



QUICK START GUIDE

Thank you for choosing **Analog Way** and the **Opus**. By following these simple steps, you should be able to setup and use your powerful scaler/switcher within minutes. Discover the **Opus** extensive capabilities and intuitive interface while configuring your first show, and unleash your creativity for a new experience in show and event management by **Analog Way**.

What's in the box

- 1 x **Opus** seamless scaler/switcher
- 1 x Power supply cord
- 2 x DVI male to HD15 female and DVI female cable
- 1 x HD15 to 5 BNC cable
- 1 x Ethernet cross cable
- 1 x DB9 to 4 BNC cable + mini-Din 4
- 1 x Set of 3 audio 10 pin screw terminals
- 1 x RCS CD-ROM (PC only)
- 1 x User manual
- 1 x Quick Start guide

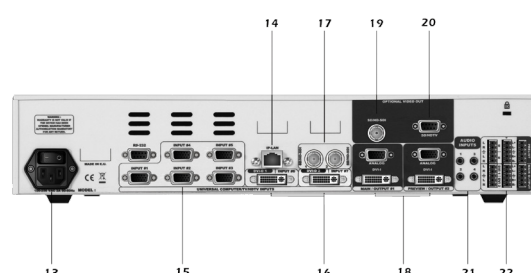


Opus Overview

The **Opus** front panel is comprised of several sections, each carefully labelled and self explanatory, corresponding to all of the machine's versatile functions.

The STANDBY button (1) will allow users to turn the device on and off once the main outlet switch (13) is turned on. The menu screen (2), menu scroll knob (3), and Control section (4) will give users access to the **Opus** menu. The Layer Selection section (5) will allow users to select which layer the **Opus** will work on, while the Input Selection section (6), determines which of the 12 available input sources will be used in that layer. The FREEZE button (7) allows users to take a snapshot of the current state of a source. AV input #8 (8) is a handy front panel universal audio/video source input. The TAKE button (9), and the T-Bar (10) of the Opus will let you switch from the Preview output, to the Main output (18). The EFFECT button (11) and the PRESET button (12) are both shortcuts to **Opus** menu functions (*Layer Effects* and *Presets*).

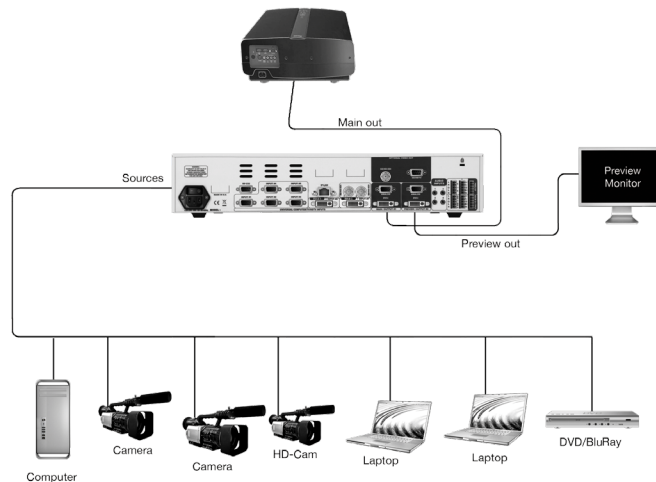
The rear panel of the **Opus** will let you connect all your inputs sources and outputs to your device. Plug universal analog sources (15), DVI-I sources (16) or HD-SDI sources (17) to your **Opus**. Connect an HD or universal analog recording/broadcasting device to your **Opus** video output (19 and 20), audio inputs and outputs (21 and 22), and a remote controller to the IP/LAN connector (14).



WORKING WITH THE OPUS

Setting up the Opus

The following setup assumes you are in Mixer Mode. For more information on the **Opus** modes and what each of them does, please refer to the “Opus Operating Modes” chapter, p. 6 of the User Manual.



Connect all of your sources (PC, video camera, streaming server, DVD player...) to the appropriate input connectors at the rear of the unit (see “The Opus rear panel” p.22 of the User Manual).

Connect your main output to the video projector for audience viewing, and your preview output to a monitor for preview purposes (see “Connecting the Opus”, p.21 of the User Manual). Turn all input and output devices on.

Connect the supplied AC power cord to the unit, then connect the other end of the cord to a grounded AC outlet. Power up the **Opus** by pressing the I/O button at the rear of the unit, and wait for the menu to run its startup sequence. The unit is on and ready to function when the System Menu appears on your VFD screen.

Input & Output configuration

1/ In the menu section, press the EXIT/MENU button and select *Input* in the menu by rotating the selection knob and press the ENTER button to enter the *Input* sub-menu.

2/ Select *Auto Setting* and press enter to automatically configure the inputs plugged into the **Opus**. The device will set all input resolutions and frequencies to match the input sources plugged to the device.

3/ Alternatively, you can configure all inputs of the **Opus** individually, by navigating to the *Input* menu and setting each input accordingly.

Once your inputs have all been configured, the output settings of the **Opus** must be set according to the machines plugged on your **Opus** Main and Preview outputs (video projector, preview monitor...).

1/ In the menu section, press the EXIT/MENU button and select *Output* in the menu by rotating the selection knob. Enter the *Output* sub-menu and select the output type, resolution and frequency, so that they match the viewing hardware plugged into the unit.

2/ Press the ENTER button to enter each of the desired output parameters.

Your **Opus** is now set up and ready to work with.

The **Opus** offers several different layer types to work with (Background Frames, Background Live, PIPs and Logos).

- **FRAMES** : It is possible to store up to 8 frames in the **Opus** non volatile memory. Frames are mainly used as backgrounds in a typical setup, and can be recorded from any of the **Opus'** 12 sources and called back at the press of a single button.

1/ In the Input Selection section, press the source button (1-12) of the source you wish to record as a frame. Press the TAKE button to display it on the main display.

2/ Select *Logos/Frames* in the menu by rotating the selection knob, then pressing the ENTER button.

3/ Select *Record Frames* in the *Logo/Frames* menu by rotating the scroll knob, then pressing the ENTER button. A white rectangle will appear on your main display, indicating the frame which will be captured. Select an empty frame memory (empty frames are indicated in the sub-menu) to store the frame into and press the ENTER button.

4/ Press the BACKGROUND FRAME button, select the frame you just recorded, and press the TAKE button.

- **PIPs** : PIPs allow you to resize, position and add borders and transition effects to layers.

1/ In the Layer Selection section, press the PIP1 button. On the preview screen, the layer will appear as a color rectangle, and "00" will be indicated in the layer rectangle.

2/ In the Input Selection section, press the source button (1-12) of the source you wish to affect to the selected PIP. On your preview screen, the source will appear in the layer rectangle, and PIP1 will be indicated in the layer rectangle.

3/ Press the PIP1 button, then rotate the scroll knob to access desired layer attributes (size, position, zoom, border, transparency...) and press the corresponding ENTER button in the *Layer* sub-menu to enter and parameter layer attributes.

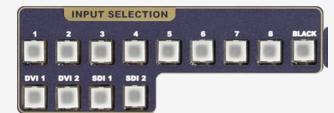
4/ By pressing the source button again, the *Image* sub-menu appears on your menu VFD screen. Rotate the scroll knob to access the desired source attributes (aspect in/out, color, centering, blanking adjust...) and press the ENTER button in the *Image* sub-menu to enter and parameter source attributes.

5/ Press TAKE to view the results on your main screen.

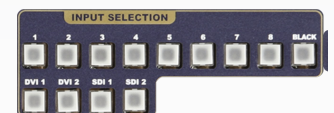
- **LOGOS** : It is possible to store up to 8 logos in the **Opus** non volatile memory. Logos work in much the same way as frames, and can be recorded from any of the **Opus'** 12 sources.

1/ In the Input Selection section, press the source button (1-12) of the source you wish to record as a logo. The source button will start blinking.

2/ Select the Logos/Frames menu by scrolling through the menu with the scroll knob, then pressing the ENTER button.



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3/ Select *Record Logos* in the *Logos/Frames* menu by rotating the scroll knob, then pressing ENTER. A small white rectangle will appear on your main display, indicating the logo that will be captured.

4/ Adjust logo size, position, and fine tune key attributes by rotating the scroll knob and pressing ENTER to memorize logo settings.

5/ Select an empty logo memory (empty logos are indicated in the sub-menu) to store the logo into. Press the ENTER button. The **Opus** will display a progress status bar on the VFD screen.

6/ In the Layer Selection section, press the LOGO1 button, and select logo number (1-8) you wish to use. Your logo will appear on the preview screen above any existing layer on screen.

7/ Press the TAKE button. Your logo will appear on the main display.

- **LIVE BACKGROUND** : To work with a live background, simply press the BACKGROUND LIVE button, then select a live input source from the Input Selection section of the **Opus**. The background will appear on your Preview. Simply press the TAKE button to view the results on your Main output.

Making a transition

Whether catering for complex event setups, or putting together intricate shows, your **Opus** will also deliver some of what you could expect from a dedicated mixer along with its switcher and scaler capabilities.

1/ In the Layer Selection section, press the PIP1 button. The button will start blinking. On your Preview screen, PIP1 will appear as a color rectangle. The parameters of the layer will automatically appear on your **Opus** VFD menu screen.

2/ In the *Layer* menu, make the position, size, border and transparency settings you like, then select *Opening Effect* in the layer options, press the ENTER button and select *Type*. Select an opening effect and press the ENTER button. Navigate to *Duration* in the *Opening Effect* sub-menu, and set the duration of your effect by rotating the selection knob and pressing ENTER.

3/ Set a closing effect for your PIP by navigating to the Closing Effect menu, then press TAKE to view the transition effect on your Main output.

Going further with the Opus

You should now have all the basic skills needed to start operating the **Opus**. We recommend reading the User Manual shipped with the **Opus**, and encourage you to play with the unit's extensive functionalities, there is no better way to familiarize yourself with your new show and events tool. The Menu Tree of the **Opus** (p.30 of the User Manual), was designed to be printed for easy reference of all of the machine's numerous functions. We recommend keeping a copy of this handy when you start working with the **Opus**.

Though particular attention has been brought to the enclosed User Manual, to bring you a thorough and easy to follow guide for your **Opus**, further detail and more documentation can also be found on our website : www.analogway.com.

