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**, **Ascender 16**, **SmartMatriX Ultra**, **NeXtage 16** or **NeXtage 08** systems, independently or simultaneously in any kind of combination, including Soft Edge blending. **Vertige™** also supports linked **LiveCore™** devices (additive modularity), **LiveCore™** Expansion modules and synchronized **LiveCore™** devices (associative modularity).

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.

Register your product

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

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.
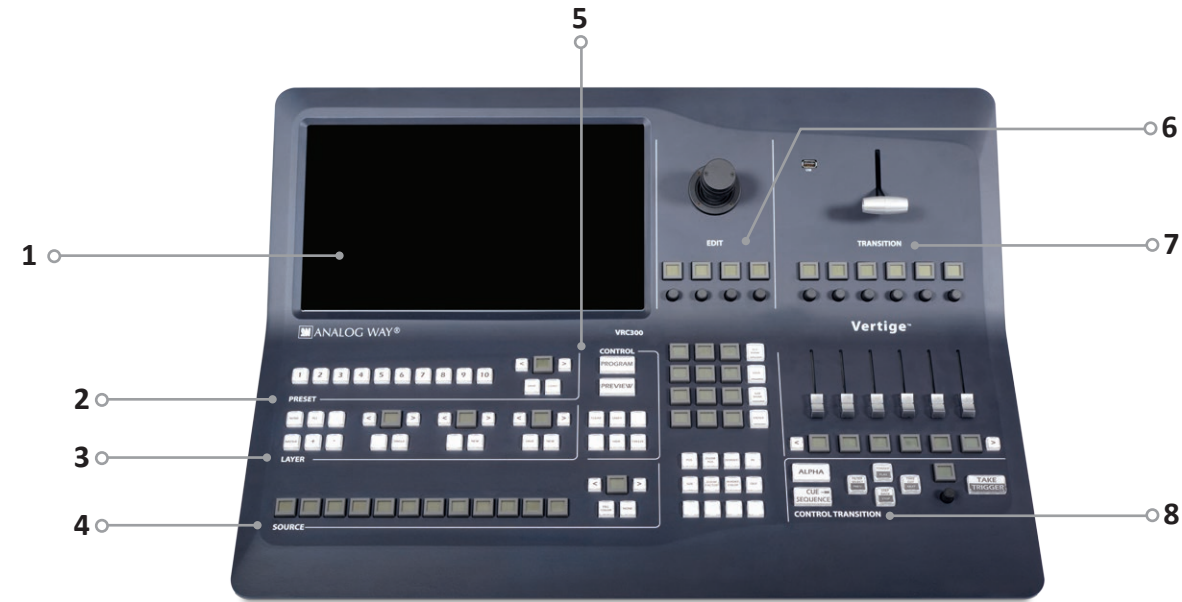
2. On/Off button:
Switch on/off the device.

3. Connection panel:
Ethernet LAN adapters to control devices.

FRONT PANEL DESCRIPTION

SETTING UP THE VERTIGE™ & CONFIGURING THE SHOW

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1

Starting the Vertige™
Press **Start**

Configuring the Vertige™ Network
Press the **SETTINGS** button in the upper-right corner
Select the **Network** tab
Select the Ethernet port you want to use
Enter the desired IP address, subnet mask and gateway
Press **Apply**

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Creating a User
Select the **CREATE** option.
Enter a name and a password (optional)
Press **Create**

Logging in
Select the **LOGIN** option
Select a user
Press **Login**

3

Creating a Show
Select the **CREATE** option
Enter a name
Press **Create**

Note: Creating a show will automatically create a default iteration

Loading a Show
Select the **LOAD** option
Select a show
Press **Load**

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Loading an Iteration
Select the **LOAD** option
Select an iteration
Press **Load**

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.

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 (Freeze, 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 displaying the numpad is contextual: it also provides access to pages of shortcuts, tools, layer presets (Position, Size, Border, Effect ...).
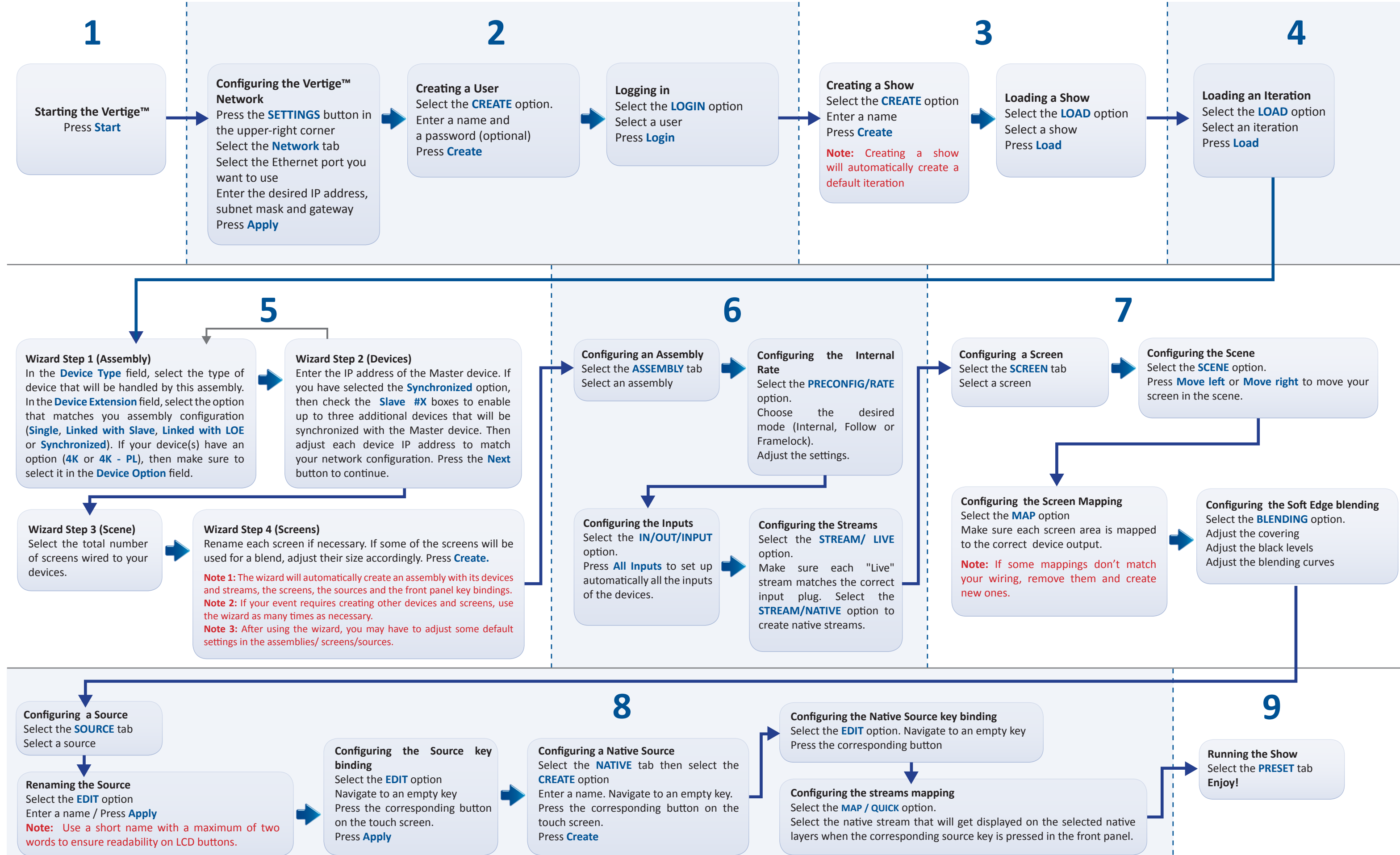
7- Transition section
This section enables to use the T-Bar for transitions. Sliders can be used like T-Bar (Effects) or like Faders (Alpha). Sliders are motorized in order to see the current state of the selection.

8- Control Transition
The **ALPHA** button is used to give a specific role to the sliders:
• If the **ALPHA** mode is disabled (key backlight turned off), sliders allow to individually mix each screen
• If the **ALPHA** mode is enabled (key illuminates in RED), different layers of different screens can be assigned to a slider, they will allow to control the layer opacity (transparency).
The **CUE SEQUENCE** mode allows buttons to be used for controlling cue sequence playback.

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Wizard Step 1 (Assembly)
In the **Device Type** field, select the type of device that will be handled by this assembly. In the **Device Extension** field, select the option that matches you assembly configuration (**Single**, **Linked with Slave**, **Linked with LOE** or **Synchronized**). If your device(s) have an option (**4K** or **4K - PL**), then make sure to select it in the **Device Option** field.

Wizard Step 2 (Devices)
Enter the IP address of the Master device. If you have selected the **Synchronized** option, then check the **Slave #X** boxes to enable up to three additional devices that will be synchronized with the Master device. Then adjust each device IP address to match your network configuration. Press the **Next** button to continue.

Wizard Step 3 (Scene)
Select the total number of screens wired to your devices.

Wizard Step 4 (Screens)
Rename each screen if necessary. If some of the screens will be used for a blend, adjust their size accordingly. Press **Create.**

Note 1: The wizard will automatically create an assembly with its devices and streams, the screens, the sources and the front panel key bindings.
Note 2: If your event requires creating other devices and screens, use the wizard as many times as necessary.
Note 3: After using the wizard, you may have to adjust some default settings in the assemblies/ screens/sources.

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Configuring an Assembly
Select the **ASSEMBLY** tab
Select an assembly

Configuring the Internal Rate
Select the **PRECONFIG/RATE** option.
Choose the desired mode (Internal, Follow or Framelock).
Adjust the settings.

Configuring the Inputs
Select the **IN/OUT/INPUT** option.
Press **All Inputs** to set up automatically all the inputs of the devices.

Configuring the Streams
Select the **STREAM/ LIVE** option.
Make sure each "Live" stream matches the correct input plug. Select the **STREAM/NATIVE** option to create native streams.

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Configuring a Screen
Select the **SCREEN** tab
Select a screen

Configuring the Scene
Select the **SCENE** option.
Press **Move left** or **Move right** to move your screen in the scene.

Configuring the Screen Mapping
Select the **MAP** option
Make sure each screen area is mapped to the correct device output.

Note: If some mappings don't match your wiring, remove them and create new ones.

Configuring the Soft Edge blending
Select the **BLENDING** option.
Adjust the covering
Adjust the black levels
Adjust the blending curves

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Configuring a Source
Select the **SOURCE** tab
Select a source

Renaming the Source
Select the **EDIT** option
Enter a name / Press **Apply**
Note: Use a short name with a maximum of two words to ensure readability on LCD buttons.

Configuring the Source key binding
Select the **EDIT** option
Navigate to an empty key
Press the corresponding button on the touch screen.
Press **Apply**

Configuring a Native Source
Select the **NATIVE** tab then select the **CREATE** option
Enter a name. Navigate to an empty key. Press the corresponding button on the touch screen.
Press **Create**

Configuring the Native Source key binding
Select the **EDIT** option. Navigate to an empty key
Press the corresponding button

Configuring the streams mapping
Select the **MAP / QUICK** option.
Select the native stream that will get displayed on the selected native layers when the corresponding source key is pressed in the front panel.

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Running the Show
Select the **PRESET** tab
Enjoy!

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 section allows you to:
• Fill any layer or group of layer with a source.
• Fill any native layer or group of native layer with a native source (the native mode must be enabled).

All sources and native sources have to be defined before (sources and their corresponding key bindings are usually created automatically by the **Iteration Wizard** whereas native sources have to be created manually). 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 then the system will automatically switch back to **Load** mode. 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 is 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.

Presets can be saved, loaded and renamed directly from the **Preset** page. (*Please read the user manual for more information on this topic*).
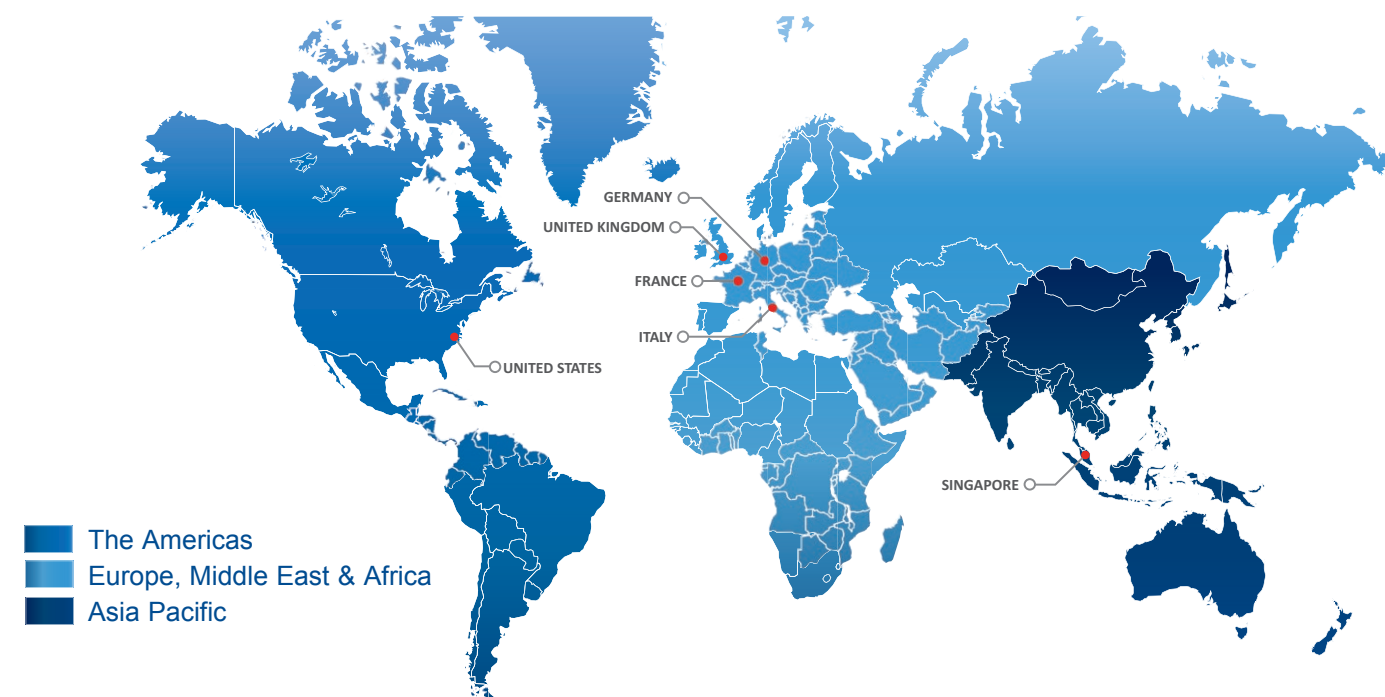
WARRANTY AND SERVICE

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

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

GOING FURTHER WITH THE VERTIGE™

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

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