PresentationPRO-II™

User's Guide

- Manual # 26-0405000-00
- Revision A

BARCO

Visibly yours

PresentationPRO-II™ • User's Guide

Copyright

Notice

Barco provides this manual "as is" without warranty of any kind, either expressed or implied, including but not limited to the implied warranties or merchantability and fitness for a particular purpose. Barco may make improvements and/or changes to the product(s) and/or the program(s) described in this publication at any time without notice.

This publication could contain technical inaccuracies or typographical errors. Changes are periodically made to the information in this publication; these changes are incorporated in new editions of this publication.

Federal Communications Commission (FCC) Statement

This equipment has been tested and found to comply with the limits for a class A digital device, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area may cause harmful interference, in which case the user will be responsible for correcting any interference.

Guarantee and Compensation

Barco provides a guarantee relating to perfect manufacturing as part of the legally stipulated terms of guarantee. On receipt, the purchaser must immediately inspect all delivered goods for damage incurred during transport, as well as for material and manufacturing faults Barco must be informed immediately in writing of any complaints.

The period of guarantee begins on the date of transfer of risks, in the case of special systems and software on the date of commissioning, at latest 30 days after the transfer of risks. In the event of justified notice of compliant, Barco can repair the fault or provide a replacement at its own discretion within an appropriate period. If this measure proves to be impossible or unsuccessful, the purchaser can demand a reduction in the purchase price or cancellation of the contract. All other claims, in particular those relating to compensation for direct or indirect damage, and also damage attributed to the operation of software as well as to other services provided by Barco, being a component of the system or independent service, will be deemed invalid provided the damage is not proven to be attributed to the absence of properties guaranteed in writing or due to the intent or gross negligence or part of Barco.

If the purchaser or a third party carries out modifications or repairs on goods delivered by Barco, or if the goods are handled incorrectly, in particular if the systems are commissioned operated incorrectly or if, after the transfer of risks, the goods are subject to influences not

agreed upon in the contract, all guarantee claims of the purchaser will be rendered invalid. Not included in the guarantee coverage are system failures which are attributed to programs or special electronic circuitry provided by the purchaser, e.g. interfaces. Normal wear as well as normal maintenance are not subject to the guarantee provided by Barco either.

The environmental conditions as well as the servicing and maintenance regulations specified in this manual must be complied with by the customer.

Trademarks

Brand and product names mentioned in this manual may be trademarks, registered trademarks or copyrights of their respective holders. All brand and product names mentioned in this manual serve as comments or examples and are not to be understood as advertising for the products or their manufactures.

Company Address

Barco Events USA
11101 Trade Center Drive
Rancho Cordova, California 95670
USA

- Phone: (916) 859-2500
- Fax: (916) 859-2515
- Websites:
  - ~ www.folsom.com
  - ~ www.events.barco.com

Barco N.V.
Noordlaan 5
8520 Kuurne
BELGIUM

- Phone: +32 56.36.82.11
- Fax: +32 56.35.16.51
- Website: www.barco.com

Operators Safety Summary

The general safety information in this summary is for operating personnel.

Do Not Remove Covers or Panels

There are no user-serviceable parts within the unit. Removal of the top cover will expose dangerous voltages. To avoid personal injury, do not remove the top cover. Do not operate the unit without the cover installed.

Power Source

This product is intended to operate from a power source that will not apply more than 230 volts rms between the supply conductors or between both supply conductor and ground. A protective ground connection by way of grounding conductor in the power cord is essential for safe operation.

Grounding the Product

This product is grounded through the grounding conductor of the power cord. To avoid electrical shock, plug the power cord into a properly wired receptacle before connecting to the product input or output terminals. A protective-ground connection by way of the grounding conductor in the power cord is essential for safe operation.

Use the Proper Power Cord

Use only the power cord and connector specified for your product. Use only a power cord that is in good condition. Refer cord and connector changes to qualified service personnel.

Use the Proper Fuse

To avoid fire hazard, use only the fuse having identical type, voltage rating, and current rating characteristics. Refer fuse replacement to qualified service personnel.

Do Not Operate in Explosive Atmospheres

To avoid explosion, do not operate this product in an explosive atmosphere.

Terms In This Manual and Equipment Marking

WARNING

Highlights an operating procedure, practice, condition, statement, etc., which, if not strictly observed, could result in injury to or death of personnel.

Note

Highlights an essential operating procedure, condition or statement.

CAUTION

The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the appliance.

AVERTISSEMENT!

Le point d´exclamation dans un triangle equilatéral signale à alerter l´utilisateur qu´il y a des instructions d´operation et d´entretien tres importantes dans la litérature qui accompagne l´appareil.

VORSICHT

Ein Ausrufungszeichen innerhalb eines gleichwinkeligen Dreiecks dient dazu, den Benutzer auf wichtige Bedienungs-und Wartungsanweisungen in der Dem Great beiliegenden Literatur aufmerksam zu machen.

Change History

The table below lists the changes to the PresentationPRO-II User's Guide.

Table 0-1. Change History

Rev	Date	ECO #	Description	Approved By
A	11/17/05	1502	New PresentationPRO-II User's Guide	Andreas Yerocostas

Table of Contents

Chapter 4 Menu Orientation 27

1. Introduction

This chapter is designed to introduce you to the PresentationPRO-II. Areas to be covered are:

- **Chapter Structure**
- **How to Use This Guide**
- **Conventions**
- **Terms and Definitions**
- **System Overview**

Chapter Structure

The following chapters provide instructions for all aspects of PresentationPRO-II operations:

- Chapter 1, "**Introduction**" provides a system overview, a list of features, and discusses easy ways to use this guide.
- Chapter 2, "**Hardware Orientation**" explains the PresentationPRO-II's front and rear panels in detail.
- Chapter 3, "**Hardware Installation**" provides comprehensive system installation instructions.
- Chapter 4, "**Menu Orientation**" explains the system's configuration, setup and adjustment menus, and provides basic menu "navigation" procedures.
- Chapter 5, "**System Setup**" outlines procedures for setting up and configuring the PresentationPRO-II.
- Chapter 6, "**Operations**" provides basic system operating instructions.
- Appendix A, "**Specifications**" lists the PresentationPRO-II's input, output, video, mechanical and power specifications, and includes connector pinouts.
- Appendix B, "**Contact Information**" lists important contact, RMA, warranty and technical support details.

How to Use This Guide

Following are important tips for streamlining your use of this User's Guide in its electronic "PDF" form.

Navigating

Use Acrobat Reader's "bookmarks" to navigate to the desired location. All chapter files have the same bookmark structure for instant navigation to any section. Please note:

- Extensive hyperlinks are provided within the chapters.
- Use Acrobat's "**Go to Previous View**" and "**Return to Next View**" buttons to trace your complete navigational path.
- Use the "**Previous Page**" and "**Next Page**" buttons to go to the previous or next page within a file.
- Use Acrobat's extensive search capabilities, such as the "**Find**" tool and "**Search Index**" tool to perform comprehensive searches as required.

Table of Contents and Index

Use the **Table of Contents** bookmarks to navigate a desired topic. Click any item to instantly jump to that section of the guide. You can also use the **Index** to jump to specific topics within a chapter. Each page number in the **Index** is a hyperlink.

Conventions

The following conventions are used throughout this guide:

- The symbol ■ denotes an operations procedure.
- The symbol ▲ denotes an example.
- Entries written in bold-face letters denote physical buttons or rear chassis connectors.

  ▲ Press **PIP** to ...
- When two buttons together are required for an operation or function, the plus (+) sign is used between the buttons. This procedure requires that you hold down the first button, then press the second.
- Button labels on the **Touch Screen** menus are shown in bold uppercase letters between braces.

  ▲ Press {**BORDER**} to …
- When a sequence of menu selections is required to complete a given procedure, the "**>**" symbol is used to divide each successive menu picks.

  ▲ To access the **Sizing Menu**, press {**HOME**} **>** {**INPUT**} **>** {**SIZING**}.

Terms and Definitions

The following terms and definitions are used throughout this guide:

- A “**Background**” is an unscaled source, typically originating from a computer. PresentationPRO-II enables you to work with one background source which appears at the system’s lowest priority — visually in back of all other sources.
- The abbreviation “**BG**” is also used throughout this guide for **Background**.
- A “**Key**” is an electronic (and visual) process whereby one image is electronically superimposed over another source or a background. Keys are typically used for titles and banners.
- A “**Layer**” is an image display element (such as a PIP, Key or Background) that has an associated visual priority — either in front (or in back) of another layer.
- A “**LOGO**” is a full screen image that is selected from one of three still frames that you can capture with PresentationPRO-II.
- A “**Mixer**” is the electronic circuitry that enables you to transition (and scale) PIPs and Keys over a background. PresentationPRO-II has one internal mixer, capable of layering either one PIP or one key.
- “**Operator**” refers to the person who uses the system.
- “**PIP**” refers to Picture-in-Picture, an on-screen effect in which one “scaled” picture (typically of reduced size) is positioned over a background image. PIPs can be reduced, enlarged, bordered, shadowed, and mixed on and off Program.
- “**Screen**” and “**Menu**” both refer to the Touch Screen menus.
- “**System**” refers to the PresentationPRO-II.
- A “**Scaler**” is the electronic circuitry that enables you to reduce or enlarge source images, thus creating PIPs and Keys that can be positioned (and transitioned).

System Overview

The following topics are discussed in this section:

PresentationPRO-II High Performance Switcher

The PresentationPRO-II is a compact switching system that simplifies the task of supporting professional quality visual presentations, such as live events and presentations in corporate boardrooms and church services. PresentationPRO-II is offered in two configurations — SDI and HD.

- The **SDI Model** offers eight analog inputs on HD-15 connectors, one unscaled high-resolution DVI input for a background or Downstream Key (DSK) source, plus one **SD-SDI** input.
- The **HD Model** also offers eight analog inputs, one DVI input (for a background or DSK source), plus one **SD-SDI/HD-SDI** input.

Each model combines an eight-input video router, Barco's high performance proprietary Athena scaler, and a full-featured control panel in a single integrated package. The eight universal analog inputs accept standard component and composite analog video formats (NTSC, PAL, SECAM), computer resolutions up to UXGA, analog HD formats including 720p, 1080i, 1080p and Plasma display resolutions.

The Barco Athena scaler features 1:1 pixel sampling, motion adaptive de-interlacing for both standard and high definition sources, 3:2 and 2:2 pull down detection, low video delay and aspect ratio correction. The operator can also capture and store still frames for use as a background, DSK or LOGO source.

Each unit incorporates one analog and one DVI output, and supports output computer resolutions up to 1600x1200, analog HDTV resolutions (including 720p and 1080p) and Plasma display resolutions.

PresentationPRO-II uses three image layers to produce effects:

- One unscaled live background or DSK layer (shared resource)
- One scaled layer
- One LOGO layer

PresentationPRO-II Features

Following is a detailed list of PresentationPRO-II features:

- Barco Proprietary Processing
  - ~ 10-bit processing with 1:1 pixel sampling
  - ~ Motion adaptive de-interlacing
  - ~ 3:2 and 2:2 pull down detect
  - ~ Image cropping and aspect ratio correction

- Low video processing delay, less than 3 input fields
- Capture and storage of still frames for use as a background, DSK or LOGO
- SD-SDI input (SDI Model)
- SD-SDI/HD-SDI Input (HD model)
- Support for input and output resolutions up to UXGA
- High quality motion adaptive de-interlacing on SD and HD sources
- Analog and DVI program outputs
- 2RU rack-mount chassis
- Native high-resolution background/DSK channel independent of the PIP/Key processing channel
- Internal 8 x 1 analog video router for selecting scaler input
- PIP effects:
    - ~ PIP size from 1/8 to 8x source resolution
    - ~ Adjustable PIP aspect ratio
    - ~ PIP borders, including drop shadows and soft edge
- Transitioning PIP or Key over a background
- Numerous wipe effects, programmable matte color
- Keying
    - ~ Luminance key
    - ~ Color key
- Three assignable, internal frame stores
- Output synchronization: free-run or vertically locked to NTSC/PAL black burst, CSync or HD tri-level sync

A Word About Layers

PresentationPRO-II is a three layer system, but because the DVI input is *shared* between **Background** and **DSK** (and only one can be used at a time), the allocation of the layers is still very flexible:

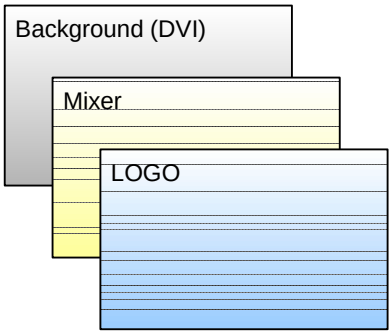


Figure 1-1. PresentationPRO-II Layers, Example 1

In the layer example above, the DVI input is used as a background, thus the DSK cannot be used. Here, users can layer a PIP or Key over the live DVI background, and place the full-screen LOGO on top.

In the layer example below, the DVI input is used as a DSK, thus it cannot be used as a live background. However, if the background layer is configured as a matte color, users can layer a PIP or Key over the matte background, use the DSK on top, and place the full-screen LOGO at the highest priority.

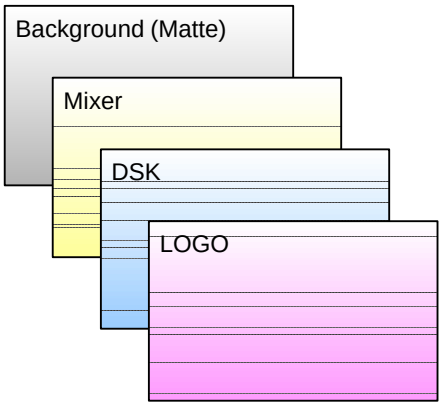


Figure 1-2. PresentationPRO-II Layers, Example 2

A **layer** is defined as an image display element (such as a background, PIP or Key) with an associated visual priority. The mixer itself has one layer, which can be assigned to either **PIP** or **Key** functionality.

A typical PresentationPRO-II application is illustrated below.

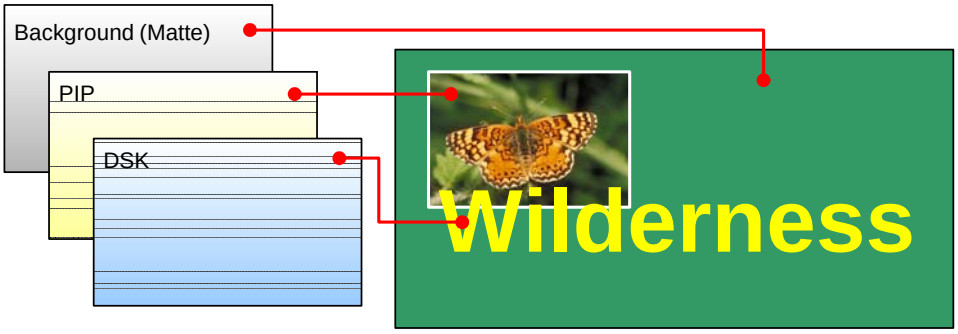


Figure 1-3. Layer Illustration — Background, Mixer and DSK

Please note the following important points:

- The full screen **LOGO** is the highest priority layer. This image visually appears "over" all other layers.
- The **Downstream Key** (DSK) is the second highest priority layer. It visually appears over the mixer and the background — but it is "under" the LOGO.
- The high resolution **Background** is the lowest priority layer, which appears "behind" all other layers.
- Within the mixer, a **PIP** appears "over" the background and "under" the DSK and LOGO. Effects include mixes, wipes, resizing, adjustable aspect ratio, borders, drop shadows and soft edges.
- Within the mixer, a **Key** also appears "over" the background and "under" the DSK and LOGO. Effects include luminance key, reverse (invert) key, and color key (graphics).
- Up to eight analog inputs and one SD-SDI or HD-SDI input can be scaled to produce PIP or Key effects.

Effect Combinations

This section illustrates the many (but not all) combinations of image effects that you can create on the PresentationPRO-II. Please note:

- In the following illustrations, the specific layers used in creating each effect are labeled (e.g., **PIP**, **Key**).
- The symbol ↓↑ denotes a PIP, key or DSK that can transition.
  - **Example**: **PIP** ↓↑ indicates that you can dissolve a PIP up or down over a background.

The PresentationPRO-II system provides one background, one scalable layer, a DSK and a full screen LOGO. The LOGO, DSK and background are always unscaled.

Important

If the DSK is in use, a live DVI background cannot be used. This occurs because the **BG/DSK Input** is *shared* between the **DSK** and the **Background**.

Mixer Effect 1

This effect includes a live (DVI) background and one transitioning PIP.

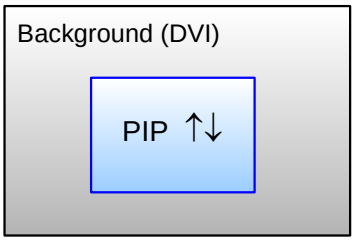


Figure 1-4. Effect 1 Diagram

Mixer Effect 2

This transition is similar to effect 1. Here, you can transition a Key up or down over the live (DVI) background.

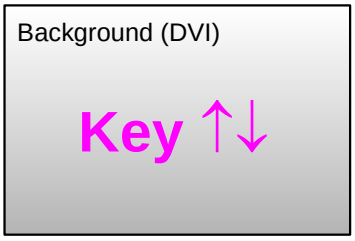


Figure 1-5. Effect 2 Diagram

Mixer Effect 3

In this effect, because the DSK is in use, the background must be configured as a matte color. Here, you can transition the DSK over a scaled PIP and the background matte.

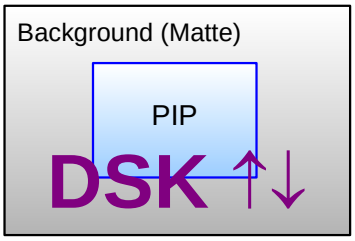


Figure 1-6. Effect 3 Diagram

Mixer Effect 4

This transition is similar to effect 3. Here, you can transition the DSK over a scaled Key and the background matte.

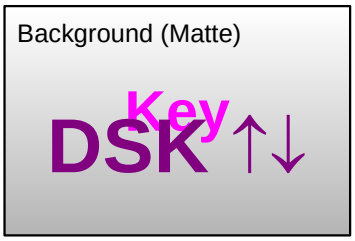


Figure 1-7. Effect 4 Diagram

Mixer Effect 5

In this effect, the background is configured as a Still Frame, and thus the DSK cannot be used. Here, you can transition a scaled PIP over a captured still frame.

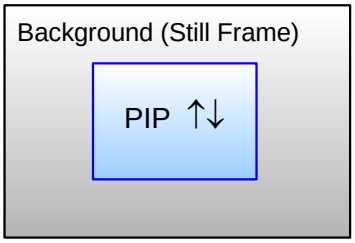


Figure 1-8. Effect 5 Diagram

Mixer Effect 6

In this effect, the background is configured as a matte color. Here, you can transition a scaled PIP under the DSK.

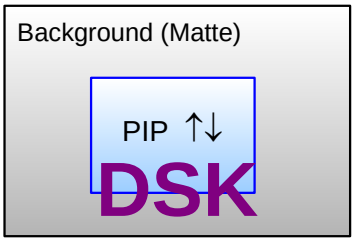


Figure 1-9. Effect 6 Diagram

2. Hardware Orientation

In This Chapter

This chapter provides detailed information about the PresentationPRO-II's hardware. The following topics are discussed:

PresentationPRO-II Rear Panel

The figure below illustrates the PresentationPRO-II rear panel:

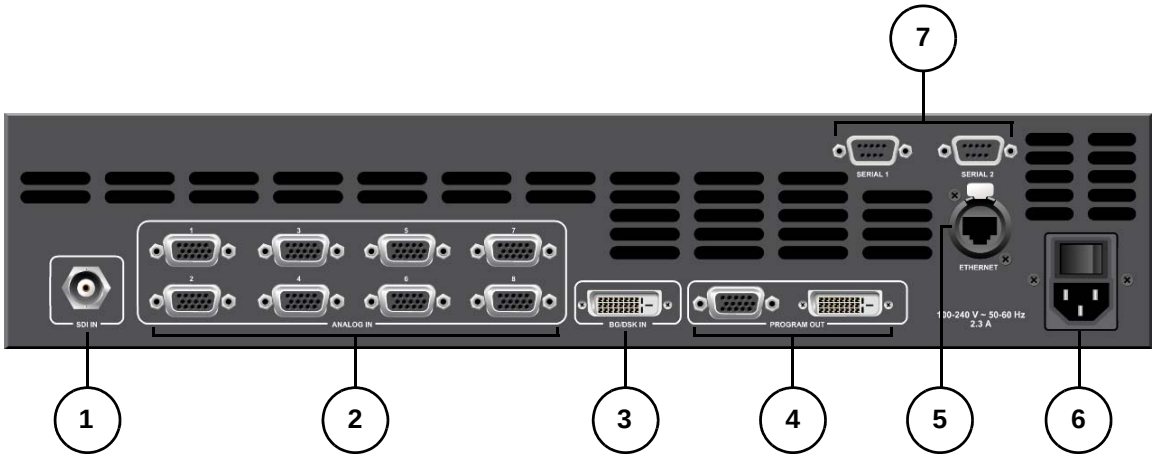


Figure 2-1. PresentationPRO-II Rear Panel

1)	**SDI Input**	4)	**Program Outputs**	7)	**Serial Ports**
2)	**Analog Inputs**	5)	**Ethernet Port**		
3)	**Background/DSK Input**	6)	**AC Connector**		

Following are descriptions of each rear panel connector and section.

1) SDI Input

One BNC connector is provided for an **SD-SDI/HD-SDI** input (HD model) or an **SD-SDI** input (SDI model). This input is directly associated with the SDI source button on the front panel's top row.

Users can set the input to accept the following:

- **SDI** (SMPTE 259M-C, NTSC or PAL). SDI and HD models.
- **HD-SDI** (SMPTE 292M, HDTV). HD model only.

In Chapter 5, refer to the "**Comprehensive Input Setup**" section on page 90 for input setup instructions.

2) Analog Inputs

Eight 15-pin D connectors are provided for **Analog Inputs**. These numbered inputs feed the system's internal 8 x 1 analog router, and correspond directly to the eight analog source buttons on the front panel.

Please note:

- In Appendix A, refer to the "**Analog 15-pin D Connector**" section on page 126 for pinout details.
- Refer to the "**Analog Input Flexibility**" section on page 14 for additional information about each analog input connector.

3) Background/DSK Input

One DVI connector is provided for a **Background** or a **DSK Input**. The connector accepts only digital video. Please note:

- Using the **BG/DSK Input Setup Menu**, the connector's *mode* can be set to either **BG** (background) or **DSK** (downstream key)
- In the **BG** mode, users can choose between the live DVI input, a matte color or a captured still frame.
- In the **DSK** mode, users can choose between the live DVI input or a captured still frame.

Important

In DSK mode, the background matte color is still available as a source, and the color itself can be set from the **BG Matte Menu**.

In Appendix A, refer to the "**DVI Connector Pinouts**" section on page 125 for pinout details.

4) Program Outputs

Two connectors are provided for Program Outputs:

- One DVI connector is provided for the **Digital Program Output**. This output is designed for a digital connection to your projector. The output is digital only, and does not include analog pins. In Appendix A, refer to the "**DVI Connector Pinouts**" section on page 125 for pinout details.
- One 15-pin D connector is provided for the **Analog Program Output**. This output (identical in content to the digital output) is designed for an analog connection to your projector — or to an analog monitor. In Appendix A, see the "**Analog 15-pin D Connector**" section on page 126 for pinouts.

5) Ethernet Port

One RJ-45 connector is provided for 10/100BaseT **Ethernet** communications. When (optionally) connecting the PresentationPRO-II to an external controller, a standard Ethernet hub or switch on an isolated network is recommended. The Ethernet connector is compatible with:

- Standard RJ-45 Ethernet cables
- Neutrik EtherCon® series cables

In Appendix A, refer to the "**Ethernet Connector**" section on page 127 for pinout details.

6) AC Connector

One **AC Connector** is provided to connect the PresentationPRO-II to your facility's AC power source. The integral switch turns the chassis on and off.

7) Serial Ports

Two 9-pin D connectors are provided for RS-232 serial communications with the PresentationPRO-II chassis and for downloading code in the field. In Appendix A, refer to the "**Serial Connector**" section on page 128 for pinout details.

Analog Input Flexibility

Each analog input connector accepts a variety of analog formats including VGA, low-resolution composite video, S-video and YUV component video.

- For RGB with H and V sync, use the VGA connector directly.
- Using a VGA (HD-15) to 5xBNC breakout cable, five input combinations are possible. Cells with check marks denote the connections required for the indicated format.

Table 2-1. Analog Input Combinations using Breakout Cable

Breakout Cable Wire Color		Composite Video	S-Video (Y/C)	YUV (YP_bP_r)	RGB Sync on Green	RGB Comp Sync	RGB Separate H V
R			✓ (Chrom)	✓ (P_r)	✓	✓	✓
G		✓	✓ (Lum)	✓ (Lum)	✓	✓	✓
B				✓ (P_b)	✓	✓	✓
H Sync						✓	✓
V Sync							✓

PresentationPRO-II Front Panel

The figure below illustrates the PresentationPRO-II front panel:

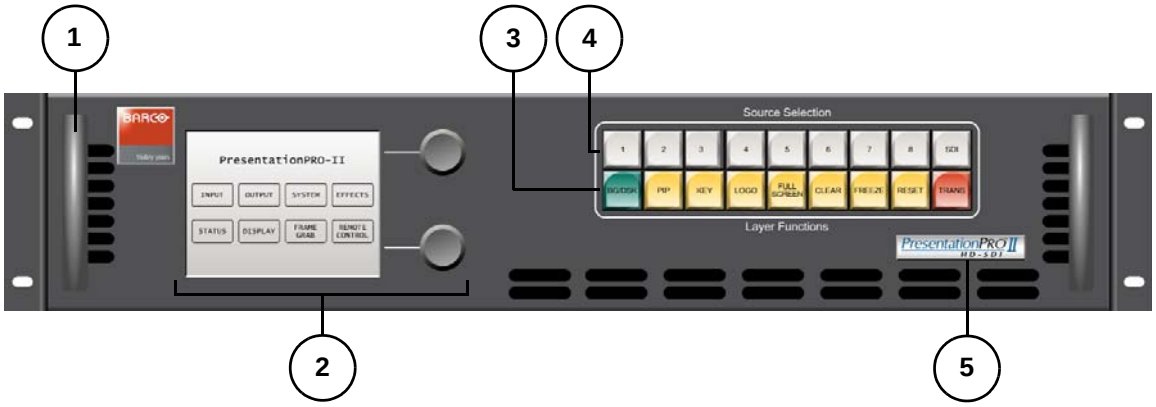


Figure 2-1. PresentationPRO-II Front Panel

1)	Chassis Handles	3)	Layer Functions Section	5)	PresentationPRO-II Model
2)	Touch Screen Menu Section	4)	Source Selection Bus		

Following are descriptions of each front panel control feature:

1) Chassis Handles

Two **Chassis Handles** are provided for ease of installation and transportation.

2) Touch Screen Menu Section

The **Touch Screen Menu Section** is used for system configuration, setup and operational adjustments of PIPs and keys. Refer to the "Touch Screen Menu Section" heading on page 17 for details.

3) Layer Functions Section

The **Layer Functions Section** is the operational heart of the PresentationPRO-II, enabling you to select layers, modes, and perform transitions. Refer to the "Layer Functions Section" heading on page 19 for details.

4) Source Selection Bus

The **Source Selection Bus** allows you to choose the PIP or Key source.

- On the **SDI** model, up to eight analog sources plus one SD-SDI source can be routed to the PIP or Key.
- On the **HD** model, up to eight analog sources plus one HD-SDI/SD-SDI source can be routed to the PIP or Key.

Refer to the "Source Selection Bus" section on page 18 for details.

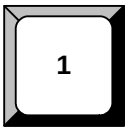
5) PresentationPRO-II Model

This section displays the PresentationPRO-II model, either SDI or HD.

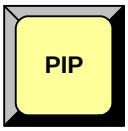
Figure 2-2. PresentationPRO-II Model Labels

Use of Color

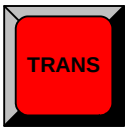
Color plays an important “visual” role with the PresentationPRO-II’s front panel buttons:



White buttons are used for sources.



Yellow buttons are used for functions and modes. A yellow button always applies to the active (blinking) layer. These functions include assigning a PIP or key to the active layer, resetting or clearing the layer, and freezing the active layer. Yellow buttons are also used to select both scaled sources (**Key**, **PIP**) and unscaled sources (**LOGO**).



The **Red** button is used for transitions.

The **Green** button indicates the *unscaled* input source, which is shared between the background and the DSK.

Front Panel Sections

This section provides detailed descriptions and illustrations of each front panel section. The following topics are discussed:

- **Touch Screen Menu Section**
- **Source Selection Bus**
- **Layer Functions Section**

Touch Screen Menu Section

The figure below illustrates the **Touch Screen Menu Section**. A sample menu is also shown for reference.

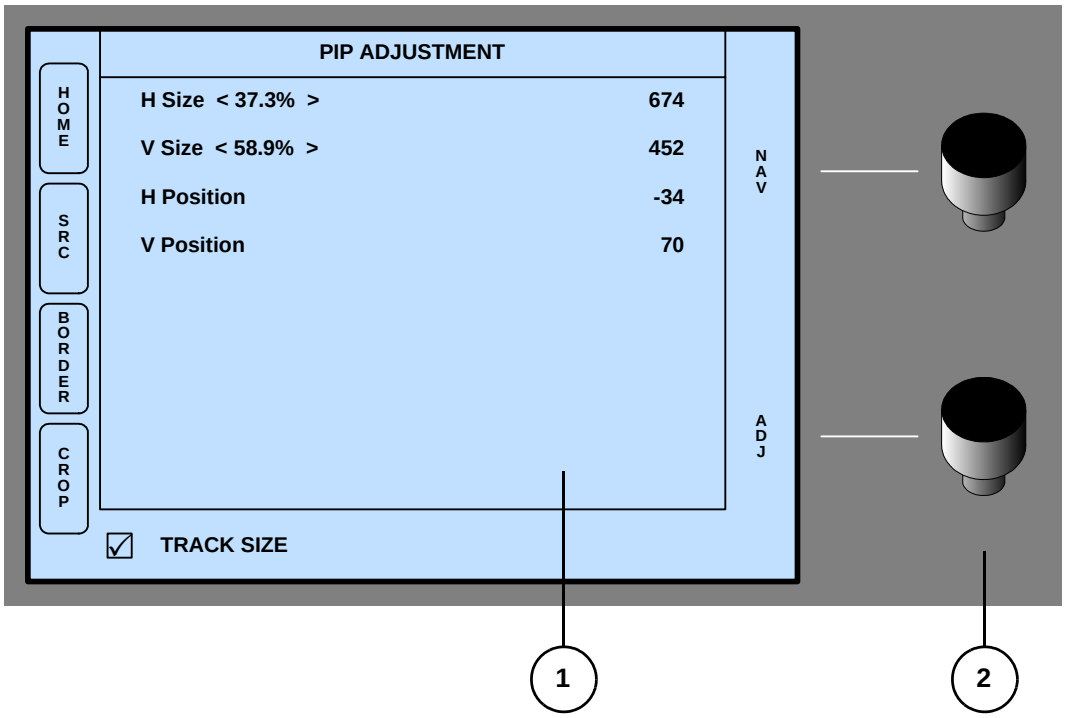


Figure 2-3. Touch Screen Menu Section

1)	Touch Screen	2)	Rotary Knobs

Following are descriptions of each area:

1) Touch Screen

All menus and functions can be accessed by touching (pressing) the desired label or button on the Touch Screen itself.

- **Example**: Press the {**BORDER**} button to access the **Border Menu**.
- **Example**: Press the **V Size** line to highlight that line. You can now adjust **V Size** using the **ADJ** rotary knob.

2) Rotary Knobs

Two **Rotary Knobs** are provided to the right of the Touch Screen. Each knob controls the function that is labeled on the Touch Screen itself, immediately adjacent to the knob. Please note:

- The **Top Knob** is generally assigned to navigating fields on the selected menu. For example, turning the knob moves a highlight up and down a list of parameters, allowing you to adjust the highlighted function. This knob also adjusts adjacent parameters.

~ The **Bottom** knob is used to adjust the adjacent parameter, as labeled on the Touch Screen.

Important

There is no **Enter** button. If you adjust a value with the knobs, that function or value is immediately active.

Source Selection Bus

The figure below illustrates the **Source Selection Bus**.

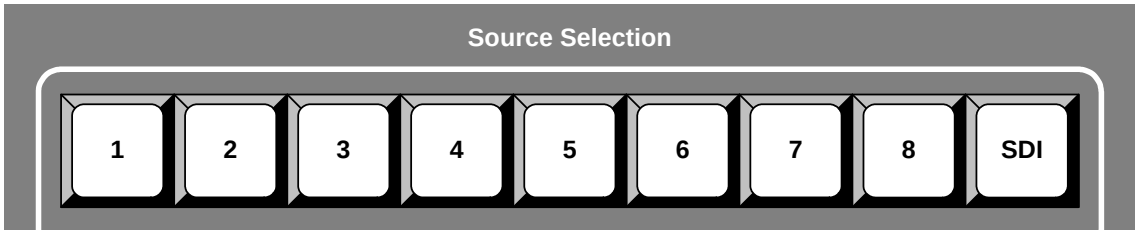


Figure 2-4. Source Selection Bus

Each button represents an input that you can assign to a PIP or a key.

- Buttons **1** through **8** correspond to the eight analog inputs on the rear panel.
- The **SDI** button corresponds to the SD-SDI input (SDI Model) or the SD-SDI / HD-SDI input (HD Model) on the rear panel.

Press a button on the **Source Selection Bus** to assign the source to the blinking PIP or Key effect in the **Layer Functions Section**.

- A source button that is blinking indicates that the source is “pending.” It has been assigned as the next PIP or Key source, and can be taken to Program with the next transition.
- When a source button is lit solid, the source is on Program. It cannot be modified until its associated PIP or Key button is pressed and blinking.
- One solid source (Program) and one blinking source (pending) can appear on the **Source Selection Bus** simultaneously.

In Chapter 5, refer to the “**Comprehensive Input Setup**” section on page 90 for details on all source setup procedures.

Layer Functions Section

The figure below illustrates the **Layer Functions Section**.

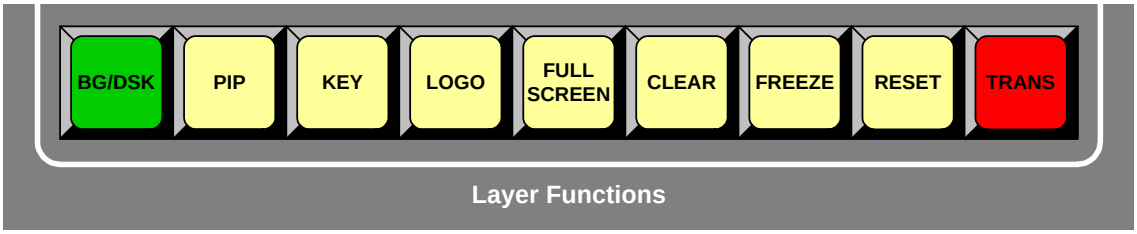


Figure 2-5. Layer Functions Section

The buttons in the **Layer Functions Section** enable you to control the layers and effects that transition to and from Program.

Please note the following important points:

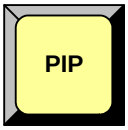
- The buttons are arranged from left-to-right in order of visual priority — from the background (at the lowest priority) to the LOGO (at the highest visual priority).
- The PresentationPRO-II system enables you to “pend” one transition at a time, such as a PIP or Key transition, a background, DSK or LOGO transition, or a “clear” function.
- Because the mixer has a single scaler, you cannot transition a PIP and a Key simultaneously. With a PIP on Program, however, you can “pend” a Key. When **TRANS** is pressed, the PIP transitions off and the Key transitions on. Similarly, if a Key is on Program, you can pend a PIP.

Note

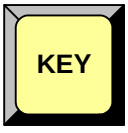
Remember that a live **Background** and the **DSK** are mutually exclusive. This occurs because the **BG/DSK Input** is shared.

Following are descriptions of each button’s function.

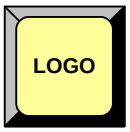
Background/DSK Button — press to pend either a **Background** or a **DSK** transition, depending on how the button’s mode is configured (on the **BG/DSK Input Setup Menu**). The button blinks when selected, and the **BG/DSK Input Setup Menu** appears on the Touch Screen. In Chapter 4, refer to the “**Background/DSK Input Setup Menu**” section on page 74 for details.



PIP — press to pend a PIP transition or modify the active PIP. The button blinks when selected, and the **PIP Adjustment Menu** appears on the Touch Screen. In Chapter 4, refer to the “**PIP Adjustment Menu**” section on page 57 for details.



KEY — press to pend a Key transition or modify the active Key. The button blinks when selected, and the **Key Adjustment Menu** appears on the Touch Screen. In Chapter 4, refer to the “**Key Menu**” section on page 65 for details. In Chapter 6, refer to the “**Working with Layers**” section on page 102 for complete instructions on all PIP and key modes.



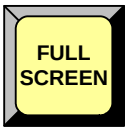
LOGO — press to pend a LOGO transition or select the LOGO source. The button blinks when selected and the **Logo Input Setup Menu** appears on the **Touch Screen**. In Chapter 4, refer to the "**LOGO Input Setup Menu**" section on page 82 for details.

Please note:

- The logo is the system's highest priority layer, to which you can assign one of PresentationPRO-II's three internal frame stores.
- The **LOGO** layer is often used as a "black preview" function. If **Black** is selected as the "type" on the **Logo Input Setup** menu, you can fade to black at any time by pending a **LOGO** transition.
- The logo is not a live input, and does not have an associated key signal.

Important

All layers are maintained underneath the **LOGO**. For example, if you have a PIP and a DSK on Program when you transition to the **LOGO**, when you mix the **LOGO** off — the previous "look" is still there.



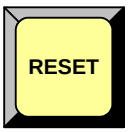
FULL SCREEN — press to take the selected (blinking) PIP or Key to full screen. In each case, the source's height will be used as the parameter that defines the full screen size.

▲ **Example**: If a source's original dimension is 1280 x 1024, pressing **FULL SCREEN** expands (or reduces) that PIP to fill the output screen vertically. If borders are **ON**, they will be taken into account so that they are visible.

In Chapter 6, refer to the "**Using Full Screen**" section on page 114 for instructions.

CLEAR — press to "pend" the removal of the currently selected (blinking) layer from Program — in the next transition. For example, you can "clear" a PIP, Key, still frame background, DSK or LOGO. In Chapter 6, refer to the "**Working with Layers**" section on page 102 for instructions.

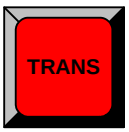
FREEZE — press to freeze the selected (blinking) PIP or Key on Program. In Chapter 6, refer to the "**Using Freeze**" section on page 114 for instructions.



RESET — press to reset the *current effect* (e.g., PIP, Key, crop, etc.) to a nominal default value. You can think of this function as being "context sensitive" — as it resets only the current effect, without affecting other modifications.

▲ **Example**: If you adjust a PIP's size, border and shadow, and wish to reset *only* the border, navigate to the **Border Menu** and press **Reset**.

In Chapter 6, refer to the "**Using Reset**" section on page 114 for details.



TRANS — press to transition the pending layer(s) to or from Program — using either a mix or wipe. The wipe patterns, edge types and transition rates are selected using the **Effects Menu**.

- In Chapter 4, refer to the "**Effects Menu**" section on page 53 for menu details.
- In Chapter 6, refer to the "**Working with Transitions**" section on page 115 for operational procedures.

3. Hardware Installation

In This Chapter

This chapter provides comprehensive installation instructions for the PresentationPRO-II system's hardware. The following topics are discussed:

Safety Precautions

For all PresentationPRO-II installation procedures, please observe the following important safety and handling rules to avoid damage to yourself and the equipment:

- To protect users from electric shock, ensure that the chassis connects to earth via the ground wire provided in the AC power Cord.
- The AC Socket-outlet should be installed near the equipment and be easily accessible.

Unpacking and Inspection

Before opening the PresentationPRO-II shipping box, inspect it for damage. If you find any damage, notify the shipping carrier immediately for all claims adjustments. As you open the box, compare its contents against the packing slip. If you find any shortages, contact your sales representative.

Once you have removed all the components from their packaging and checked that all the listed components are present, visually inspect the system to ensure there was no damage during shipping. If there is damage, notify the shipping carrier immediately for all claims adjustments.

Site Preparation

The environment in which you install your PresentationPRO-II should be clean, properly lit, free from static, and have adequate power, ventilation, and space for all components.

Rack-Mount Installation

The PresentationPRO-II chassis is designed to be rack mounted and is supplied with front rack-mount hardware. Rear rack-mount brackets are available as a kit and are recommended for use when units are mounted in transit cases.

Note

The PresentationPRO-II chassis can also be used in a “tabletop” configuration, without rack mounting.

When rack mounting the PresentationPRO-II chassis, remember the following important points:

- Maximum ambient operating temperature for the unit is 40 degrees C.
- Leave at least one inch of space (front and rear) to ensure that the airflow through the fan and vent holes is not restricted.
- When installing multiple units into a rack, distribute them evenly to prevent hazardous conditions that may be created by uneven weight distribution.

- Rack mount each PresentationPRO-II chassis from the front rack ears using four rack screws (not supplied). Rack threads may be metric or otherwise — depending upon the rack type.
- Install the *lower* of the two mounting holes first.

Cable and Adapter Information

The table below provides information regarding cables and adapters:

Table 3-1. PresentationPRO-II System Cables and Adapters

Cable	Description	Note
Input Connections		
HD-15 to 5xBNC Breakout Cable	Analog input connectors (via breakout)	4 Cables Supplied
HD-15 to HD-15	Analog input connections (direct)	Customer Supplied
DVI to DVI	Digital background/DSK connection (direct)	Customer Supplied
Belden 1694A (recommended)	SD-SDI or HD-SDI input connection	Customer Supplied
Belden RG-59 (recommended)	Analog connections (via breakout)	Customer Supplied
Output Connections		
HD-15 to HD-15	Analog Program output (direct)	Customer Supplied
DVI to DVI	Digital Program output (direct)	Customer Supplied
Remote Connections		
Ethernet Hub or Switch	For use with external controller	Customer Supplied
RJ-45 Ethernet Cable	For use with external controller	Customer Supplied
Power Connections		
AC Power Cord	AC Power, 7 foot, 10A	1 Cord Supplied

Input Connection Chart

The following **Input Connection Chart** is provided to assist with your connections. Please note the following important points:

- The mixer has eight analog input connections (scaled), and one SD-SDI input (SDI model) or one SD-SDI/HD-SDI input (HD model). Additionally, there is one unscaled DVI connection that is shared between background and DSK.
- There is a direct correspondence between the first eight buttons on the **Source Selection Bus** and the eight numbered analog input connections. No additional button-to-source configuration is required.
- There is a direct correspondence between the SDI button in the **Source Selection Bus** and the SD-SDI (or SD-SDI/HD-SDI) input connection. No additional button-to-source configuration is required.
- The **Analog** inputs can also be used to connect composite, S-Video (Y/C) and component video. In Chapter 2, refer to the "**Analog Input Flexibility**" section on page 14 for details.
- If a DVI source is connected to the **BG/DSK** input, it can be used for either a live background or the DSK (but not both simultaneously). The mode for the **BG/DSK** button (either **BG** or **DSK**) is set on the **BG/DSK Input Setup Menu**.

Chart instructions:

- Column 1 lists all input connectors.
- Column 2 lists additional connector details. Remember that the DVI connector is digital only. Be sure to check [✓] the desired assignment of BG/DSK input.
- In Column 3, please list the physical source that supplies the input signal.
- In Column 4, please list any notes or details pertaining to the source.

Complete the following **Input Connection Chart** for your system:

Table 3-2. Input Connection Chart

Input	Input Detail	Physical Source	Note
Analog Input 1	Scaled		
Analog Input 2	Scaled		
Analog Input 3	Scaled		
Analog Input 4	Scaled		
Analog Input 5	Scaled		
Analog Input 6	Scaled		
Analog Input 7	Scaled		
Analog Input 8	Scaled		
SDI Input	• **SD-SDI** (SDI model), Scaled • **SD-SDI/HD-HDI** (HD model), Scaled		
BG/DSK Input	**Digital**, Unscaled - BG [ ] DSK [ ]		

Installation

The figure below illustrates a block diagram of a basic PresentationPRO-II system. This diagram can be used as reference in the following installation procedure.

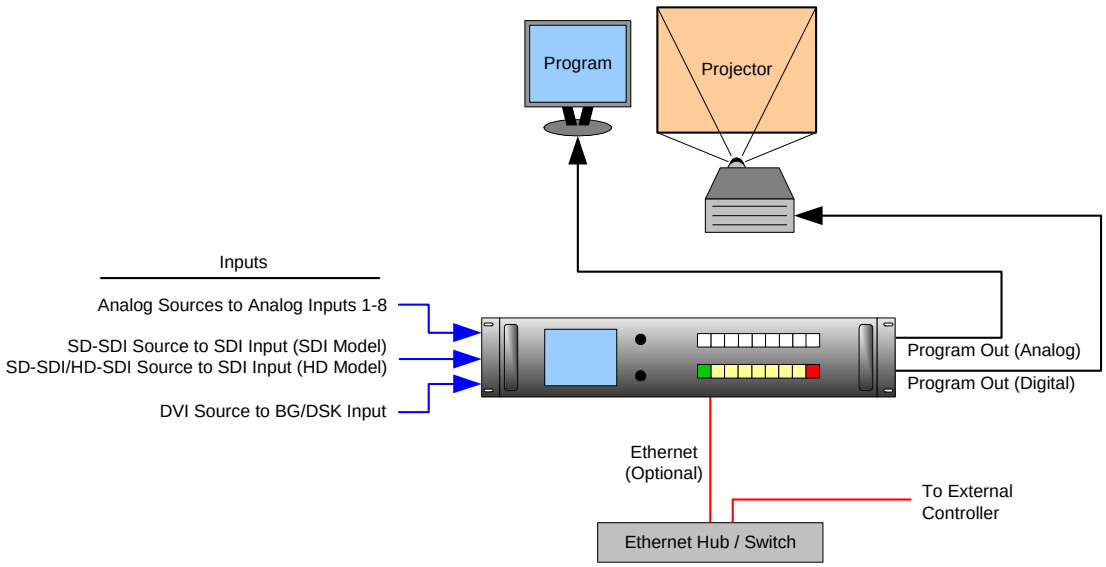


Figure 3-1. Block Diagram, Basic PresentationPRO-II System

You will need:

Table 3-3. Equipment List, Basic PresentationPRO-II System

Qty.	Item	Note
1	PresentationPRO-II Chassis	
1	Video Projector and cable	Customer supplied
1	Analog Monitor and cable	Customer supplied
1	Ethernet Hub or Switch	Customer supplied (Optional, with External Controller)
2	Ethernet cables	Customer supplied (Optional, with External Controller)
1	DVI-DVI cable	Customer supplied (for BG/DSK input)
1	Video cable	Customer supplied (for SD-SDI or HD-SDI input)
TBD	Dedicated sources	Analog video as required (customer supplied)

- Use the following steps to install PresentationPRO-II:

  1. Follow the unpacking procedures as listed in the "**Unpacking and Inspection**" section on page 22.
  2. As required, refer to the "**Physical and Electrical Specifications**" section on page 124 in Appendix A for electrical and mechanical details.
  3. As required, refer to the "**PresentationPRO-II Rear Panel**" section on page 12 in Chapter 2 for the locations of all connectors.

4. If you are rack mounting the PresentationPRO-II chassis, follow the rack mount procedures as outlined in the "**Rack-Mount Installation**" section on page 22.
5. **Ethernet Connections** (optional, for use with an external controller) — a completely "local" network connection is recommended, without IP connections to the outside world.
    a. Using an Ethernet cable, connect the PresentationPRO-II's Ethernet port to a Hub or Switch.
    b. Connect the Ethernet Hub or Switch to the external controller's Ethernet port.
6. **Source Connections**
    a. As an important prerequisite, complete the "**Input Connection Chart**" on page 24 to streamline your source installation procedure.
    b. Using the information from the chart, connect the desired sources to the analog and digital input connectors as required.
7. **Output Connections**
    a. One **Analog Program Output** is provided. Connect this output to the input of your analog projector, or analog Program monitor.
    b. One **Digital Program Output** is provided: Connect this output to the input of your digital projector, or digital Program monitor.
8. **Power Connection** — connect an AC power cord to the **AC Power Connector** on the rear of the PresentationPRO-II chassis, and then to AC outlets. Connect AC Power cords (or AC adapters) to all peripheral equipment such as your monitor, projector and source devices. Please note:
    ~ Connect each unit only to a properly rated supply circuit.
    ~ Reliable grounding (earthing) of rack-mounted equipment should be maintained.
9. **Power On** — turn on power to all units.
10. **Display Calibration** — calibrate the Touch Screen display using the **Display Settings Menu**. From the **Home Menu**, press {**DISPLAY**} **>** {**LCD CAL**}, and following the prompts to calibrate the display.

This completes the hardware installation procedure. Please continue with Chapter 4, "**Menu Orientation**."

4. Menu Orientation

In This Chapter

This chapter describes all PresentationPRO-II system menus, including how they are accessed, the functions that are available, and simple descriptions of each menu tree (in block diagram format).

The following menus are discussed:

Note

Button labels on the touch screen menus are shown in bold upper and lowercase letters between braces.

▲ Press {**BORDER**} to …

Home Menu

The figure below illustrates the **Home Menu**:

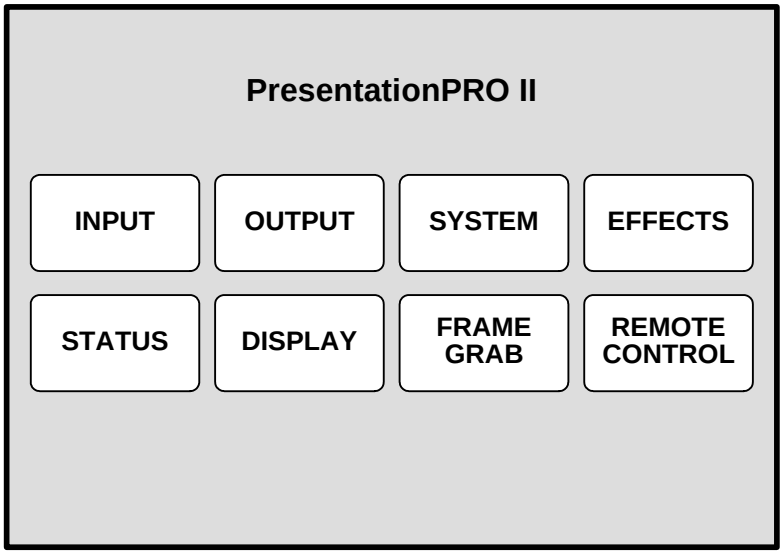


Figure 4-1. Home Menu

The **Home Menu** is the system's top level menu, from which all other menus can be accessed. To access a menu, press the desired button on the touch screen. You can also return to the **Home Menu** by pressing the {**Home**} button from within an adjustment menu itself. The {**Home**} button is always the top left button on a screen.

The following menus can be accessed from the **Home Menu**:

- Press {**INPUT**} to access the "**Input Menu**."
- Press {**OUTPUT**} to access the "**Output Menu**."
- Press {**SYSTEM**} to access the "**System Menu**."
- Press {**EFFECTS**} to access the "**Effects Menu**."
- Press {**STATUS**} to access the "**Status Menu**."
- Press {**DISPLAY**} to access the "**Display Settings Menu**."
- Press {**FRAME GRAB**} to access the "**Frame Grab Menu**."
- Press {**REMOTE CONTROL**} to access the "**Remote Control Menu**."

Global Rules

The following global rules apply to all menus:

- Parameters and values displayed between brackets (e.g., **[525]**) cannot be changed.
- Press {**HOME**} to return to the **Home Menu**.
- Press {**BACK**} to return to the menu from which you accessed the current menu.

Input Menu

The following topics are discussed in this section:

Input Menu Tree

The figure below illustrates the **Input Menu** tree:

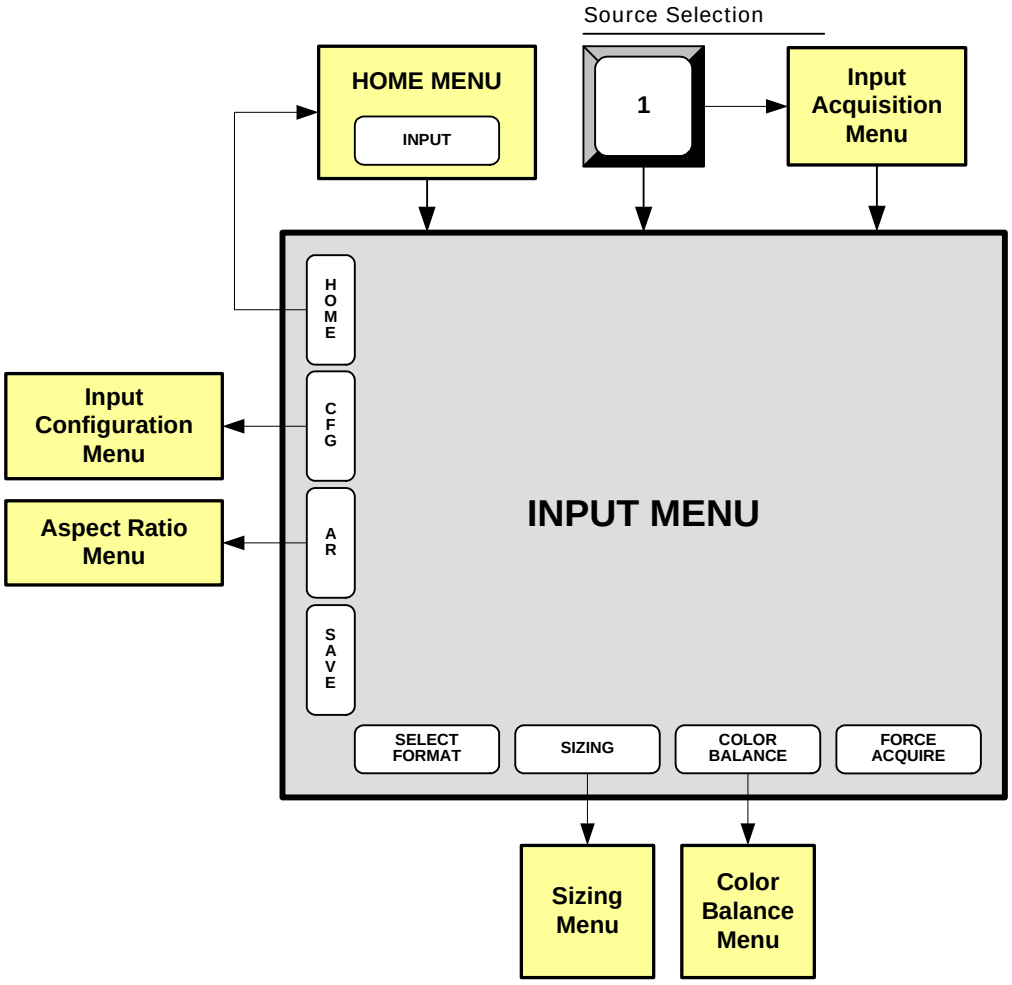


Figure 4-2. Input Menu Tree

All functions, sub menus and “pre-menus” are discussed in the following sections.

Input Menu Description

The figure below illustrates a sample **Input Menu**:

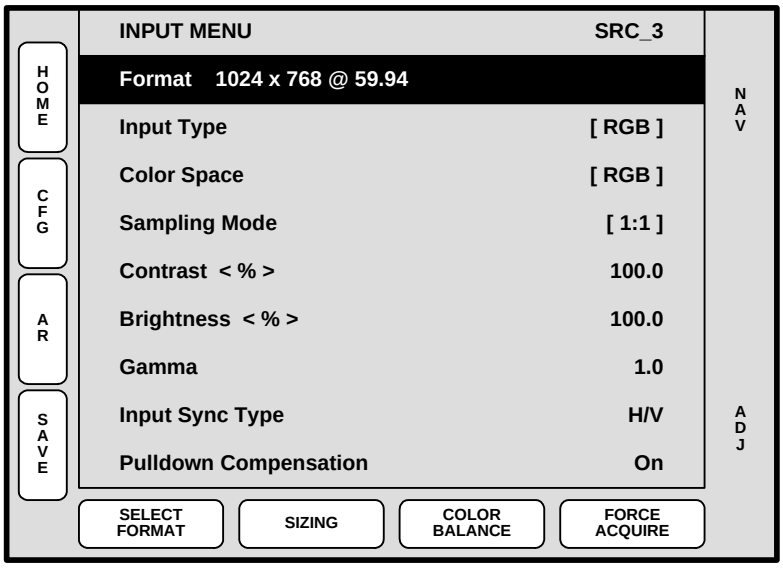


Figure 4-3. Input Menu (sample)

The **Input Menu** is used to adjust all parameters relating to inputs. Using the menu, you can set all of the configuration options for the selected source.

There are several ways to access the menu:

- Press {**INPUT**} on the **Home Menu**.
- Press **PIP** or **KEY** in the **Layer Functions Section**, then press an input on the **Source Selection Bus** and ensure the button is blinking. If the **Input Acquisition Menu** appears (because the source has not yet been saved, or because video has not been detected), press {**INPUT**}.

On the **Input Menu**, the currently selected input is shown in the menu's upper right corner (e.g., **SRC_3**). The menu tracks the selected input, thus, if you switch inputs on the **Source Selection Bus**, the menu is immediately re-assigned to the new input.

Input Menu Functions

The following **Input Menu** functions are provided:

- **Format** — this line performs two functions:
  - ~ Displays the resolution that is automatically determined by the **FORCE ACQUIRE** function.
  - ~ Enables you to set the resolution of the incoming source if desired. Once the format is selected manually with the rotary knob, press {**SELECT FORMAT**} to "accept" the selection.

In Appendix A, refer to the "**Input and Output Resolutions**" section on page 129 for additional details regarding resolutions.

Note

Selecting a format manually will automatically default the **Input Type**. In some cases, the **Input Type** cannot be changed due to the selected resolution.

- **Input Type** — sets the type of input connected to the PresentationPRO-II, such as RGB, SD, HD or Composite. Available choices *change* depending on the selected format. Selections include RGB, YP_bP_r, Composite/S-Video, SDI and HD SDI.
- **Color Space** — sets the input's color space. Choices include **SMPTE** and **RGB**. Note that the system will automatically set the Color Space based on the selected **Format** and **Input Type**.
- **Sampling Mode** — sets the sampling mode for the selected input, either 1:1 or oversample.
  - ~ When **1:1 Sampling** is selected, the system provides pixel-for-pixel sampling, and generally better image quality.
  - ~ When **Oversample** is selected, the system performs multiple samples for every pixel, with a resulting "softer" image.
- **Contrast** — sets the input's contrast. The adjustment range is from 75% to 125%.
- **Brightness** — sets the input's brightness. The adjustment range is from 75% to 125%.
- **Gamma** — sets the input gamma, enabling you to match the gamma of the source. The adjustment range is from 1.0 to 3.0, in 0.1 increments.
- **Input Sync Type** — sets the type of sync used by the selected source. Choices include H/V, CSync (composite sync), SOG (sync on green) and Auto.
- **Pulldown Compensation** — (On/Off) This function is applicable only for standard video (component, s-video, composite) inputs. The default mode is off. The feature should be turned on to process video derived from film material.
- **Sync Slice <mv>** — This function selects the sync comparator threshold for RGsB (RGB with Sync on Green) or YP_bP_r analog component video sources. The value ranges from 20mV to 280mV and is adjustable in steps of 10mV. The default value is 160mV.

  When PresentationPRO-II detects Macrovision® copy protection on incoming YP_bP_r NTSC/PAL video, the Sync Slice value is repositioned to 60mV to account for the reduced amplitude sync pulse.

Note

The default Sync Slice level has been optimized for virtually all sources that will be encountered and should rarely, if ever, require adjustment. However, the ability to adjust the Sync Slice level is provided to improve sync detection and synchronization in cases of extremely noisy RGsB or YP_bP_r video signals.

- **Sharpness** — sets the input's sharpness. The adjustment range is from -10 (soft) to 10 (sharp).

- Press {**CFG**} to display the **Input Configuration Menu**. Refer to the "**Input Configuration Menu**" section on page 34 for details.
- Press {**AR**} to display the **Aspect Ratio Menu**. Refer to the "**Aspect Ratio Menu**" section on page 38 for details.
- Press {**SAVE**} to save the selected input in the designated input file.

Note

Every sub menu under the **Input Menu** includes a {**SAVE**} button. This enables you to save the input at any point in the adjustment process, regardless of your location within the menu tree. The "save" function uses the information selected on the **Input Configuration Menu**.

- Press {**SELECT FORMAT**} to "accept" a manually selected input format. In Appendix A, refer to the "**Input and Output Resolutions**" section on page 129 for details on all available resolutions.
- Press {**SIZING**} to display the **Sizing Menu**. Refer to the "**Sizing Menu**" section on page 35 for details.
- Press {**COLOR BALANCE**} to display the **Color Balance Menu**. Refer to the "**Color Balance Menu**" section on page 37 for details.
- Press {**FORCE ACQUIRE**} to force the system to perform the optimum image setup.

Note

The **FORCE ACQUIRE** command only works on the selected input — not on all inputs simultaneously.

Input Pre and Sub Menus

The following pre and sub menus can be accessed from the **Input Menu**:

- **Input Acquisition Menu**
- **Input Configuration Menu**
- **Sizing Menu**
- **Color Balance Menu**
- **Aspect Ratio Menu**

Input Acquisition Menu

The figure below illustrates a “pre” menu — the **Input Acquisition Menu**.

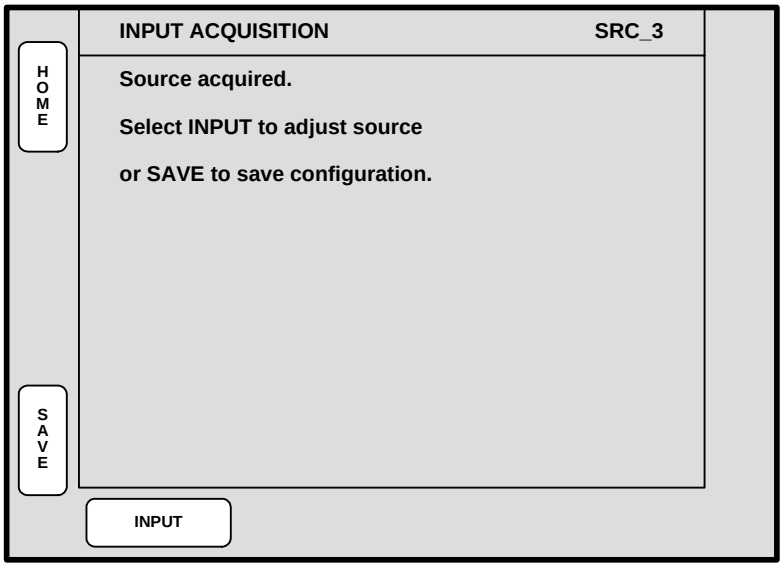


Figure 4-4. Input Acquisition Menu: No File Saved (sample)

There are two situations in which the **Input Acquisition Menu** can appear:

1. After a factory reset has been performed, the **Input Acquisition Menu** automatically appears when you first select a source — but *prior* to pressing **TRANS** for the first time. As each source button is pressed, the system acquires the video and displays the menu. The following options are available:
   - ~ Press {**SAVE**} to save the source and display the **Input Menu**, or ...
   - ~ Press {**INPUT**} to display the **Input Menu** without saving the source.

   In this way, you can quickly acquire and save all nine inputs.
2. After **TRANS** has been pressed for the first time, the **Input Acquisition Menu** will appear when you (a) select a source that has *not* been previously saved, and (b) press **TRANS** to transition that source to Program. Here also, the menu is displayed and you can save the source.

Once the source has been saved, the **Input Acquisition Menu** will not be shown again, unless the system discovers that video is not present.

If you select a source and there is a video mismatch, if video is not present or if the acquisition fails, one of the following messages will appear:

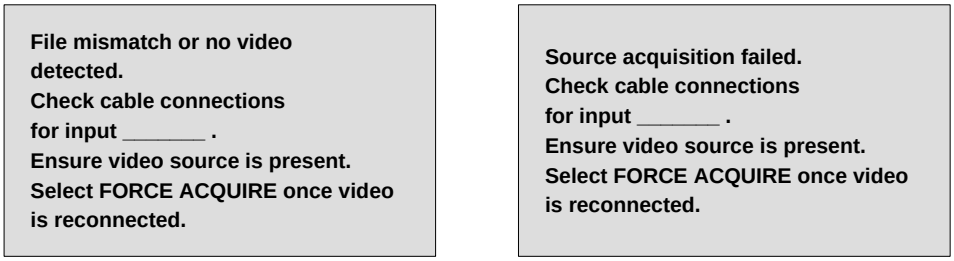


Figure 4-5. Input Acquisition Menu: Mismatch or No Video (sample)

In this situation, the following actions are recommended:

- Check all cable connections for the selected input.
- With a connection established, press {**FORCE ACQUIRE**} to perform the optimum image setup and automatically display the **Input Menu**, or ...
- Press {**INPUT**} to display the **Input Menu** without performing a **FORCE ACQUIRE**.

Input Configuration Menu

From the **Input Menu**, press {**CFG**} to display the **Input Configuration Menu**, a sample of which is shown below:

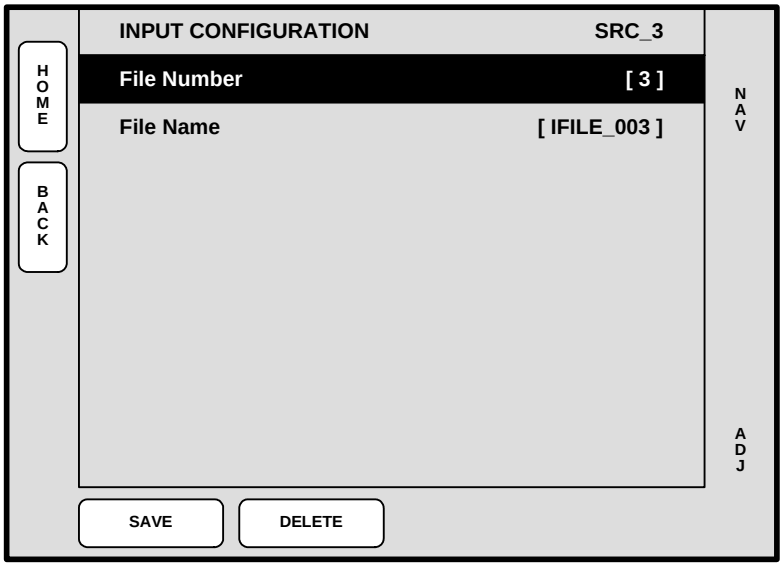


Figure 4-6. Input Configuration Menu (sample)

Each input has an associated input file that stores all input parameters and settings. Each time an input is selected in the **Source Selection Bus**, its associated file is recalled.

The **Input Configuration Menu** enables you to save the input's associated file — which guarantees that the exact parameters you set are those that are used on air.

The following functions are provided:

- **File Number** — sets the file number into which data is stored. In the current version, the file number automatically defaults to the input number and cannot be changed.
- **File Name** — sets the alphanumeric file name. In the current version, the file name automatically defaults to the input name and cannot be changed.
- Press {**SAVE**} to save the selected input in the designated input file.
- Press {**DELETE**} to delete the selected input file.

Sizing Menu

From the **Input Menu**, press {**SIZING**} to display one of two **Sizing Menus**. These menus are context sensitive — they *change* depending on the **Sampling Mode** selected on the **Input Menu**.

- If **1:1 Sampling** is selected, the **1:1 Sizing Menu** appears.
- If **Oversample** is selected, the **Oversample Sizing Menu** appears.

Each menu and function is described below.

1:1 Sizing Menu

The figure below illustrates a sample **1:1 Sizing Menu**.

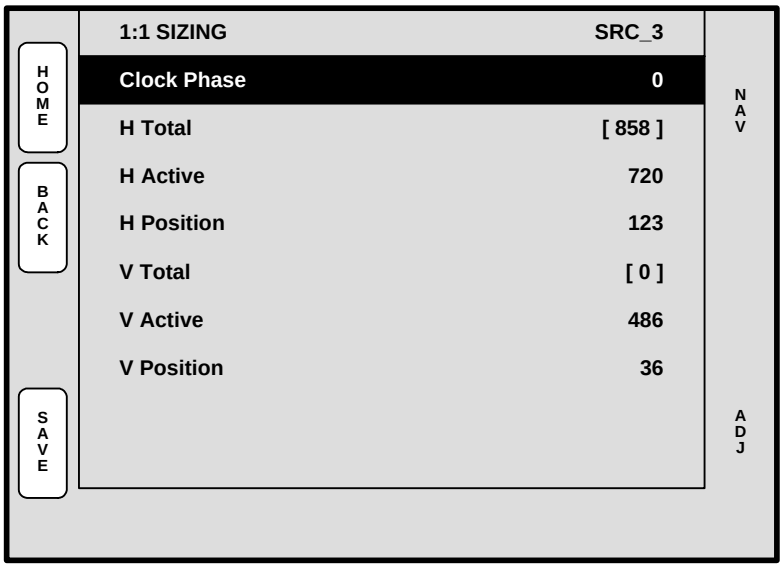


Figure 4-7. 1:1 Sizing Menu (sample)

- **Clock Phase** — sets the system's A/D converter, allowing you to select where pixels are sampled (ideally, on the pixel's peak). The adjustment range is **-16** to **15**. For optimum visual results when adjusting high-resolution computer sources, project a burst test pattern and adjust the sampling for the minimum noise. Refer to the "**Test Pattern Menu**" section on page 42 for information.
- **H Total** — sets the total pixel count per line.

Note

This field is not adjustable for digital sources (including both the DVI and BNC input connectors), or for NTSC and PAL sources, regardless of connection type.

- **H Active** — sets the width of the active area.
- **H Position** — sets the start of the active area's horizontal offset from H sync.
- **V Total** — fixed value which cannot be adjusted.
- **V Active** — sets the number of vertical lines in the image.
- **V Position** — sets the start of the active area's vertical offset from V sync.
- Press {**SAVE**} to save the selected input in the designated input file.

Oversample Sizing Menu

The figure below illustrates a sample **Oversample Sizing Menu**.

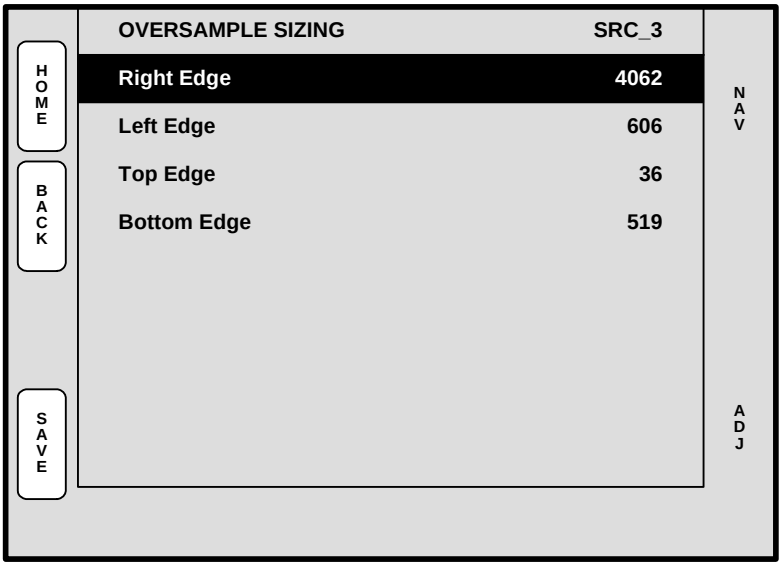


Figure 4-8. Oversample Sizing Menu (sample)

With **Oversample** enabled, four timing parameters are provided that enable you to adjust the image to properly fit the image's raster box.

- Select and adjust **Right Edge**, **Left Edge**, **Top Edge** or **Bottom Edge** as required, to fit the image precisely in its raster box.
- Press {**SAVE**} to save the selected input in the designated input file.

Color Balance Menu

From the **Input Menu**, press {**COLOR BALANCE**} to display the **Color Balance Menu**, a sample of which is shown below.

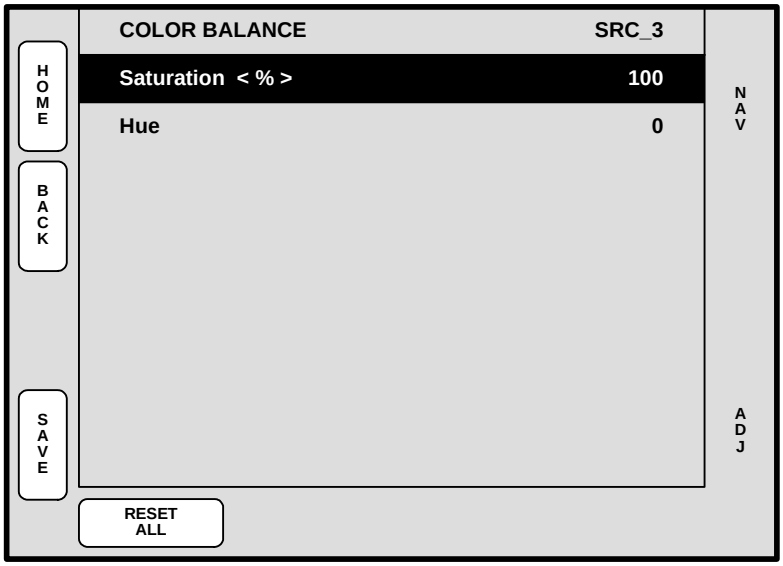


Figure 4-9. Color Balance Menu (sample)

The **Color Balance Menu** *changes* depending on the selected **Input Type**.

- When **RGB** sources are selected, the menu provides individual contrast and brightness adjustments for R, G and B. Adjustment range is -25% to +25%.
  - ~ Adjust **Red Contrast** and **Brightness** as required.
  - ~ Adjust **Green Contrast** and **Brightness** as required.
  - ~ Adjust **Blue Contrast** and **Brightness** as required.
- When **Composite**, **S-Video** or **YP_bP_r** is selected:
  - ~ Adjust **Saturation** as required. The adjustment range is 75% to 125%.
  - ~ Adjust **Hue** as required. The range (in degrees) is -90.0 to 90.0.

Note

When the **Input Type** is **YP_bP_r**, the **Hue** field reads "**N/A**" because Hue does not apply to this type of source.

- Press {**SAVE**} to save the selected input in the designated input file.
- Press {**RESET ALL**} to return all parameters to their default values.

Aspect Ratio Menu

From the **Input Menu**, press {**AR**} to display the **Aspect Ratio Menu**, a sample of which is shown below.

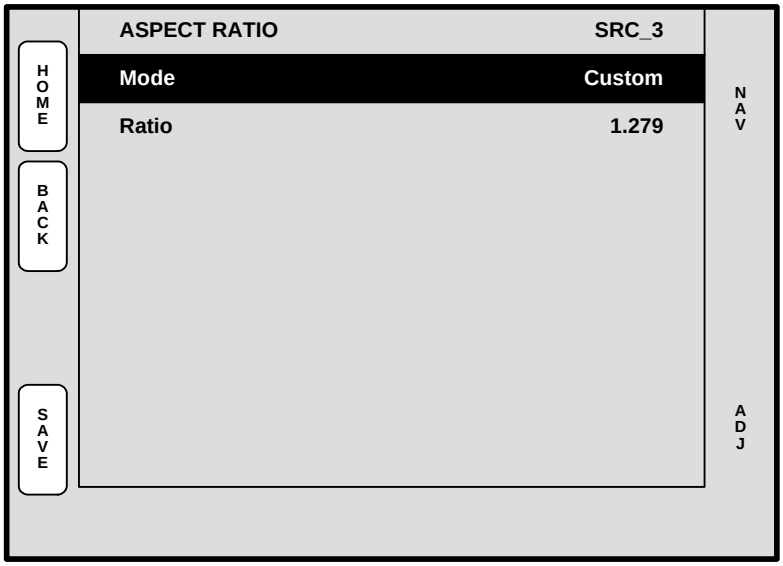


Figure 4-10. Aspect Ratio Menu (sample)

The **Aspect Ratio Menu** enables you to change the image's aspect ratio to pre-defined configurations, or enter a "custom" configuration if desired.

- **Mode** — select **16:9**, **5:4**, **4:3**, **3:2**, **1:1** or **Custom** aspect ratios.
- **Ratio** — when **Custom** is selected, the **Ratio** line appears. Enter a custom aspect ratio as desired. The field is hidden when pre-defined ratios are selected.
- Press {**SAVE**} to save the selected input in the designated input file.

Output Menu

The following topics are discussed in this section:

Output Menu Tree

The figure below illustrates the **Output Menu** tree:

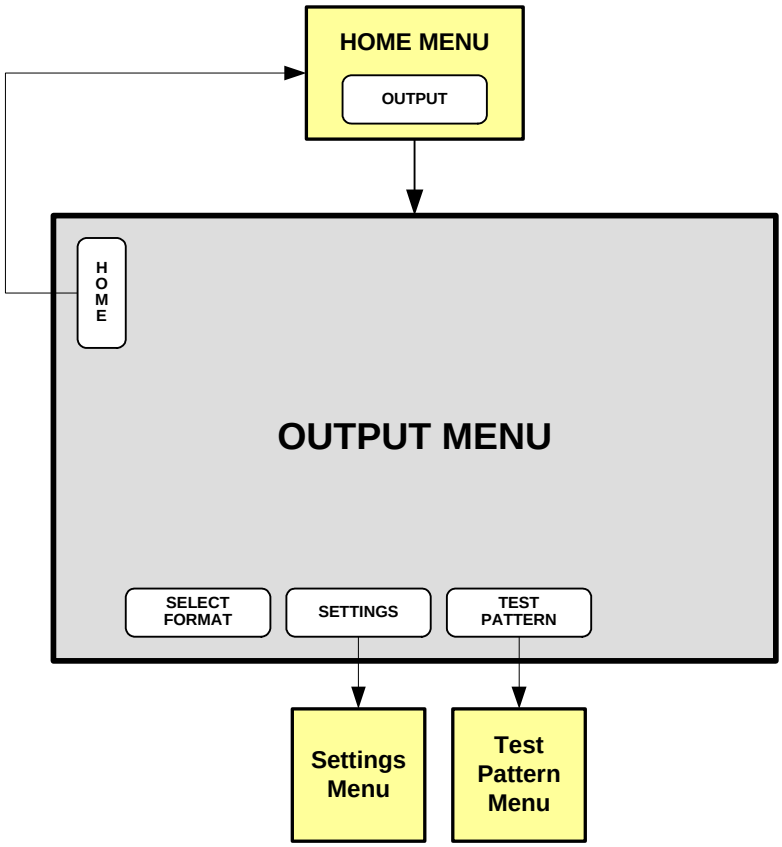


Figure 4-11. Output Menu Tree

All functions and sub menus are discussed in the following sections.

Output Menu Description

The figure below illustrates a sample **Output Menu**:

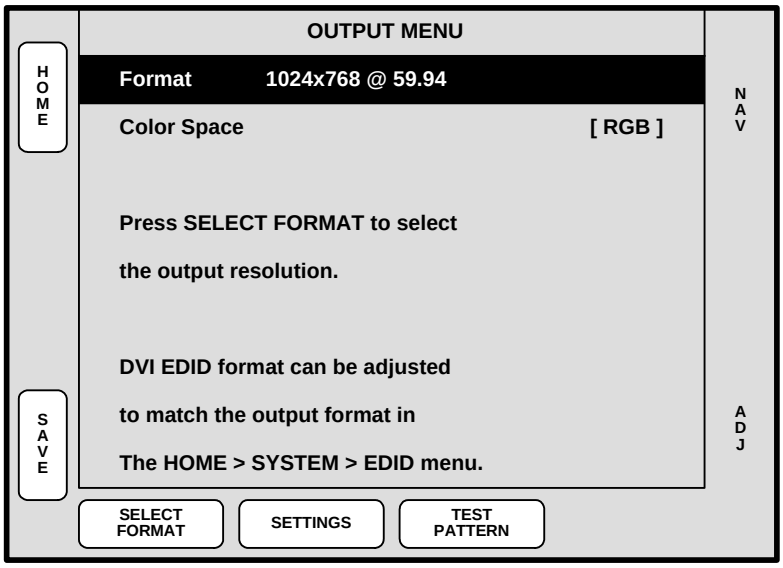


Figure 4-12. Output Menu (sample)

The **Output Menu** enables you to configure PresentationPRO-II's outputs, including the ability to show test patterns. To access the menu:

- Press {**OUTPUT**} on the **Home Menu**.

On the menu, note that brief "help" messages are displayed to assist you with format selection and EDID programming.

Output Menu Functions

The following **Output Menu** functions are provided:

- **Format** — sets the resolution and frame rate at which you want to drive your projector. To minimize synchronization problems, select a frame rate that is consistent with your input sources.

  ▲ **Example**: If you are using 59.94 NTSC video inputs, run the output at the same rate in order to reduce jutter artifacts.

  After selecting a format with the rotary knob, press {**SELECT FORMAT**} to "accept" the selection. In Appendix A, refer to the "**Input and Output Resolutions**" section for details on all available resolutions.
- **Color Space** — displays the output color space, which is fixed at RGB.
- Press {**SAVE**} to save all output settings in the output file.
- Press {**SELECT FORMAT**} to "accept" an output format. In Appendix A, see the "**Input and Output Resolutions**" section for details on available resolutions.
- Press {**SETTINGS**} to display the **Settings Menu**. Refer to the "**Settings Menu**" section on page 41 for details.
- Press {**TEST PATTERN**} to display the **Test Pattern Menu**. Refer to the "**Test Pattern Menu**" section on page 42 for details.

Output Sub Menus

The following sub menus can be accessed from the **Output Menu**:

- **Settings Menu**
- **Test Pattern Menu**

Settings Menu

From the **Output Menu**, press {**SETTINGS**} to display the **Settings Menu**, a sample of which is shown below.

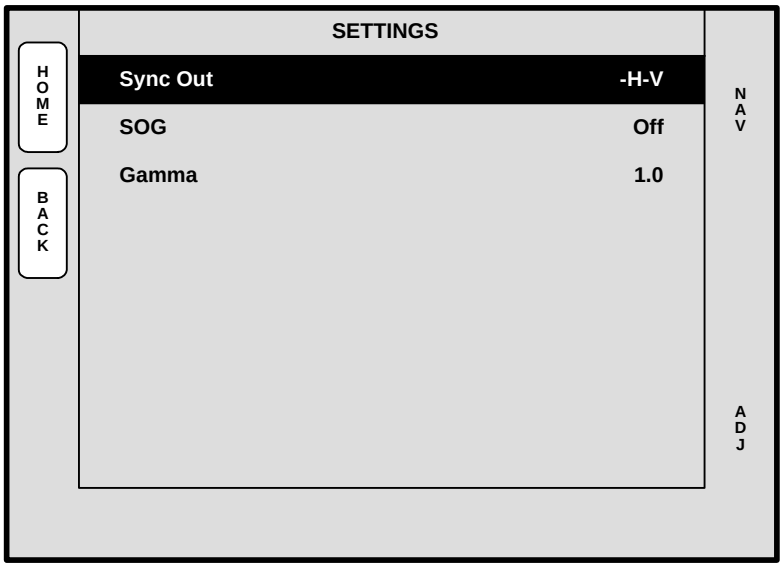


Figure 4-13. Settings Menu (sample)

The **Settings Menu** enables you to set sync parameters for the monitor and projector connected to the system.

- **Sync Out** — sets the desired sync value. Select **+H+V**, **-H-V**, **+H-V**, **-H+V** or **CSync**.
- **SOG** — turns the “sync on green” signal **Off** or **On**.
- **Gamma** — sets the output gamma to match that of your projector. The default value is 1.0.

Test Pattern Menu

From the **Output Menu**, press {**TEST PATTERN**} to display the **Test Pattern Menu**, a sample of which is shown below.

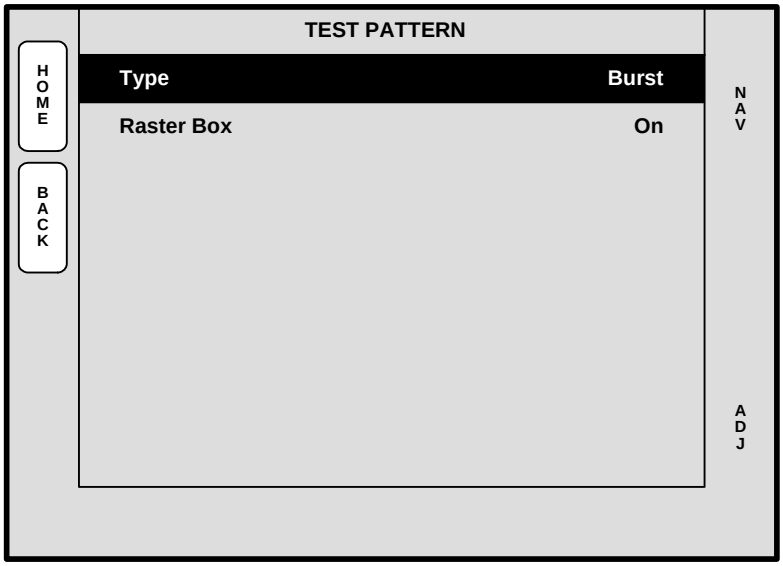


Figure 4-14. Test Pattern Menu (sample)

The **Test Pattern Menu** enables you to display a variety of test patterns, for system and projector alignment.

- **Type** — sets the test pattern. Choose between:
  - ~ **Off**
  - ~ **H Ramp**, **V Ramp**
  - ~ **100% Color Bars**, **75% Color Bars**
  - ~ **16x16 Grid**, **32x32 Grid**
  - ~ **Burst**
  - ~ **50% Gray**, **Gray Steps 1, Gray Steps 2**
  - ~ **White**, **Black**, **Red**, **Green**, **Blue**

Note

When the test pattern is enabled, it assumes the highest visual priority and covers all effects beneath. When disabled, the effects once again re-appear.

- **Raster Box** — displays a raster box defined by the exact outer edges of the selected output resolution. For example, if the output is set to 1024 x 768, the raster box will encapsulate that exact format. Please note:
  - ~ The **Burst** test pattern is the only pattern that is smaller than the selected output resolution. When the **Raster Box** is enabled, the Burst pattern will appear within its boundaries.
  - ~ The **Raster Box** can be enabled when the test pattern is **Off**.

System Menu

The following topics are discussed in this section:

System Menu Tree

The figure below illustrates the **System Menu** tree:

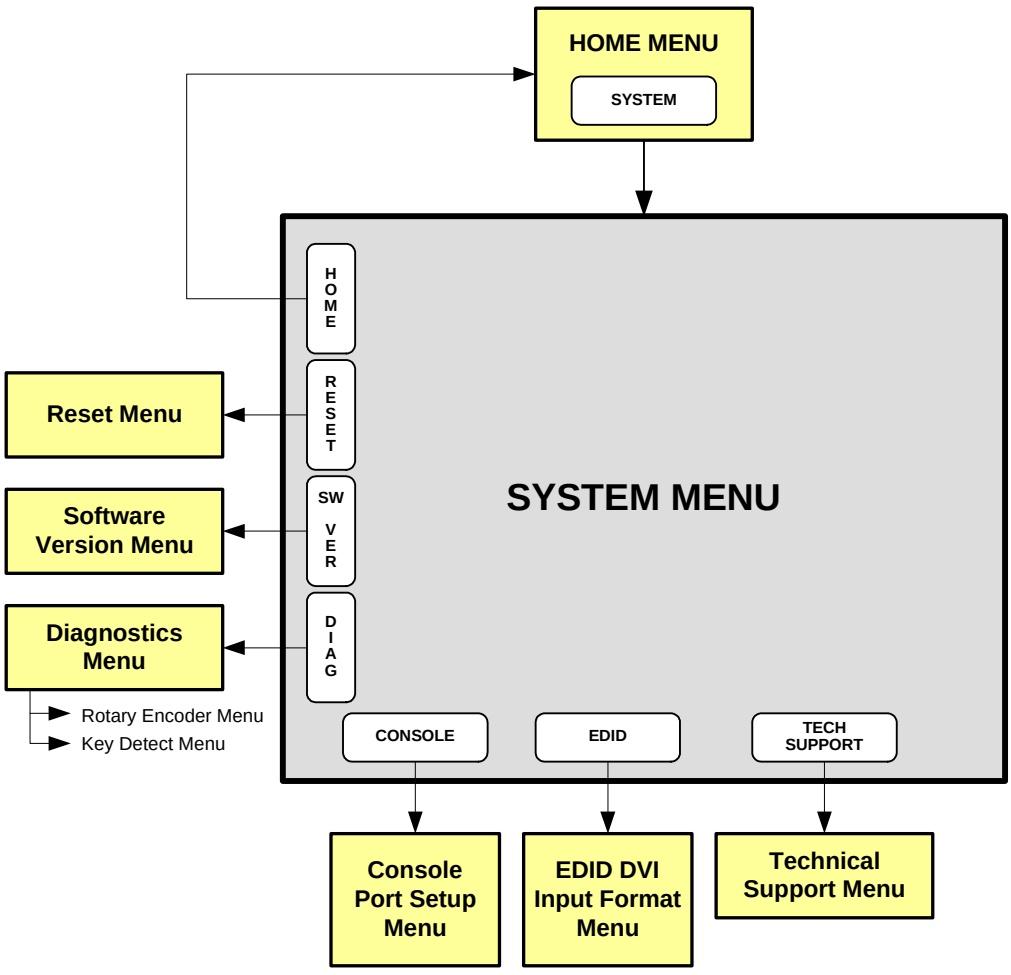


Figure 4-15. System Menu Tree

All functions and sub menus are discussed in the following sections.

System Menu Description

The figure below illustrates a sample **System Menu**:

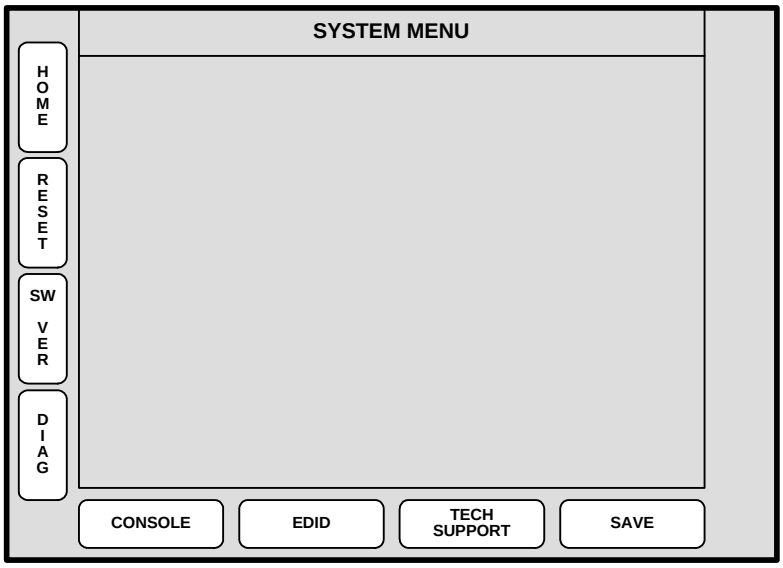


Figure 4-16. System Menu (sample)

The **System Menu** enables you to configure PresentationPRO-II using various functions and sub menus. To access the menu:

- Press {**SYSTEM**} on the **Home Menu**.

System Menu Functions

The following **System Menu** functions are provided:

- Press {**RESET**} to display the **Reset Menu**. Refer to the "**Reset Menu**" section on page 48 for details.
- Press {**SW VER**} to display the **Software Version Menu**. Refer to the "**Software Version Menu**" section on page 49 for details.
- Press {**DIAG**} to display the **Diagnostics Setup Menu**. Refer to the "**Diagnostics Setup Menu**" section on page 45 for details.
- Press {**CONSOLE**} to display the **Console Port Setup Menu**. Refer to the "**Console Port Setup Menu**" section on page 50 for details.
- Press {**EDID**} to display the **EDID DVI Input Format Menu**. Refer to the "**EDID DVI Input Format Menu**" section on page 51 for details.
- Press {**TECH SUPPORT**} to display the **Technical Support Menu**. Refer to the "**Technical Support Menu**" section on page 52 for details.
- Press {**SAVE**} to save all settings in the system file.

System Sub Menus

The following sub menus can be accessed from the **System Menu**:

- **Diagnostics Setup Menu**
- **Reset Menu**
- **Software Version Menu**
- **Console Port Setup Menu**
- **EDID DVI Input Format Menu**
- **Technical Support Menu**

Diagnostics Setup Menu

From the **System Menu**, press {**DIAG**} to display the **Diagnostics Setup Menu**, a sample of which is shown below.

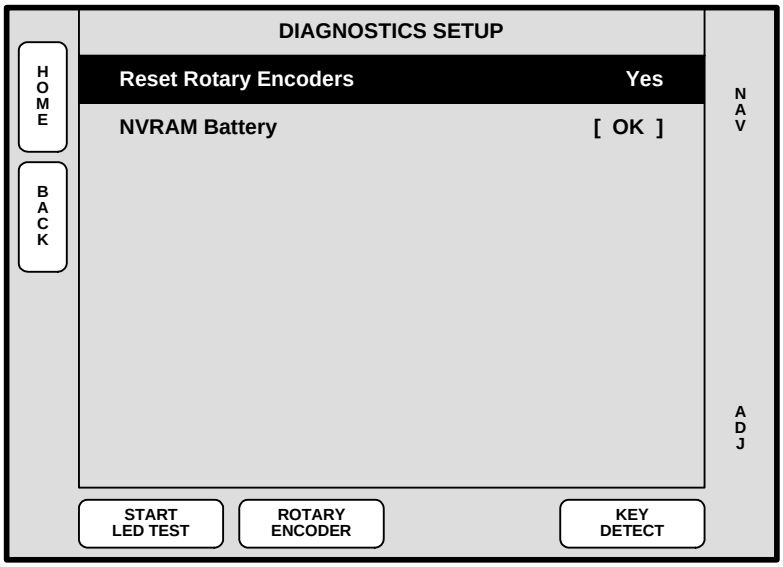


Figure 4-17. Diagnostics Setup Menu (sample)

The **Diagnostics Setup Menu** enables you to perform a variety of diagnostic tests on the PresentationPRO-II. The following functions are provided:

- **Reset Rotary Encoders** — (Yes/No) determines whether or not you wish to reset the rotary encoder values when you exit the **Rotary Encoder Menu**.
- **NVRAM Battery** — displays the condition of the system's NVRAM battery.
- Press {**START LED TEST**} to begin testing all LEDs. The test takes several minutes to complete. Press {**EXIT**} at the conclusion of the test.
- Press {**ROTARY ENCODER**} to display the **Rotary Encoder Menu**. Refer to the "**Rotary Encoder Menu**" section on page 46 for details.
- Press {**KEY DETECT**} to display the **Key Detect Menu**. Refer to the "**Key Detect Menu**" section on page 47 for details.

Rotary Encoder Menu

From the **Diagnostics Setup Menu**, press {**ROTARY ENCODER**} to display the **Rotary Encoder Menu**, a sample of which is shown below.

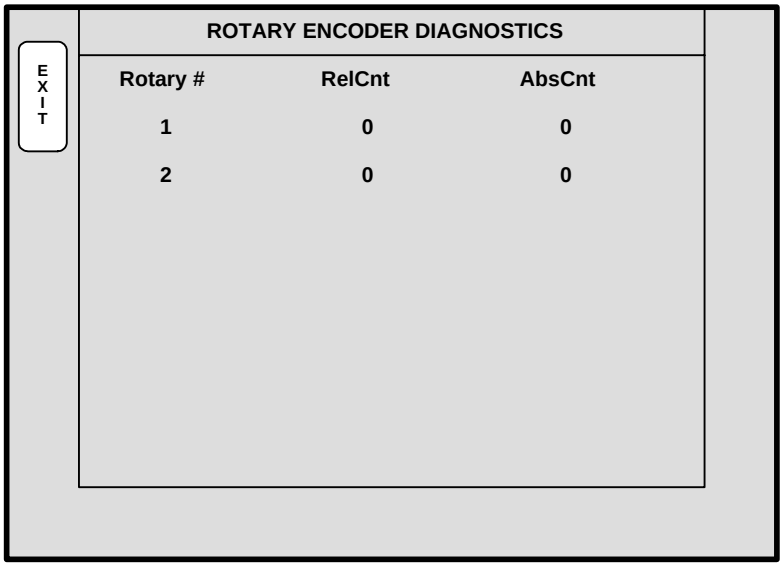


Figure 4-18. Rotary Encoder Menu (sample)

The **Rotary Encoder Menu** enables you to test the functionality of each rotary encoder, displaying both relative and absolute counts for each.

- Press {**EXIT**} to return to the **Diagnostics Setup Menu**.

Key Detect Menu

From the **Diagnostics Setup Menu**, press {**KEY DETECT**} to display the **Key Detect Menu**, a sample of which is shown below.

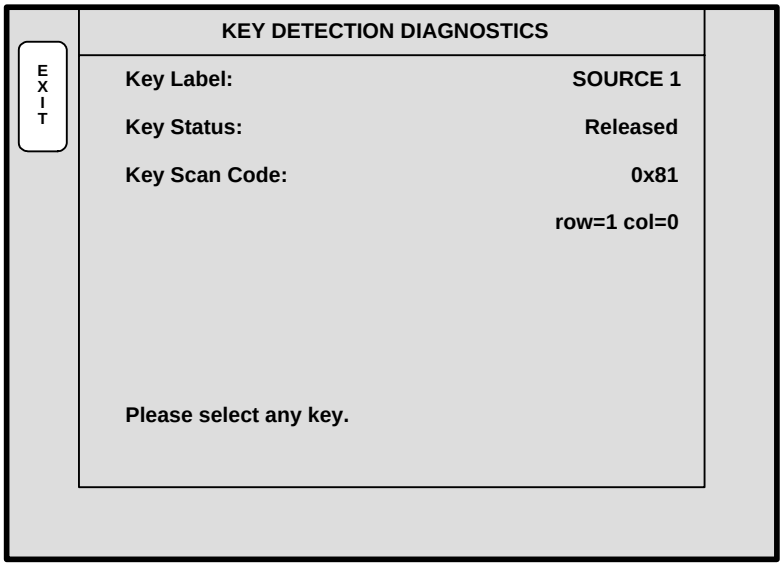


Figure 4-19. Key Detect Menu (sample)

The **Key Detect Menu** shows you the key that is pressed, its status (pressed or released) its scan code and its location in the button matrix.

- Press {**EXIT**} to return to the **Diagnostics Setup Menu**.

Reset Menu

From the **System Menu**, press {**RESET**} to display the **Reset Menu**:

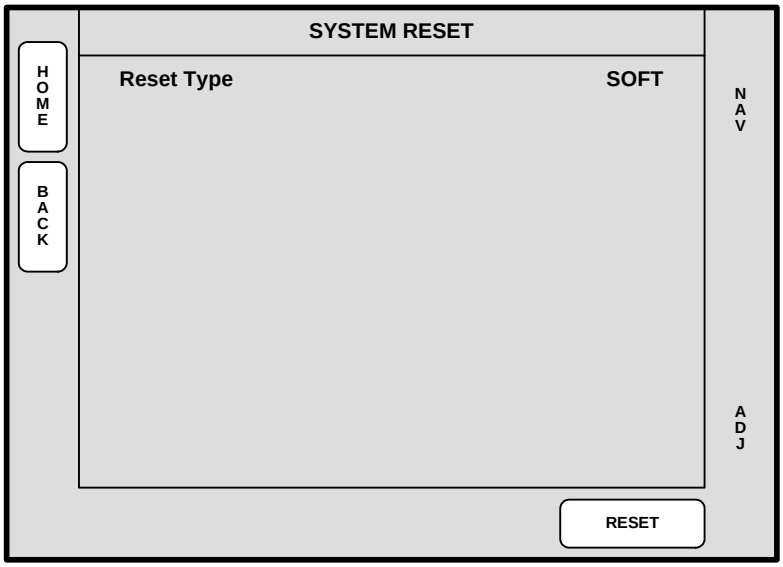


Figure 4-20. Reset Menu

The **Reset Menu** enables you to perform various system reset functions. The following functions are provided:

- **Reset Type** — selects the specific type of reset that you wish to perform. Choose between **SOFT** or **FACTORY**. Note that selecting **SOFT** will not delete any user defined configurations, while **FACTORY** deletes all user configurations.
- Press {**RESET**} to perform the selected reset operation. When the confirmation screen appears:
  - ~ Press {**YES**} to start the reset procedure. An "**In Progress**" message will be displayed.
  - ~ Press {**NO**} to cancel the procedure.

Note

A factory reset will erase any "frame grab" images that have been stored in flash memory.

Software Version Menu

From the **System Menu**, press {**SW VER**} to display the **Software Version Menu**, a sample of which is shown below.

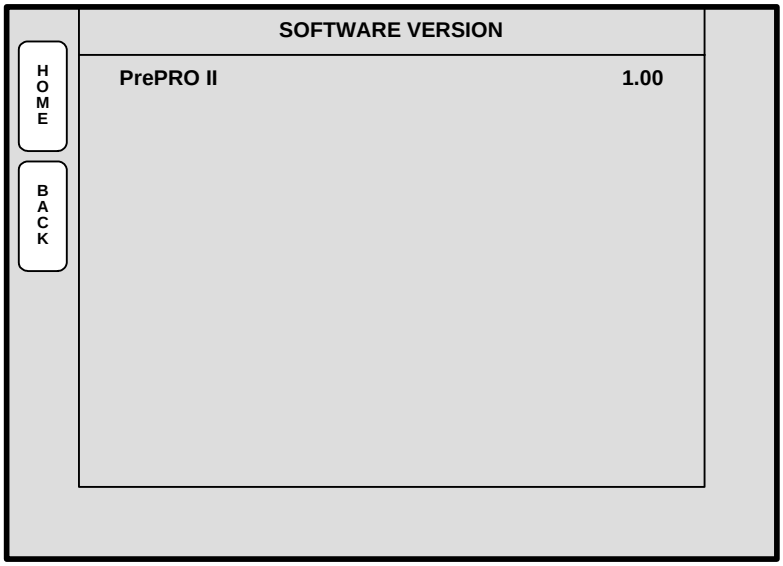


Figure 4-21. Software Version Menu (sample)

The **Software Version Menu** enables you to display and verify the system's software version. The following functions are provided:

- PresentationPRO-II — displays the system's current software version.

Console Port Setup Menu

From the **System Menu**, press {**CONSOLE**} to display the **Console Port Setup Menu**, a sample of which is shown below.

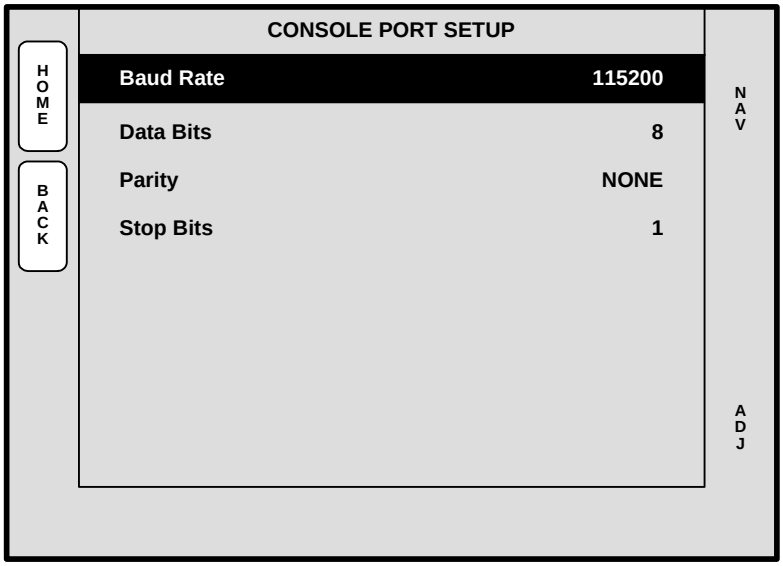


Figure 4-22. Console Port Setup Menu (sample)

The **Console Port Setup Menu** enables you to set the PresentationPRO-II's RS-232 communications parameters for serial port 1.

- **Baud Rate** — sets the desired baud rate (**9600**, **14400**, **19200**, **28800**, **38400**, **57600**, **115200**).
- **Data Bits** — sets the desired number of data bits (**7** or **8**).
- **Parity** — sets the desired parity (**None**, **Even**, or **Odd**).
- **Stop Bits** — sets the desired number of stop bits (**1** or **2**).

EDID DVI Input Format Menu

From the **System Menu**, press {**EDID**} to display the **EDID DVI Input Format Menu**, a sample of which is shown below.

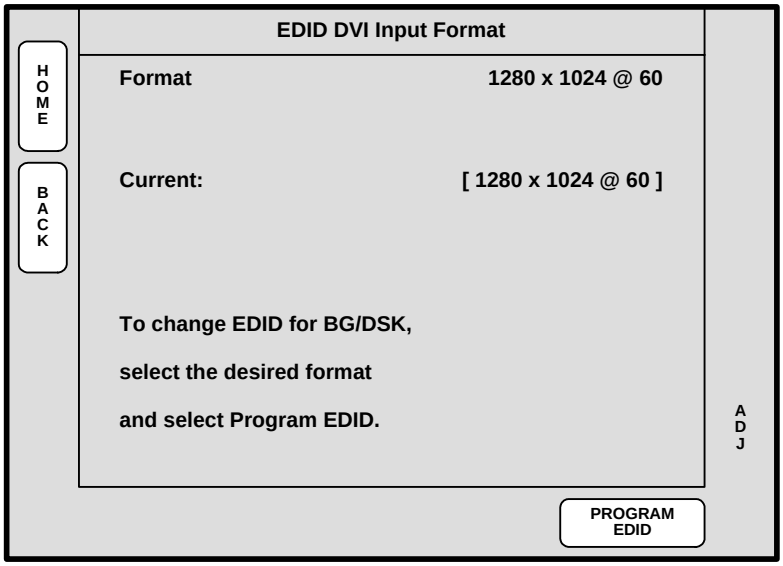


Figure 4-23. EDID DVI Input Format Menu (sample)

The **EDID DVI Input Format Menu** enables you to update the system's preferred EDID resolution for the **BG/DSK** input.

Note

This menu is designed for advanced users only. Do not program the EDID unless it is necessary.

Extended Display Identification Data (EDID) is a VESA standard data format that contains information about a display device and its resolution capabilities, both preferred and allowed. The PresentationPRO-II EDID file is stored in non-volatile memory. This file is read by an external computer's DVI graphic card when the DVI output is connected to the PresentationPRO-II's **BG/DSK** input connector during boot-up.

- **Format** — select the preferred DVI video format with which you want to program the PresentationPRO-II's EDID non-volatile memory
- **Current** — displays the current EDID video format that resides in memory.
- Press {**PROGRAM EDID**} to program EDID with the new selected format. A warning message will be shown.

Note

Once EDID programming is complete on PresentationPRO-II, you will be prompted to power down the external computer, power it back on again, and then ensure that the computer's format is set to match.

Technical Support Menu

From the **System Menu**, press {**TECH SUPPORT**} to display the **Technical Support Menu**:

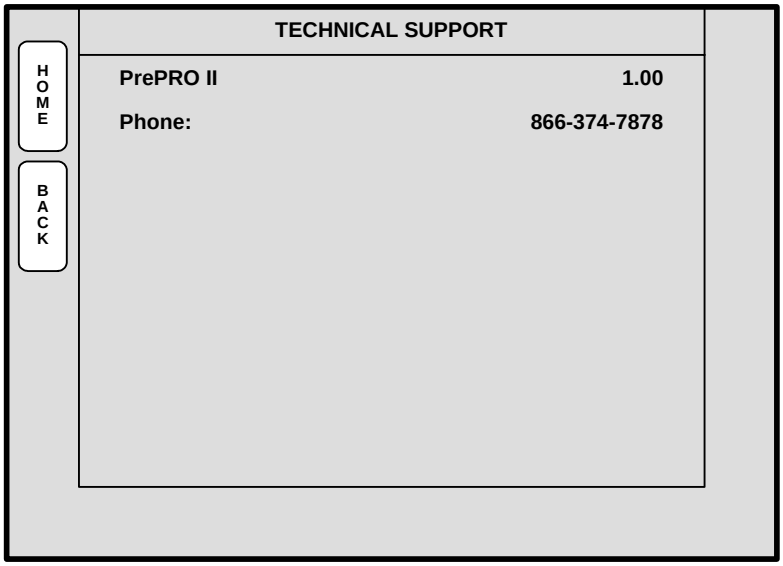


Figure 4-24. Technical Support Menu (sample)

The **Technical Support Menu** lists the current version of PresentationPRO-II software, and displays the company's Technical Support phone number.

Effects Menu

The figure below illustrates a sample **Effects Menu**:

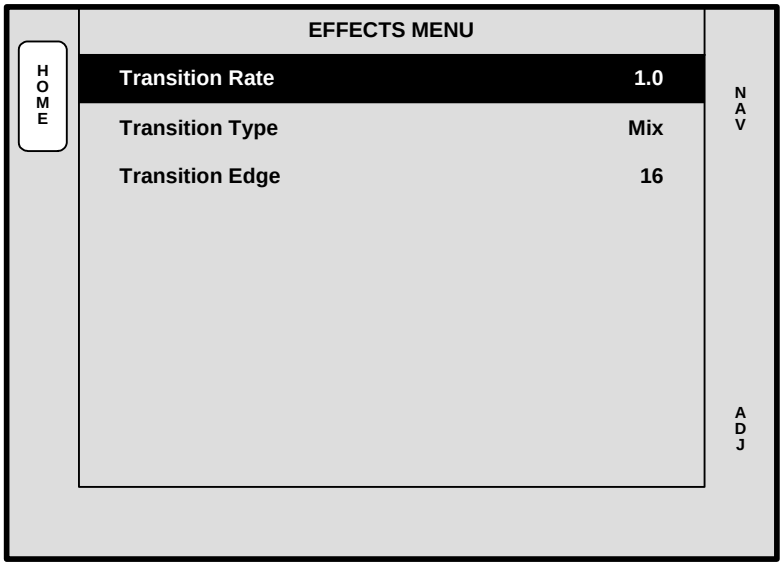


Figure 4-25. Effects Menu (sample)

The **Effects Menu** allows you to modify and manage effects, including the ability to set the transition type, rate and wipe pattern. The following functions are provided:

- **Transition Rate** — sets the transition rate that is used when the **TRANS** button is pressed (and a Mix or Wipe pattern is selected). The transition value is in 0.1 second increments.
- **Transition Type** — sets the type of transition that occurs when the **TRANS** button is pressed — either a **Mix**, or one of several **Wipe** patterns.
- **Transition Edge** — sets the edge width (in pixels) for the selected wipe pattern.

Status Menu

The **Status Menu** provides basic software version information, as shown in the sample menu below:

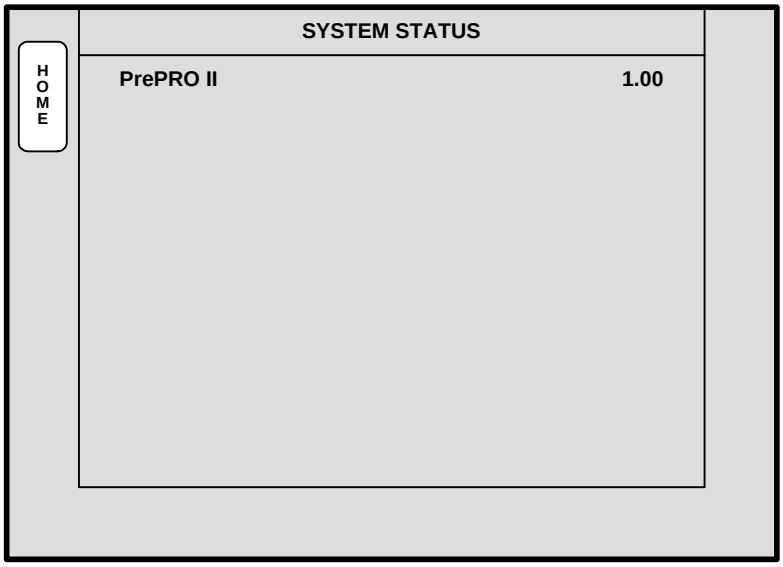


Figure 4-26. Status Menu (sample)

The following status information is provided:

- **PresentationPRO-II** — displays the system's current software version.

Display Settings Menu

The **Display Settings Menu** enables you to adjust the displays brightness and contrast, as well as calibrate the display. A sample menu is shown below:

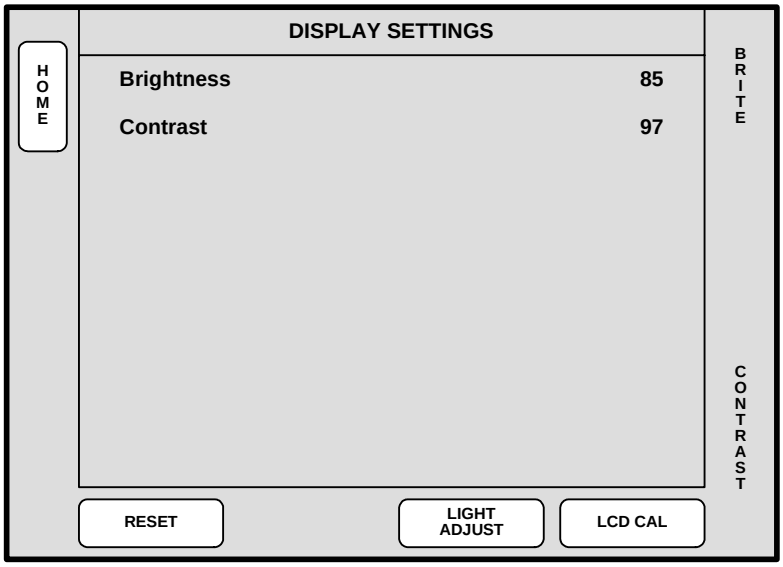


Figure 4-27. Display Settings Menu (sample)

The following display adjustments are provided:

- **Brightness** — use the top rotary knob to adjust the display's brightness.
- **Contrast** — use the middle rotary knob to adjust the display's contrast.
- Press {**RESET**} to return the display's settings to factory default values.
- Press {**LIGHT ADJUST**} to adjust the backlight of the front panel buttons. The **Keypad Backlight Menu** appears. Refer to the "**Keypad Backlight Menu**" section on page 56 for details.
- Press {**LCD CAL**} to calibrate the touch screen display to your finger, or to a stylus. Once pressed, you will be prompted to touch the center of a target three times. At the conclusion of the procedure, the display is calibrated and the system returns to the **Home Menu**.

Keypad Backlight Menu

From the **Display Settings Menu**, press {**LIGHT ADJUST**} to display the **Keypad Backlight Menu**, which enables you to adjust the backlight of all “dim” front panel buttons. A sample menu is shown below:

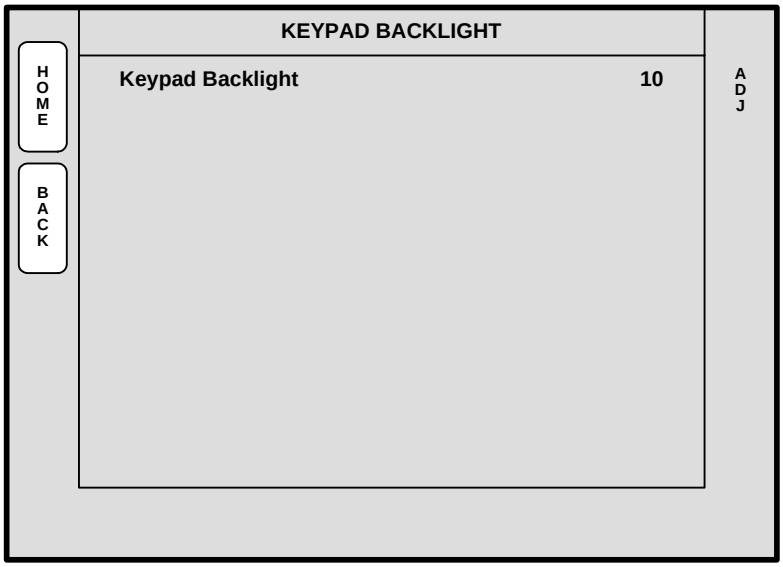


Figure 4-28. Keypad Backlight Menu (sample)

The following adjustments are provided:

- **Keypad Backlight** — use the top rotary knob to adjust the backlight of all “dim” (un-selected) front panel buttons. This adjustment will assist overall button visibility in dark control room or stage settings.

PIP Adjustment Menu

The following topics are discussed in this section:

PIP Adjustment Menu Tree

The figure below illustrates the **PIP Adjustment Menu** tree:

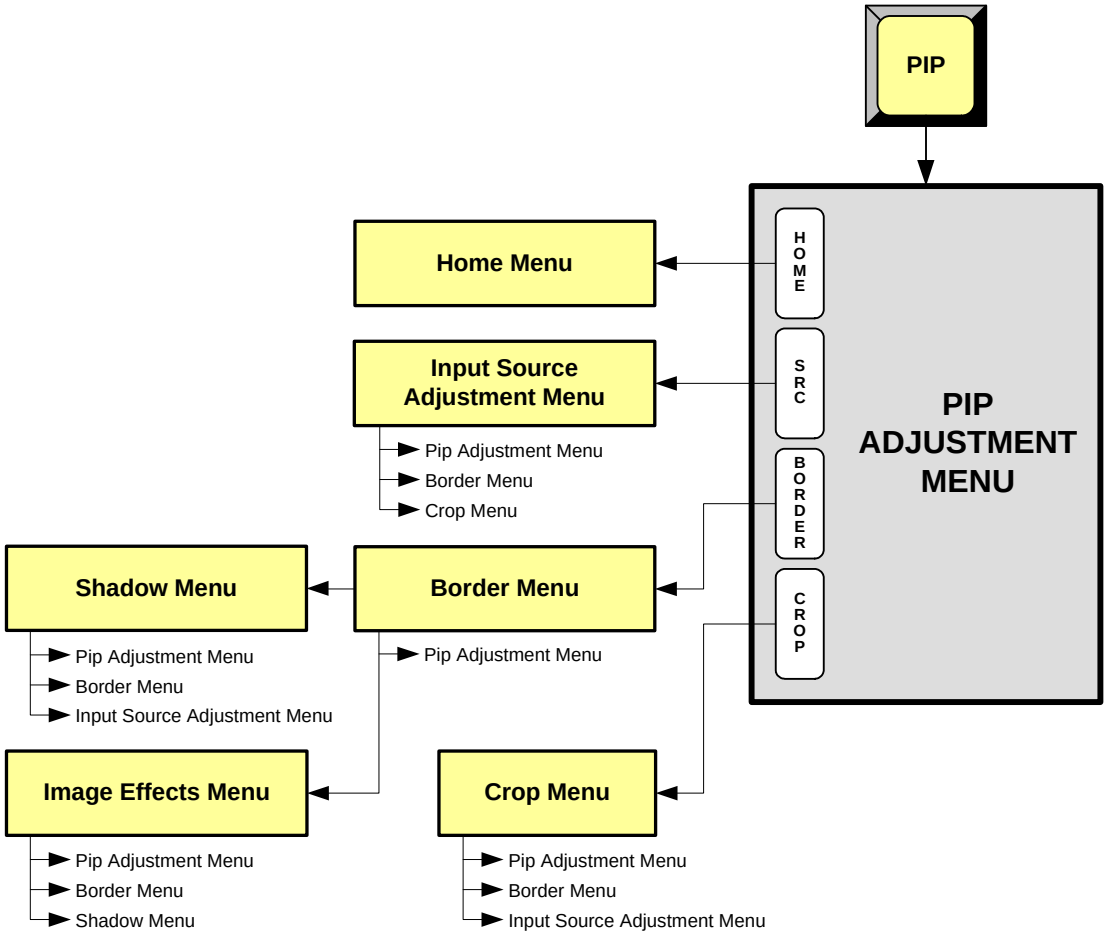


Figure 4-29. PIP Adjustment Menu Tree

All functions and sub menus are discussed in the following sections.

PIP Adjustment Menu Description

The figure below illustrates a sample **PIP Adjustment Menu**:

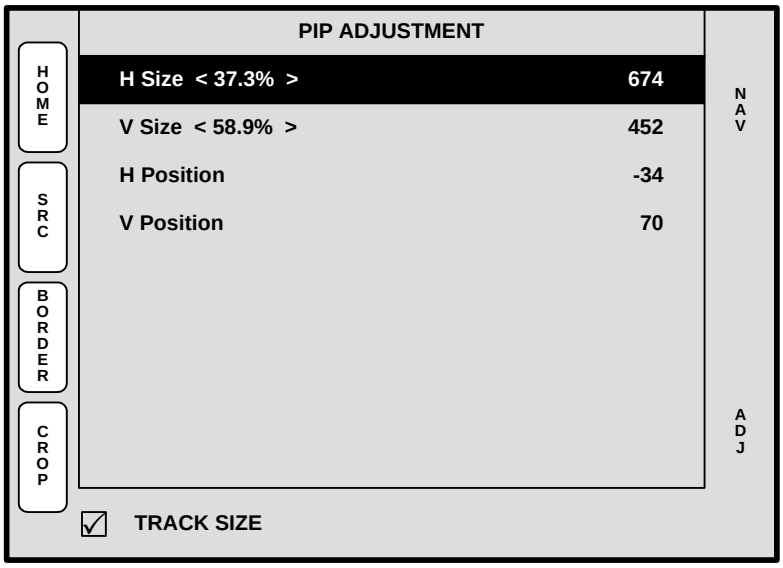


Figure 4-30. PIP Adjustment Menu (sample)

The **PIP Adjustment Menu** provides tools that enable you to adjust the active PIP. To access the menu:

- Press the **PIP** button in the **Layer Function Section**.

The menu will immediately appear on the Touch Screen display.

Note

If you select a source button and both the **PIP** and **KEY** buttons are off, the system displays a brief prompt: "**PIP or KEY must be selected**."

PIP Adjustment Menu Functions

The following **PIP Adjustment Menu** functions are provided:

- **H Size** — adjusts the PIP's horizontal size. The "**%**" value indicates the PIP's size as a percentage of the screen's horizontal resolution. The numeric value is the PIP's width in pixels.
- **V Size** — adjusts the PIP's vertical size. The "**%**" value indicates the PIP's size as a percentage of the screen's vertical resolution. The numeric value is the PIP's height in pixels.
- **H Position** — indicates the PIP's position, relative to the horizontal center of the screen (**00**), as measured from the exact center of the PIP. Thus, the value **-34** is 34 pixels to the left of center.
- **V Position** — indicates the PIP's position, relative to the vertical center of the screen (**00**), as measured from the exact center of the PIP. Thus, the value **70** is 70 pixels above center.

- Press {**SRC**} to display the **Input Source Adjustment Menu**. Refer to the "**Input Source Adjustment Menu**" section on page 71 for details.
- Press {**BORDER**} to display the **Border Menu**. Refer to the "**Border Menu**" section on page 60 for details.
- Press {**CROP**} to display the **Crop Menu**. Refer to the "**Crop Menu**" section on page 61 for details.
- Enable {**TRACK SIZE**} to lock **H Size** and **V Size** together. Regardless of the PIP's current aspect ratio, its size will adjust proportionally when you adjust either **H** or **V** size.

  When {**TRACK SIZE**} is disabled, you can do the following:

  ~ Adjust **H SIZE** to adjust only the horizontal size, leaving the vertical size alone. In this way, you can stretch the PIP horizontally.

  ~ Adjust **V SIZE** to adjust only the vertical size, leaving the horizontal size as is. In this way, you can stretch the PIP vertically.

Note

To return the PIP to its default size and aspect ratio, press the **RESET** button in the **Layer Functions Section**. No other parameters (such as **Shadow** or **Border**) will be affected.

PIP Adjustment Sub Menus

The following sub menus can be accessed via the **PIP Adjustment Menu**:

- **Border Menu**
- **Crop Menu**
- **Shadow Menu**
- **Image Effects Menu**
- **Input Source Adjustment Menu**

Border Menu

From the **PIP Adjustment Menu**, the **Input Source Adjustment Menu**, the **Shadow Menu** or the **Image Effects Menu**, press {**BORDER**} to display the **Border Menu**, a sample of which is shown below.

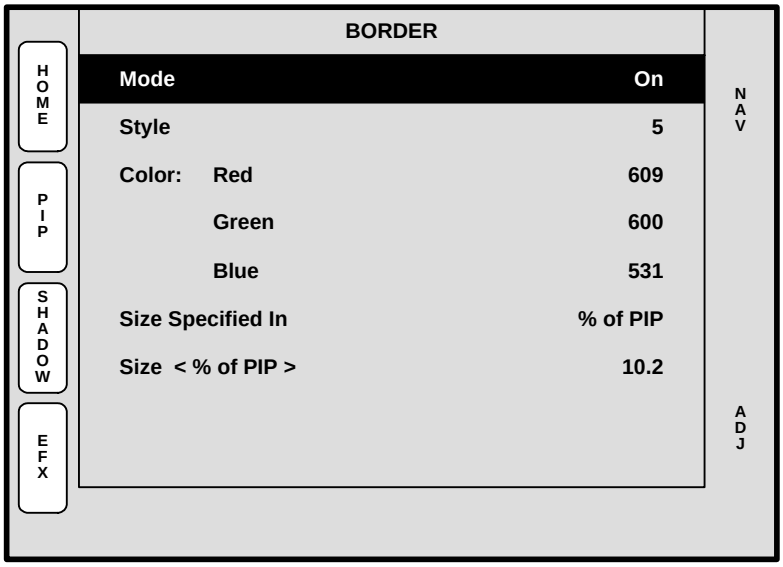


Figure 4-31. Border Menu (sample)

The **Border Menu** enables you to add a border to a PIP, and adjust its shape, style and color as desired. The following functions are provided:

- **Mode** — enables or disables the PIP's border.
- **Style** — select one of many border styles, including single color and dual color with various combinations of soft edge.
- **Color** — enables you to individually adjust the border's **Red**, **Green** and **Blue** attributes as desired.
- **Size Specified In** — select the method by which you want to specify the border size, either as a percentage of the PIP size or in pixels.
- **Size** — adjust's the border size, using the method selected on the "**Size Specified In**" line. Note that if "**% of PIP**" is selected and you switch to "**Pixels**," the system auto converts one display method to the other.
- Press {**PIP**} to return to the **PIP Adjustment Menu**. Refer to the "**PIP Adjustment Menu Functions**" section on page 58 for details.
- Press {**SHADOW**} to display the **Shadow Menu**. Refer to the "**Shadow Menu**" section on page 62 for details.
- Press {**EFX**} to display the **Image Effects Menu**. Refer to the "**Image Effects Menu**" section on page 63 for details.

Note

To remove any border effects from the PIP, press the **RESET** button in the **Layer Functions Section**. No other parameters (such as **Size** or **Crop**) will be affected.

Crop Menu

From the **PIP Adjustment Menu**, the **Input Source Adjustment Menu**, the **Key Menu**, or the **Key Adjustment Menu**, press {**CROP**} to display the **Crop Menu**.

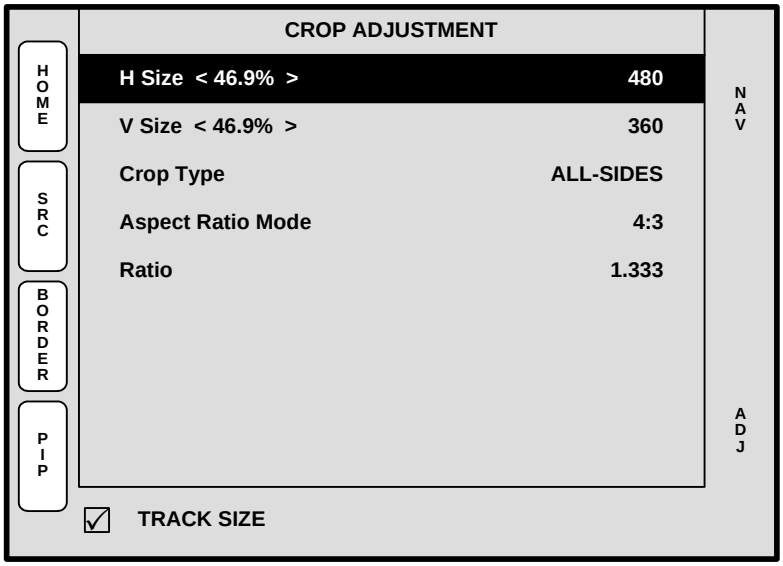


Figure 4-32. Crop Menu (sample)

The **Crop Menu** lets you crop the sides of a PIP or a Key — individually or proportionally, without affecting the size of the source image. The following functions are provided:

- **H Size** — adjusts the PIP or Key's horizontal size. The "**%**" value indicates size as a percentage of the screen's horizontal resolution. The numeric value is the width in pixels. If {**TRACK SIZE**} is enabled, **H** and **V** crop proportionally.
- **V Size** — adjusts the PIP or Key's vertical size. The "**%**" value indicates size as a percentage of the screen's vertical resolution. The numeric value is the height in pixels. If {**TRACK SIZE**} is enabled, **H** and **V** crop proportionally.
- **Crop Type** — selects the current type of crop function, either **ALL-SIDES**, **TOP-LEFT**, or **BOTTOM-RIGHT**.
- **Aspect Ratio Mode** — enables you to select one of several standard aspect ratios: **16:9**, **5:4**, **4:3**, **3:2** and **1:1**.
- **Ratio** — displays the corresponding ratio based on the selected **Aspect Ratio Mode**: **1.777**, **1.25**, **1.333**, **1.500**, **1.000**, respectively.

Note

If you select **Ratio** and make adjustments away from the default setting, the **Aspect Ratio Mode** automatically changes to **Custom**.

- Enable the {**TRACK SIZE**} function to proportionally crop **H Size** and **V Size**. Disable the function for individual parameter adjustments.
- Press {**SRC**} to display the **Input Source Adjustment Menu**. Refer to the "**Input Source Adjustment Menu**" section on page 71 for details.
- Press {**BORDER**} to display the **Border Menu**. Refer to the "**Border Menu**" section on page 60 for details.

- Press {**PIP**} to return to the **PIP Adjustment Menu**. Refer to the "**PIP Adjustment Menu Functions**" section on page 58 for details.

Note

To remove any crop effects from the PIP or Key, press the **RESET** button in the **Layer Functions Section**. No other parameters will be affected.

Shadow Menu

From the **Border Menu** or the **Image Effects Menu**, press {**SHADOW**} to display the **Shadow Menu**, a sample of which is shown below.

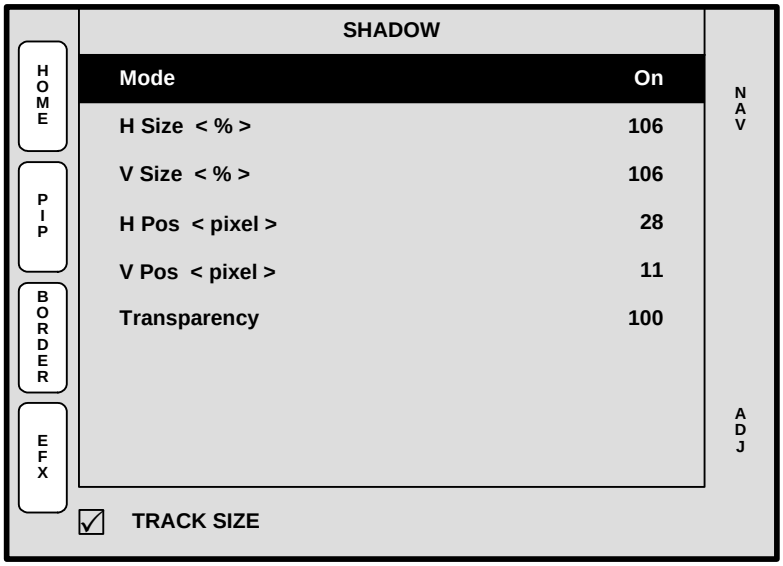


Figure 4-33. Shadow Menu (sample)

The **Shadow Menu** enables you place a shadow behind a PIP, and adjust its size, position and transparency. The following functions are provided:

- **Mode** — enables or disables the PIP's shadow.
- **H Size < % >** — adjusts the shadow's horizontal size as a percentage of the PIP's size. If {**TRACK SIZE**} is enabled, **H** and **V** size adjust proportionally.
- **V Size < % >** — adjusts the shadow's vertical size as a percentage of the PIP's size. If {**TRACK SIZE**} is enabled, **H** and **V** size adjust proportionally.
- **H Pos < pixel >** — adjusts the shadow's horizontal position in pixels, as an offset from the PIP's horizontal position.
- **V Pos < pixel >** — adjusts the shadow's vertical position in pixels, as an offset from the PIP's vertical position.
- **Transparency** — adjusts the shadow's transparency, from **0** (full transparency) to **1024** (opaque).
- Enable the {**TRACK SIZE**} function to adjust the shadow's **H Size** and **V Size** proportionally.
- Press {**PIP**} to return to the **PIP Adjustment Menu**. Refer to the "**PIP Adjustment Menu Functions**" section on page 58 for details.

- Press {**BORDER**} to display the **Border Menu**. Refer to the "**Border Menu**" section on page 60 for details.
- Press {**EFX**} to display the **Image Effects Menu**. Refer to the "**Image Effects Menu**" section on page 63 for details.

Note

To remove any shadow effects from the PIP or Key, press the **RESET** button in the **Layer Functions Section**. No other parameters will be affected.

Image Effects Menu

From the **Border Menu** and **Matte Menu**, press {**EFX**} to display the **Image Effects Menu**:

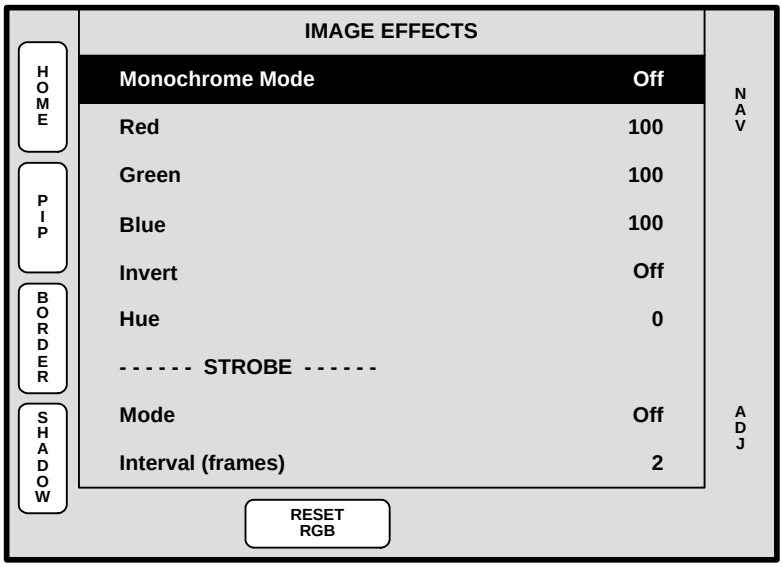


Figure 4-34. Image Effects Menu (sample)

The **Image Effects Menu** enables you to creatively manipulate the selected PIP or Key:

- **Monochrome Mode** — turns chroma on or off. When the mode is enabled, the image is completely monochrome.
- **Red** — adjusts the image's red saturation. Adjustment range is **0** to **100**.
- **Green** — adjusts the image's green saturation. Adjustment range is **0** to **100**.
- **Blue** — adjusts the image's blue saturation. Adjustment range is **0** to **100**.

Note

The **Red**, **Green** and **Blue** adjustments function whether or not **Monochrome Mode** is enabled.

Tip

For a sepia tone effect, turn **Monochrome Mode** on, and set **Red** to 100, **Green** to 65 and **Blue** to 10.

- **Invert** — enables you to invert all image colors.

- **Hue** — adjusts the image's hue, by rotating color vectors throughout the 360 degree color spectrum.
- **Mode** — In the "**Strobe**" section, enables or disables the strobe mode which when enabled, acts as a programmable freeze.
- **Interval (frames)** — In the "**Strobe**" section, sets the freeze interval.
- Press {**RESET RGB**} to reset all image colors to their default values.
- Press {**PIP**} to return to the **PIP Adjustment Menu**. Refer to the "**PIP Adjustment Menu Functions**" section on page 58 for details.
- Press {**BORDER**} to display the **Border Menu**. Refer to the "**Border Menu**" section on page 60 for details.
- Press {**SHADOW**} to display the **Shadow Menu**. Refer to the "**Shadow Menu**" section on page 62 for details.

Note

To remove any image effects from the PIP or Key, press the **RESET** button in the **Layer Functions Section**. No other parameters will be affected.

Key Menu

The following topics are discussed in this section:

Key Menu Tree

The figure below illustrates the **Key Menu** tree:

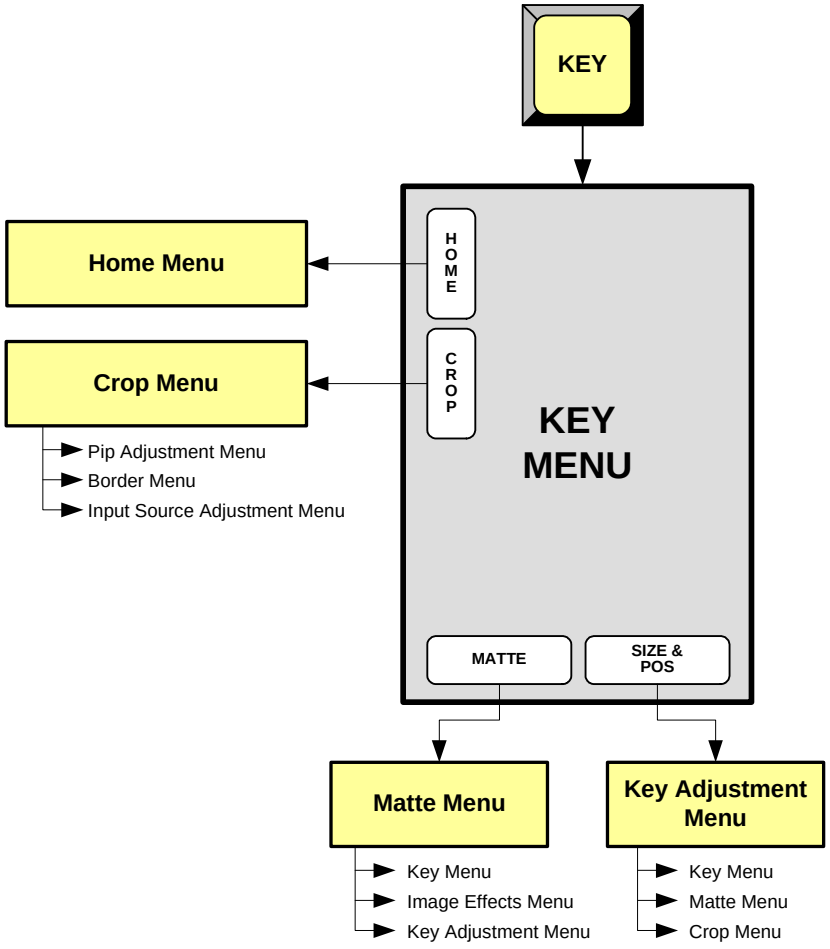


Figure 4-35. Key Menu Tree

All functions and sub menus are discussed in the following sections.

Key Menu Description

The figure below illustrates a sample **Key Menu**:

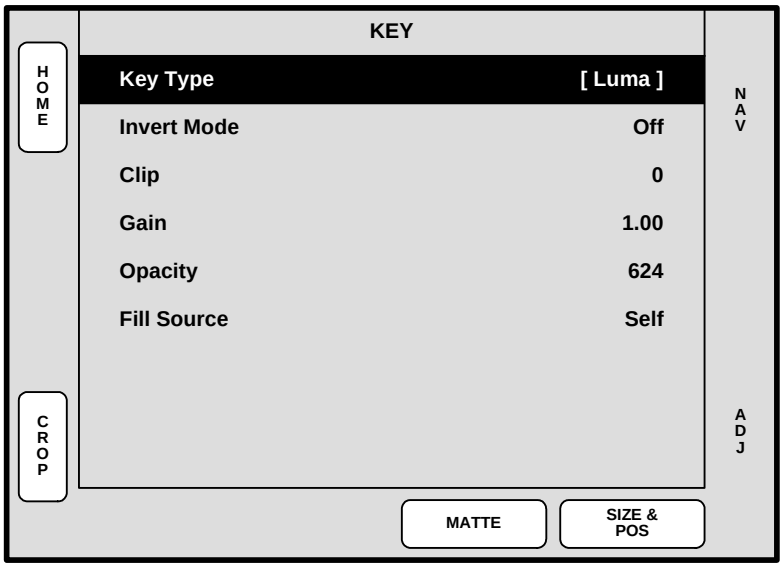


Figure 4-36. Key Menu (sample)

The **Key Menu** provides tools to adjust the active key. To access the menu:

- Press the **KEY** button in the **Layer Function Section**.

The menu will immediately appear on the Touch Screen display.

Note

If you select a source button and both the **PIP** and **KEY** buttons are off, the system displays a brief prompt: "**PIP or KEY must be selected**."

Key Menu Functions

The following **Key Menu** functions are provided:

- **Key Type** — displays the type of key, currently fixed as a "Luma" key.
- **Invert Mode** — enables you to invert the key signal.
- **Clip** — adjusts the threshold of the video that electronically "cuts" into the background image. A hole will be cut into the background anywhere that foreground luminance is greater than the clip level. The hole is then filled with the **Fill Source**. Adjustment range is 0 to 1023.
- **Gain** — adjusts the sensitivity of the keyer, enabling you to change the sharpness of the keyed image. Gain only affects the key hole, as set by the clip. Adjustment range is 0 to 1023.99.
- **Opacity** — enables you to adjust the opacity of the keyed image, from fully opaque to fully transparent. Adjustment range is 0 to 1024.

- **Fill Source** — determines the video that fills the key hole:
  - **Self** — fills the hole with the key source video itself, for example, the video from a character generator.
  - **Matte** — fills the hole with a matte color, which can then be adjusted with the **Matte Menu**. Refer to the "**Matte Menu**" section on page 68 for details.
- Press {**CROP**} to display the **Crop Menu**. Refer to the "**Crop Menu**" section on page 61 for details.
- Press {**MATTE**} to display the **Matte Menu**. See the "**Matte Menu**" section on page 68 for details.
- Press {**SIZE & POS**} to display the **Key Adjustment Menu**. Refer to the "**Key Adjustment Menu**" section on page 69 for details.

Note

To return the Key to its default clip values, press the **RESET** button in the **Layer Functions Section**. No other parameters will be affected.

Key Sub Menus

The following sub menus can be accessed from the **Key Adjustment Menu**:

- **Crop Menu**
- **Matte Menu**
- **Key Adjustment Menu**

Matte Menu

From the **Key Menu** or the **Key Adjustment Menu**, press {**MATTE**} to display the **Matte Menu**, a sample of which is shown below.

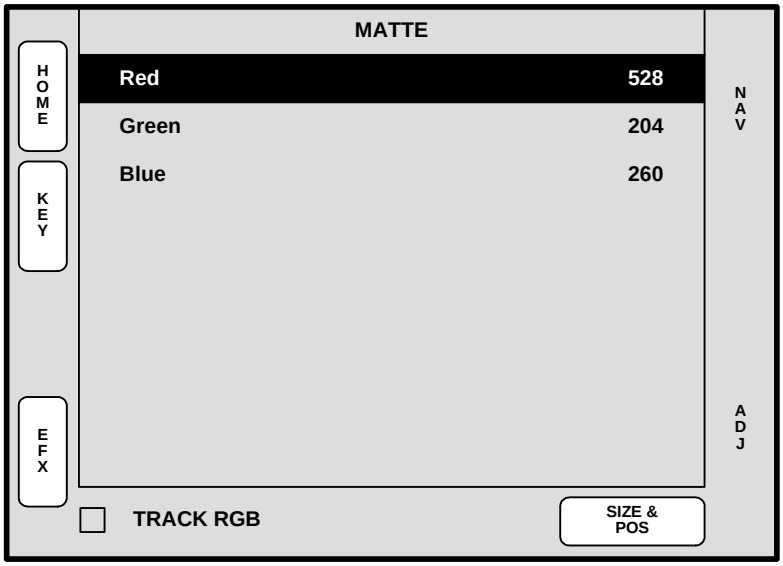


Figure 4-37. Matte Menu (sample)

The **Matte Menu** enables you to adjust the fill color of a matte key. The following functions are provided:

- **Red** — adjust the red component of the matte fill as required, from 0 to 1024.
- **Green** — adjust the green component of the matte fill as required, from 0 to 1024.
- **Blue** — adjust the blue component of the matte fill, from 0 to 1024.
- Press {**KEY**} to return to the **Key Menu**. Refer to the "**Key Menu Description**" section on page 66 for details.
- Press {**EFX**} to display the **Image Effects Menu**. Refer to the "**Image Effects Menu**" section on page 63 for details.
- Enable the {**TRACK RGB**} function to adjust **Red**, **Green** and **Blue** proportionally. Disable the function to adjust colors individually.
- Press {**SIZE & POS**} to display the **Key Adjustment Menu**. Refer to the "**Key Adjustment Menu**" section on page 69 for details.

Note

To return all matte values to **512**, press the **RESET** button in the **Layer Functions Section**. No other parameters will be affected.

Key Adjustment Menu

From the **Key Menu** and the **Matte Menu**, press {**SIZE & POS**} to display the **Key Adjustment Menu**, a sample of which is shown below.

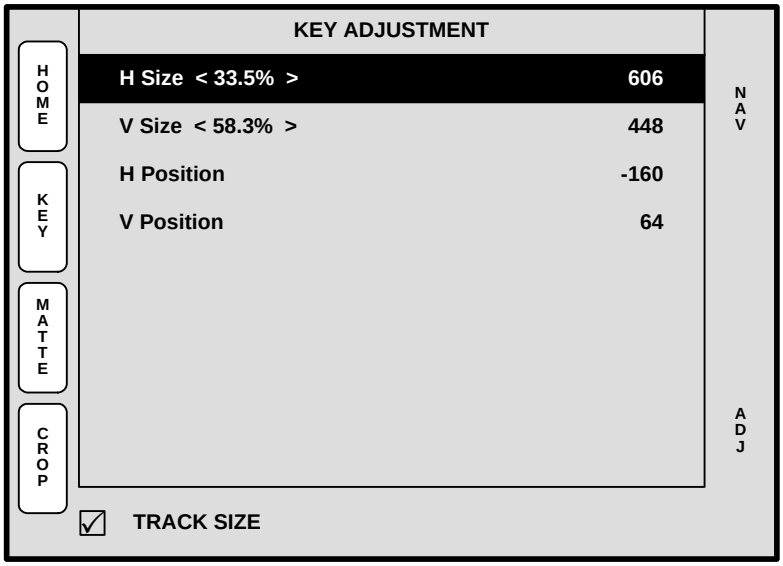


Figure 4-38. Key Adjustment Menu (sample)

The **Key Adjustment Menu** is virtually identical to the **PIP Adjustment Menu** — except that it pertains to Keys rather than PIPs. The following functions are provided:

- **H Size** — adjusts the Key's horizontal size in pixels. The "**%**" value indicates the key's size as a percentage of the screen's horizontal resolution. The numeric value is the Key's width in pixels.
- **V Size** — adjusts the Key's vertical size in pixels. The "**%**" value indicates the Key's size as a percentage of the screen's vertical resolution. The numeric value is the Key's height in pixels.
- **H Position** — indicates the Key's position, relative to the horizontal center of the screen (**00**), as measured from the exact center of the Key. Thus, the value **-160** is 160 pixels to the left of center.
- **V Position** — indicates the Key's position, relative to the vertical center of the screen (**00**), as measured from the exact center of the Key. Thus, the value **64** is 64 pixels above center.
- Press {**KEY**} to return to the **Key Menu**. Refer to the "**Key Menu Description**" section on page 66 for details.
- Press {**MATTE**} to display the **Matte Menu**. See the "**Matte Menu**" section on page 68 for details.
- Press {**CROP**} to display the **Crop Menu**. Refer to the "**Crop Menu**" section on page 61 for details.
- Enable {**TRACK SIZE**} to lock **H Size** and **V Size** together. Regardless of the Key's current aspect ratio, its size will adjust proportionally when you adjust either **H** or **V** size.

  When {**TRACK SIZE**} is disabled, you can do the following:

  ~ Adjust **H SIZE** to adjust only the horizontal size, leaving the vertical size alone. In this way, you can stretch the Key horizontally.

~ Adjust **V SIZE** to adjust only the vertical size, leaving the horizontal size as is. In this way, you can stretch the Key vertically.

Note

To return the Key to its default size and aspect ratio, press the **RESET** button in the **Layer Functions Section**. No other parameters will be affected.

Input Source Adjustment Menu

The following topics are discussed in this section:

Input Source Adjustment Menu Tree

The figure below illustrates the **Input Source Adjustment Menu** tree:

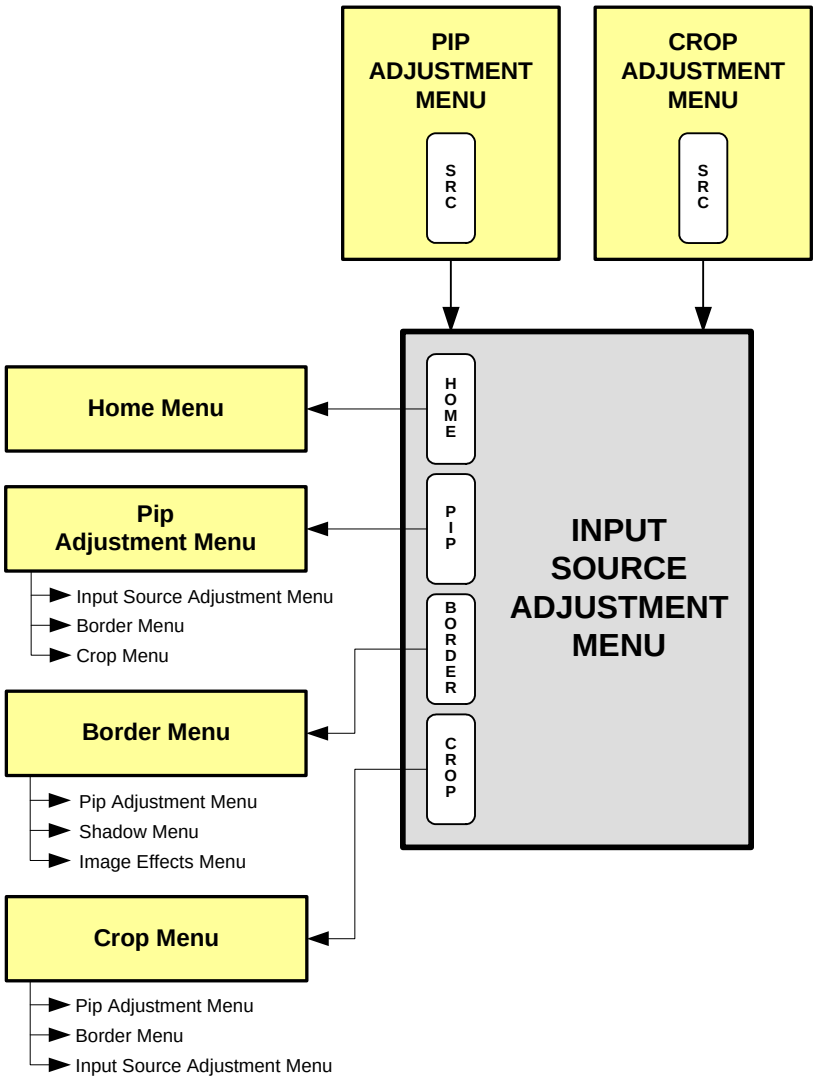


Figure 4-39. Input Source Adjustment Menu Tree

All functions and sub menus are discussed in the following sections.

Input Source Adjustment Menu Description

The figure below illustrates a sample **Input Source Adjustment Menu**:

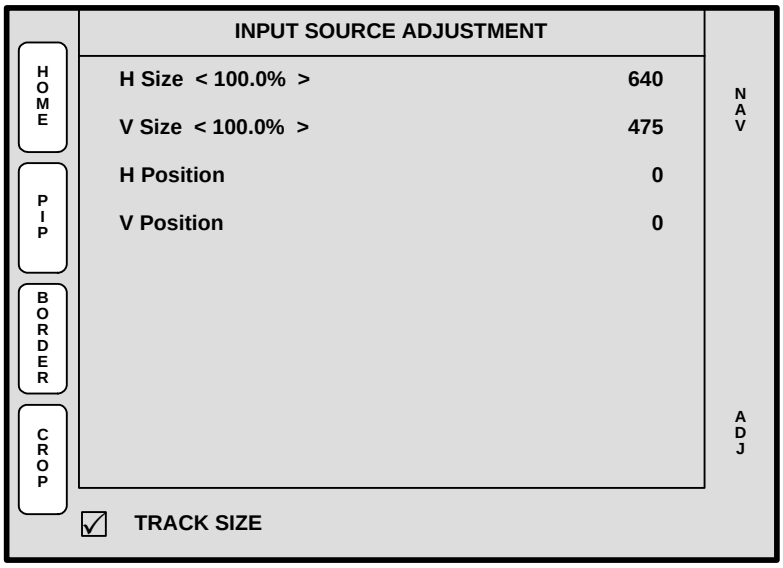


Figure 4-40. Input Source Adjustment Menu (sample)

The **Input Source Adjustment Menu** is virtually identical to the **PIP** and **Key Adjustment** menus — except that the menu pertains to the source "inside" the PIP or Key, rather than the boundaries of the PIP or Key itself. In this way, for example, a PIP can remain in its *exact* location on screen, but you can scale or re-position the image *inside* the PIP.

To access the menu:

- Press {**SRC**} from the **PIP Adjustment Menu** or the **Crop Adjustment Menu**.

Important

The **Input Source Adjustment Menu** is *also* used to adjust Key sources, and the menu functions are identical. The only difference is the menu's title: **Key Source Adjustment**.

Input Source Adjustment Menu Functions

The following **Input Source Adjustment Menu** functions are provided:

- **H Size** — adjusts the input source's horizontal size. The "**%**" value indicates the source's size as a percentage of the *original* PIP or Key's horizontal resolution. The numeric value is the source's width in pixels.
- **V Size** — adjusts the input source's vertical size. The "**%**" value indicates the size as a percentage of the original PIP or Key's vertical resolution. The numeric value is the source's height in pixels.
- **H Position** — indicates the input source's horizontal position, relative to its default horizontal position (**00**) with no offset. Thus, the value **50** is 50 pixels to the right of its default position.
- **V Position** — indicates the input source's vertical position, relative to its default vertical position (**00**) with no offset. Thus, the value **-10** is 10 pixels below its default position.

- Enable {**TRACK SIZE**} to lock **H Size** and **V Size** together. Regardless of the input source's current aspect ratio, its size will adjust proportionally when you adjust either **H** or **V** size.

  When {**TRACK SIZE**} is disabled, you can do the following:

  ~ Adjust **H SIZE** to adjust only the horizontal size, leaving the vertical size alone. In this way, you can stretch the input source horizontally.

  ~ Adjust **V SIZE** to adjust only the vertical size, leaving the horizontal size as is. In this way, you can stretch the input source vertically.

- From the **Input Source Adjustment Menu**:

  ~ Press {**PIP**} to jump to the **PIP Adjustment Menu**. Refer to the "**PIP Adjustment Menu Functions**" section on page 58 for details.

  ~ Press {**BORDER**} to display the **Border Menu**. Refer to the "**Border Menu**" section on page 60 for details.

  ~ Press {**CROP**} to display the **Crop Menu**. Refer to the "**Crop Menu**" section on page 61 for details.

- From the **Key Source Adjustment Menu**:

  ~ Press {**KEY**} to jump to the **Key Menu**. Refer to the "**Key Menu Functions**" section on page 66 for details.

  ~ Press {**MATTE**} to display the **Matte Menu**. Refer to the "**Matte Menu**" section on page 68 for details.

  ~ Press {**CROP**} to display the **Crop Menu**. Refer to the "**Crop Menu**" section on page 61 for details.

Note

To return the input source to its default size and aspect ratio, press the **RESET** button in the **Layer Functions Section**. No other parameters will be affected.

Background/DSK Input Setup Menu

The following topics are discussed in this section:

Background/DSK Input Setup Menu Tree

The figure below illustrates the **Background/DSK Input Setup Menu** tree:

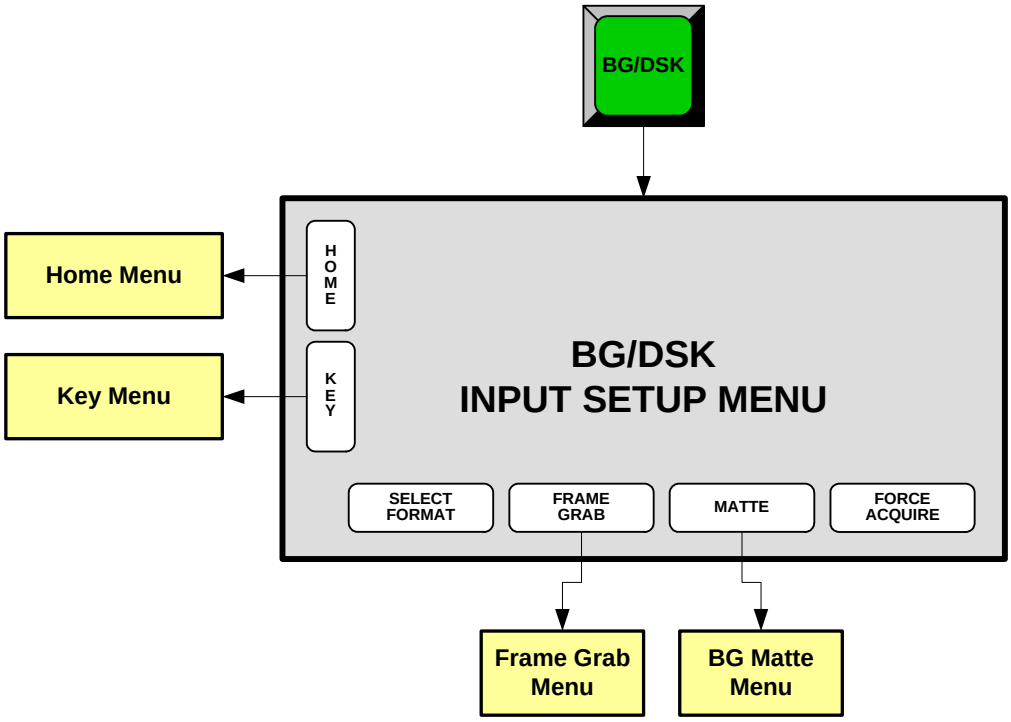


Figure 4-41. Background/DSK Input Setup Menu Tree

All functions and sub menus are discussed in the following sections.

Background/DSK Input Setup Menu Description

The **Background/DSK Input Setup Menu** defines the use of the **BG/DSK** button — either as an unscaled background (**BG**) or as an unscaled downstream key (**DSK**).

To access the menu:

- Press the **BG/DSK** button in the **Layer Functions Section**. This action causes the button to blink, enabling setup and modification.

Important

The functions that appear on the **Background/DSK Input Setup Menu** *change* depending on the selected mode — either **BG** (background) or **DSK** (downstream key). Full details are provided below.

Background/DSK Mode

The figure below illustrates the top "**Mode**" line on the **Background/DSK Input Setup Menu**. This line determines whether the **BG/DSK** button will be used as a background or as a downstream key, and the choice also determines the subsequent appearance (and available functions) on the menu.

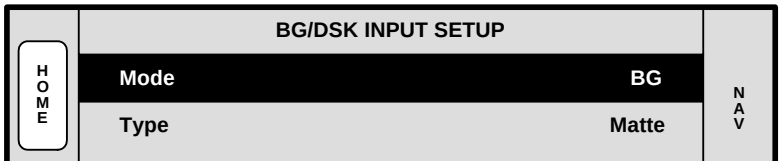


Figure 4-42. Background/DSK Input Setup Menu — Mode Line

- When "Mode" is set to **BG**, the **BG/DSK** button is used as a background, and the following functions are available:
  - ~ Use the BG/DSK input (DVI) as the live **BG** source only (but not a DSK source).
  - ~ Capture a still frame from the BG/DSK input.
  - ~ Use a matte color as the background.
  - ~ Use a captured still frame as the background.
- When "Mode" is set to **DSK**, the **BG/DSK** button is used as a downstream key, and the following functions are available:
  - ~ Use the BG/DSK input (DVI) as the live **DSK** source, but not a live background source).
  - ~ Capture a still frame from the BG/DSK input.
  - ~ Use a captured still frame as the background.
  - ~ Use a matte color as the background. (In DSK mode, the background matte color is still available as a source.)

Background/DSK Input Setup Menu Functions

The figure below illustrates a sample **Background/DSK Input Setup Menu**:

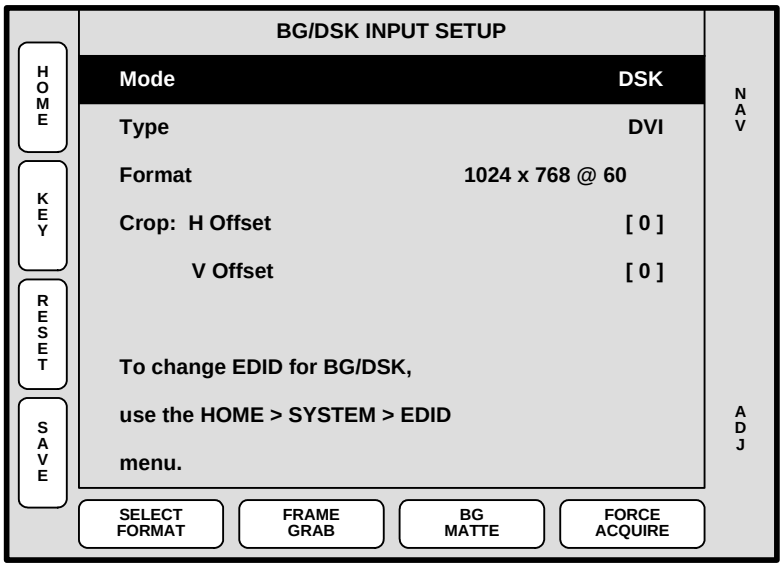


Figure 4-43. Background/DSK Input Setup Menu — BG Mode (sample)

The following functions are provided on the **BG/DSK Input Setup Menu**:

- **Mode** — determines the use of the **BG/DSK** button. Refer to the "**Background/ DSK Mode**" section on page 75 for details.
- **Type** — selects the desired background type:
  - ~ When **DVI** is selected, DVI input video is the background or DSK source. In this mode, you can also grab a still frame.
  - ~ When **MATTE** is selected, a solid color is used as the background (as defined on the **Background Matte Menu**). Refer to the "**Background Matte Menu**" section on page 77 for menu details.
  - ~ When **FG_1**, **FG_2** or **FG_3** is selected, a captured still frame is used as the background. This background type cannot be selected until one or more frames have been captured.
- **Format** — this line performs two functions:
  - ~ Displays the resolution that is automatically determined by the **FORCE ACQUIRE** function.
  - ~ With DVI selected, enables you to manually set the resolution of the background source. Once the format is selected with the rotary knob, press {**SELECT FORMAT**} to "accept" and activate the selection.
- For the two **Crop** settings:
  - ~ If the background input resolution matches the output resolution, or if the output resolution is *larger* than the background input resolution, the **Crop** settings will be bracketed.
  - ~ If the background input resolution is larger than the output resolution, the **H Offset** and **V Offset** values can be used to choose which portion of the background you want to display.
  - ~ Press {**RESET**} to reset the **H** and **V** offsets to **0**.

- Matte color can be adjusted in each mode.
  - ~ In **BG** mode, if **Matte** is selected as the **Type**, use the {**MATTE**} button.
  - ~ In **DSK** mode, if **DVI** is selected as the **Type**, use the {**BG MATTE**} button.

  Refer to the "**Background Matte Menu**" section on page 77 for details.
- In both **BG** and **DSK** modes, if **DVI** is selected as the **Type**, a "help" message is provided for updating the system's preferred EDID resolution for the **BG/DSK** input. Refer to the "**EDID DVI Input Format Menu**" section on page 51 for details.
- In **DSK** mode, press {**KEY**} to access the **DSK Adjustment Menu**. Refer to the "**DSK Adjustment Menu**" section on page 78 for details.
- Press {**SAVE**} to store all selected background settings.
- Press {**RESET**} to reset the **H** and **V** "Crop" offsets to **0**, if required.
- Press {**SELECT FORMAT**} to "activate" the selected background format.
- Press {**FRAME GRAB**} to display the **Frame Grab Menu**. Refer to the "**Frame Grab Menu**" section page 80 on for details.
- Press {**FORCE ACQUIRE**} to automatically detect the input signal resolution and update the display **Format** field accordingly.

Background Matte Menu

The figure below illustrates a sample **Background Matte Menu**:

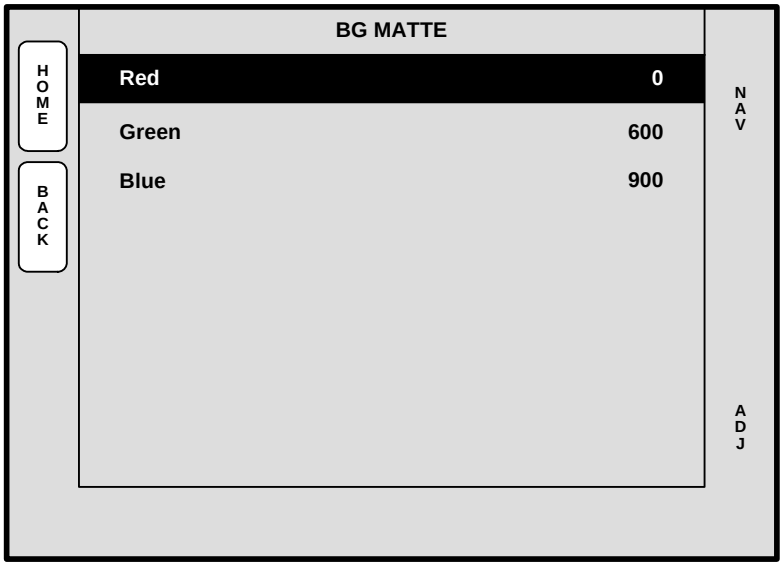


Figure 4-44. Background Matte Menu (sample)

The **Background Matte Menu** enables you to create a solid background matte color to use behind your PIPs and Keys.

- **Red** — adjust the red component of the background matte color as required, from 0 to 1024.
- **Green** — adjust the green component of the background matte color as required, from 0 to 1024.

- **Blue** — adjust the blue component of the background matte color as required, from 0 to 1024.

Note	The default state is a black matte color.

DSK Adjustment Menu

From the **Background/DSK Input Setup Menu**, press {**KEY**} to access the **DSK Adjustment Menu**, a sample of which is shown below:

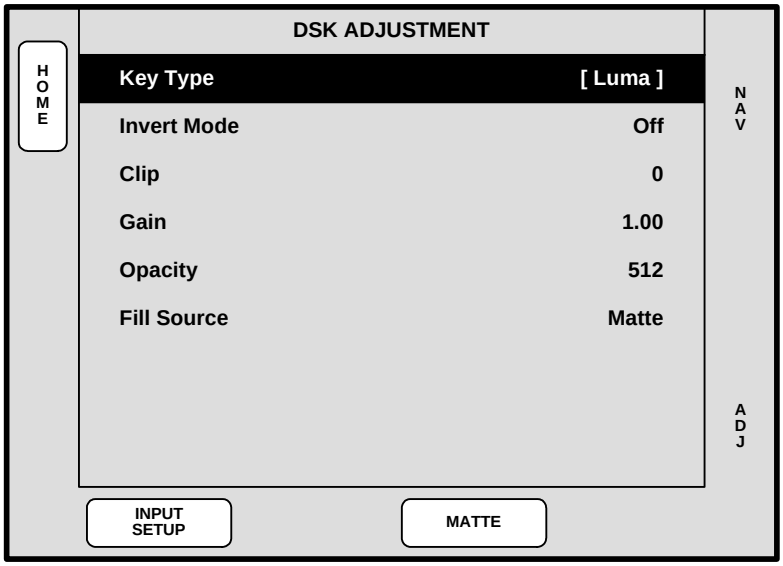


Figure 4-45. DSK Adjustment Menu (sample)

The **DSK Adjustment Menu** enables you to adjust key and fill parameters for the DSK source. The following functions are provided:

- **Key Type** — displays the type of DSK key, currently fixed as a "Luma" key.
- **Invert Mode** — enables you to invert the DSK signal.
- **Clip** — adjusts the threshold of the video that "cuts" into the background. A hole will be cut anywhere that foreground luminance is greater than the clip level. The hole is then filled with the **Fill Source**. Adjustment range is 0 to 1023.
- **Gain** — adjusts the keyer sensitivity, enabling you to change the key's sharpness. Gain only affects the key hole. Adjustment range is 0 to 1023.99.
- **Opacity** — enables you to adjust the key's opacity, from fully opaque to fully transparent. Adjustment range is 0 to 1024.
- **Fill Source** — determines the video that fills the key hole:
  - ~ **Self** — fills the hole with the key source video itself (e.g., video from a character generator).
  - ~ **Matte** — fills the hole with a matte color, which can then be adjusted with the **DSK Matte Adjustment Menu**. Refer to the "**DSK Matte Adjustment Menu** section on page 79 for details.
- Press {**INPUT SETUP**} to display the **BG/DSK Input Setup Menu**. Refer to the "**Background/DSK Input Setup Menu Functions**" section on page 76 for details.

- Press {**MATTE**} to display the **DSK Matte Adjustment Menu**. This softkey only appears when the **Fill Source** is set to Matte. Refer to the "**DSK Matte Adjustment Menu**" section on page 79 for details.

DSK Matte Adjustment Menu

From the **DSK Adjustment Menu**, press {**MATTE**} to display the **DSK Matte Adjustment Menu**, a sample of which is shown below:

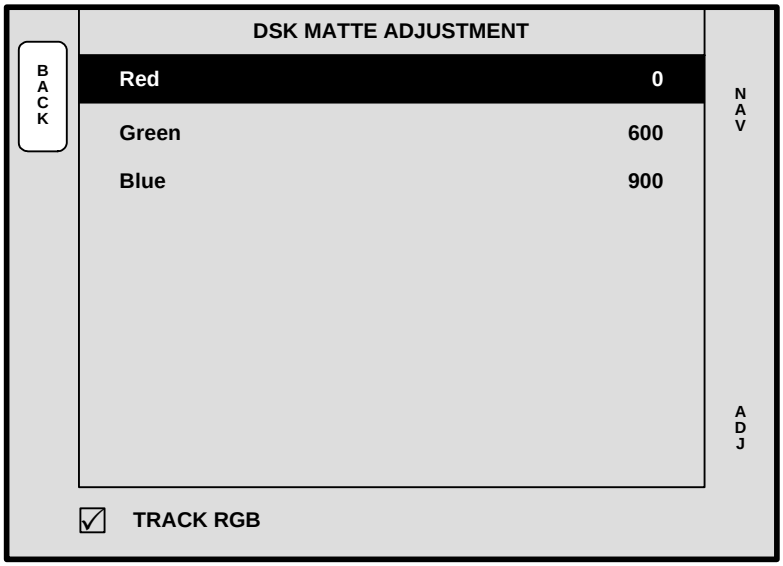


Figure 4-46. DSK Input Setup Menu (sample)

The **DSK Matte Adjustment Menu** enables you to adjust the fill color of a matte key. The following functions are provided:

- **Red** — adjust the red component of the matte fill as required, from 0 to 1024.
- **Green** — adjust the green component of the matte fill as required, from 0 to 1024.
- **Blue** — adjust the blue component of the matte fill, from 0 to 1024.
- Enable the {**TRACK RGB**} function to adjust **Red**, **Green** and **Blue** proportionally. Disable the function to adjust colors individually.

Frame Grab Menu

The figure below illustrates a sample **Frame Grab Menu**:

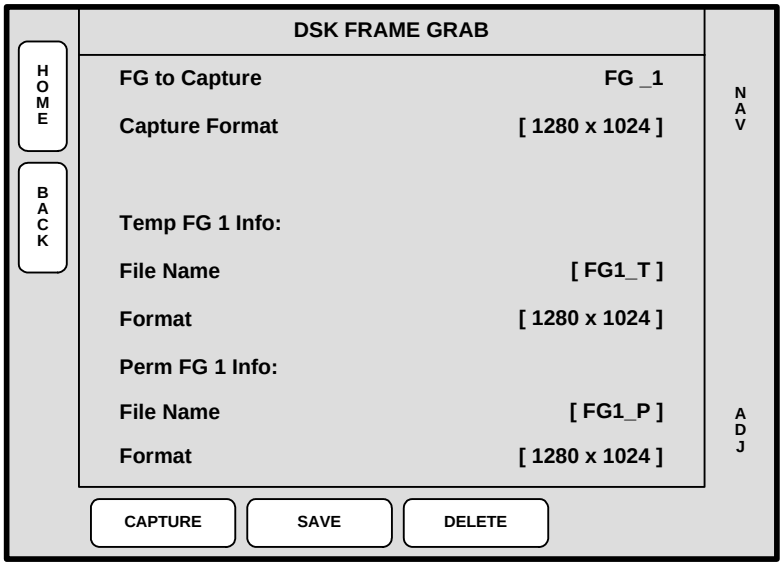


Figure 4-47. Frame Grab Menu (sample)

The **Frame Grab Menu** enables you to capture still frames into the system's three internal frame stores. The "source" of the still frames is the system's **BG/DSK** input or the scaled inputs.

Once captured, a still frame can be assigned as the input "type" for **BG**, the **DSK** or the **LOGO** source.

The three frame stores utilize PresentationPRO-II's "temp" (temporary) memory for on-air production. During operation, you can overwrite the memory with new captured stills as desired — as it takes only a few seconds to capture a still. Note that stills in "temp" memory are lost when the system is powered down.

You can also store three stills in "permanent" flash memory, which will not be lost when the system is powered down. At bootup, the contents of flash memory is read into "temp" memory for use on-air. It takes several minutes to save a still into permanent memory, and this procedure should not be performed on-air. Permanent frames can also be overwritten.

Note

The contents of a layer can also be captured. In Chapter 6, refer to the "**Capturing Still Frames**" section on page 117 for details.

To access the **Frame Grab Menu**, use one of the following methods:

- Press {**FRAME GRAB**} from the **BG/DSK Input Setup Menu**, when “Type” is set to **DVI** (in both the BG and DSK modes).
- Press {**FRAME GRAB**} from the **Home Menu**.

Note

The top line of the menu will change accordingly, depending on the access path.

The following **Frame Grab Menu** functions are provided:

- **FG to Capture** — enables you to select FG_1, FG_2 or FG_3 for capture.
- **Capture Format** — displays the output resolution. PresentationPRO-II always captures a full screen image at the output resolution — regardless of the input resolution.
- In the **Temp FG Info** section:
  - ~ **File Name** — displays the name of the file in “temp” memory.
    - The “**_T**” in the filename indicates that the file’s source is temporary memory.
    - The “**_P**” in the filename indicates that the file is permanently stored. If this indication appears, the permanent file has been read into “temp” memory for use on-air.
  - ~ **Format** — displays the resolution of the captured frame.
- In the **Perm FG Info** section:
  - ~ **File Name** — displays the name of the file in permanent memory.
    - The “**_P**” indicates that the file is permanently stored.
    - **[EMPTY]** indicates that no frame is stored.
  - ~ **Format** — displays the resolution of the permanent frame.
- Press {**CAPTURE**} to capture a still into the selected frame store. Once pressed, the screen will indicate that the frame is being captured.
- Press {**SAVE**} to save the captured frame into permanent memory (FG_1, FG_2 or FG_3). Once pressed, the screen will display a warning:

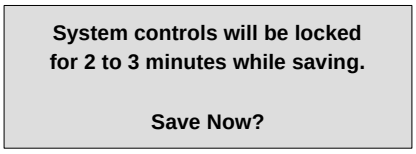


Figure 4-48. Background Frame Save Warning

  - ~ Press **YES** to save the frame. All front panel controls will be locked for up to three minutes.
  - ~ Press **NO** to cancel the procedure.
- Press {**DELETE**} to delete the selected frame from permanent storage. This button only appears when frames are stored in permanent memory.

LOGO Input Setup Menu

The figure below illustrates a sample **LOGO Input Setup Menu**:

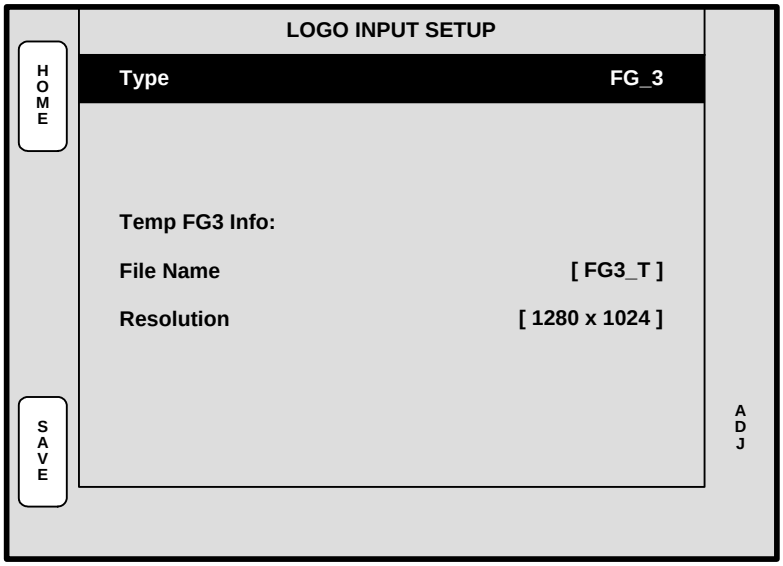


Figure 4-49. LOGO Input Setup Menu (sample)

The **LOGO Input Setup Menu** enables you to select the full screen source for the panel's **LOGO** button. Choose between the three internal frame stores, or black. Because the **LOGO** is the highest priority layer and downstream of all other effects, the "black" source can serve as a convenient way to fade all effects to black — without changing any of the image setups underneath the **LOGO**.

Note

On factory reset, "black" is the default **LOGO** source. If you capture a frame and assign it as the **LOGO** source, that frame will be the default upon power up.

To access the menu:

- Press the **LOGO** button in the **Layer Functions Section**.

The following **LOGO Input Setup Menu** functions are provided:

- **Type** — enables you to select still frames FG_1, FG_2, FG_3 or Black as the LOGO source. Frames cannot be captured from the **Logo Input Setup Menu**. Refer to the "**Frame Grab Menu**" section on page 80 for details.
- In the **Temp FG Info** section:
  - ~ **File Name** — displays the selected still frame's temporary storage register.
  - ~ **Resolution** — displays the resolution of the selected still frame.
- Press {**SAVE**} to save all **LOGO** parameters in memory.

Remote Control Menu

The figure below illustrates a sample **Remote Control Menu**:

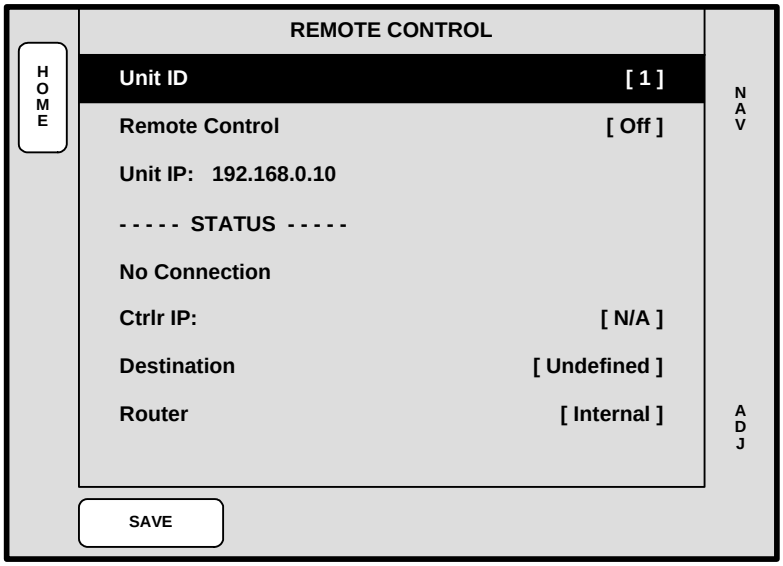


Figure 4-50. Remote Control Menu (sample)

The **Remote Control Menu** serves two purposes:

- When using PresentationPRO-II on a standalone basis, the **Remote Control Menu** is used to set communications parameters for downloading software updates via Ethernet.
- When PresentationPRO-II is controlled from an external controller, the **Remote Control Menu** is used to set the unit ID and enable/disable remote control itself.

To access the menu:

- Press {**REMOTE CONTROL**} on the **Home Menu**.

The following functions are provided:

- **Unit ID** — When PresentationPRO-II is controlled from an external controller, this function sets the ID of the PresentationPRO-II chassis. The ID range is **1** to **32**.

Important

Some external controllers will detect multiple IDs and prompt the user to correct the problem. Only the first device will connect to the console. Other devices with conflicting IDs will be refused a connection.

- **Remote Control** — enables or disables remote control.
  - ~ When remote control is on, the {**HOME**} buttons disappears, the PresentationPRO-II front panel is disabled, and all control originates from the external controller's console.
  - ~ To re-establish "local" control, remote control must be turned off from the **Remote Control Menu**.
- **Unit IP** — displays the IP address of PresentationPRO-II.
  - ~ When remote control is on, this address will be assigned by the external controller's DHCP server.
  - ~ When remote control is on, you can change the PresentationPRO-II static IP address. When you navigate to the field, the " **^** " symbol appears below the first quad, and a {**NEXT IP QUAD**} button appears:
    - Use the **ADJ** knob to change the quad's setting.
    - Press {**NEXT IP QUAD**} to advance to the next quad.
    - When you reach the last quad, the {**SET IP**} button appears. Press {**SET IP**} to store the unit's new Static IP address.

In the "**Status**" section:

- The top line indicates the connection status with the external controller (e.g., **Not Connected**, **Establishing Connection**, **Connected**, etc.).
- **Ctrlr IP** — With a connection established, displays the IP address of the external controller.
- **Destination** — with a connection established, displays the destination assigned to PresentationPRO-II by the external controller.
- **Router** — with a connection established, displays the utilization of routers:
  - ~ **[Internal]** indicates that PresentationPRO-II's local router is used for source connections (the eight rear-panel analog connections plus the two rear-panel SD/HD connections).
  - ~ **[External]** indicates that an external (upstream) router is used for source connections to PresentationPRO-II. In this case, and a minimum of rear-panel PresentationPRO-II connections are used — connected directly to one or more router outputs.

In Chapter 6, refer to the "**Using Remote Control**" section on page 116 for additional details.

5. System Setup

In This Chapter

This chapter provides detailed instructions for setting up the PresentationPRO-II system. It is recommended that you follow all procedures in the order outlined below:

Setup Prerequisites

Please note the following important setup prerequisites:

- Ensure that you are familiar with **Touch Screen** operations. In Chapter 2, refer to the "**Touch Screen Menu Section**" heading on page 17 for instructions.
- In this chapter, when a procedure tells you to "**scroll to**" a certain line, use the rotary knob labelled **NAV** to move the highlight — or simply touch the desired line to highlight it.
- When a procedure tells you to "**adjust**" or "**select**" a certain parameter, use the **ADJ** rotary knob.

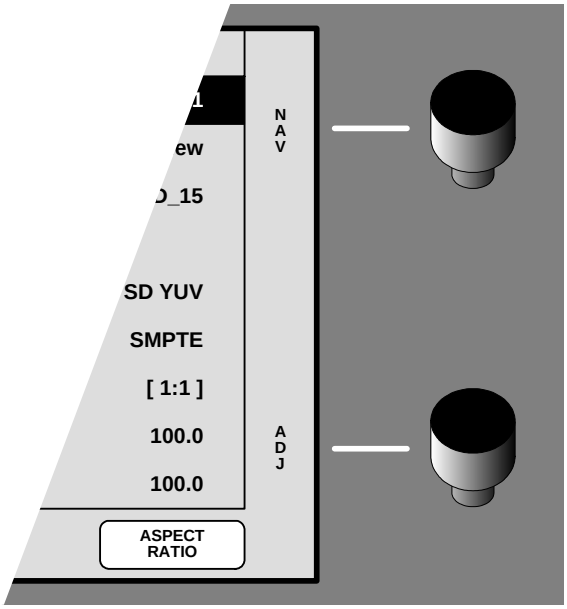


Figure 5-1. Menu Navigation

Please continue with the "**Return to Factory Default**" section on page 87.

Return to Factory Default

Prior to starting your setup procedures, it is recommended that you perform a factory reset. This procedure guarantees that any previous setups (e.g., those that may have been programmed by other users), do not remain in system memory.

Please note the following important factory default prerequisite:

- Ensure that you are familiar with the **Reset Menu**. In Chapter 4, refer to the "**Reset Menu**" section on page 48 for details.

Use the following steps to return the system to factory default values:

1. From the **Home Menu**, press {**SYSTEM**} to access the **System Menu**.
2. From the **System Menu**, press {**RESET**} to display the **Reset Menu**.
3. On the **Reset Type** line, select **FACTORY**.
4. Press {**RESET**}. When the confirmation screen appears, press {**YES**} to reset the system to factory default values.

At the conclusion of the factory reset, the system will have the following basic attributes:

- The **Home Menu** displayed.
- All files have been erased from memory.
- No inputs are selected.
- The **PIP** button is selected and blinking.
- The output resolution is set to XGA: **1024x768 @ 59.94**
- The output raster box is **Off**.

Please continue with the "**Touch Screen Calibration**" section on page 87.

Touch Screen Calibration

Calibrating the Touch Screen is an excellent prerequisite to all setup (and operations) procedures.

Use the following steps to calibrate your Touch Screen display:

1. If required, press {**HOME**} to display the **Home Menu**.
2. Press {**DISPLAY**} to show the **Display Settings Menu**.
3. Press {**LCD CAL**} to display the first **Touch Screen Calibration Menu**.
4. Follow the directions on screen to complete the calibration procedure.

Please continue with the "**Output Setup**" section on page 88.

Output Setup

Please note the following important output setup prerequisite:

- Ensure that you know your projector's native resolution. Refer to your projector's technical manual for details.

■ Use the following steps to set up the PresentationPRO-II output.

Note — The PresentationPRO-II output format must match your projector's native resolution.

1. From the **Home Menu**, press {**OUTPUT**} to access the **Output Menu**.
2. On the **Format** line, select your projector's native resolution, and a frame rate that is consistent with your inputs.

   ▲ **Example**: If you are using 59.94 NTSC video inputs, run the output at the same rate in order to be synchronous.

   In Appendix A, refer to the "**Input and Output Resolutions**" section on page 129 for details on all available resolutions.
3. After selecting a format, press {**SELECT FORMAT**} to "accept" the selection.
4. Press {**SAVE**} to save all output settings in the output file.

Please continue with the "**Projector Setup**" section on page 88.

Projector Setup

Please note the following important projector setup prerequisite:

- Ensure that you are familiar with the **Output Setup Menu** and all sub menus included on that screen. In Chapter 4, refer to the "**Output Menu Functions**" section on page 40 for details.

■ Use the following steps to set up your projector.

1. From the **Home Menu**, press {**OUTPUT**} to access the **Output Menu**.
2. Press {**TEST PATTERN**} to access the **Test Pattern Menu**.
   a. Scroll to the **Type** line and select the **Burst** test pattern.
   b. Scroll to the **Raster Box** line and enable the Raster Box.
   c. At the projector itself, perform the following adjustments to ensure that the PresentationPRO-II output data is properly displayed:
      - Adjust the image for a minimum amount of noise
      - Adjust the image such that the entire Raster Box is visible.

Note — Refer to your projector's technical manual for information on all projector setup and adjustment procedures.

   d. Once the projector is properly set, disable the Raster Box and select the **100% Color Bars** test pattern.

e. Press {**BACK**} to return to the **Output Menu**.

3. Press {**SETTINGS**} to display the **Settings Menu**.
   a. Scroll to the **Sync Out** line and set the desired sync value.
   b. Scroll to the **SOG** line and enable or disable "sync on green" as required.
   c. Scroll to the **Gamma** line and set output gamma to match your projector.
   d. Press {**BACK**} to return to the **Output Menu**.
4. Press {**SAVE**} to save all output settings in the output file.
5. At the projector itself, perform additional setup procedures (e.g., color balance, alignment, etc.) as required.
6. When all procedures are complete, press {**TEST PATTERN**} to access the **Test Pattern Menu**, and turn off the test pattern and raster box.

Please continue with the "**Quick Input Setup Procedure**" section on page 89.

Quick Input Setup Procedure

This procedure enables you to quickly acquire and save inputs. Please note the following important prerequisites:

- Ensure that you have completed your input connection chart. In Chapter 3, refer to the "**Input Connection Chart**" section on page 24 for details and instructions.
- Ensure that all inputs are properly connected to the chassis.
- Ensure that the system has been "factory" reset. Refer to the "**Return to Factory Default**" section on page 87 for details. After a factory reset, the **PIP** button will be blinking, and no sources will be selected on the **Source Selection Bus**.

- Use the following steps to perform a quick input setup:

1. On the **Source Selection Bus**, press an input button, then press **TRANS** to view the source on Program. The system will attempt to acquire the input, and the **Input Acquisition Menu** will be displayed.
2. If the "**Source Acquired**" message appears, the acquisition was successful. Press {**SAVE**} to display the **Input Menu** for the selected source, which enables you to fine tune the input if desired. Refer to the "**Comprehensive Input Setup**" section on page 90 for details.
3. If an error message appears on the **Input Acquisition Menu**, first check all cable connections. You can then:
   ~ Press {**FORCE ACQUIRE**} to re-attempt acquisition, or ...
   ~ Press {**INPUT**} to display the **Input Menu** without performing a FORCE ACQUIRE, and manually adjust input parameters.
4. Repeat from step **1** for all remaining inputs.

Important

If you do not press {**SAVE**} for a selected input, the **Input Acquisition Menu** will continue to appear whenever that source button is pressed.

Please note:

- When all inputs have been acquired and saved, the **Input Acquisition Menu** will only re-appear in case of LOS (Loss of Signal), or a mismatch between the saved file and incoming video. In Chapter 6, refer to the "**A Word About LOS**" section on page 101 for details on LOS.
- If you need to fine tune your inputs (or if you change inputs), the **Input Menu** can be accessed at any time by pressing {**HOME**} > {**INPUT**}.

Please continue with the "**Comprehensive Input Setup**" section on page 90.

Comprehensive Input Setup

This procedure enables you to perform a more comprehensive input setup, if required.

Note

If your initial input acquisition was successful (as performed in the "**Quick Input Setup Procedure**" section on page 89), there is generally no need to perform all steps in the "comprehensive" setup. Typically, you may wish to adjust input "sizing" to properly fit each input within the PIP's boundaries — so that no black edges are visible.

Please note the following important input setup prerequisites:

- Ensure that you are familiar with the **Input Menu** and *all sub menus* included on that screen. In Chapter 4, refer to the "**Input Menu Functions**" section on page 30 for complete details.
- Ensure that you have completed your input connection chart. In Chapter 3, refer to the "**Input Connection Chart**" section on page 24 for details and instructions.

- Use the following steps to set up inputs:

1. In the **Layer Functions Section**, press **PIP**.
2. On the **Source Selection Bus**, select the input that you want to set up. The button will blink.
3. From the **Home Menu**, press {**INPUT**} to access the **Input Menu**.
    a. On the menu's top row, ensure that the selected input is correct (e.g., **SRC_1** or **SRC_4**).
    b. If required, press {**FORCE ACQUIRE**} to force the system to perform the optimum setup on the selected input. If the operation is successful, the **Format**, **Input Type** and **Color Space** fields should correctly reflect the characteristics of the incoming signal.
    c. If required, scroll to the **Format** line and manually set the resolution of the incoming source. In Appendix A, refer to the "**Input and Output Resolutions**" section on page 129 for details on all available resolutions.
    d. If you manually selected a format in the previous step, press {**SELECT FORMAT**} to "accept" and activate the selection.
    e. If required, scroll to the **Input Type** line and set the type of input connected to the chassis. Remember that available choices *change* depending on the selected **Format**.

f. If required, scroll to the **Color Space** line and set the input's color space. Choices include **SMPTE** and **RGB**. Note that the system may automatically set the **Color Space** based on the selected **Format**.

g. If required, scroll to the **Sampling Mode** line and set the sampling mode for the selected input — either 1:1 or oversample.

h. Scroll to the **Contrast** line and set the input's contrast as desired.

i. Scroll to the **Brightness** line and set the input's brightness as desired.

j. Scroll to the **Gamma** line and set the input gamma as desired.

k. Scroll to the **Input Sync Type** line and set the type of sync used by the selected source. Choices include **H/V**, **CSync** (composite sync), **SOG** (sync on green) and **Auto**.

l. For a video source that contains film transfer material, scroll to the **Pulldown Compensation** line and enable or disable 3:2 sequence detection.

m. Scroll to the **Sync Slice** line and adjust the threshold if desired.

Note

The default **Sync Slice** level has been optimized for virtually all sources that will be encountered and should rarely, if ever, require adjustment. For additional details, in Chapter 4 refer to the "**Input Menu Functions**" section on page 30.

n. Scroll to the **Sharpness** line and set the input's sharpness as desired. The adjustment range is from -10 (soft) to 10 (sharp).

o. Press {**SAVE**} to save the selected input in the designated file.

p. Press {**BACK**} to return to the **Input Menu**.

4. Press {**SIZING**} to access the **Sizing Menu**. This menu is context sensitive — it *changes* depending on the selected **Sampling Mode**.

a. If **1:1 Sampling** is selected, adjust **Clock Phase**, **H Total**, **H Active**, **H Position**, **V Total**, **V Active** and **V Position** as required.

b. If **Oversample** is selected, adjust **Right Edge**, **Left Edge**, **Top Edge** or **Bottom Edge** as required, to fit the image precisely in its raster box.

c. Press {**SAVE**} to save the selected input in the designated file.

d. Press {**BACK**} to return to the **Input Menu**.

5. Press {**COLOR BALANCE**} to access the **Color Balance Menu**.

a. For **RGB** sources, adjust **Red**, **Green** and **Blue Contrast** and **Brightness** as required.

b. For **Composite**, **S-Video** or **YP_bP_r** sources, adjust **Saturation** and **Hue** as required.

c. If required, press {**RESET ALL**} to return to default values.

d. Press {**SAVE**} to save the selected input in the designated file.

e. Press {**BACK**} to return to the **Input Menu**.

6. Press {**AR**} to access the **Aspect Ratio Menu**.
   a. Scroll to the **Mode** line and select **16:9**, **5:4**, **4:3**, **3:2**, **1:1** or **Custom** aspect ratios.
   b. If **Custom** is selected, scroll to the **Ratio** line and enter a custom aspect ratio as desired.
   c. Press {**SAVE**} to save the selected input in the designated file.
   d. Press {**BACK**} to return to the **Input Menu**.
7. When all of your adjustments are complete, press {**CFG**} to display the **Input Configuration Menu**.

Important

If you have not already performed incremental "saves," ensure that you save the input configuration before you exit the **Input Menu** — otherwise *all* of your adjustments will be lost. Because each input has its own file, if you do not save the input, the next time the source is selected, the input's default settings will be displayed.

Note

In the current version of PresentationPRO-II, the file number and name (into which you will save data) automatically default to the input number and cannot be changed.

   a. Press {**SAVE**} to save the selected input in the designated input file. All information is stored in non-volatile flash memory.
   b. If required, press {**DELETE**} to delete the file.
   c. Press {**BACK**} to return to the **Input Menu**.
8. To set up the next input, repeat the entire procedure from step **2**.

Please continue with the "**Setting up the Background**" section on page 93.

Setting up the Background

With PresentationPRO-II, you can use the DVI input, a matte color, or a still frame as the background source. Please note:

- The system has one DVI connector (**BG/DSK**) that can be used for either the **Background** or the **DSK** — but not both simultaneously.
- The **BG/DSK** input (along with a scaled PIP image) is the source of still frames that can be captured and used as the background.
- The function of the **BG/DSK** input is determined by the "**Mode**" line on the **BG/DSK Input Setup Menu**. When set to **BG**, the background setup procedures outlined below apply.

Select the procedure below for the type of background that you wish to set up:

- **Programming EDID**
- **Using a Matte Color as the Background**
- **Using the DVI Input as the Background**
- **Using a Still Frame as the Background**

Programming EDID

The EDID (Extended Display Identification Data) programming procedure is a prerequisite for using a live DVI background or for using the DSK. The procedure guarantees proper communications at the preferred resolution between PresentationPRO-II's DVI input and your external computer.

■ Use the following steps to program the PresentationPRO-II EDID:

1. Ensure that the PresentationPRO-II output format matches your projector's native resolution. Refer to the "**Output Setup**" section on page 88 for instructions.
2. Ensure that the computer (or external equipment) that you wish to use as a background source is capable of supporting the selected output resolution.
3. From the **HOME MENU**, press {**SYSTEM**} > {**EDID**} to display the **EDID DVI Input Format Menu**.
4. Note the **Current** line, which displays the current EDID video format that resides in PresentationPRO-II memory. If this format is *already* set to the desired resolution, no EDID programming is required. You can exit this procedure, and continue with other background setup steps as needed.
5. If a new resolution is required, use the **ADJ** knob to adjust the **Format** to the preferred setting at which you want to program the EDID.
6. Press {**PROGRAM EDID**} to program EDID with the new selected video format. A warning message will be shown. Press {**YES**} to continue.
7. Once EDID programming is complete on PresentationPRO-II, power down the external computer and power it back on.
8. On your PC's desktop, right-click to display the **Display Properties Window**.
9. Select the **Settings Tab**, and set the resolution to match that which you just programmed into EDID.

Using a Matte Color as the Background

This procedure enables you to set up the background as a matte color that can be used behind a PIP or Key.

- Use the following steps to set up a solid matte color as a background source:

1. (Optional) To ensure that the full background is visible, clear any PIP, Key or LOGO from Program.
2. In the **Layer Functions Section**, press **BG/DSK**. The button blinks and the **BG/DSK Input Setup Menu** appears.
3. Scroll to the **Mode** line and select **BG**.
4. Scroll to the **Type** line and select **MATTE**.
5. Press {**MATTE**} to display the **Background Matte Menu**.
6. Adjust the **Red**, **Green** and **Blue** values as desired. At this point, the selected color is the new background that you can use behind PIPs and Keys.
7. Press {**BACK**} to return to the **BG/DSK Input Setup Menu.**
8. Press {**SAVE**} to save the background input configuration.

Using the DVI Input as the Background

This procedure enables you to set up the DVI source as the background layer. The DVI source originates from an external computer or other external device.

It is recommended that you perform these steps as a setup procedure. However, once the DVI input is set, during live production you can switch the background between a Matte color, a still frame and a DVI source.

Please remember that the **BG/DSK** input is shared between **BG** and **DSK**. If you elect to use a live DVI input as the background, it cannot be used as the DSK simultaneously.

- Use the following steps to set up a DVI input as a background:

1. (Optional) To ensure that the *full background* is visible, clear any PIP, Key, or LOGO from Program.
2. Ensure that the PresentationPRO-II EDID is properly programmed. Refer to the "**Programming EDID**" section on page 93 for instructions.
3. In the **Layer Functions Section**, press **BG/DSK**. The button blinks and the **BG/DSK Input Setup Menu** appears.
4. Scroll to the **Mode** line and select **BG**.
5. Scroll to the **Type** line and select **DVI**.
6. If required, press {**FORCE ACQUIRE**} to force the system to perform the optimum setup on the DVI input. If the operation is successful, **Format** and **Type** should correctly reflect the characteristics of the incoming signal.
7. If required, scroll to the **Format** line and manually set the resolution of the incoming source. In Appendix A, refer to the "**Input and Output Resolutions**" section on page 129 for details on all available resolutions.
8. If you manually selected a format in the previous step, press {**SELECT FORMAT**} to "accept" and activate the selection.

9. For the two **Crop** settings:
   - ~ If the input resolution matches the output resolution, or if the output resolution is *larger* than the input resolution, the **Crop** settings will be bracketed.
   - ~ If the input resolution is larger than the output resolution, adjust the **H Offset** and **V Offset** values to choose which portion of the input you want to display.
   - ~ If required, press {**RESET**} to reset the **H** and **V** offsets to **0**.
10. Press {**SAVE**} to save the background input configuration.

Using a Still Frame as the Background

This procedure enables you to capture a still frame image and assign it as the background "type." Please note:

- As a recommendation, capture still frames into "temporary" memory as a setup procedure.
- Once still frames are captured, during live production you can easily switch the background between Matte, a DVI input and a still frame.

Important

It is *highly recommended* that you save still frames into "permanent" flash memory as a setup procedure — as this is a very time-consuming step that locks the front panel of PresentationPRO-II.

■ Use the following steps to assign a captured still frame as the background "type."

1. Because the background input is the source of the still frames which you will capture, ensure that the background input is properly set up as a DVI source. Refer to the "**Using the DVI Input as the Background**" section on page 94 for setup details.
2. In Chapter 6, refer to the "**Capturing Still Frames**" section on page 117 for instructions on capturing still frames. Up to three frames can be captured into temporary memory: **FG_1**, **FG_2** and **FG_3**.
3. In the **Layer Functions Section**, press **BG/DSK**. The button will blink and the **BG/DSK Input Setup Menu** will appear.
4. Scroll to the **Mode** line and select **BG**.
5. Scroll to the **Type** line and select the desired still frame (**FG_1**, **FG_2** and **FG_3**).

Setting up the DSK

With PresentationPRO-II, you can use the DVI input or a still frame as the DSK source. You can also change which source you use for the DSK during the course of a live production — provided that the DSK has been properly set up.

Note

Remember that the **BG/DSK** input is shared between **BG** and **DSK**. If you elect to use a "live" DVI input as the background, it cannot be used as the DSK simultaneously.

Select the procedure below for the type of DSK that you wish to set up:

- **Using the DVI Input as the DSK**
- **Using a Still Frame as the DSK**

Using the DVI Input as the DSK

This procedure enables you to set up the DVI source as the DSK's input type. It is recommended that you perform these steps as a setup procedure. However, once the DSK is set up, during live production you can switch it between a captured still frame and the DVI source.

- Use the following steps to set up the DVI input as your DSK source:

1. Ensure that the PresentationPRO-II EDID is properly programmed. Refer to the "**Programming EDID**" section on page 93 for instructions.
2. If you have not already set up the **BG/DSK** input as a DVI source, follow the setup procedure as outlined in the "**Using the DVI Input as the Background**" section on page 94.
3. In the **Layer Functions Section**, press **BG/DSK**. The button blinks and the **BG/DSK Input Setup Menu** appears.
4. Scroll to the **Mode** line and select **DSK**.
5. Scroll to the **Type** line and select **DVI**.
6. Press {**KEY**} to display the **DSK Adjustment Menu**.
7. Adjust key parameters as required. In Chapter 4, refer to the "**DSK Adjustment Menu**" section on page 78 for details.

Using a Still Frame as the DSK

This procedure enables you to capture a still frame image and assign it as the “type” for the **DSK**. Please note:

- As a recommendation, capture still frames into “temporary” memory as a setup procedure.
- Once still frames are captured, during live production you can switch the DSK between the DVI input and a Still Frame.

Important

It is *highly recommended* that you save still frames into “permanent” flash memory as a setup procedure — as this is a very time-consuming step that locks the front panel of PresentationPRO-II.

Use the following steps to assign a captured still frame as the DSK “type.”

1. Ensure that **BG/DSK** input is properly set up as a DVI source. This input is the source of the still frames which you will capture. Refer to the “**Using the DVI Input as the Background**” section on page 94 for setup details.
2. In Chapter 6, refer to the “**Capturing Still Frames**” section on page 117 for instructions on capturing still frames. Up to three frames can be captured into temporary memory: **FG_1**, **FG_2** and **FG_3**.
3. In the **Layer Functions Section**, press **BG/DSK**. The button blinks and the **BG/DSK Input Setup Menu** appears.
4. Scroll to the **Mode** line and select **DSK**.
5. Scroll to the **Type** line and select the desired still frame: **FG_1**, **FG_2** or **FG_3**.

Setting up the LOGO

With PresentationPRO-II, you can set the **LOGO** source as a captured still frame, or leave it as **Black** (the default setting upon factory reset). You can also change which source you use during live production.

- Use the following steps to set up the **LOGO** source:

1. Ensure that the background input is properly set up as a DVI source. This input (along with scaled PIP images) is the source of still frames that you can capture. Refer to the "**Using the DVI Input as the Background**" section on page 94 for setup details.
2. In Chapter 6, refer to the "**Capturing Still Frames**" section on page 117 for instructions on capturing still frames. Up to three frames can be captured: **FG_1**, **FG_2** and **FG_3**.
3. In the **Layer Functions Section**, press the **LOGO** button. The button blinks and the **LOGO Input Setup Menu** appears.
4. On the **Type** line, select the desired still frame (**FG_1**, **FG_2** or **FG_3**), or select **Black**.

Note

Because the **LOGO** is the highest priority layer and downstream of all other effects, the "black" source can serve as a convenient way to fade all effects to black.

Please continue with the "**Saving the Setup**" section on page 98.

Saving the Setup

When all system setup procedures have been completed:

1. From the **Home Menu** press {**SYSTEM**} to display the **System Menu**.
2. Press {**SAVE**} to save all settings in the system file.

Once pressed, the Touch Screen menu reads "**Saving System Configuration**." This step ensures that when you cycle power, the PresentationPRO-II returns to the state in which it was configured at the time of the "save."

6. Operations

In This Chapter

This chapter includes operational instructions for all PresentationPRO-II modes and functions. The following topics are discussed:

Note

When a sequence of menu selections is required to complete a given procedure, the "**>**" symbol is used to divide each successive menu pick.

▲ **Example**: To access the **Sizing Menu**, press {**HOME**} **>** {**INPUT**} **>** {**SIZING**}.

Prerequisites

Prior to using the PresentationPRO-II system in a live event, please ensure the following:

- All system inputs, background (or DSK) and the LOGO are properly configured. In Chapter 5, refer to the following sections for details:
  - ~ "**Comprehensive Input Setup**" on page 90.
  - ~ "**Setting up the Background**" on page 93.
  - ~ "**Setting up the DSK**" on page 96.
  - ~ "**Setting up the LOGO**" on page 98.
- Ensure that you are familiar with all front panel controls. In Chapter 2, refer to the "**PresentationPRO-II Front Panel**" section on page 15 for details.
- Ensure that you are familiar with all system menus, and in particular, the operational menus. In Chapter 4, refer to the following sections for details:
  - ~ Refer to the "**PIP Adjustment Menu**" section on page 57 for details on all PIP adjustments.
  - ~ Refer to the "**Key Menu**" section on page 65 for details on all Key adjustments.
  - ~ Refer to the "**Input Source Adjustment Menu**" section on page 71 for details on all input source adjustments.

Tip

As you review each function in this chapter, it is recommended that you try out each mode and feature at the PresentationPRO-II panel itself — using a fully configured system consisting of a projector, Program monitor, and all the necessary sources.

Operational Configuration

The following topics are discussed in this section:

Monitor Layout

Use the following diagram as a recommended layout for your monitor.

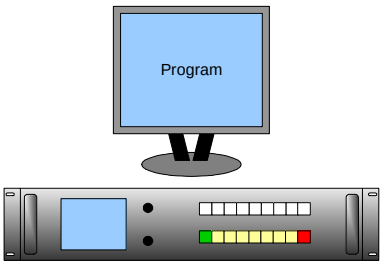


Figure 6-1. Application Layout

For optimum viewing and utility, place your Program monitor in close proximity to the chassis, either above or immediately to the right.

Touch Screen Calibration

As an excellent prerequisite to all operating procedures, it is recommended that you calibrate the Touch Screen.

- Use the following steps to calibrate your Touch Screen display:

1. If required, press {**HOME**} to display the **Home Menu**.
2. Press {**DISPLAY**} to show the **Display Settings Menu**.
3. Press {**LCD CAL**} to display the first **Touch Screen Calibration Menu**.
4. Follow directions on screen to complete the calibration procedure.

A Word About LOS

On rare occasion, you can experience **LOS** (loss of signal) — typically due to a poor video or computer connection. In these cases, PresentationPRO-II obeys a precise set of rules:

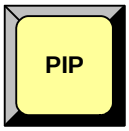
- **Scaler LOS** — If there is a LOS for a video signal inside a scaler (PIP or KEY), the video switches to black, but the scaler remains in its current size and position.
- **Background LOS** — If there is a LOS for the background DVI input, the video switches to the background's selected matte color.
- **DSK LOS** — If there is a LOS for the DSK, the system switches the DSK **Off** (specifically, selecting "**none**" as the type).

In each case, when the video signal recovers, the system re-enables it as before.

Working with Layers

The following topics are discussed in this section:

Working with PIPs



With PresentationPRO-II, you can perform the following types of PIP transitions:

Transitioning a PIP to Program

- Use the following steps to transition a PIP to Program:

1. Ensure that you have preset the desired transition type and rate. Refer to the "**Working with Transitions**" section on page 115 for details.
2. In the **Layer Functions Section**, ensure that the **PIP** button is blinking. If not, press **PIP** to display the **PIP Adjustment Menu**. Please note:
   - ~ If there is *no source* on Program, the *last source* associated with the PIP will blink on the **Source Selection Bus**.
   - ~ If there *is* a source currently on Program, it will be lit solid on the **Source Selection Bus**.
3. On the **Source Selection Bus**, select a new source. The button blinks to indicate that the source is "pending."
   - ~ If there is *no source* on Program, only the pending source will blink.
   - ~ If there *is* a source currently on Program, the pending source will blink and the current source will be lit solid.
4. In the **Layer Functions Section**, press **TRANS**. The current PIP transitions off, the new PIP transitions on, and the **TRANS** button lights during the interval.

Tip

From this point forward, transitioning a PIP is a simple two-button sequence: (1) select source, (2) press **TRANS**.

5. Adjust the PIP's size, position, border, shadow, source image, cropping and "special effects" as desired. Refer to the "Modifying PIPs" section on page 104.

Tip

Ensure that you establish the PIP's initial size and position before your live event begins.

Removing a PIP from Program

- Use the following steps to remove a PIP from Program:

1. Ensure that you have preset the desired transition type and rate. Refer to the "Working with Transitions" section on page 115 for details.
2. In the **Layer Functions Section**, ensure that the **PIP** button is blinking. If not, press **PIP** to display the **PIP Adjustment Menu**. On the **Source Selection Bus**, the source associated with the PIP will be lit solid.
3. In the **Layer Functions Section**, press **CLEAR** to "pend" the removal of the PIP. The **CLEAR** button will blink to indicate that the operation is pending.
4. In the **Layer Functions Section**, press **TRANS**. The **TRANS** button lights during the interval, and at the conclusion of the transition, the **Home Menu** appears.

Cancelling a PIP Transition

- Use the following steps to cancel a PIP transition.

  ▲ **Assumption**: A PIP transition has been selected, and the **PIP** button is blinking.

1. In the **Layer Functions Section**, press **PIP**. The button stops blinking, and the pending transition is cancelled. Please note:
   - ~ If there is *no source* currently on Program, the **PIP** button turns off.
   - ~ If there *is* a source currently on Program, the **PIP** button stops blinking but remains lit.

Changing a PIP to a KEY

- Use the following steps to change a PIP to a Key.

  ▲ **Assumption**: A PIP is currently on Program.

1. Ensure that you have preset the desired transition type and rate. Refer to the "Working with Transitions" section on page 115 for details.
2. In the **Layer Functions Section**, press **KEY**. Please note:
   - ~ The **KEY** button blinks and the **PIP** button remains lit solid.
   - ~ The **Key Menu** appears, and the source associated with the PIP lights solid on the **Source Selection Bus**.
3. If desired, select a new key source on the **Source Selection Bus**. The pending source blinks and the current PIP source remains lit solid.

Note

If you do not select a new source, the current source will be used. It will transition off as a PIP, and back on as a Key.

4. In the **Layer Functions Section**, press **TRANS**. The current PIP transitions off and the new KEY transitions on. The **TRANS** button lights during the interval.
5. Adjust the Key's clip, gain, mode, opacity, fill source, size and position, crop, source size and special effects desired. Refer to the "**Modifying Keys and DSKs**" section on page 107 for details.

Modifying PIPs

- Use the following steps to modify a PIP:

  ▲ **Assumption**: A PIP is currently on Program.

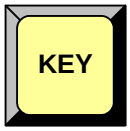
1. In the **Layer Functions Section**, ensure that the **PIP** button is blinking. If not, press **PIP** to display the **PIP Adjustment Menu**. On the **Source Selection Bus**, the source associated with the PIP will be solid.
2. **Size and Position** — Adjust **H Size**, **V Size**, **H Position** and **V Position** as desired. In Chapter 4, refer to the "**PIP Adjustment Menu Description**" section on page 58 for menu details.

Note

Because the PIP is on Program, it is recommended that you make slow, smooth adjustments during a live production.

3. **Source Size** — From the **PIP Adjustment Menu**, press {**SRC**} to display the **Input Source Adjustment Menu**. Use the menu to adjust the source image's size and position within the PIP. In Chapter 4, refer to the "**Input Source Adjustment Menu Description**" section on page 72 for menu details.
4. **Crop** — From the **PIP Adjustment Menu**, press {**CROP**} to display the **Crop Adjustment Menu**. Use the menu to select the type of crop, the aspect ratio, and the image's H and V size. In Chapter 4, refer to the "**Crop Menu**" section on page 61 for menu details.
5. **Border** — From the **PIP Adjustment Menu**, press {**BORDER**} to display the **Border Menu**. Use the menu to select the border's style, color and size. In Chapter 4, refer to the "**Border Menu**" section on page 60 for menu details.
6. **Shadow** — From the **Border Menu**, press {**SHADOW**} to display the **Shadow Menu**. Use the menu to choose the shadow's size, position and transparency. In Chapter 4, refer to the "**Shadow Menu**" section on page 62 for menu details.
7. **Special Effects** — From the **Border Menu**, press {**EFX**} to display the **Image Effects Menu**. Use the menu to select monochrome or color mode, to modify chroma and hue, to invert the color, and to set a strobe effect. In Chapter 4, refer to the "**Image Effects Menu**" section on page 63 for menu details.
8. **Global Functions** — Remember that the following global functions are always available to you:
   - ~ Press **Reset** to reset the *current effect* (e.g., PIP, Key, crop, etc.) to a nominal default value.
   - ~ Press **Full Screen** to bring the PIP to full screen, using the source's height as the defining factor.
   - ~ Press **Freeze** to freeze the PIP. Press again to unfreeze.

Working with Keys



With PresentationPRO-II, you can perform the following types of Key transitions:

- **Transitioning a Key to Program**
- **Removing a Key from Program**
- **Cancelling a Key Transition**
- **Changing a KEY to a PIP**

Transitioning a Key to Program

- Use the following steps to transition a Key to Program:

1. Ensure that you have preset the desired transition type and rate. Refer to the "**Working with Transitions**" section on page 115 for details.
2. In the **Layer Functions Section**, ensure that the **KEY** button is blinking. If not, press **KEY** to display the **Key Adjustment Menu**. Please note:
   - ~ If there is *no source* on Program, the *last source* associated with the Key will blink on the **Source Selection Bus**.
   - ~ If there *is* a key source currently on Program, it will be lit solid on the **Source Selection Bus**.
3. On the **Source Selection Bus**, select a new key source. The button blinks to indicate that the source is "pending."
   - ~ If there is *no source* on Program, only the pending source will blink.
   - ~ If there *is* a source currently on Program, the pending source will blink and the current source will be lit solid.
4. In the **Layer Functions Section**, press **TRANS**. The current Key transitions off, the new Key transitions on, and the **TRANS** button lights during the interval.

Tip

From this point forward, transitioning a Key is a simple two-button sequence: (1) select key source, (2) press **TRANS**.

5. Adjust the Key's clip, gain, mode, opacity, fill source, size and position, crop, source size and special effects desired. Refer to the "**Modifying Keys and DSKs**" section on page 107 for details.

Tip

Ensure that you establish the Key's initial clip, gain and opacity parameters before your live event begins.

Removing a Key from Program

- Use the following steps to remove a Key from Program:

1. Ensure that you have preset the desired transition type and rate. Refer to the "**Working with Transitions**" section on page 115 for details.
2. In the **Layer Functions Section**, ensure that the **KEY** button is blinking. If not, press **Key** to display the **Key Adjustment Menu**. On the **Source Selection Bus**, the source associated with the Key will be lit solid.
3. In the **Layer Functions Section**, press **CLEAR** to "pend" the removal of the Key. The **CLEAR** button will blink to indicate that the operation is pending.
4. In the **Layer Functions Section**, press **TRANS**. The **TRANS** button lights during the interval, and at the conclusion of the transition, the **Home Menu** appears.

Cancelling a Key Transition

- Use the following steps to cancel a Key transition.

  ▲ **Assumption**: A Key transition has been selected, and the **KEY** button is blinking.

1. In the **Layer Functions Section**, press **KEY**. The button stops blinking, and the pending transition is cancelled. Please note:
   - ~ If there is *no source* currently on Program, the **KEY** button turns off.
   - ~ If there *is* a source currently on Program, the **KEY** button stops blinking but remains lit.

Changing a KEY to a PIP

- Use the following steps to change a Key to a PIP.

  ▲ **Assumption**: A Key is currently on Program.

1. Ensure that you have preset the desired transition type and rate. Refer to the "**Working with Transitions**" section on page 115 for details.
2. In the **Layer Functions Section**, press **PIP**. Please note:
   - ~ The **PIP** button blinks and the **KEY** button remains lit solid.
   - ~ The **PIP Adjustment Menu** appears, and the source associated with the Key lights solid on the **Source Selection Bus**.
3. If desired, select a new PIP source on the **Source Selection Bus**. The pending source blinks and the current Key source remains lit solid.

Note

If you do not select a new source, the current source will be used. It will transition off as a Key, and back on as a PIP.

4. In the **Layer Functions Section**, press **TRANS**. The current Key transitions off and the new PIP transitions on. The **TRANS** button lights during the interval.
5. Adjust the new PIP's size, position, border, shadow, source image, cropping and "special effects" as desired. Refer to the "**Modifying PIPs**" section on page 104 for details.

Modifying Keys and DSKs

- Use the following steps to modify a Key or DSK:

  ▲ **Assumption**: A Key (or DSK) is currently on Program.

  1. Use one of two methods to access the key adjustment menus:

     ~ For a **Key** — In the **Layer Functions Section**, press **KEY** to activate the current Key for modification. The **Key Menu** appears.

     ~ For a **DSK** — Press **BG/DSK** to display the **BG/DSK Input Setup Menu** appears. Then press {**KEY**} to display the **DSK Adjustment Menu**.

  2. **Clip, Gain, Mode, Opacity** — Use the controls to adjust clip, gain, invert mode and opacity. In Chapter 4:

     ~ Refer to the "**Key Menu Description**" section on page 66.

     ~ Refer to the "**DSK Adjustment Menu**" section on page 78.

     Note — Because the Key is on Program, it is recommended that you make slow, smooth adjustments during a live production.

  3. **Fill Source** — Use the controls in the **Key Menu** to select a self or matte fill key. If **Matte** is selected, press {**MATTE**} to display the **Matte Menu**, with which you can choose the matte fill color. In Chapter 4, refer to the "**Matte Menu**" section on page 68 for menu details.

     ▲ For a **Key** only:

  4. **Size and Position** — From the **Key Menu**, press {**SIZE & POS**} to display the **Key Adjustment Menu**. Use the controls to size and position the Key. In Chapter 4, see the "**Key Adjustment Menu**" section on page 69 for menu details.

  5. **Crop** — From the **Key Menu**, press {**CROP**} to display the **Crop Adjustment Menu**. Use the menu to select the type of crop, the aspect ratio, and the image's H and V size. In Chapter 4, refer to the "**Crop Menu**" section on page 61 for menu details.

  6. **Source Size** — From the **Crop Menu**, press {**SRC**} to display the **Key Source Adjustment Menu**. Use the menu to adjust the source image's size and position within the PIP. In Chapter 4, refer to the "**Input Source Adjustment Menu Description**" section on page 72 for menu details.

  7. **Special Effects** — From the **Matte Menu**, press {**EFX**} to display the **Image Effects Menu**. Use the menu to select monochrome or color mode, to modify chroma and hue, to invert the color, and to set a strobe effect. In Chapter 4, refer to the "**Image Effects Menu**" section on page 63 for menu details.

  8. **Global Functions** — Remember that the following global functions are always available to you:

     ~ Press **Reset** to reset the *current effect* to a default value.

     ~ (For a **Key** only) Press **Full Screen** to bring the Key to full screen, using the source's height as the defining factor.

     ~ Press **Freeze** to freeze the Key. Press again to unfreeze.

     ▲ For a **Key** and a **DSK**:

  9. **Transition** — Transition the new "look" to program with a **MIX** or **WIPE**. Refer to the "**Working with Transitions**" section on page 115 for details.

Background and DSK Transitions

With PresentationPRO-II, you can perform the following types of background and DSK transitions:

- **Setting the Background Mode**
- **Transitioning to a Matte Color**
- **Transitioning to a Live DVI Background**
- **Transitioning to a Still Frame**
- **Keying the DVI source in DSK Mode**
- **Keying a Still Frame in DSK Mode**
- **Changing Background Matte Colors in DSK Mode**
- **Cancelling a Background or DSK Transition**
- **Clearing a Background or DSK**

Setting the Background Mode

- Use the following steps to set the background mode:

1. In the **Layer Functions Section**, press **BG/DSK**. The button blinks and the **BG/DSK Input Setup Menu** appears.
2. On the **Mode** line, set the desired mode:
   - ~ To work in background mode, select **BG**. This enables you to use a color matte, a still frame, or a live DVI source as the background layer.
   - ~ To work in DSK mode, select **DSK**. This enables you to use a still frame or a live DVI source as the downstream key. You can also set a background matte color, which will appear under a PIP or Key.

Tip

Ensure that you set the background mode before your live event begins.

Note

The PresentationPRO-II system enables you to switch seamlessly between **BG** and **DSK** modes during a live event. Remember, though, that any pending background (or DSK) will not be seen until it transitions to Program, so it is to your advantage to preset your background colors, DVI sources, key clips, etc.

Transitioning to a Matte Color

The PresentationPRO-II system enables you to transition from any **BG** or **DSK** mode to a matte color — or from a matte color to *another* matte color.

- Use the following steps to transition to a background matte color:

  1. Ensure that you have preset the desired transition type and rate. Refer to the "**Working with Transitions**" section on page 115 for details.
  2. In the **Layer Functions Section**, press **BG/DSK**. The button blinks and the **BG/DSK Input Setup Menu** appears.
  3. On the **Mode** line, select **BG** — or simply verify that it is already selected.
  4. Scroll to the **Type** line and select **Matte**. The current background will not change.
  5. If you wish to set (or change) the background matte color:
     - ~ Press {**MATTE**} to display the **Matte Menu**.
     - ~ On the menu, adjust the **Red**, **Green** and **Blue** matte values as desired. You will *not* see the colors change on Program.
  6. In the **Layer Functions Section**, press **TRANS**. The **TRANS** button lights during the interval, and at the conclusion of the transition, the **Home Menu** appears.

Transitioning to a Live DVI Background

The PresentationPRO-II system enables you to transition from any **BG** or **DSK** mode to a live DVI background.

- Use the following steps to transition to a live DVI background:

  1. Ensure that you have preset the desired transition type and rate. Refer to the "**Working with Transitions**" section on page 115 for details.
  2. Ensure that your DVI background is properly set up. In Chapter 5, refer to the "**Setting up the Background**" section on page 93 for details.
  3. In the **Layer Functions Section**, press **BG/DSK**. The button blinks and the **BG/DSK Input Setup Menu** appears.
  4. On the **Mode** line, select **BG** — or simply verify that it is already selected.
  5. Scroll to the **Type** line and select **DVI**. The current background will not change.
  6. In the **Layer Functions Section**, press **TRANS**. The **TRANS** button lights during the interval, and at the conclusion of the transition, the **Home Menu** appears.

Transitioning to a Still Frame

The PresentationPRO-II system enables you to transition from any **BG** or **DSK** mode to a still frame background — or from a still frame to *another* still frame.

- Use the following steps to transition a still frame to Program:

  1. Ensure that you have preset the desired transition type and rate. Refer to the "**Working with Transitions**" section on page 115 for details.
  2. Ensure that the desired still frames have been captured. Refer to the "**Still Frame Capture Overview**" section on page 117 for details.
  3. In the **Layer Functions Section**, press **BG/DSK**. The button blinks and the **BG/DSK Input Setup Menu** appears.
  4. On the **Mode** line, select **BG** — or simply verify that it is already selected.

5. Scroll to the **Type** line and select **FG_1**, **FG_2** or **FG_3**. The current background will not change.
6. In the **Layer Functions Section**, press **TRANS**. The **TRANS** button lights during the interval, and at the conclusion of the transition, the **Home Menu** appears.

Keying the DVI source in DSK Mode

The PresentationPRO-II system enables you to transition from any **BG** or **DSK** mode to a DSK — using the DVI input as the key source.

- Use the following steps to key the live DVI source in DSK mode:

1. Ensure that you have preset the desired transition type and rate. Refer to the "**Working with Transitions**" section on page 115 for details.
2. Ensure that your DVI background is properly set up. In Chapter 5, refer to the "**Setting up the Background**" section on page 93 for details.
3. In the **Layer Functions Section**, press **BG/DSK**. The button blinks and the **BG/DSK Input Setup Menu** appears.
4. On the **Mode** line, select **DSK** — or simply verify that it is already selected.
5. Scroll to the **Type** line and select **DVI**. The current background will not change.
6. In the **Layer Functions Section**, press **TRANS**. The **TRANS** button lights during the, and at the conclusion of the transition, the **Home Menu** appears.

Tip

Ensure that you establish the Downstream Key's initial clip, gain and opacity parameters before your live event begins.

7. Modify the DSK as required. Refer to the "**Modifying Keys and DSKs**" section on page 107 for details.

Important

When you key the DVI source in DSK mode and your PIP is not full screen, the background matte is visible as the bottom layer in the effect — behind the PIP. Refer to the "**Changing Background Matte Colors in DSK Mode**" section on page 111 for details on changing the matte color.

Keying a Still Frame in DSK Mode

The PresentationPRO-II system enables you to transition from any **BG** or **DSK** mode to a DSK — using a still frame as the key source. You can also change from one still frame to *another* still frame.

- Use the following steps to key a still frame in DSK mode:

1. Ensure that you have preset the desired transition type and rate. Refer to the "**Working with Transitions**" section on page 115 for details.
2. Ensure that the desired still frames have been captured. Refer to the "**Still Frame Capture Overview**" section on page 117 for details.
3. In the **Layer Functions Section**, press **BG/DSK**. The button blinks and the **BG/DSK Input Setup Menu** appears.
4. On the **Mode** line, select **DSK** — or simply verify that it is already selected.
5. Scroll to the **Type** line and select **FG_1**, **FG_2** or **FG_3**.

6. In the **Layer Functions Section**, press **TRANS**. The **TRANS** button lights during the interval, and at the conclusion of the transition, the **Home Menu** appears.

Tip

Ensure that you establish the Downstream Key's initial clip, gain and opacity parameters before your live event begins.

7. Modify the DSK as required. Refer to the "**Modifying Keys and DSKs**" section on page 107 for details.

Important

When you key a still frame in DSK mode and your PIP is not full screen, the background matte is visible as the bottom layer in the effect — behind the PIP. Refer to the "**Changing Background Matte Colors in DSK Mode**" section on page 111 for details on changing the matte color.

Changing Background Matte Colors in DSK Mode

The PresentationPRO-II system enables you to change the background matte color while the system is in DSK mode.

- Use the following steps to set the background matte color in DSK mode:

1. Ensure that you have preset the desired transition type and rate. Refer to the "**Working with Transitions**" section on page 115 for details.
2. In the **Layer Functions Section**, press **BG/DSK**. The button blinks and the **BG/DSK Input Setup Menu** appears.
3. Press {**BG MATTE**} to display the **Background Matte Menu**.
4. On the menu, adjust the **Red**, **Green** and **Blue** matte values as desired. You will not see the color change on Program.
5. In the **Layer Functions Section**, press **TRANS** to change the background matte color. The **TRANS** button lights during the interval, and at the conclusion of the transition, the **Home Menu** appears.

Cancelling a Background or DSK Transition

- Use the following steps to cancel a background or DSK transition.

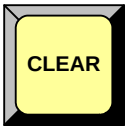
▲ **Assumptions**: A background or DSK transition has been selected, and the **BG/DSK** button is blinking.

1. In the **Layer Functions Section**, press **BG/DSK**. The button stops blinking, the pending transition is cancelled, and the **Home Menu** is displayed.

Clearing a Background or DSK

The PresentationPRO-II system enables you to clear any **BG** or **DSK** from Program — back to the current background matte color. Note that a background matte color itself cannot be cleared from Program. However, you *can* change its color:

- If you're working in **BG** mode, refer to the "**Transitioning to a Matte Color**" section on page 109 for details.
- If you're working in **DSK** mode, refer to the "**Changing Background Matte Colors in DSK Mode**" section on page 111 for details.



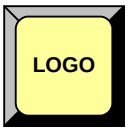
- Use the following steps to clear the background or the DSK from Program.

  1. Ensure that you have preset the desired transition type and rate. Refer to the "**Working with Transitions**" section on page 115 for details.
  2. In the **Layer Functions Section**, press **BG/DSK**. The button blinks and the **BG/DSK Input Setup Menu** appears.
  3. In the **Layer Functions Section**, press **CLEAR** to "pend" the removal of the background or DSK. The **CLEAR** button will blink.
  4. In the **Layer Functions Section**, press **TRANS**. The **TRANS** button lights during the interval, and at the conclusion of the transition, the **Home Menu** appears.

Please note:

- If you're working in **BG** mode, at the conclusion of the transition, the background **Type** will automatically change to **Matte**.
- If you're working in **DSK** mode, at the conclusion of the transition, the background **Type** will not change.

LOGO Transitions



With PresentationPRO-II, you can perform the following types of LOGO transitions:

- Transitioning the LOGO to Program
- Clearing the LOGO from Program

Transitioning the LOGO to Program

Using the **LOGO** source, you can transition a captured still frame to Program at the highest priority layer — covering all effects underneath.

Tip

In addition to its use as a full screen downstream graphic, the **LOGO** can also be used as a convenient “black preview” function. When the **LOGO** source is set to **Black**, you can fade to black at any time, from any simple or complex setup, without affecting the underlying "look."

- Use the following steps to transition the **LOGO** to Program:

1. Ensure that you have preset the desired transition type and rate. Refer to the "**Working with Transitions**" section on page 115 for details.
2. Ensure that the desired still frames have been captured. Refer to the “**Still Frame Capture Overview**“ section on page 117 for details.
3. In the **Layer Functions Section**, press **LOGO**. The button blinks and the **LOGO Input Setup Menu** appears.
4. Scroll to the **Type** line and select **FG_1**, **FG_2**, **FG_3** or **Black**.
5. In the **Layer Functions Section**, press **TRANS**. The **TRANS** button lights during the interval, and at the conclusion of the transition, the **Home Menu** appears.

Clearing the LOGO from Program

- Use the following steps to clear the **LOGO** from Program:

1. Ensure that you have preset the desired transition type and rate. Refer to the "**Working with Transitions**" section on page 115 for details.
2. In the **Layer Functions Section**, press **TRANS**. The **TRANS** button lights during the interval, and at the conclusion of the transition, the **Home Menu** appears. This simple shortcut works because the **LOGO** is the only layer visible on Program, and thus the only element that can transition off.

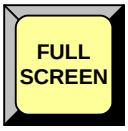
Note

If desired, you can also clear the **LOGO** by pressing **LOGO**, **CLEAR**, **TRANS**.

Working with Layer Functions

The following topics are discussed in this section:

Using Full Screen



- Use the following steps to take the active PIP or Key to full screen:

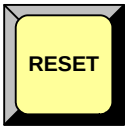
1. In the **Layer Functions Section**, press **PIP** or **KEY** as required. The button blinks, and the associated source blinks on the **Source Selection Bus**.
2. In the **Layer Functions Section**, press **Full Screen**. The source's height will be used as the parameter that define's the full screen size. If borders are **ON**, they will be taken into account so that they are visible.

Using Freeze

- Use the following steps to freeze a PIP or KEY on Program. This function is useful for PIPs and Keys that use video and animated graphics.

1. In the **Layer Functions Section**, press **PIP** or **KEY** as required. The button blinks, and the associated source blinks on the **Source Selection Bus**.
2. In the **Layer Functions Section**, press **FREEZE**. The button lights solid to indicate that a "freeze" is associated with the current PIP or Key.
3. To restore motion to the source, ensure that **PIP** or **KEY** is selected (and blinking), then press **FREEZE**.

Using Reset



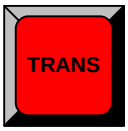
The **Reset** function is context sensitive. It is used to reset the *current effect* to a nominal default value.

- Use the following steps to reset a specific PIP or Key modification parameter:

1. In the **Layer Functions Section**, press **PIP** or **KEY** as required. The button blinks, and the associated source blinks on the **Source Selection Bus**.
2. Ensure that **FREEZE** is off. Frozen PIPs or Keys cannot be reset.
3. If required, navigate to the "menu" whose specific function you want to reset (e.g., borders, shadows, special effects, size, etc).
4. In the **Layer Functions Section**, press **RESET** to reset the current effect.

Working with Transitions

- Use the following steps to perform a **Mix** (or "dissolve"):



1. Set up the desired **PIP**, **Key**, **BG**, **DSK** or **LOGO** transition in the normal manner.
2. Preset the desired transition rate:
    a. Press {**HOME**} **>** {**EFFECTS**} to display the **Effects Menu**.
    b. Scroll to the **Transition Type** line and select **MIX**.
    c. Scroll to the **Transition Rate** line and select the desired rate, in 0.1 second increments.
3. In the **Transition Section**, press **TRANS** to dissolve the setup to Program. At the conclusion of the transition, the **Home Menu** appears

- Use the following steps to perform a **Wipe**:

1. Set up the desired **PIP**, **Key**, **BG**, **DSK** or **LOGO** transition in the normal manner.
2. Preset the desired transition rate, wipe effect and wipe edge:
    a. Press {**HOME**} **>** {**EFFECTS**} to display the **Effects Menu**.
    b. Scroll to the **Transition Type** line and select the desired wipe pattern.
    c. Scroll to the **Transition Edge** field and select the desired wipe edge.
    d. Scroll to the **Transition Rate** line and select the desired rate, in 0.1 second increments.
3. In the **Transition Section**, press **TRANS** to wipe the setup to Program. At the conclusion of the transition, the **Home Menu** appears

Using Remote Control

When PresentationPRO-II is controlled from an external controller, the **Remote Control Menu** is used to set the unit ID and enable/disable remote control itself. Please note the following prerequisites:

- Ensure that you know the unit IDs currently in use by the external controller. The external controller will not allow PresentationPRO-II to connect if a duplicate ID is assigned.
- If an external router is to be connected to PresentationPRO-II, ensure that the proper physical connections have been made, and that the router is properly configured from the external controller.

- Use the following steps to place PresentationPRO-II under remote control:

1. Press {**HOME**} > {**REMOTE CONTROL**} to access the **Remote Control Menu**.
2. Set the **Unit ID** to a value that is *not* used within the external controller's system.
3. Scroll to the **Remote Control** line turn it **ON**.

Important

When remote control is on, the {**HOME**} buttons disappears, the PresentationPRO-II front panel is disabled, and all control originates from the external controller.

4. In the "**Status**" section, verify the following:
   - ~ Connection status with the external controller.
   - ~ **Ctrlr IP** — the IP address of the external controller.
   - ~ **Destination** — the destination assigned to PresentationPRO-II.
   - ~ **Router** — the utilization of routers, either internal or external.

- Use the following steps to reestablish local PresentationPRO-II control:

1. On the **Remote Control Menu**, scroll to the **Remote Control** line turn it **OFF**. The {**HOME**} buttons reappears, the PresentationPRO-II front panel is re-enabled, and all control now originates locally.

Capturing Still Frames

The following topics are discussed in this section:

Still Frame Capture Overview

PresentationPRO-II enables you to capture still frames into the system's three internal frame stores. You can use the system's DVI input as a full screen source, or within the mixer, you can use a PIP or Key as a full screen source.

Note that within the mixer, all PIP and Key captures must occur on Program, with the desired source visible. However, the system only captures the PIP or Key in its *current size and position* on screen, with no borders and with black as the background.

Please note the following important prerequisites to all frame grab procedures:

- Ensure that you are familiar with the **Background/DSK Input Setup Menu**. In Chapter 4, refer to the "**Background/DSK Input Setup Menu**" section on page 74.
- Ensure that you are familiar with the **Frame Grab Menu**. In Chapter 4, refer to the "**Frame Grab Menu**" section on page 80 for details.

Capturing Still Frames from the Background Input

- Use the following steps to capture a still frame from the background DVI input:

1. Ensure that the background input is properly set up as a DVI input. In Chapter 5, refer to the "**Using the DVI Input as the Background**" section on page 94 for instructions.
2. In the **Layer Functions Section**, press **BG/DSK**. The button blinks and the **Background/DSK Input Setup Menu** appears.
3. Scroll to the **Mode** line and select either **BG** or **DSK**.
4. Scroll to the **Type** line and select **DVI**.
5. Press {**FRAME GRAB**} to display the **Frame Grab Menu**.
6. On the **FG to Capture** line, select the temporary frame store into which the still will be captured (**FG_1**, **FG_2** or **FG_3**).
7. Press {**CAPTURE**} to capture the still. Once pressed, the screen will indicate that the frame is being captured. A pop-up message confirms the procedure.
8. Repeat the procedure from step **6** to capture additional stills from the background input. Remember that you can always overwrite **FG_1**, **FG_2** or **FG_3**.

Please note:

- The captured still(s) can now be assigned as the input “type” for **BG**, **DSK** or **LOGO**. In Chapter 5, refer to the "**Using a Still Frame as the Background**" section on page 95 for instructions.
- Captured stills reside in *temporary* memory. If the system is powered down or reset, the stills will be lost. To save stills in permanent memory, refer to the "**Saving Still Frames in Permanent Memory**" section on page 119.

Capturing Still Frames from a PIP or Key

- Use the following steps to capture a still frame from a PIP or Key:

1. In the **Layer Functions Section**, press **PIP** or **KEY** as required. The button blinks, and the associated source blinks on the **Source Selection Bus**.
2. Adjust the PIP or Key’s size and position in the normal way. Remember that the system will capture the layer in its *current size and position*, with no borders — and with black as the background.
3. Press {**HOME**} **>** {**FRAME GRAB**} to display the **Frame Grab Menu**.
4. On the **FG to Capture** line, select the temporary frame store into which the still will be captured (**FG_1**, **FG_2** or **FG_3**).
5. Press {**CAPTURE**} to capture the still. Once pressed, the screen will indicate that the frame is being captured. A pop-up message confirms the procedure.
6. Repeat the procedure from step **1** to capture additional stills from a layer. Remember that you can always overwrite **FG_1**, **FG_2** or **FG_3**.

Please note:

- The captured still(s) can now be assigned as the input “type” for **BG**, **DSK** or **LOGO**. In Chapter 5, refer to the "**Using a Still Frame as the Background**" section on page 95 for instructions.
- Captured stills reside in temporary memory. If the system is powered down or reset, the stills will be lost. To save stills in permanent memory, refer to the "**Saving Still Frames in Permanent Memory**" section on page 119.

Saving Still Frames in Permanent Memory

- Use the following steps to save a captured still into permanent memory.

1. Capture a still as outlined in the previous two sections.
   - ~ "**Capturing Still Frames from the Background Input**" on page 117.
   - ~ "**Capturing Still Frames from a PIP or Key**" on page 118.

Warning

Do not execute the next step during live production. All controls will be locked during the "save" process. It is recommended that you save stills during pre-production as a "setup" procedure.

2. On the **Frame Grab Menu**, press {**SAVE**} to save the captured frame into the selected permanent storage register (**FG_1**, **FG_2** or **FG_3**). Once pressed, the screen will display an important warning:

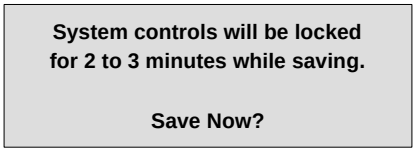


Figure 6-2. Background Frame Save Warning

   - ~ Press **YES** to save the frame. All front panel controls will be locked for up to three minutes while the still frame is saved.
   - ~ Press **NO** to cancel the procedure.

3. If required, press {**DELETE**} to delete the selected frame from permanent storage. This button only appears when frames are stored in permanent memory.

A. Specifications

In This Appendix

This appendix provides detailed technical specifications for the PresentationPRO-II. The following topics are provided:

Scaled Video Channel Input Specifications

The table below lists PresentationPRO-II scaled video channel input specifications.

Table A-1. PresentationPRO-II Scaled Video Channel Input Specifications

Parameter	Specification
Input Types	Analog inputs (8) on 15-pin HD connectors
	• RGBHV / RGBS / RGsB computer video
	• YPbPr video (SD or HD)
	• S-video or composite video
	• On SDI Model, (1) SD-SDI Input on BNC Connector, per SMPTE 259M-C (NTSC / PAL resolution)
	• On HD Model, (1) SD-SDI/HD-SDI Input on BNC Connector, per SMPTE 259M-C (NTSC / PAL resolution), SMPTE 292M (HDTV)
Input Resolutions	• PAL or NTSC
	• Computer resolutions VGA (640 x 480) through UXGA (1600 x 1200)
	• HDTV resolutions up to 1920 x 1080 (720p, 1080i, 1080p)
	• Plasma display resolutions

Unscaled Background/DSK Input Specifications

The table below lists PresentationPRO-II unscaled background/DSK input specifications.

Table A-1. PresentationPRO-II Unscaled Background/DSK Input Specifications

Parameter	Specification
Input Types	DVI Digital Input — per DDWG 1.0 on DVI-I connector
Input Resolutions	(Recommendation) Input resolution should be the same as the selected output resolution.

Output Specifications

The table below lists PresentationPRO-II output specifications.

Table A-2. PresentationPRO-II Output Specifications

Parameter	Specification
Analog Output	RGBHV / RGBS / RGsB (non-interlaced only) on 15-pin HD connector
Digital Output	Digital DVI per DDWG 1.0 on DVI-I connector
Output Resolutions	• Computer resolutions VGA (640 x 480) through UXGA (1600 x 1200)
	• HDTV resolutions, progressive up to 1920 x 1080 (1080p)
	• Plasma display resolutions

User Control

The table below lists PresentationPRO-II user control specifications.

Table A-3. PresentationPRO-II User Control Specifications

Parameter	Specification
Front Panel Control	LCD Touch Screen, rotary encoders and LED lighted push buttons.
Remote Control	The unit may be controlled from a computer or external controller via LAN, or an RS-232 serial link.

Physical and Electrical Specifications

The table below lists PresentationPRO-II physical and electrical specifications.

Table A-4. PresentationPRO-II Physical and Electrical Specifications

Parameter	Specification
Power	120-240 VAC - 50/60 Hz., Auto-selecting 1.0A maximum
Mechanical	2 RU Rackmount Chassis
	H: 3.5 inches (8.89 cm)
	W: 17.00 inches (43.18 cm)
	D: 15.00 inches (38.10 cm)
Weight	16.8 lbs (7.62 kg)
Temperature	0-40 degrees C
Humidity	0-95% non-condensing

Communications Specifications

The table below lists PresentationPRO-II communications specifications.

Table A-5. PresentationPRO-II Communications Specifications

Parameter	Specification
RS-232	DB-9 Female, DCE, 115k Baud
Ethernet	RJ-45, 10/100 Mbps Autosense

Pinouts

The following topics are discussed in this section:

DVI Connector Pinouts

The figure below illustrates the DVI connector:

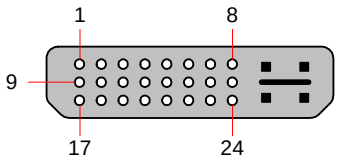


Figure A-1. DVI Connector

The table below lists DVI Connector pinouts. Please note:

- T.M.D.S = Transition Minimized Differential Signal
- DDC = Display Data Channel

Table A-6. DVI Connector Pinouts

Pin	Signal	Pin	Signal
1	T.M.D.S. Data 2-	13	T.M.D.S. Data 3+
2	T.M.D.S. Data 2+	14	+5V Power
3	T.M.D.S. Data 2/4 Shield	15	ground (for +5V)
4	T.M.D.S. Data 4-	16	Hot Plug Detect
5	T.M.D.S. Data 4+	17	T.M.D.S. Data 0-
6	DDC Clock	18	T.M.D.S. Data 0+
7	DDC Data	19	T.M.D.S. Data 0/5 Shield
8	Analog Vertical Sync	20	T.M.D.S. Data 5-
9	T.M.D.S. Data 1-	21	T.M.D.S. Data 5+
10	T.M.D.S. Data 1+	22	T.M.D.S. Clock Shield
11	T.M.D.S. Data 1/3 Shield	23	T.M.D.S. Clock +
12	T.M.D.S. Data 3-	24	T.M.D.S. Clock -

Analog 15-pin D Connector

The figure below illustrates the analog 15-pin D connector:

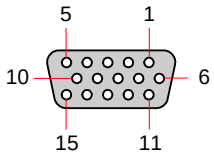


Figure A-2. Analog 15-pin D Connector

The table below lists Analog 15-pin D connector pinouts.

Table A-7. Analog 15-pin D Connector Pinouts

Pin	Signal	Pin	Signal
1	Red	9	
2	Green	10	GND
3	Blue	11	
4		12	
5		13	H Sync or C Sync
6	Red return	14	V Sync
7	Green return	15	
8	Blue return		

Note that each analog input connector accepts a variety of analog formats including VGA, low-resolution composite video, S-video and YUV component video.

- For RGB with H and V sync, use the VGA connector directly.
- Using a (customer supplied) VGA to 5xBNC breakout cable, five input combinations are possible. Cells with check marks denote the connections required for the indicated format.

Table A-8. Analog Input Combinations using Breakout Cable

Breakout Cable Wire Color		Composite Video	S-Video (Y/C)	YUV (YP_bP_r)	RGB Sync on Green	RGB Comp Sync	RGB Separate H V
R			✓ (Chrom)	✓ (P_r)	✓	✓	✓
G		✓	✓ (Lum)	✓ (Lum)	✓	✓	✓
B				✓ (P_b)	✓	✓	✓
H Sync						✓	✓
V Sync							✓

Ethernet Connector

The figure below illustrates the Ethernet connector:

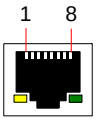


Figure A-3. Ethernet Connector

The table below lists Ethernet connector pinouts.

Table A-9. Ethernet Connector Pinouts

Pin	Signal	Wire Color
1	TX Data +	White / Orange
2	TX Data -	Orange
3	RX Data +	White / Green
4		Blue
5		White / Blue
6	RX Data -	Green
7		White / Brown
8		Brown

Serial Connector

The figure below illustrates the Serial connector:

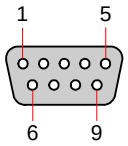


Figure A-4. Serial Connector

The table below lists Serial connector pinouts.

Table A-10. Serial Connector Pinouts

Pin	RS-232 Signal	Description
1	CD	Carrier Detect
2	RXD	Received Data
3	TXD	Transmitted Data
4	DTR	Data Terminal Ready
5	GND	Signal Ground
6	DSR	Data Set Ready
7	RTS	Request To Send
8	CTS	Clear To Send
9	RI	Unused

Input and Output Resolutions

This section provides a comprehensive list of available input and output resolutions, which you can assign to the selected input on the **Input Menu**, and as the system's output format on the **Output Menu** In Chapter 4, refer to the "**Input Menu Description**" and "**Output Menu Description**" sections for details.

Note

Please contact Barco **Technical Support** if you would like to request the addition of a new resolution.

Input and output resolutions are listed below. Each entry lists **Format @Fv (Hz)**.

Important

PresentationPRO-II does not support interlaced output resolutions. All interlaced video formats listed below are supported as inputs only, and noted as such in red.

- NTSC (480i) **(Input Only)**
- 720x480p
- PAL (576i) **(Input Only)**
- 720x575p
- 640x480 @59.94
- 640x480 @60
- 640x480 @72
- 640x480 @75
- 640x480 @85
- 800x600 @50
- 800x600 @56
- 800x600 @59.94
- 800x600 @60
- 800x600 @72
- 800x600 @75
- 800x600 @85
- 1024x768 @47.95
- 1024x768 @48
- 1024x768 @50
- 1024x768 @59.94
- 1024x768 @60
- 1024x768 @70
- 1024x768 @71.93
- 1024x768 @72
- 1024x768 @75

- 1024x768 @85
- 1152x864 @75
- 1280x768 @47.95
- 1280x768 @48
- 1280x768 @50
- 1280x768 @59.94
- 1280x768 @75
- 1280x960 @50
- 1280x960 @59.94
- 1280x960 @60
- 1280x960 @85
- 1280x1024 @47.95
- 1280x1024 @48
- 1280x1024 @50
- 1280x1024 @59.94
- 1280x1024 @60
- 1280x1024 @71.93
- 1280x1024 @72
- 1280x1024 @75
- 1280x1024 @85
- 1364x768 @47.95
- 1364x768 @48
- 1364x768 @50
- 1364x768 @59.94
- 1364x768 @75
- 1364x1024 @47.95
- 1364x1024 @48
- 1364x1024 @50
- 1364x1024 @59.94
- 1364x1024 @75
- 1400x1050 @48
- 1400x1050 @50
- 1400x1050 @59.94
- 1400x1050 @60
- 1400x1050 @75
- 1680x1050 @60
- 1600x1200 @47.95
- 1600x1200 @48
- 1600x1200 @50

- 1600x1200 @59.94
- 1600x1200 @60
- 1280x720p @50
- 1280x720p @59.94
- 1280x720p @60
- 1920x1080p @23.98
- 1920x1080p @24
- 1920x1080p @25
- 1920x1080p @29.97
- 1920x1080p @30
- 1920x1080p @50
- 1920x1080p @59.94
- 1920x1080p @60
- 1920x1080sF @23.98
- 1920x1080sF @24
- 1920x1080i @50 **(Input Only)**
- 1920x1080i @59.94 **(Input Only)**
- 1920x1080i @60 **(Input Only)**
- XLM 2K @59.94
- XLM 2K @60
- 2048x1080p @50
- 2048x1080p @59.94
- 2048x1080p @60
- 1920x1200p @60
- Apple 1200p @60
- 875p

B. Contact Information

In This Appendix

The following topics are discussed in this Appendix:

Warranty

All video products are designed and tested to the highest quality standards and are backed by a full 3-year parts and labor warranty. Warranties are effective upon delivery date to customer and are non-transferable. Barco warranties are only valid to the original purchaser/owner. Warranty related repairs include parts and labor, but do not include faults resulting from user negligence, special modifications, lightning strikes, abuse (drop/crush), and/or other unusual damages.

The customer shall pay shipping charges when unit is returned for repair. Barco will cover shipping charges for return shipments to customers.

Return Material Authorization (RMA)

In the unlikely event that a product is required to return for repair, please call the **Technical Support / Customer Service** direct line, and ask to receive a Return Merchandise Authorization number (RMA).

- (866) 374-7878

RMA Conditions are listed below:

a. Prior to returning any item, you must receive a Return Merchandise Authorization (RMA) number.

b. All RMA numbers must appear on their return-shipping label.

c. RMA numbers are valid for ten (10) days from issue date.

d. All shipping and insurance charges on all RMAs must be prepaid by the customer

Contact Information

Barco Events USA/Barco Folsom, LLC
11101 Trade Center Drive
Rancho Cordova, California 95670
USA

- Phone: (916) 859-2500
- Fax: (916) 859-2515
- Websites:
  - ~ www.folsom.com
  - ~ www.events.barco.com

Sales Contact Information

- Direct: (916) 859-2505
- Toll Free: (888) 414-7226
- E-mail: folsomsales@barco.com

Barco N.V.
Noordlaan 5
8520 Kuurne
BELGIUM

- Phone: +32 56.36.82.11
- Fax: +32 56.35.16.51
- Website: www.events.barco.com

Technical Support / Customer Service Information

- Tech Line: (866) 374-7878 — 24 hours per day, 7 days per week
- E-mail: folsomsupport@barco.com

C. Upgrading Software

In This Appendix

The following topics are discussed in this Appendix:

Software Upgrade Overview

Firmware files for the PresentationPRO-II system are loaded into the hardware at power-up. These files are stored in the unit's onboard flash memory, which can be accessed by using one of the following two methods:

- **Serial** — this method is the easiest to set up and use. The PC connection is made through the Serial 1 port on the PresentationPRO-II rear panel, in conjunction with the "Flash Loader" utility supplied with each upgrade.
- **Ethernet** — this method uses the rear panel's Ethernet port in conjunction with a small network consisting of a PC (or Laptop), a network hub and the PresentationPRO-II unit. However, this method still requires a serial port to be connected.

Note

The Ethernet method is twice as fast as the Serial method. Using Serial takes approximately 6 minutes, while using Ethernet takes approximately 3 minutes.

The Flash Loader utility enables you to update the Flash memory with the latest software revision. The utility should be run from a PC's hard drive (recommended).

Each upgrade method is discussed in the following sections:

- **Serial Upgrade Method**
- **Ethernet Upgrade Method**

Serial Upgrade Method

- Use the following steps to upgrade PresentationPRO-II software using a serial connection to your PC:

  1. Ensure that your PC (or laptop) uses the Windows® 2000 or XP operating systems.
  2. Ensure that your PC (or laptop) has RS-232 Serial Terminal software installed, such as **HyperTerminal**. This software enables the PC to send serial commands to the PresentationPRO-II unit.
  3. Download the latest PresentationPRO-II firmware update from the web:
     a. On the web, navigate to **http://video.folsom.com**.
     b. Click "**Downloads**" to access the **Downloads Page**.
     c. Using the "**Select Video Product**" pull-down menu, click PresentationPRO-II.
     d. In the "**Software**" section, click the **Download** button for the latest version of code.
     e. When the **File Download Dialog** appears, click **Save** to save the file to your computer.
     f. When the **Save As Dialog** appears, navigate to the desired folder (or create a new one) and click **Save**.

g. After the download is complete, navigate to the target folder and double-click the **EXE** to launch the installation shield.

h. Follow the prompts to install the upgrade package in the desired folder. Note that at the conclusion of the procedure, a new path will be created under **Start > Programs > Barco Folsom**.

Note

Do not move or copy any files out of the target folder.

4. Connect the **Serial 1** port on the back of the PresentationPRO-II to the **COM 1** port on your PC. In Chapter 2, refer to the "**PresentationPRO-II Rear Panel**" section on page 12 for the location of the **Serial 1** port.
5. Power-up the PresentationPRO-II.
6. On the PC, click **Start > Programs > Barco Folsom > PresentationPRO-II Software > PresentationPRO-II Flash Loader** to launch the Flash Loader utility, as shown below.

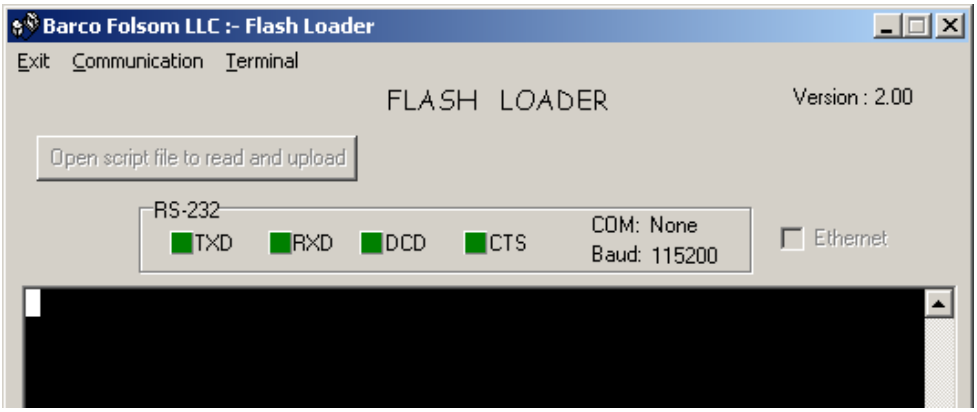


Figure C-1. Flash Loader Utility

Note

If you have not used the **COM 1** port on your PC, an error message will be shown at the bottom of the Flash Loader.

7. Click **Communication > RS232 Config > Baud**, and select 115200.
8. Click **Communication > RS232 Config > COM Port**, and select the COM port on your PC to which the PresentationPRO-II is connected. If no other programs are using the port, the "**Established communications**" message appears at the bottom of the Flash Loader.
9. To verify communications between the PC and the PresentationPRO-II unit:
   a. In the loader program, click in the black terminal window area.
   b. Note the condition of the status lights:
   - **DCD** and **CTS** should be red.

- **TXD** and **RXD** should be green. They will flash if **Enter** is pressed.

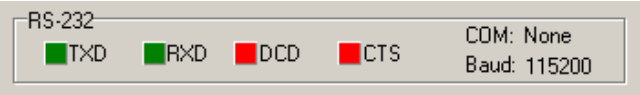


Figure C-2. Flash Loader Status Lights, Normal Condition

c. Press **Enter** a few times to display the system prompt "#" on screen.

d. If the prompt does not appear, continue with step **10** (troubleshooting).

e. If the prompt appears, continue with step **11** (uploading files).

10. To troubleshoot the serial connection:

a. If the **DCD** and **CTS** status lights are green, re-check the communication settings in the loader, and verify that the COM port and Baud Rate settings are correct.

b. To verify PresentationPRO-II communication settings, on the front panel of the PresentationPRO-II unit press {**HOME**} **>** {**SYSTEM**} **>** {**CONSOLE**} to display the **Console Port Setup Menu**.

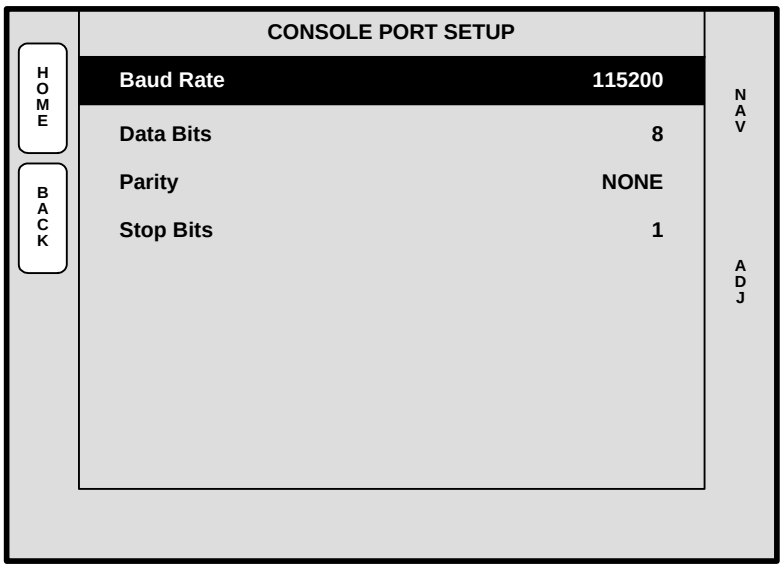


Figure C-3. Console Port Setup Menu (sample)

c. On the menu, ensure that the following settings are selected:

- **Baud Rate** = 115200
- **Data Bits** = 8
- **Parity** = NONE
- **Stop Bits** = 1

d. Repeat steps **7** and **8** above, then re-check the status lights.

e. With communication status OK, continue with step **11**.

11. To upload files to the PresentationPRO-II unit, click the "**Open script file to read and upload**" button.

12. In the dialog, select "**Upload_All.sld**" and click **Open**. The PresentationPRO-II unit should immediately display the "**System in LOADER MODE**" message.

13. It takes approximately 6 minutes to load the flash memory using the Serial method. When complete, the Flash Loader utility displays the "**Upload Complete**" message. Click **OK** to continue.
14. Cycle power on the PresentationPRO-II unit, and exit the Flash Loader utility.
15. On PresentationPRO-II, perform a factory reset.

Warning — Use caution when performing this step, as all saved files and saved still frames will be erased.

   a. From the **Home Menu**, press {**SYSTEM**} to access the **System Menu**.
   b. From the **System Menu**, press {**RESET**} to display the **Reset Menu**.
   c. On the **Reset Type** line, select **FACTORY**.
   d. Press {**RESET**}. When the confirmation screen appears, press {**YES**} to reset the system to factory default values.

16. On PresentationPRO-II, verify that the new software has been loaded correctly:
   a. From the **Home Menu**, press {**SYSTEM**} to access the **System Menu**.
   b. From the **System Menu**, press {**SW VER**} to display the **Software Version Menu**, then verify the new version.

Ethernet Upgrade Method

- Use the following steps to upgrade PresentationPRO-II software using an Ethernet connection to your PC:

1. Ensure that your PC (or laptop) uses the Windows® 2000 or XP operating systems.
2. Ensure that your PC (or laptop) has RS-232 Serial Terminal software installed, such as **HyperTerminal**. This software enables the PC to send serial commands to the PresentationPRO-II unit.
3. Please note the following important points:
   ~ Do not connect PresentationPRO-II to a Local Area Network (LAN) with an existing DHCP server running.
   ~ The factory default IP address for the PresentationPRO-II system is **192.168.0.10**, so the PC will use **192.168.0.191** as its IP address.
4. Download the latest PresentationPRO-II firmware update from the web:
   a. On the web, navigate to **http://video.folsom.com**.
   b. Click "**Downloads**" to access the **Downloads Page**.
   c. Using the "**Select Video Product**" pull-down menu, click PresentationPRO-II.
   d. In the "**Software**" section, click the **Download** button for the latest version of code.
   e. When the **File Download Dialog** appears, click **Save** to save the file to your computer.

f. When the **Save As Dialog** appears, navigate to the desired folder (or create a new one) and click **Save**.

g. After the download is complete, navigate to the target folder and double-click the **EXE** to launch the installation shield.

h. Follow the prompts to install the upgrade package in the desired folder. Note that at the conclusion of the procedure, a new path will be created under **Start > Programs > Barco Folsom**.

Note Do not move or copy any files out of the target folder.

5. Configure a small network system consisting of a Hub, the PresentationPRO-II and your PC (or laptop). Use the diagram below for reference.

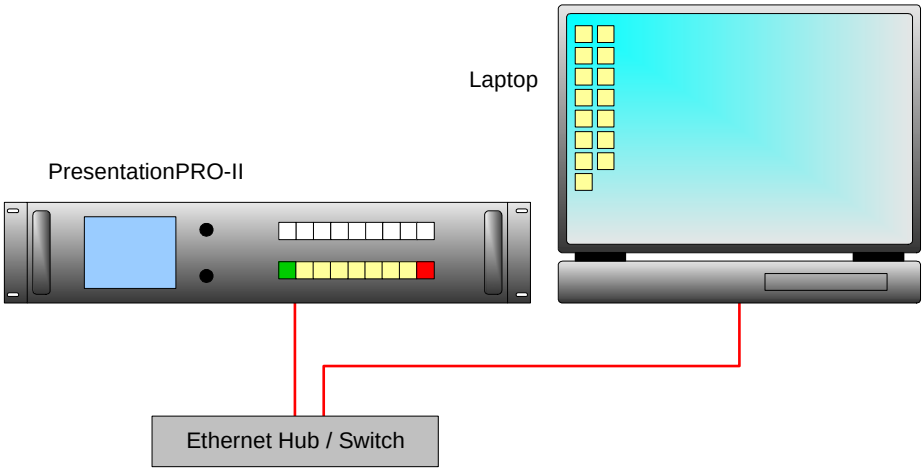


Figure C-4. Small Ethernet Network

Note Do not connect this small network to any other network.

6. Connect the **Serial 1** port on the back of the PresentationPRO-II to the **COM 1** port on your PC. In Chapter 2, refer to the "**PresentationPRO-II Rear Panel**" section on page 12 for the location of the **Serial 1** port.

7. Power-up the PresentationPRO-II and the Hub.

8. To assign a static IP address to the PC (or laptop), on the PC, click **Start > Settings > Control Panel** to display the Control Panel Window.

9. Double-click the **Network and Dial-up Connections** icon to display the Network and Dial-up Connections Window.

10. Note the status of the Local Area Connection, as shown below.

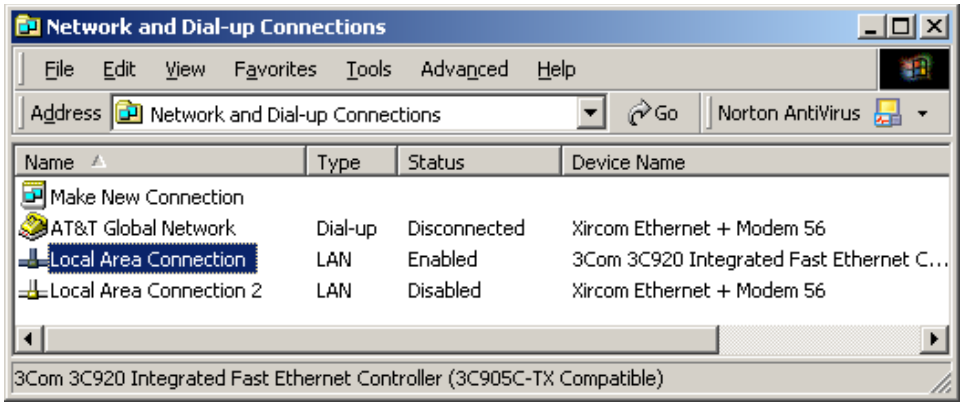


Figure C-5. Network and Dial-up Connections Window (sample)

- If the status is "**disabled**," contact your network administrator.
- If the status is "**enabled**," right click on the Local Area Connection label and select **Properties** from the pop-up menu.

The **Local Area Connection Properties Window** appears:

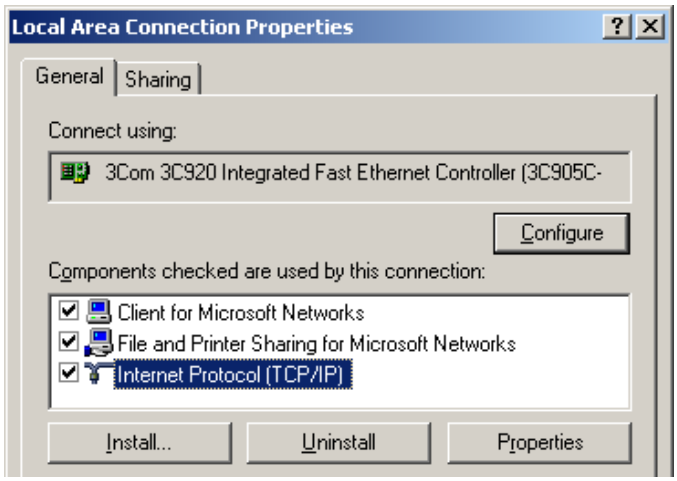


Figure C-6. Local Area Connection Properties Window (sample)

11. Ensure that the **Internet Protocol (TCP/IP)** check box is checked.

12. Click the **Internet Protocol (TCP/IP)** line to highlight it, then click the **Properties** button to display the **Internet Protocol (TCP/IP) Properties Dialog**.

13. Check the "**Use the following IP address**" check box, as shown below.

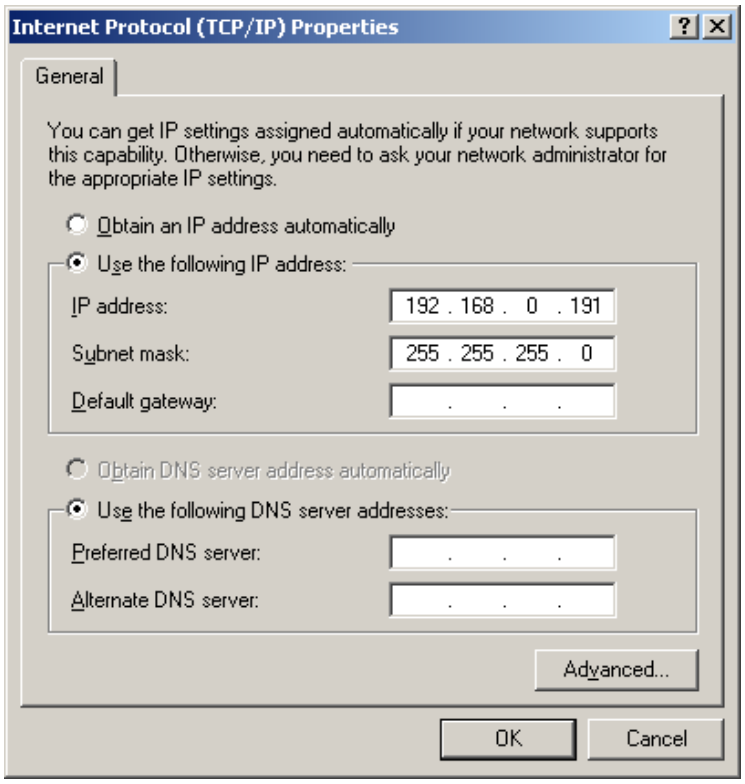


Figure C-7. Internet Protocol (TCP/IP) Properties Dialog (sample)

14. Set the IP Address to **192.168.0.191**.

Note

The static IP address shown above is within the unit's user-defined IP address range. If this address has already been assigned to another device, select a different IP address within the following range: **192.168.0.191** → **192.168.0.240**.

15. Set the Subnet Mask to **255.255.255.0**.
16. Set the Default Gateway to **192.168.0.1**.
17. When complete, click **OK** to close the dialog, then click **OK** to close the Local Area Connection Properties Window.
18. (Optional). Click **Start > Run** to display the **Run Dialog**.
    a. In the **Open** field, type **cmd**, then click **OK** to open a DOS command window.
    b. In the DOS command window, type **ipconfig**, and verify that the new IP address is correct.
    c. Close the DOS command window.

19. To connect to the PresentationPRO-II serial port:
    a. Click **Start > Programs > Accessories > Communications > HyperTerminal** to launch the HyperTerminal application.
    b. In the **Connection Description** dialog, enter a connection name, choose an icon, and click **OK**.
    c. In the **Connect To** dialog, click the **Connect using** pull-down menu, and choose **COM 1**.
    d. Click **OK** to display the **COM 1 Properties** dialog.
    e. Select the following settings:
        - **Baud Rate** = 115200
        - **Data Bits** = 8
        - **Parity** = NONE
        - **Stop Bits** = 1
20. In the terminal window, ensure that the # prompt is displayed, then type:

    ```
    LOADR
    ```

    .... and wait a few seconds for the > prompt.
21. In the terminal window, type:

    ```
    DHCP 0
    ```

    You might have to wait 10 seconds, until it binds to **192.168.0.10**.
22. On the PC, click **Start > Programs > Barco Folsom >** PresentationPRO-II **Software >** PresentationPRO-II **Flash Loader** to launch the Flash Loader utility, as shown below.

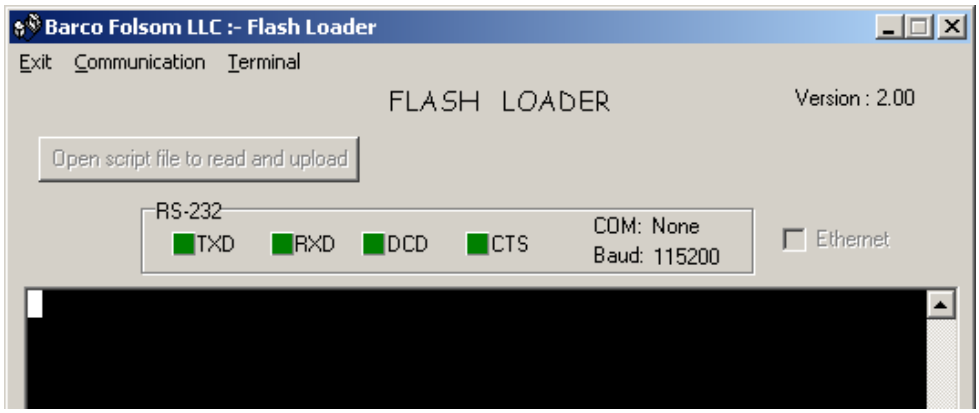


Figure C-8. Flash Loader Utility

23. Click **Communication > Ethernet > Connect** to display the **Ethernet Connection** dialog.

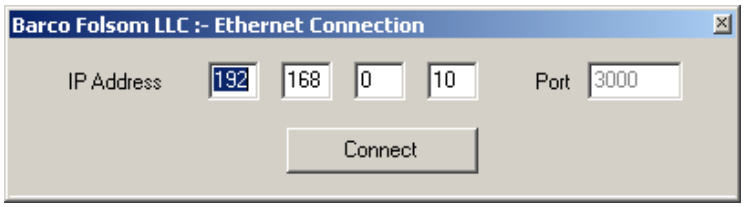


Figure C-9. Ethernet Connection Dialog (sample)

Note

If the **Ethernet** menu pick is grayed out, set the COM port to **None**.

24. In the dialog, enter the IP address of the PresentationPRO-II: **192.168.0.10**. The default port number is **3000**.
25. Click the **Connect** button. If the connection is successfully established, the message "**Connect via Ethernet successful**" will be shown in the Status Bar. If you cannot connect, refer to the "**Troubleshooting Ethernet Communications** section on page 145 for instructions.
26. To upload files to the PresentationPRO-II unit, click the "**Open script file to read and upload**" button.
27. In the dialog, select "**Upload_All.sld**" and click **Open**. The flash loader echoes commands while the flash is being loaded.
28. It takes approximately three minutes to load the flash memory using the Ethernet method. When complete, the Flash Loader utility displays the "**Upload Complete**" message. Click **OK** to continue.
29. Cycle power on the PresentationPRO-II unit, and exit the Flash Loader utility.
30. On PresentationPRO-II, perform a factory reset:

Warning

Use caution when performing this step, as all saved files and saved still frames will be erased.

   a. From the **Home Menu**, press {**SYSTEM**} to access the **System Menu**.
   b. From the **System Menu**, press {**RESET**} to display the **Reset Menu**.
   c. On the **Reset Type** line, select **FACTORY**.
   d. Press {**RESET**}. When the confirmation screen appears, press {**YES**} to reset the system to factory default values.

31. On PresentationPRO-II, verify that the new software has been loaded correctly:
   a. From the **Home Menu**, press {**SYSTEM**} to access the **System Menu**.
   b. From the **System Menu**, press {**SW VER**} to display the **Software Version Menu**, then verify the new version.

Troubleshooting Ethernet Communications

- Use the following steps to determine the IP address of the PresentationPRO-II, and establish proper communications:

1. The default IP address for the PresentationPRO-II unit is 192.168.0.10. To verify that this is the correct address, open the terminal program and create a serial communication link to the PresentationPRO-II:
    a. Click **Start > Programs > Accessories > Communications > HyperTerminal** to launch the HyperTerminal application.
    b. In the **Connection Description** dialog, enter a connection name, choose an icon, and click **OK**.
    c. In the **Connect To** dialog, click the **Connect using** pull-down menu, and choose **COM 1**.
    d. Click **OK** to display the **COM 1 Properties** dialog.
    e. Select the following settings:
        - **Baud Rate** = 115200
        - **Data Bits** = 8
        - **Parity** = NONE
        - **Stop Bits** = 1
        - **Flow Control** = hardware/software
2. Turn on the PresentationPRO-II.
3. In the terminal window, type:

    ```
    IPINFO
    ```

    (or SET if in the loader)
4. Verify that the following message is displayed:

    ```
    #ipinfo
    Server running
    IP Address 192.168.0.10
    Listen Port 3000
    Subnet Mask 255.255.255.0
    DHCP CLIENT
    DHCP Srvr IP Addr 192.168.0.11
    DHCP Srvr IP Count 180
    Static IP Address 192.168.0.10
    ```

    Note — The exact static IP Address may differ.
5. Ensure that Ethernet is connected from the PC to the hub (to which PresentationPRO-II is connected).
6. Open a DOS command window on the PC:
    a. Click **Start > Run** to display the **Run Dialog**.
    b. In the **Open** field, type **cmd**, then click **OK** to open a DOS command window.

7. In the DOS command window, type:

```
ping 192.168.0.10
```

... and press **Enter**.

Note Use the unit's actual IP address, as determined in step **4** above.

~ If the computer is able to successfully communicate with the PresentationPRO-II, you will see a series of "**replies**" from the target IP address.

~ If you see a "**Request timed out**" message, the PC is unable to locate and communicate with the PresentationPRO-II. If this is the case:

- Check your network connections and settings as described above, or ...
- Contact your network administrator.

8. With communications established, to find the current software revision:

a. Open the terminal program and create a serial communication link to the PresentationPRO-II unit.

b. At the PresentationPRO-II command prompt, type:

```
rev
```

... and press **Enter**.

Index

{ Menu Buttons }

Numerics

A

B

C

D

E

F

G

H

I

K

L

M

N

O

P

Q

R

S

T

U

V

W