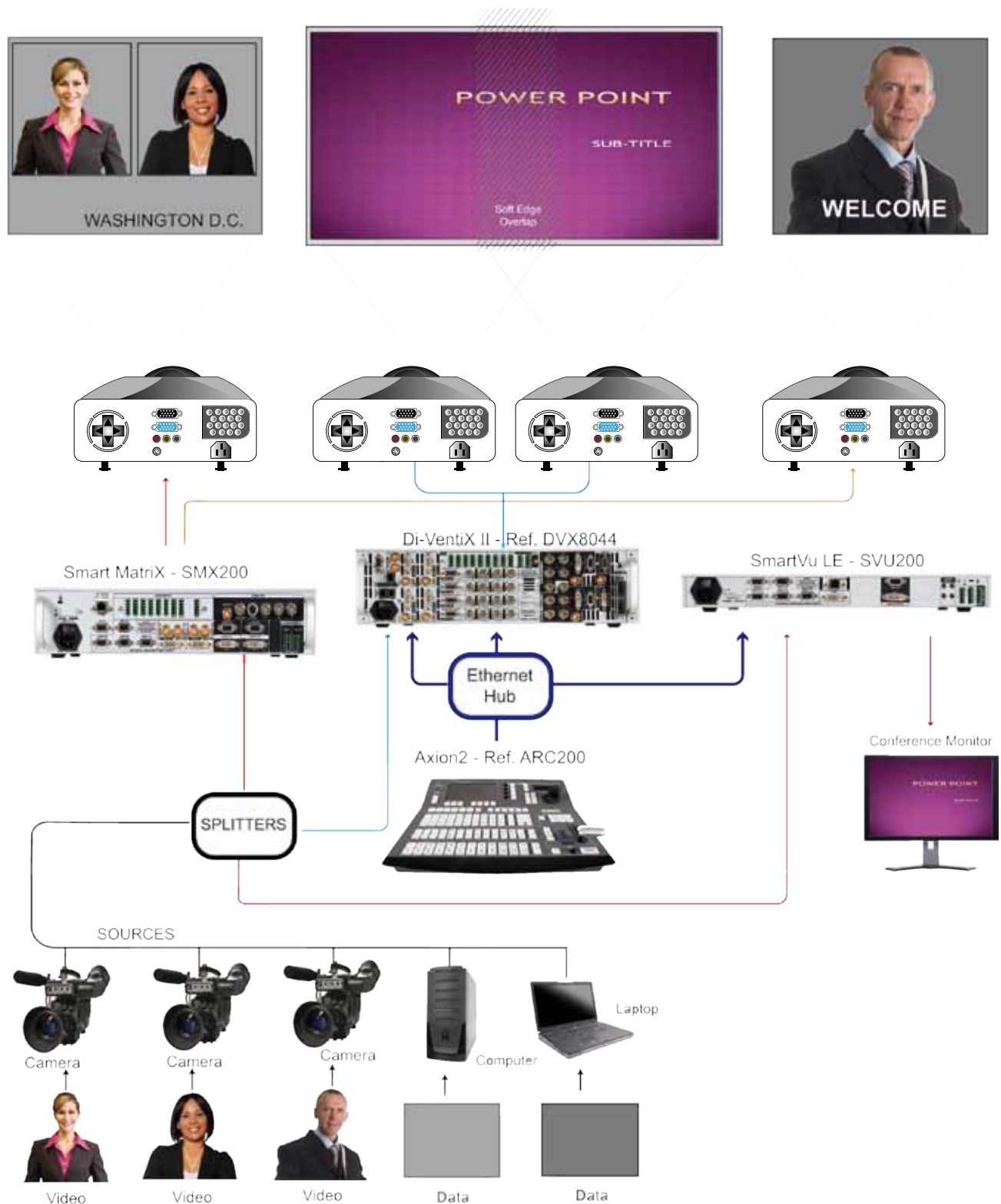
Examples are intended to make the use of the **Axion2** as easy as possible, by providing visual help in setting up your equipment. In an effort to make the use of our machines the most pleasant experience possible, the **Analog Way** team is constantly aiming to create easy to follow examples, update information, and furnish our website with useful user information.

Please connect to our website on: www.analogway.com.

7-2. EXAMPLES

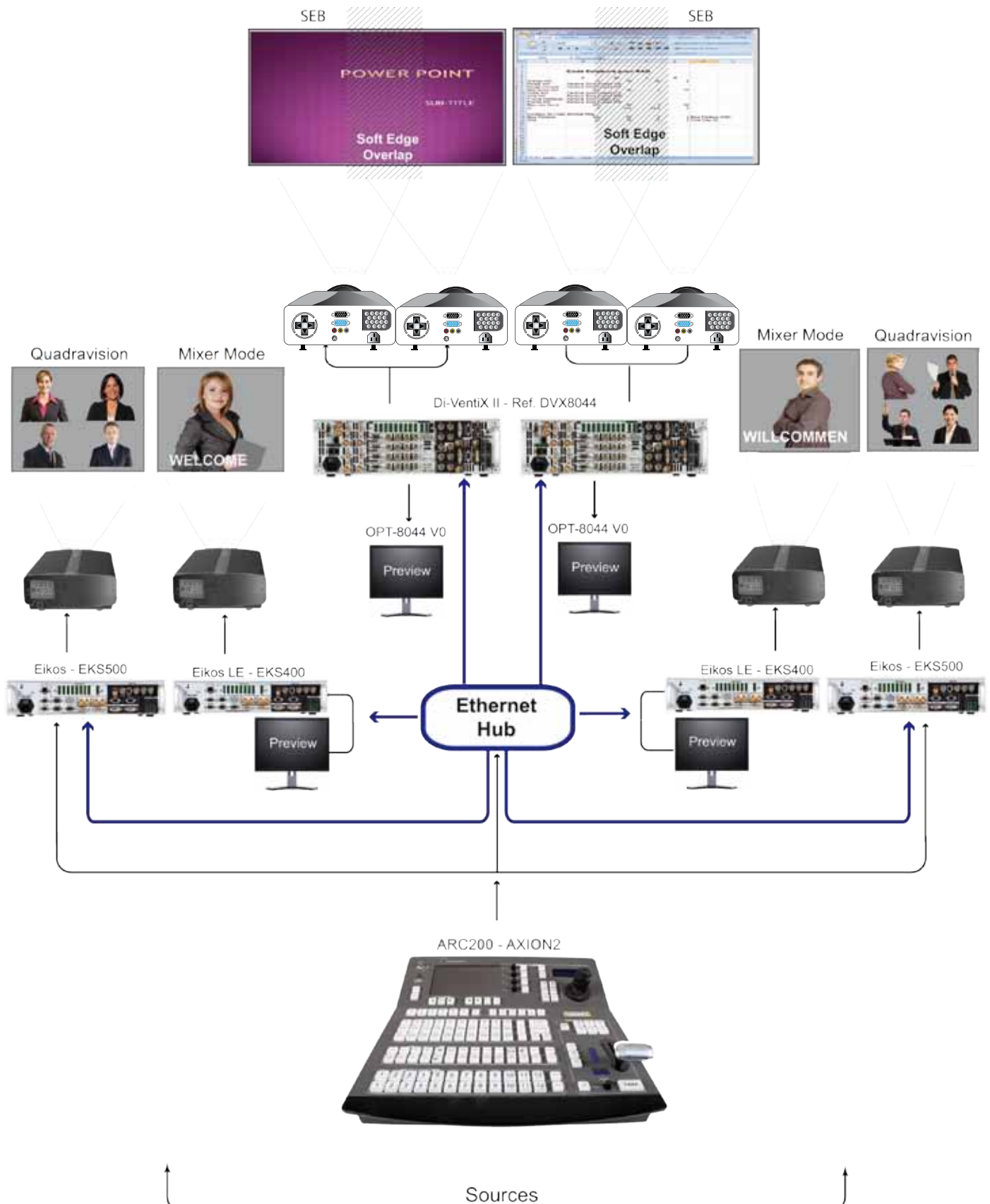
Example #1

Triple Screen Presentation using the Axion2, 1 Di-Ventix II (SEB Mode), 1 Smart Matrix and 1 Smart Vu LE



Example #2

6 Screen Presentation using the Axion2, 2 Di-VentiX II (SEB Mode), 2 Eikos LE (Mixer Mode) and 2 Eikos (Quadravision Mode)



8-1. SOFT EDGE BLENDING

To setup a soft edge blend using only one unit, you need to set the unit in Embedded SEB Mode, and connect the left projector to “Output #1” (Main) and the 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 Output 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 to Mixer Mode and connect the projectors to “Output #1” (Main) of each unit.

8-2. SOFT EDGE SETUP

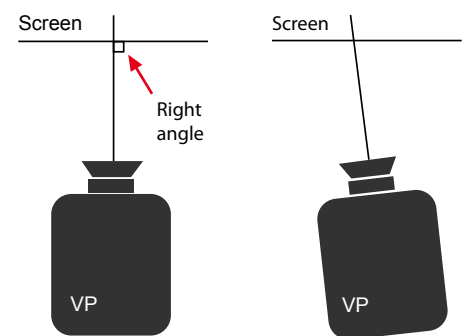
To achieve a correct soft edge, follow the simple steps below.

1. Switch on your unit(s).
2. In the “Control” menu, activate the “Erase Memories” option on all units.
3. In the “Control” menu, activate the “Default Values” option on all units.
4. If setting up a Soft edge with only one unit, in the “Mode” menu select the “Embedded SEB” mode.
If setting up a Softedge with 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) of 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° with the screen in both the X and Y axes.

You can also use the “Grid” test pattern in the “Output” – “Test Pattern” menu to help you properly align the projectors together.

WARNING: It is absolutely forbidden to use the projectors’ Keystone function to correct some image parallelism problem. Using the Keystone will later render IMPOSSIBLE the Softedge Curves adjustment. In other words, using the Keystone on the projectors make it impossible to have a clean Softedge projection!!!

HORIZONTAL POSITION

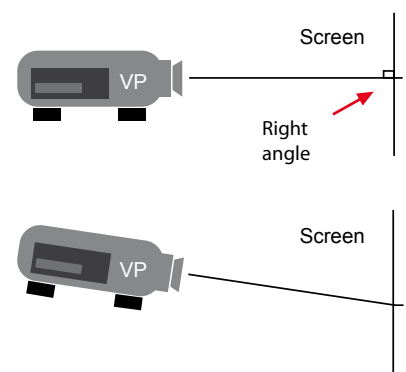


NOTE: If you must move image, laterally, always move your VP.

NOTE: When moving image vertically, use the lens shift on your VP.

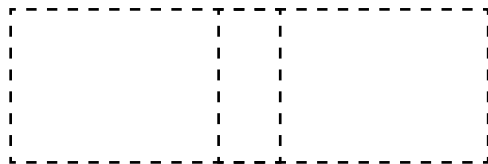
NEVER USE KEYSTONE

VERTICAL POSITION

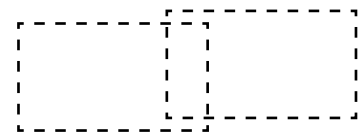


7. If you are using a multiple units Softedge, split all of your sources to input each one in the same input # on each unit (eg.: split your DVD player to input it on input #5 on each unit).
8. In the “Input” menu, set the corresponding “Input Type” for each input.
9. In the “Softedge” menu, select the appropriate Softedge “Type”: Horizontal or Vertical.
10. In the “Softedge” – “Test Pattern” menu, select the “SE Centering” pattern.

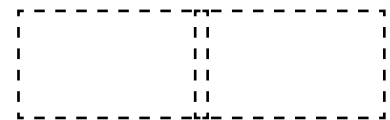
• **Example:** Test pattern in horizontal SE configuration.



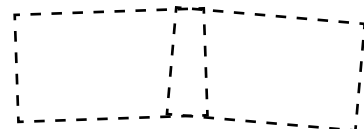
☺ Projectors well aligned.



☹ Top and bottom not aligned.



☹ Too small covering area.

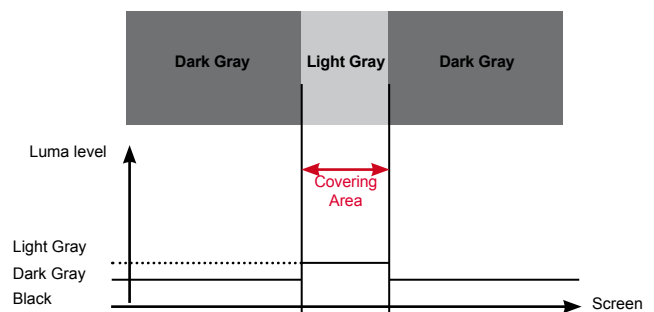


☹ Edges not paralleled

11. In the “Softedge – “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 Softedge.

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

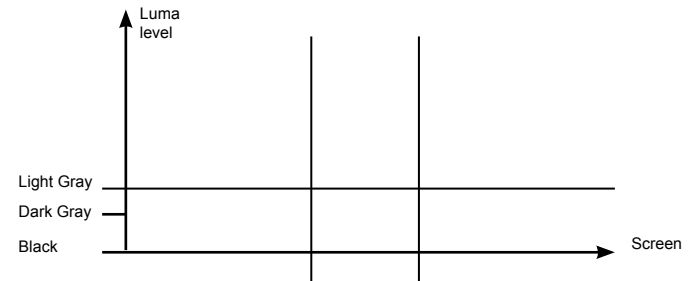
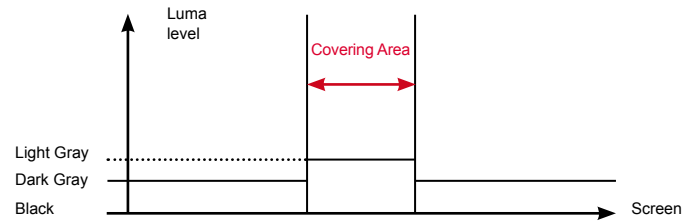
12. In the “Softedge” – “Test Pattern” menu, select “OFF” to remove the test pattern.



13. In the “Softedge” – “Black Red Green Blue” 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.

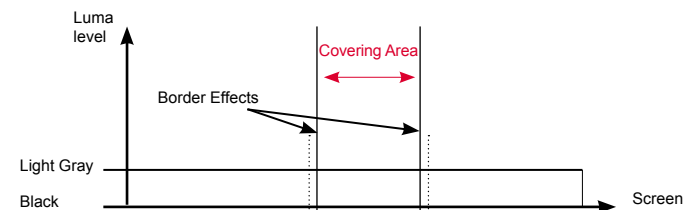
This adjustment must be done on a black projection (no sources).

This adjustment will be made easier if you are in the darkest environment possible.

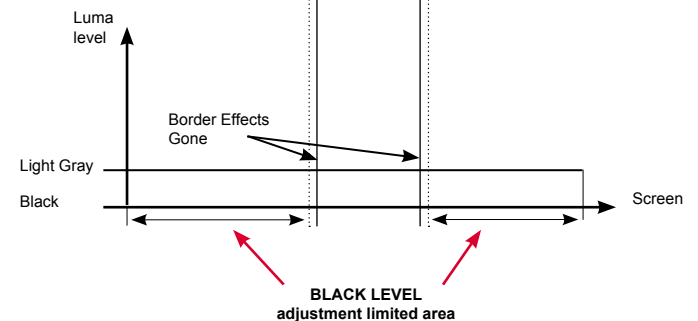


**BLACK LEVEL
adjustment**

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 “Softedge” – “Size” menu.



15. In the “Soft Edge” – “Test Pattern” menu, select the “H Grey Scale” pattern if you are in Horizontal Softedge or the “V Grey Scale” pattern if you are in Vertical Softedge.



16. In the “Softedge” menu, activate the “Blending” menu.

17. In the “Softedge” – “Curves” menu, adjust the Softedge 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.

9-1. ANALOG WAY LIMITED WARRANTY

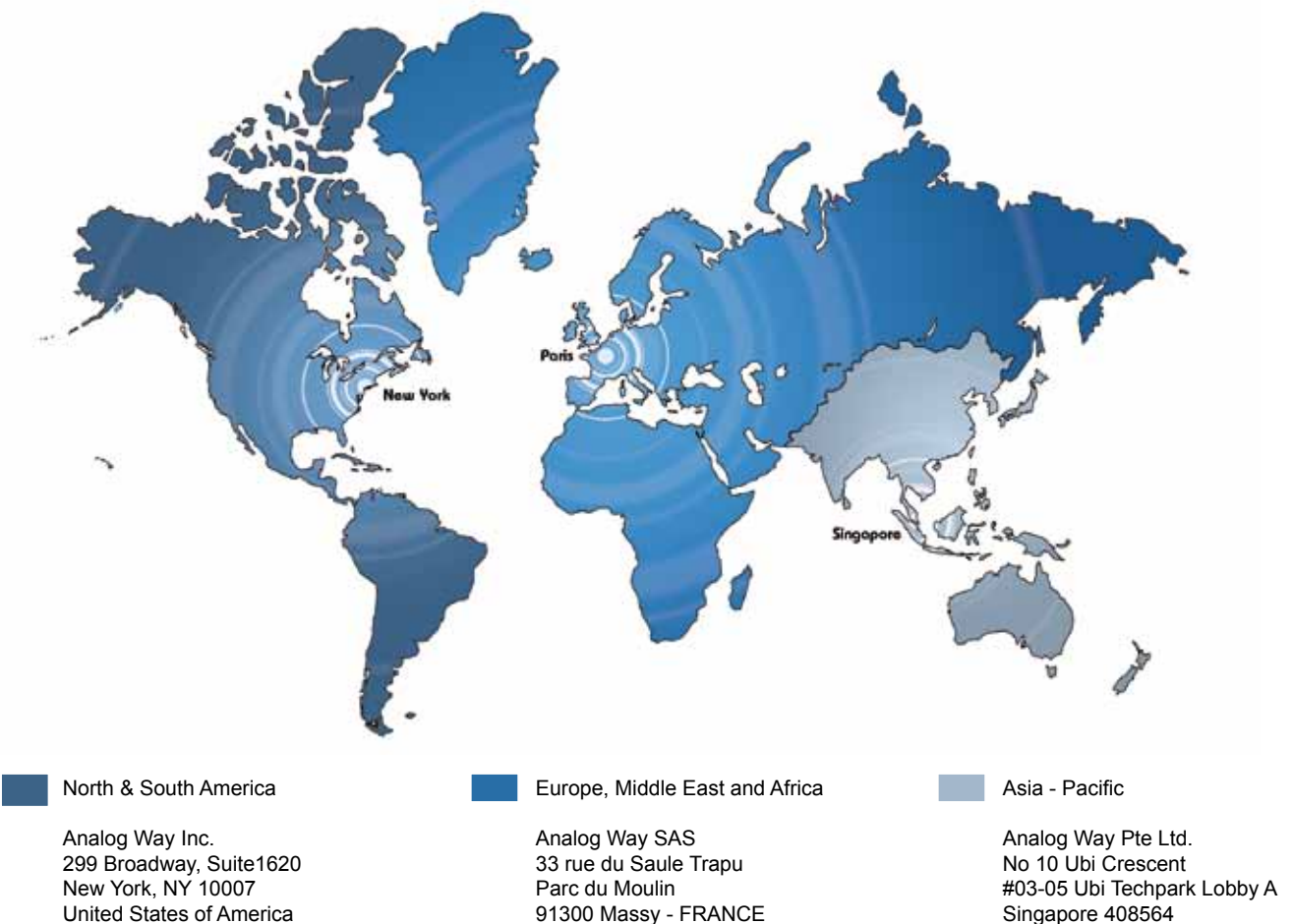
All **Analog Way** products have a 3 year warranty on parts and labor, return to factory. This warranty does not include faults resulting from user negligence, special modifications, electrical surges, abuse (drop/crush), and/or any damage caused by misuse of the product.

9-2. SERVICES AND RMA

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 map below for information on which regional maintenance center you depend on.

RMA Conditions:

1. Prior to returning any item, you must receive a Return Material Authorization (RMA) number.
2. All RMA numbers must appear on the return-shipping label.
3. All shipping and insurance charges on all RMAs must be prepaid by the customer.



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For more documentation, general information, or simply to keep up to date with new releases and upcoming Analog Way products, please log on to www.analogway.com.

Before calling your regional maintenance center, please gather the following information:

- Serial number of the unit
- Firmware version (look in: CONTROL MENU/VERSIONS)
- Model reference (**ARC200**)
- Description of failure

INFORMATION REGARDING UNIT DISPOSAL

In the European Union:

If the product is used for business purposes and you want to discard it:

Please contact your Analog Way dealer who will inform you about returning the product. You might be charged for the costs arising from returning and recycling.

For Spain:

Please contact the established collection system or your local authority for take-back of your used product.

In other countries outside the EU:

If you wish to discard of this product, please contact your local authorities and ask for the correct method of disposal.



VERSION: 1.10 - M6.0 - 15/09/2011
CODE: 140111

Designs and specifications are subject to change without notice
The illustrations and screens described in this manual may be exaggerated or simplified for easy
recognition and may be slightly different from the actual unit.

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