

# QUICK START GUIDE

## Vertige™ - Ref. VRC300



Thank you for choosing **Analog Way** and the **Vertige™**. By following these simple steps, you will be able to setup and use your powerful high end Remote Controller within minutes. **Vertige™** is a revolutionary Remote Controller integrating new ways to create and manage large events and multi-venues. The **Vertige™** brings a simple and flexible approach to show creation and management. **Vertige™** can control several screens and devices such as **Ascender 48**, **Ascender 32**, **SmartMatrix Ultra** or **NeXtage 16** systems, independently or simultaneously in any kind of combination, including Soft Edge blending. **Vertige™** also supports linked **LiveCore™** devices (additive modularity) and **LiveCore™** Expansion modules.

### WHAT'S IN THE BOX

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

\* User manual and Quick start guide are available on [www.analogway.com](http://www.analogway.com).

### VERTIGE™ SETTINGS

Before starting with **Vertige™** please see the following steps:

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

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

### REAR PANEL DESCRIPTION



#### 1. Power Supply:

Dual, redundant power supply with fuse as standard equipment.

#### 2. On/Off button:

Switch on/off the device.

#### 3. Connection panel:

Ethernet LAN adapters to control devices.



## FRONT PANEL DESCRIPTION



### 1- Touch screen

The touch screen 15"6 Wide displays comfortably on the same page, the representation of the Program & Preview but also of a typical scene (Blend + 2 satellites). It is important to have the whole scene represented to work on multiple layers from different screens at the same time (change of source of background, for example). It is useful to have both states Program/Preview shown at the same time as the LiveCore™ series allows you to change one or the other at any time (even during an effect).

### 2- Preset section

This section allows the operator to save/load its scene presets (10 direct access presets and a page mechanism to organize them).

### 3- Layer section

This section enables the operator to select a set of layers which belong to different screens in order to edit them simultaneously. Various criteria are used to perform advanced combinations. It will be possible to save those combinations for later use.

### 4- Source section

This section allows assigning sources to the selected layers in Program or Preview. Twelve contextual buttons display the name of source. The capability to change a page allows benefiting from numerous sources in association with the management of plugs for the LiveCore™ series.

### 5- Control section

This section enables the operator to select which preset to work with, and have direct access to basic functions applied to all selected layers (Clear, Unify...).

### 6- Edit section

This section allows the operator to edit the selected layers in three different ways: roughly by the joystick, finely by coders or directly by numpad. The block containing the numpad is contextual and also provides access to pages of shortcuts, tools, layer presets (Position, Size, Border, Effect ...).

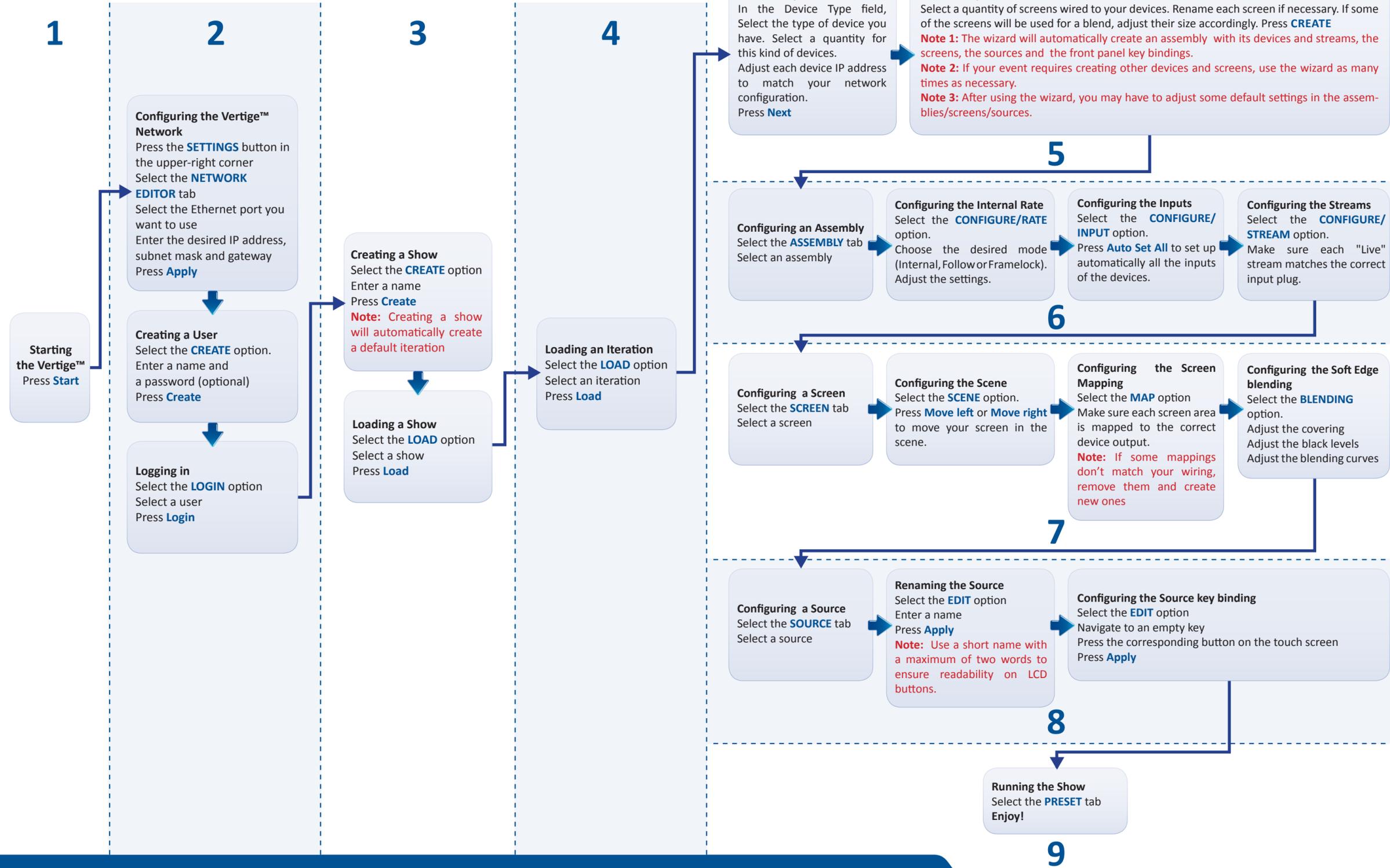
### 7- Transition section

This section enables to use the T-Bar for transitions. Sliders can be used like T-Bar (Effects) or like Faders (Alpha). They are motorized in order to see the current state of the selection.

### 8- Control Transition

This section allows giving a specific role to the sliders:  
 - In FX mode, they allow to individually mix each screen  
 - In Alpha mode, where different layers of different screens can be assigned to a slider, they will allow to control the layer opacity (transparency).

## SETTING UP THE VERTIGE™ & CONFIGURING THE SHOW



## RUNNING THE SHOW



### Layer Selection

Backgrounds, frames, PIPs, and logos are all considered layers. Layers which are selected will be highlighted on the touchscreen. To select a layer, there are several options:

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

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

### Source selection

The source selection allows you to fill all selected layers with a source. All sources have to be defined before (sources and their corresponding key bindings are usually created automatically by the **Iteration Wizard**).



Use the left/right arrow to navigate into the source page. Then simply press the desired source in order to fill the selected layer(s).

### Transition section

You have different options to transition from Preview to Program:

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



Below each fader you will find a screen button, you can use the left/right arrow to move this screen list. Each fader will take the screen which is written on the button.

### Preset selection

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



To save a preset, first create the content that you wish to save on either the program or preview screens. To save a preset from Program, make sure that the Program button is selected. To save a preset from Preview, make sure that the Preview button is selected. To save a preset, press the **Save** button next to the preset bank and page navigation buttons. Then navigate to the preset slot that you wish to save to, and press once on the desired preset button. The preset will turn yellow, indicating a successful save. If the preset slot was not empty, press twice to overwrite.

To load a preset, first be sure that the Preview button is selected if you wish to load the preset to Preview, or that the Program button is selected if you wish to load the preset to Program. To Load a preset, make sure

that the **LOAD** button next to the preset bank and navigation buttons has been selected. Next, select the desired preset that you wish to load. The preset will be loaded to program or preview, depending on which button has been selected. If you have loaded your preset to preview, you will need to press **TAKE** to view it on the Program screens. If you load a preset directly to program, the new attributes including sources, size, position, border, etc will cut into place.

## WARRANTY AND SERVICE

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

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

## GOING FURTHER WITH THE VERTIGE™

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

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