

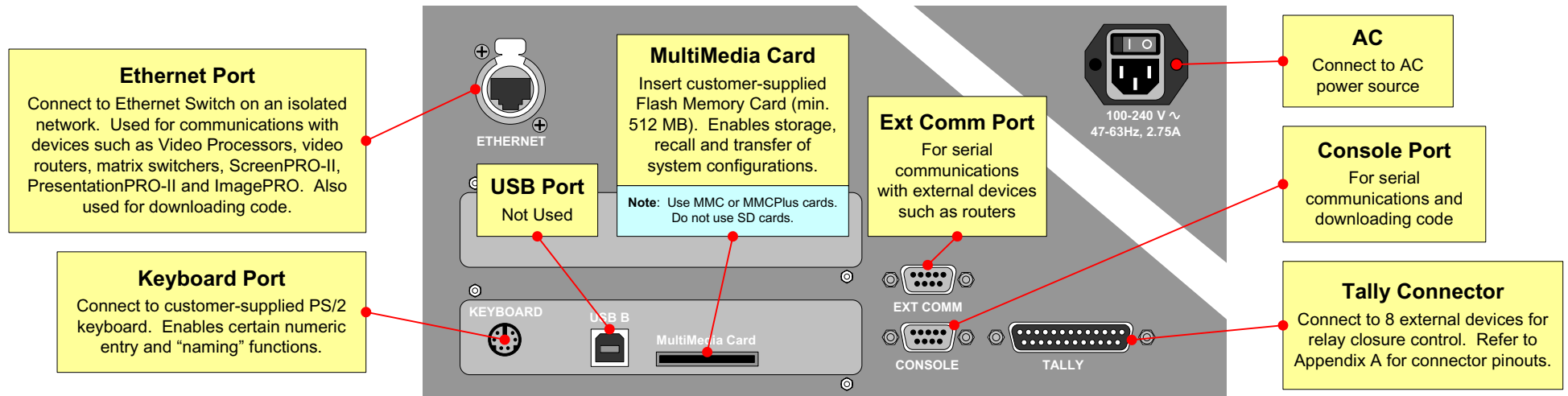
Encore Presentation System

Quick Start Guide

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Encore Controller — Rear Panel: Models SC and LC



System Setup



System setup is comprised of 20 sequences, each of which includes many steps. For error-free installation, always refer to the associated section in Chapter 6 of the User's Guide. The circled sequence numbers are identical.

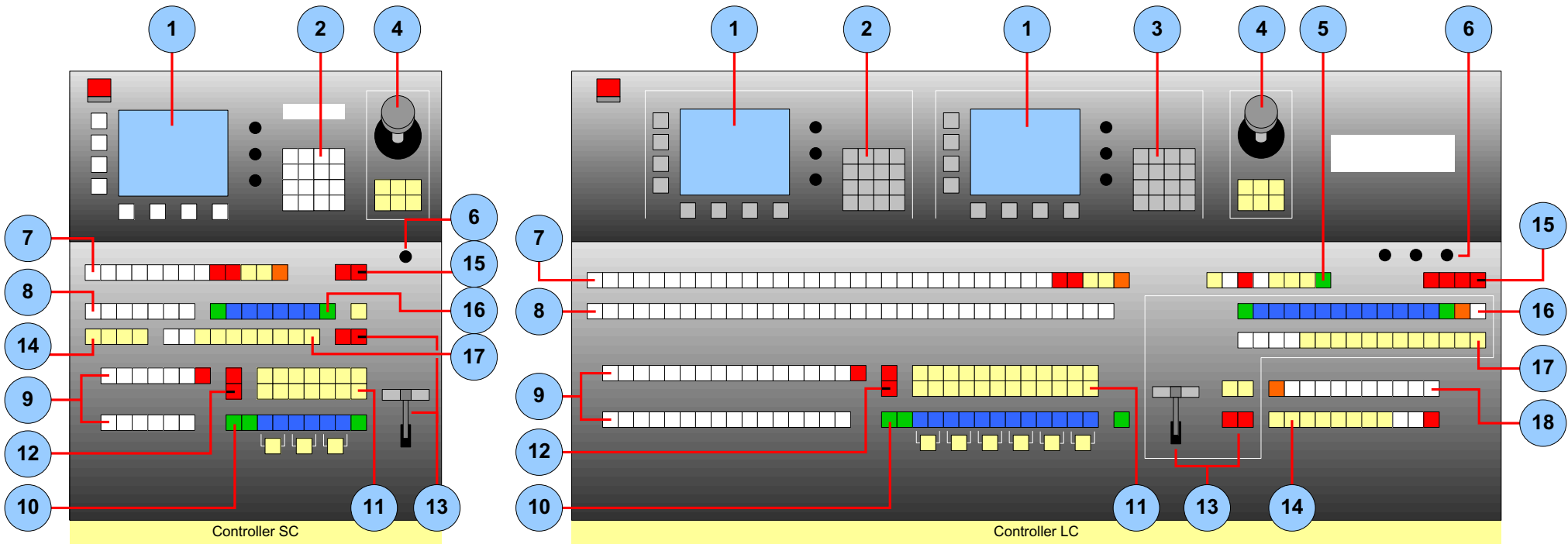
Before you begin, ensure that your system is properly cabled. Use the sample "configuration" charts in Chapter 3 of the User's Guide.

- 1 **ID Setup and Remote Enable** — Set up individual Video Processor, ScreenPRO-II, PrePRO-II and ImagePRO IDs. Enable remote control on all units.
- 2 **Peripheral Power Up, Status Check** — Power up routers and peripherals. Use **Status Menu** to check code compatibility. Download code (if required).
- 3 **Return to Factory Default** — Perform a complete factory reset on all devices. This procedure resets all router tables and source mappings.
- 4 **Touch Screen Calibration** — Calibrate the Controller's Touch Screen display(s).

- 5 **Programming EDID** — For your background and DSK sources, program EDID to ensure proper communications to your PCs at the preferred resolution.
- 6 **Restore from Flash Memory Card** — If you backed up to Flash Memory, restore the configuration at this point. No further setup steps are necessary.
- 7 **Router Setup** — Set up your system's routing switcher(s), including type, communications, output patching, and designating Aux outputs.
- 8 **D/A Setup** — Set up your system's Distribution Amplifiers, including type, number of outputs, and output patching.
- 9 **Input Patching** — Associate (patch) specific router inputs to specific source buttons on the Controller. Assign tally connections as desired.
- 10 **Destination Setup** — Set up single screen, wide screen, stack and ScreenPRO-II destinations. Note that "stacking" is only available with the Controller LC.
- 11 **Aux Destination Setup** — Set up your system's Auxiliary destinations, including Aux, ImagePRO Aux and PresentationPRO-II Aux destinations as required.
- 12 **Output Format Setup** — Configure the output format for each Video Processor and ScreenPRO-II. Always match the native resolution of the display or projector.

- 13 **Sync Setup** — Set up sync parameters for the monitors and projectors connected to the system.
- 14 **Genlock Setup** — Set up Genlock for each destination selected on the **Output Menu**.
- 15 **Projector Setup** — Set up your projectors for both single screen and wide screen destinations.
- 16 **Background Setup** — Set up the Controller's two background sources for all single, wide screen, stack and ScreenPRO-II destinations.
- 17 **Input Setup** — Set up your system's inputs for single, wide screen, stack and ScreenPRO-II destinations. Both "quick" and "detailed" methods are outlined.
- 18 **DSK Setup** — Set up the Controller's DSK source. Choose between "none," DVI, analog or a captured frame grab.
- 19 **Save the Setup** — On the **System Keypad**, press **SAVE** to save the state of the Controller in non-volatile memory.
- 20 **Backup to Flash Memory Card** — Back up your system configuration to a customer-supplied Flash Memory Card.

Encore Controller — Front Panels



1 Touch Screen Section Used for system configuration, setup and operational adjustments, such as PIPs and Keys.

2 System Keypad Provides direct access to all system configuration, setup and status menus.

3 Alphanumeric Keypad (**Controller LC only**) Enables you to enter and change numeric values on the Touch Screen.

4 Joystick Section Joystick enables you to adjust PIPs, Keys and other parameters. Dedicated buttons allow you to change the Joystick's function.

5 Machine Control Section (**Controller LC only**) Not implemented.

6 Console Lighting Knobs control the brightness of the low-voltage "script" lights.

7 Preset Section Buttons enable you to store and recall Controller setups. Each button represents a single "look" of the overall projected image.

8 Destination Bus Each button selects an active destination (e.g., single screen, wide screen, aux) to which you can route the Controller's output.

9 Source Selection Bus Each button represents a source that you can route to PIPs, Keys and Aux destinations.

10 Layer Control Section Buttons select the layer(s) that will transition to or from Program. **Split** buttons control the "mode" of each mixer.

11 Layer Functions Section Buttons in this section apply to the active (blinking) layer, enabling you to change the layer's mode and attributes.

12 Live Switch Section The two **Live Switch** buttons change the function of the Source Selection Bus, enabling you to take sources "live" to Program.

13 Transition Section Includes the T-Bar for manually mixing sources, plus dedicated buttons for cuts and auto-transitions.

14 Group Control Section To simplify destination selection process, each "Group" button can be programmed to activate one or more destinations.

15 Program Preset Section Not implemented.

16 Layer/Aux Control Not implemented.

17 Transition Functions Buttons set parameters for the current transition and mode, such as mix source, toggle, swap, move and black preview.

18 User Key Section (**Controller LC only**) Each button stores PIP and Key parameters, enabling you to copy between layers and mixers.

1 Touch Screen Section

Four ways to access a function or a menu:

- 1) Touch a button on the Touch Screen
- 2) Press the **Softkey** adjacent to a label
- 3) Use **NAV** to move the highlight, then **ADJ**
- 4) Touch a line to move highlight, then **ADJ**

NAV
Move highlight up and down, or adjust the labeled parameter

ADJ
Adjust the highlighted parameter

Softkeys
Softkey labels (when present) appear on the Touch Screen

2 System Keypad

- Selects the **Output Menu**
- Selects the **Input Menu**
- Selects the **Presets Menu**
- Selects the **Effects Menu**
- Selects the **Status Menu**
- Selects the **System Menu**
- Selects the **Miscellaneous Menu**
- Selects the **User Key Copy Setup Menu**
- Saves the state of the Controller

Legend:
 Controller LC only
 Not Implemented

3 Alphanumeric Keypad (Controller LC only)

Active Menus

No restrictions:

- Key Menu
- Border Menu
- Shadow Menu
- Effects Menu

Select **Status Menu** first:

- Input Menu
- Sizing Menu(s)
- Color Balance Menu

Turn desired rotary knob first to activate a field:

- PIP Adjustment Menu
- Input Source Adjustment Menu
- Key Adjustment Menu
- Key Source Adjustment Menu

To enter a value:

1. Highlight (or select) the desired field.
2. Enter the desired value on the keypad.
3. Press **Enter** to accept.

Note:

- Press **Clear** to delete last number entered.
- For negative values, press **Clear** before entering first number.

Legend:
 Not Implemented

4 Joystick Section

ADJUSTMENT PANEL

- Crop boundaries of PIP or Key
- Zoom source within PIP or Key
- Crop top and left edges
- Reset the current effect to default
- Increase precision of Joystick
- Crop bottom and right edges

Adjust the selected PIP or Key. **X-Axis** (left/right), **Y-Axis** (up/down), **Z-Axis** (size). **Z-Axis** also adjusts value of highlighted parameter on Touch Screen.

5 Machine Control Section (Controller LC only)

MACHINE CONTROL

Rev Jog Fwd Jog

Still Rev Stop Fast Fwd Mark In Mark Out Cue Load Play/Gang Roll

Legend:
 All buttons in the Machine Control Section are not implemented

6 Console Lighting

- Controls brightness of left, center and right-hand "script" lights
- Controls "script" light brightness

Controller LC Controller SC

7 Preset Section

Red LED
When lit, indicates current "page" of Presets

Hold and press **Preset #** to learn

Hold and press **Preset #** to delete

Hold and press **Preset #** to select page

Controller SC: 64 Presets (8 pages of 8 Presets each)
Controller LC: 900 Presets (30 pages of 30 Presets each)

Press to recall a complete Controller setup to Preview. Each button represents a single "look"

Jump to next or previous valid Preset. Function includes ability to "wrap" pages

8 Destination Bus

Controller SC: 6 Destinations
Controller LC: 32 Destinations

- Transitions are only performed on enabled destinations.
- Source selections only apply to enabled destinations.

Hold and press **Destination #** to disable selected destination

Press **Clear + All** to disable all enabled destinations

Press to enable the desired destination. Any combination can be selected — buttons are *not* mutually exclusive.

Press to enable all valid destinations

Controller LC only

9 Source Selection Bus

Controller SC: Sources 1 – 12 (direct), 13 – 24 (shifted)
Controller LC: Sources 1 – 32 (direct), 33 – 64 (shifted)
Top # (direct), bottom # (shifted)

Red LEDs

- Solid:** Source is on Program, associated destination is enabled
- Blinking:** **Split** is Off. Layer is on Program, opposite Layer on Preview

Press to access all shifted sources

Source Buttons

- Blinking:** Source on Preview, blinking layer active for modification
- Solid:** Source on Preview, layer not active for modification

Each source button is an input that can be assigned to a PIP, Key or Aux destination.
Note: Top and bottom rows change functions in "Live Switch" modes.

10 Layer Control Section

Controller SC:
• Up to 6 layers, 3 mixers
Controller LC:
• Up to 12 layers, 6 mixers

Select unscaled background A or B on Preview

Within a mixer, select scaled layer A or B on Preview, to assign as PIP or Key

Red LEDs
Indicate layers on Program

Select unscaled **DSK** on Preview

Select any combination of layers on Preview:

- Blinking:** Layer is selected and active for adjustment
- Solid:** Layer is selected on Preview, but is *not* active for adjustment

- Changes mixer's mode: **Split** mode (on), **Mix** mode (off)
- With layer button blinking, hold **Split** and press other layer to **Join** layers
- If **Split** blinks (after Preset recall), mixer changes mode after next trans

11 Layer Functions Section

Access the Border Menu. Double-punch to turn border on or off

Copy layer to opposite screen (wide screen only)

Copy PIP or Key properties

Hold and press **User Key #** to store attributes

Change active layer to a PIP

Change active layer to a Key

Take active layer to full screen

Change layer priority (**Split** mode only)

Isolate a layer for adjustment

Access the **Frame Grab Menu**

Set up a "Move" on active layer. Double-punch to delete the Move setup

Remove active layer from Preview

Freeze the active layer on Preview and/or Program

Clear Layer + All removes all layers from Preview

Controller LC only

Not Implemented

12 Live Switch Section

Source

Program/Preview

LIVE SWITCH

Shift + Source activates **Live Switch Source** mode, which turns both rows of the Source Selection Bus into a live Program bus.

Shift + Program/Preview activates **Live Switch Program/Preview** mode, which turns both rows of the Source Selection Bus into a live Program/Preview bus. Top row = **Program**, bottom row = **Preview**.

13 Transition Section

T-Bar

Manually transition sources to/from Program, based on current transition type.

GO / + **GO / -**

Instantly cut layers from Preview to Program

CUT **AUTO TRANS**

Transition automatically from Preview to Program. Use **Effects Menu** to set all transition parameters.

Not Implemented

14 Group Control Section

Controller SC: 4 Groups
Controller LC: 8 Groups

Program Group buttons to represent one or more destinations

Activate desired destination(s), then hold and press **Group #** to learn.

Alternate "learn" method (both Controllers): Hold **Group #**, toggle desired **Destination #s**

GROUPS

Group 1 Group 2 Group 3 Group 4 All Clear Learn

Press one (or more) group buttons to enable the assigned destination(s) and toggle all other groups off.

Activates all assigned groups

Hold and press **Group #** to clear one Group. **Clear + All** to clear all.

Controller LC only

15 Program Preset Section

PROGRAM PRESETS

Program Preset 1 Program Preset 2 Program Preset 3 Presets To Program

Controller LC

PROGRAM PRESETS

Program Preset 1 Presets To Program

Controller SC

All buttons in the Program Preset Section are not implemented

16 Layer/Aux Control Section

LAYER / AUX CONTROL

BG 1 A 1 B 2 A 2 B 3 A DSK AUX ALL

All buttons in the Layer / Aux Control Section are not implemented

17 Transition Functions Section

Mix User Trans 1 User Trans 2 User Trans 3 Mix Source Swap Toggle Move Shuffle Ext Trigger Black Preview

TRANSITION FUNCTIONS

Co-locates both PIPs (**Split** is Off). If lit and PIP (in Preview) is not co-located, press to co-locate

Independently locate PIPs (**Split** is Off)

Re-start timeline on **Barco Events Manager**

Toggle sources with each transition

Pend "Move" on the active layer

Transitions final output to black. Layers are not affected

Not Implemented

18 User Key Section (Controller LC only)

- 100 User Keys provided (10 pages of 10 User Keys each)
- Each button stores all (or a portion) of PIP or Key attributes, including the PIP or Key selection
- Use the **User Key Copy Setup Menu** to select attributes

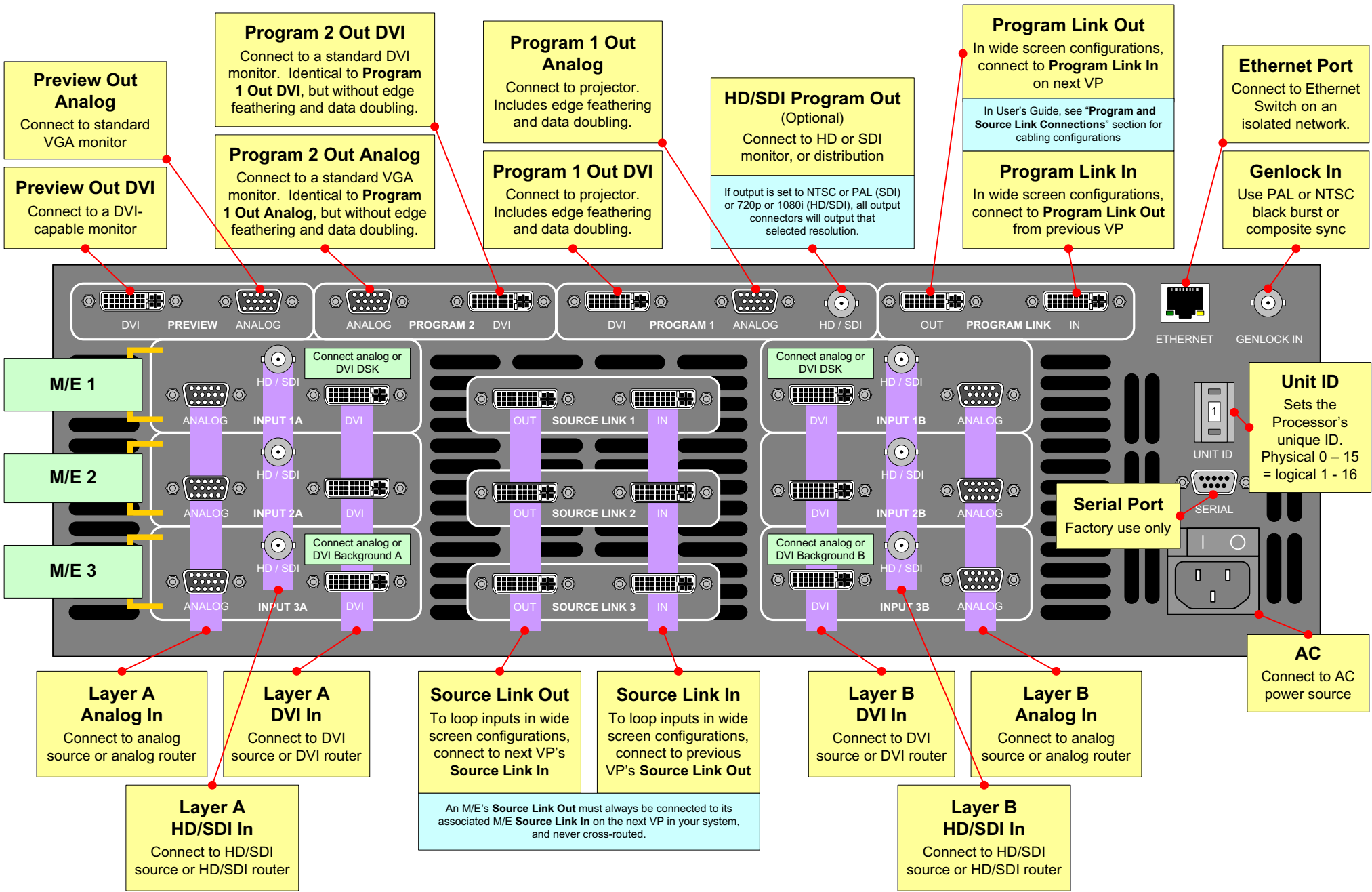
USER KEYS

Page 1 2 3 4 5 6 7 8 9 10

Hold and press **User Key #** to select page

- Press and hold **User Copy**, then press **User Key #** to store active layer's attributes
- Press **User Key #** to apply stored attributes to active layer

Encore Video Processor (VP) — Rear Panel



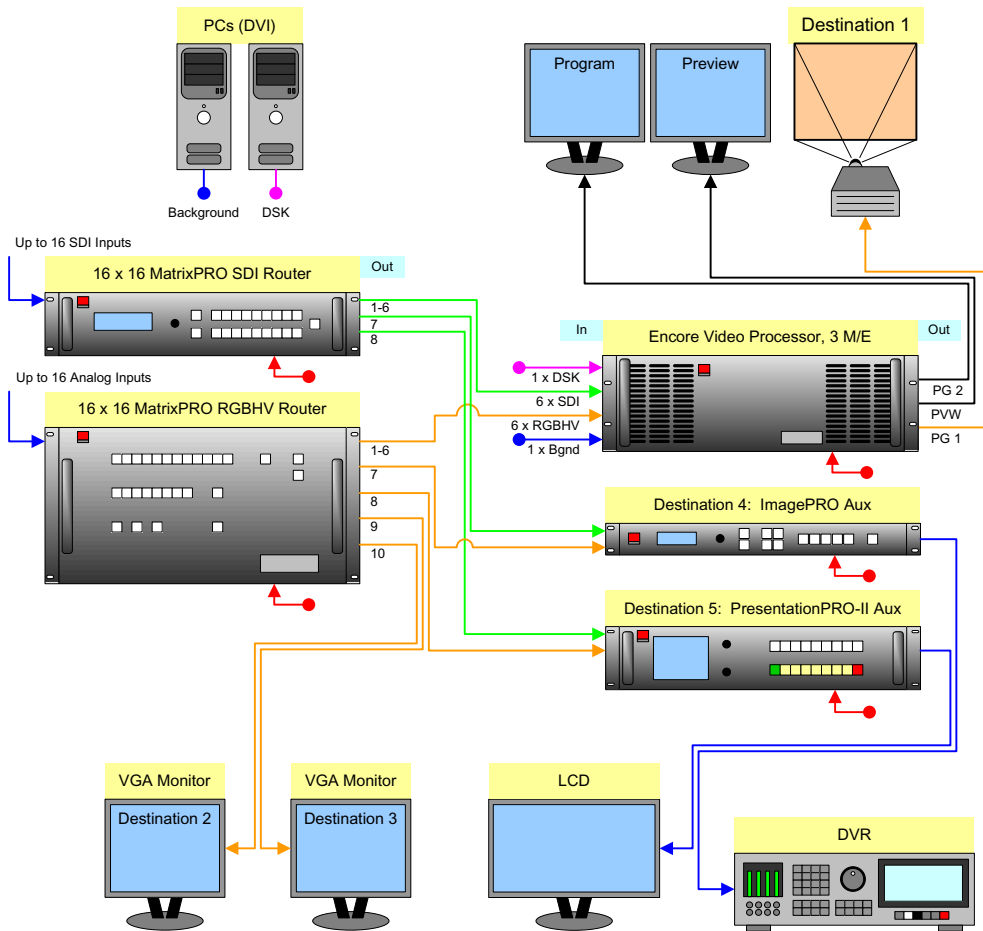
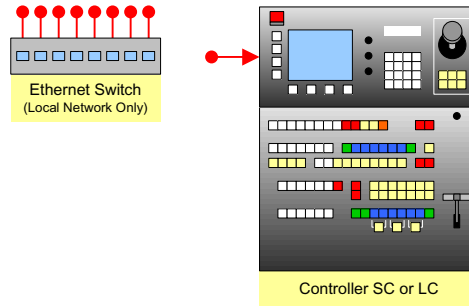
3 M/E System: M/E 1 (highest priority layer, DSK connections, uses Mixer 3 on Controller), M/E 2 (mid priority, Mixer 2 on Controller), M/E 3 (lowest priority, Background connections, Mixer 1 on Controller).

2 M/E System: M/E 1 (highest priority layer, DSK connections, uses Mixer 2 on Controller), M/E 2 (lowest priority layer, Background connections, Mixer 1 on Controller), M/E 3 (not installed).

1 M/E System: M/E 1 (Use Layer A [DVI or Analog] for Background connections, use Layer B [DVI or Analog] for DSK connections), M/E 2 (not installed), M/E 3 (not installed).

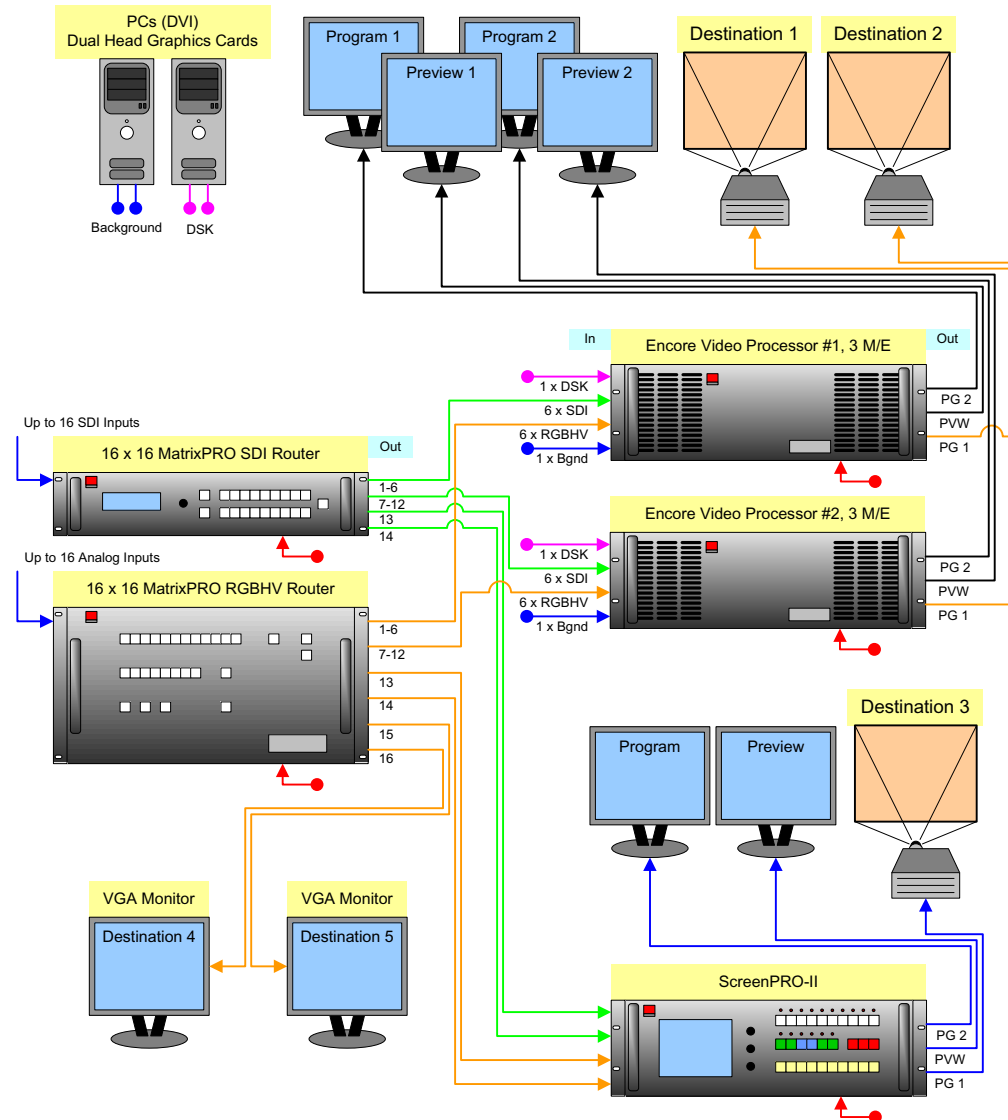
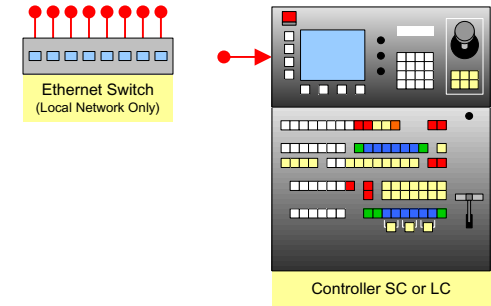
Sample System — Single Screen Configuration

- Non-stack system, up to 6 layers
- 1 x 3 M/E Video Processor
- 1 x SDI Router
- 1 x RGBHV Router
- 5 destinations:
 - 1) Projector
 - 2, 3) Aux Monitors
 - 4) ImagePRO Aux
 - 5) PresentationPRO-II Aux



Sample System — Multi Screen Configuration

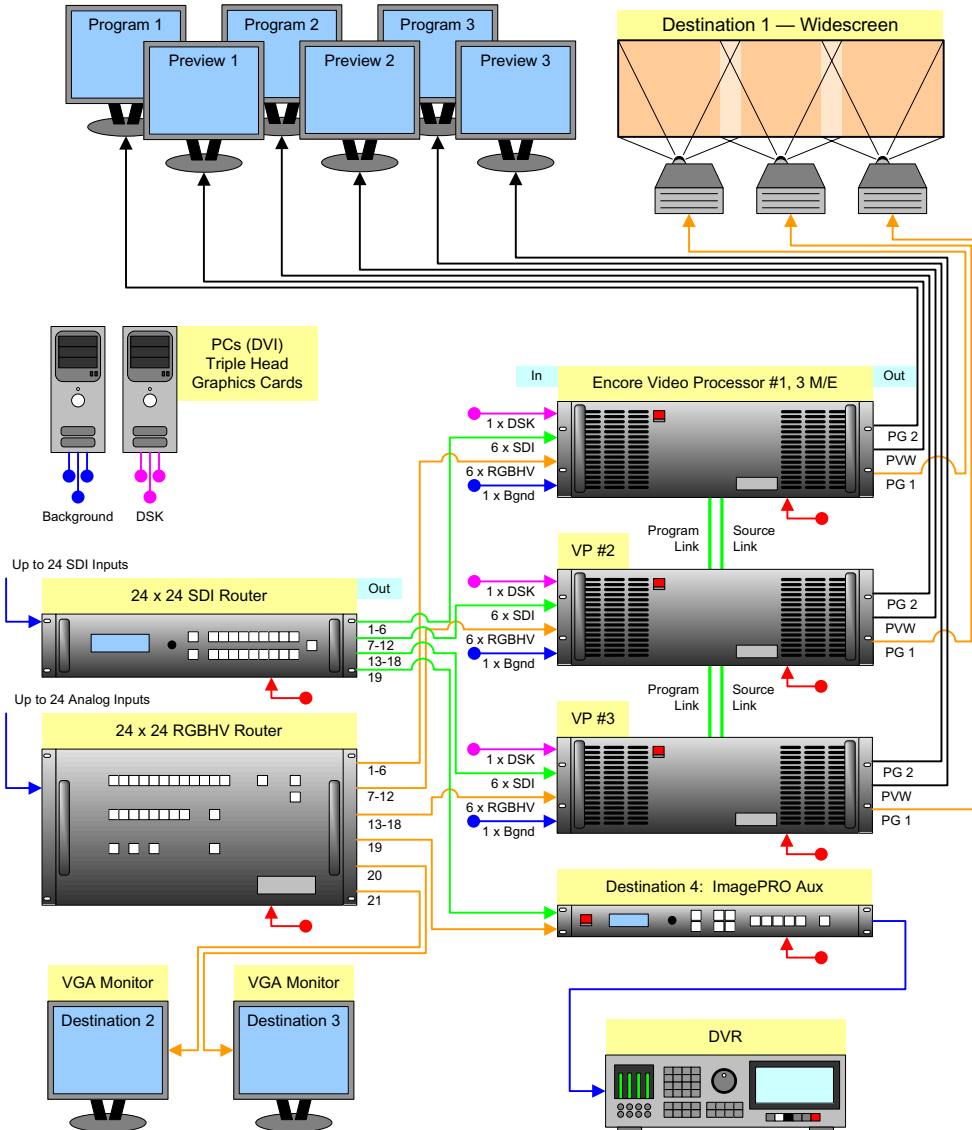
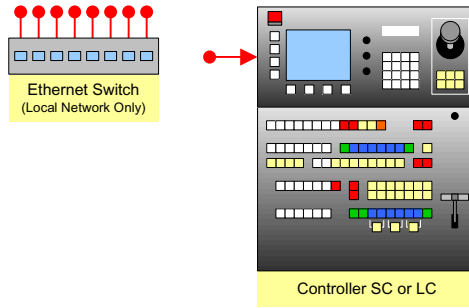
- Non-stack system, up to 6 layers
- 2 x 3 M/E Video Processors
- 1 x SDI Router
- 1 x RGBHV Router
- 5 destinations:
 - 1, 2) Projectors
 - 3) ScreenPRO-II
 - 4, 5) Aux Monitors



Sample System — Wide Screen Configuration

- Non-stack system, up to 6 layers
- 3 x 3 M/E Video Processors
- 1 x SDI Router
- 1 x RGBHV Router
- 4 destinations:

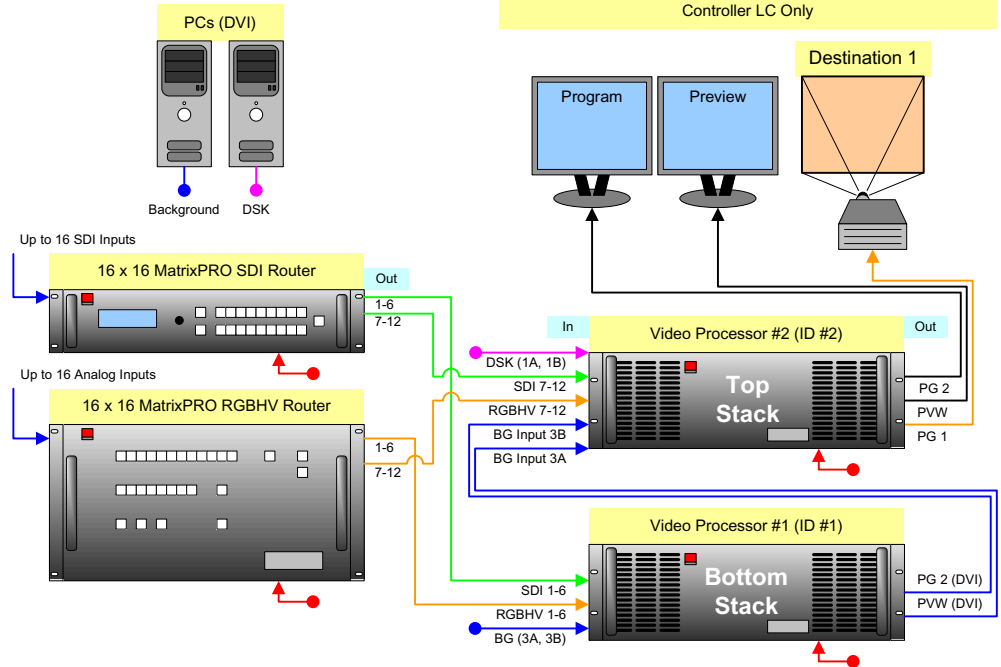
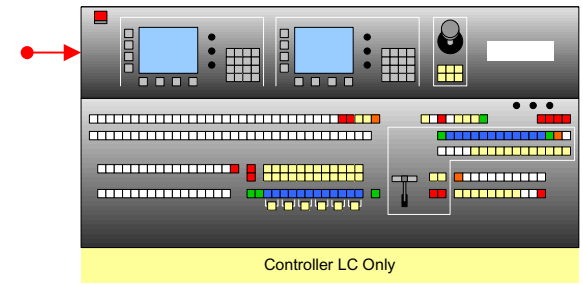
 - 1) 3 Projector wide screen
 - 2, 3) Aux Monitors
 - 4) ImagePRO Aux



Sample System — Single Screen “Stack” Configuration

- Stack system, up to 12 layers
- Controller LC only
- 2 x 3 M/E Video Processors
- 1 x SDI Router
- 1 x RGBHV Router
- 1 destination:

 - 1) Projector



Breakout Cables for Analog Inputs

Breakout Cable Wire Color	Comp Video	S-Video (Y/C)	YUV (YPbPr)	RGB Sync on Green	RGB Comp Sync	RGB Separate H V
R		✓ (Chrom)	✓ (Pr)	✓	✓	✓
G	✓	✓ (Lum)	✓ (Lum)	✓	✓	✓
B			✓ (Pb)	✓	✓	✓
H Sync					✓	✓
V Sync						✓

Encore Presentation System User's Guide

For complete details on all installation, setup, configuration and operations procedures, please refer to the Encore Presentation System User's Guide.