

QUICK START GUIDE

Vertige™ - Ref. VRC300



ANALOG WAY®
Pioneer in Analog, Leader in Digital

Thank you for choosing **Analog Way** and the **Vertige™**. By following these simple steps, you will be able to setup and use within minutes your powerful high-end Remote Controller. **Vertige™** is a revolutionary Remote Controller integrating new ways of creating and managing large events and multi-venues. The **Vertige™** brings a simple and flexible approach to show creation and management. **Vertige™** can control several screens and multiple **LiveCore™** devices (**Ascender 48 - 4K - PL**, **Ascender 32 - 4K - PL**, **Ascender 16 - 4K**, **SmartMatrix Ultra**, **NeXtage 16 - 4K**, **NeXtage 08 - 4K**), independently or linked with an identical device (additive modularity), linked with an expansion module, or synchronized (associative modularity). **Vertige™** can also control other devices over IP, such as Midra switchers, matrix routers, media players, PTZ cameras.

WHAT'S IN THE BOX

- 1 x **Vertige™ (VRC300)**
- 2 x Power supply cords
- 1 x User manual (PDF version)*
- 1 x Quick start guide (PDF version)*



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

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

GETTING STARTED WITH THE VERTIGE™

Read the following sections in the given order to get started with **Vertige™**:

- Rear panel description
- Front panel description
- Setting up the **Vertige™**
- Configuring a Show
- Running a Show

If connecting the **Vertige™** and the devices directly, make sure to use an Ethernet crossover cable (the **Vertige™** connects to the controlled devices with standard Ethernet LAN networking equipment). Otherwise you can use a standard Ethernet hub and straight cables.

REAR PANEL DESCRIPTION



1. Power Supply:

Dual, redundant power supply with fuse as standard equipment.

2. On/Off button:

Switch on/off the device.

3. Connection panel:

Ethernet LAN adapters for device control.

FRONT PANEL DESCRIPTION



1- Touch screen

The 15"6 wide touchscreen comfortably displays on the same page the representation of the Program & Preview of a typical scene (Blend + 2 satellites). The representation of the whole scene will allow you to work on multiple layers from different screens at the same time (to change background sources, for example). The representation of both Program & Preview states will allow you to switch presets at any time (even during an effect) like with the **LiveCore™ series**.

2- Preset section

This section allows you to save and load your scene presets. 10 preset keys and a page browsing mechanism allows you to organize and access up to 100 presets.

3- Layer section

This section allows you to select layers in different screens and edit them simultaneously. Multiple layer/screen criteria can be used to perform advanced layer selections.

4- Source section

This section allows you to assign sources to the selected layers on Program or Preview. 12 source keys and a page browsing mechanism allows you to organize and access up to 120 sources. The name of a source will be displayed on the corresponding LCD key.

5- Control section

This section allows you to select the preset to work with (Program or Preview), and apply basic functions to all selected layers (like Freeze, Clear, Unify...).

6- Edit section

This section allows you to edit the selected layers in three different ways: roughly via the joystick, finely via the encoders or directly via the numpad. With its 12 contextual LCD keys, the block displaying the numpad (the **EDIT pad**) also provides access to a variety of edit tools such as pages of shortcuts, layer presets and macros.

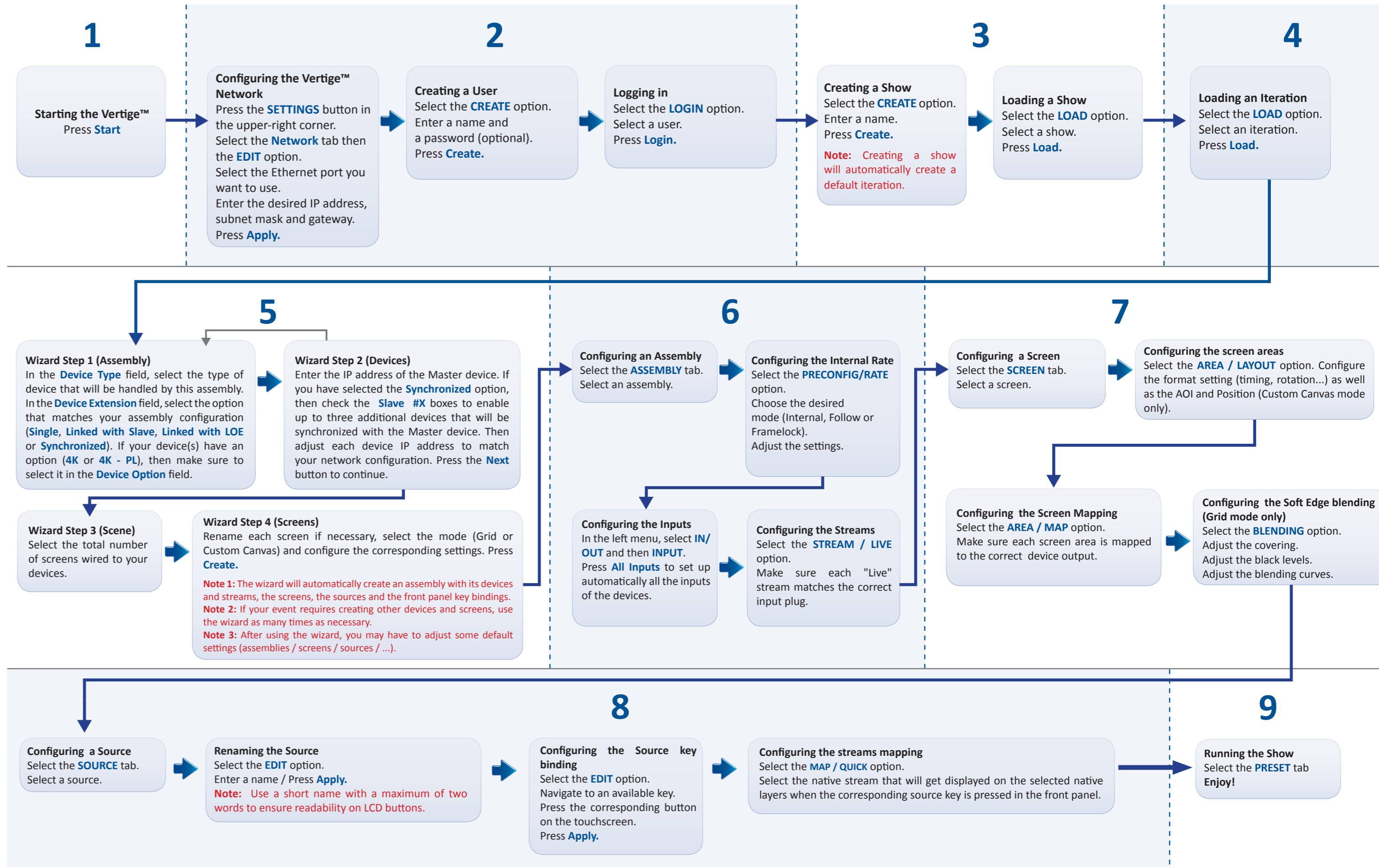
7- Transition section

This section allows you to use the T-Bar for a smooth transition effect between presets. The individual, motorized sliders can be used to transition individual screens, and they show the current state of the screen.

8- Control Transition

This section allows you to take all your active screens and control the transition time globally. You can also enable the **CUE SEQUENCE** button to control the cue sequence playback (play, next step, stop ...).

SETTING UP THE VERTIGE™ & CONFIGURING A SHOW



RUNNING THE SHOW

Layer Selection

Backgrounds, frames, PIPs, and logos are all considered layers. Selected layers are highlighted in orange on the touchscreen. The first selected layer is further highlighted with a viewfinder icon. To select a layer, there are several options:



- **Selecting Layers from the touchscreen:** At any time when the **Preset** page is displayed, a layer may be selected by directly touching it on the touchscreen. Touching another layer will release your current selection and select the new layer. To select multiple layers, or remove a layer from your selection, you will need to use the **[+]/[-]** selection modifier keys on the **Vertige™** keyboard.

- **Selecting Layers from the Layer Selection buttons:** At any time, a layer or group of layers may be selected by directly pressing one of the **Layer Selection** buttons (please read the user manual for further information on this topic).

Source selection

Sources allow you to:

- Fill a layer or group of layers with a source.
- Fill a native layer or group of native layers with a native source (the **NATIVE** mode must be enabled).

All the sources and native sources need to be configured beforehand during show setup. Sources and their corresponding key bindings can be automatically created when using the **Iteration Wizard**. Native sources on the other hand must be created manually.

Use the **[<]/[>]** buttons to navigate source pages and find a source. Then simply press the corresponding source key to fill the selected layer(s) with the source.



Transition section

You have different options to transition from Preview to Program:

- The T-Bar for a manual smooth transition
- The Take button for an automatic timed transition
- Independent faders for a manual transition per screen.



Below each fader, there is an LCD key displaying the name of the Screen associated to the fader; use the **[<]/[>]** buttons to shift the view if you have more than 6 screens in your scene.

Preset selection

A Preset contains all the layer information about all the layers on all active screens. Presets stored using the **Vertige™** console are stored within the **Vertige™** show, and can be exported and imported to another console. By default, the unit will operate in preset Load mode.



To save a preset, first create the content that you wish to save on either the program or preview screens. To save a preset from Program, make sure that the **PROGRAM** button is selected. To save a preset from Preview, make sure that the **PREVIEW** button is selected. To save a preset, activate the **SAVE** button. Navigate to the required preset bank slot page and then press once on the corresponding preset slot button. The preset button will turn yellow, indicating that the preset has been successfully saved. Note that the system will automatically switch back to preset **Load** mode. If you attempt to overwrite an existing preset, you will need to confirm the action by pressing the blinking preset button again.

To load a preset, first make sure that the **PREVIEW** button is selected if you wish to load the preset to Preview, or that the **Program** button is selected if you wish to load the preset to Program. To load a preset, make sure the **LOAD** button is activated. Navigate the preset bank pages if required and then press the preset slot button

corresponding to the preset you wish to load. The preset will be loaded to program or preview, depending on which button has been selected. If you have loaded your preset to preview, you will need to press **TAKE** to view it on the Program screens. If you load a preset directly to program, the new attributes including sources, size, position, border, etc will cut into place. Presets can be saved, loaded and renamed directly from the **Preset** page. (Please read the user manual for further information on this topic).

WARRANTY AND SERVICE

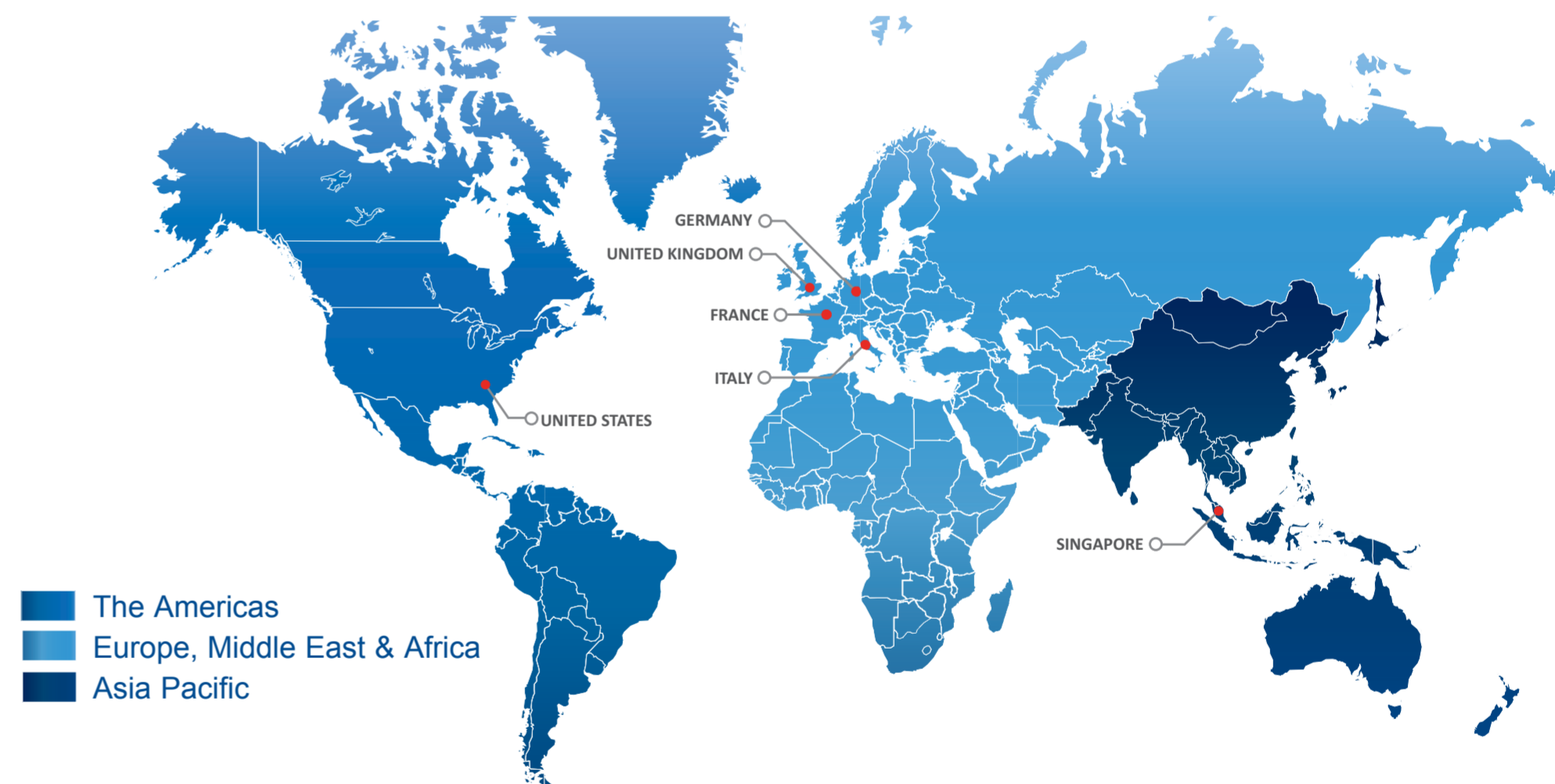
All **Analog Way** products have a 3 year warranty on parts and labor, return to factory, but do not include faults resulting from user negligence, any unauthorized modifications, electrical surges, mishandling (drop/crush), and/or any other damage caused by misuse.

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

GOING FURTHER WITH THE VERTIGE™

For complete details and operations procedures, please refer to the **Vertige™** User's manual and our website for further information: www.analogway.com

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