

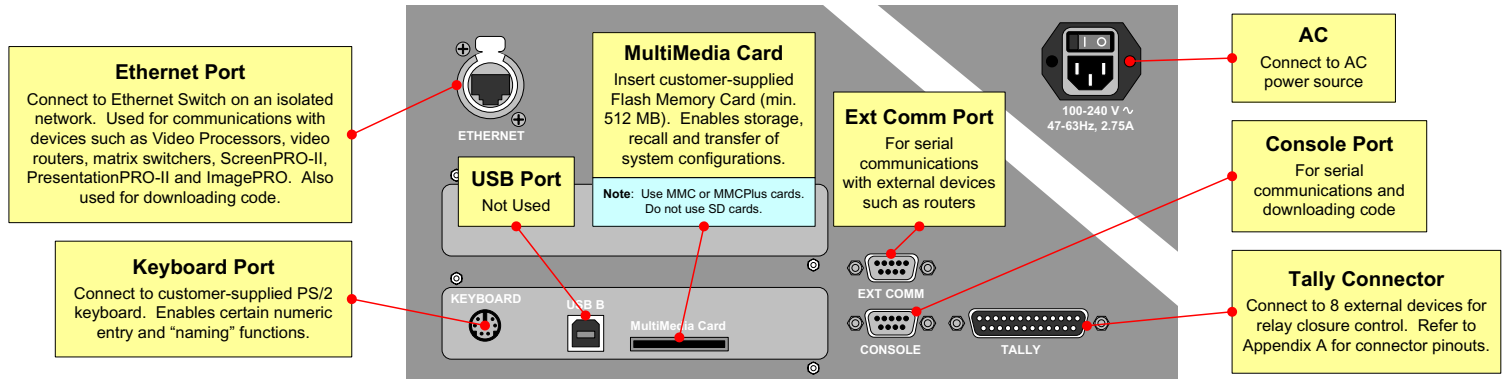
Encore Presentation System

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.

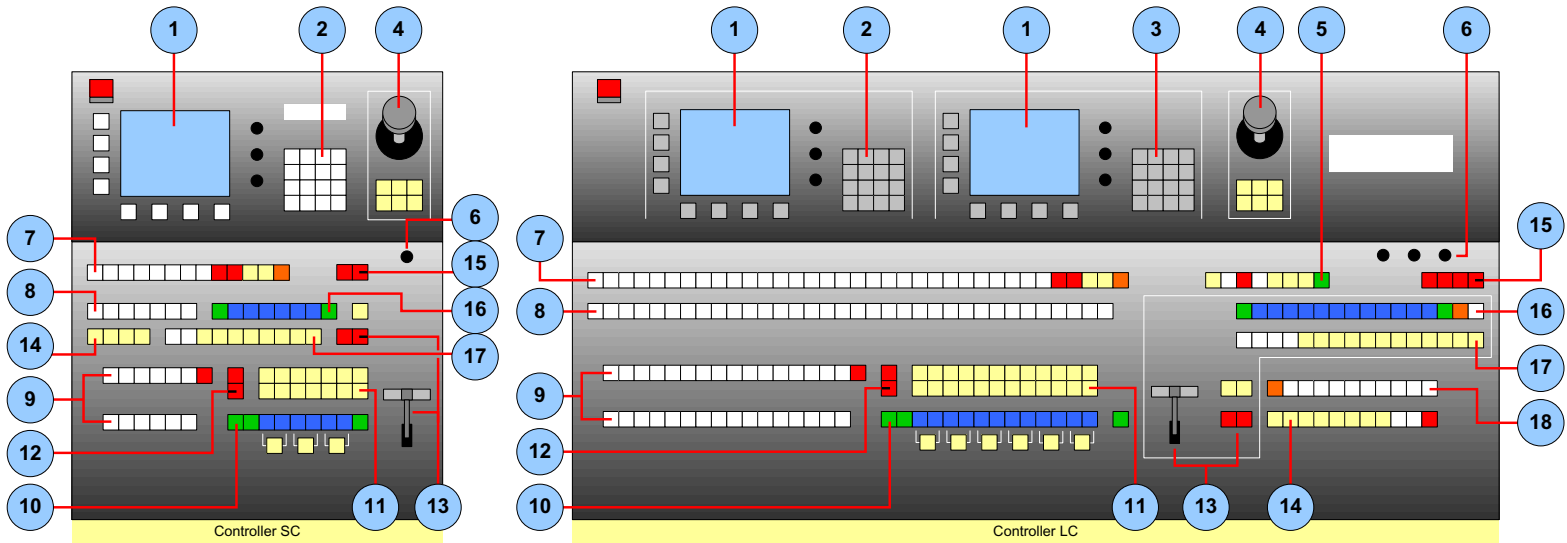
Before you begin, ensure that your system is properly cabled. Use the sample "configuration" charts in Chapter 3 of the User's Guide.

- 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.

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Encore Controller — Front Panels



1 Touch Screen Section	Used for system configuration, setup and operational adjustments, such as PIPs and Keys.	10 Layer Control Section	Buttons select the layer(s) that will transition to or from Program. Split buttons control the "mode" of each mixer.
2 System Keypad	Provides direct access to all system configuration, setup and status menus.	11 Layer Functions Section	Buttons in this section apply to the active (blinking) layer, enabling you to change the layer's mode and attributes.
3 Alphanumeric Keypad	(Controller LC only) Enables you to enter and change numeric values on the Touch Screen.	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.
4 Joystick Section	Joystick enables you to adjust PIPs, Keys and other parameters. Dedicated buttons allow you to change the Joystick's function.	13 Transition Section	Includes the T-Bar for manually mixing sources, plus dedicated buttons for cuts and auto-transitions.
5 Machine Control Section	(Controller LC only) Not implemented.	14 Group Control Section	To simplify destination selection process, each "Group" button can be programmed to activate one or more destinations.
6 Console Lighting	Knobs control the brightness of the low-voltage "script" lights.	15 Program Preset Section	Not implemented.
7 Preset Section	Buttons enable you to store and recall Controller setups. Each button represents a single "look" of the overall projected image.	16 Layer/Aux Control	Not implemented.
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.	17 Transition Functions	Buttons set parameters for the current transition and mode, such as mix source, toggle, swap, move and black preview.
9 Source Selection Bus	Each button represents a source that you can route to PIPs, Keys and Aux destinations.	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

- 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)

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

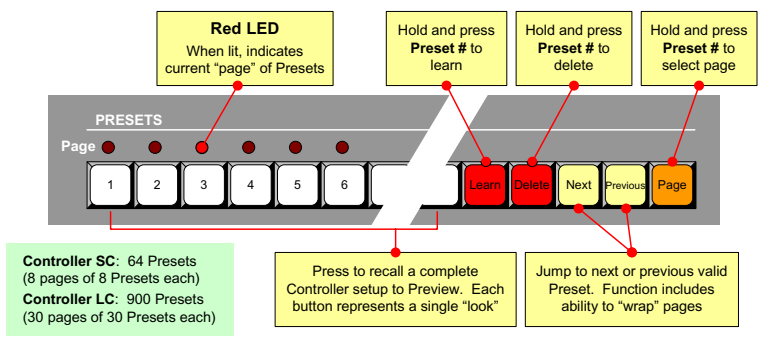
6 Console Lighting

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

Controller LC
 Controller SC

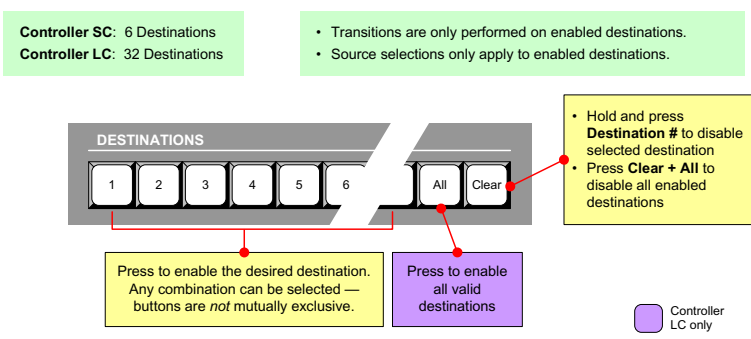
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Preset Section



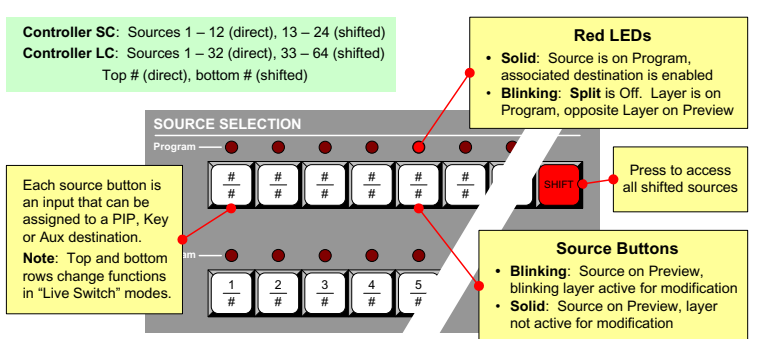
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Destination Bus



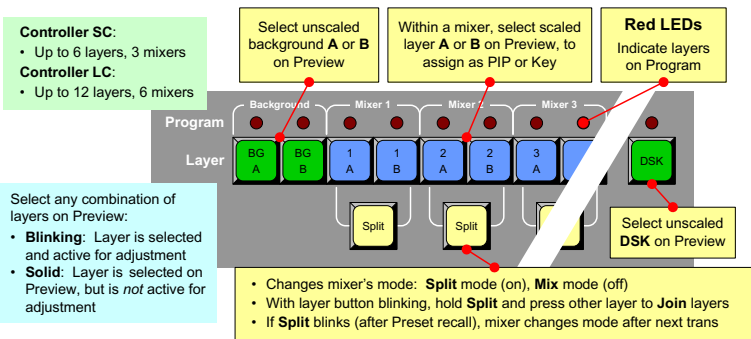
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Source Selection Bus



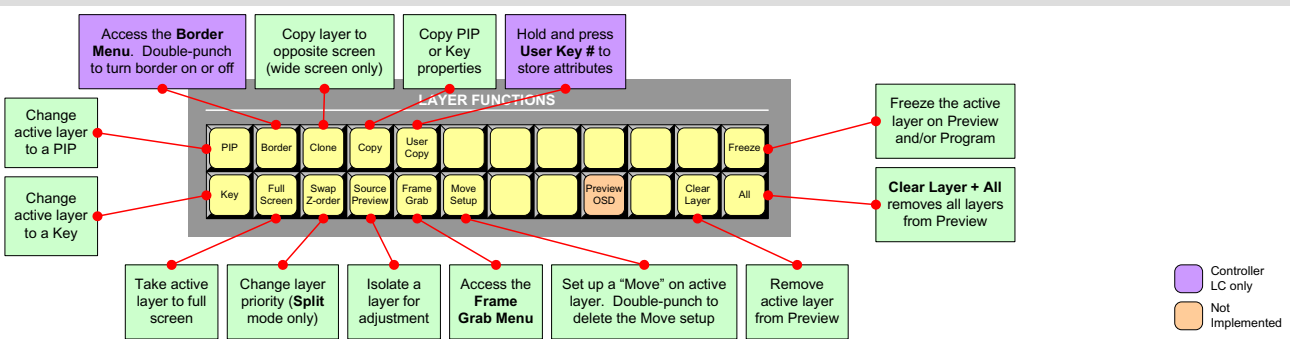
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Layer Control Section



11

Layer Functions Section



12 Live Switch Section

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**.

Not Implemented

13 Transition Section

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

Instantly cut layers from Preview to Program

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**

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

Controller LC
Program Preset 1, Program Preset 2, Program Preset 3, Presets To Program

Controller SC
Program Preset 1, Presets To Program

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, 3 B, BSK, AUX, ALL

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

17 Transition Functions Section

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**

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

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

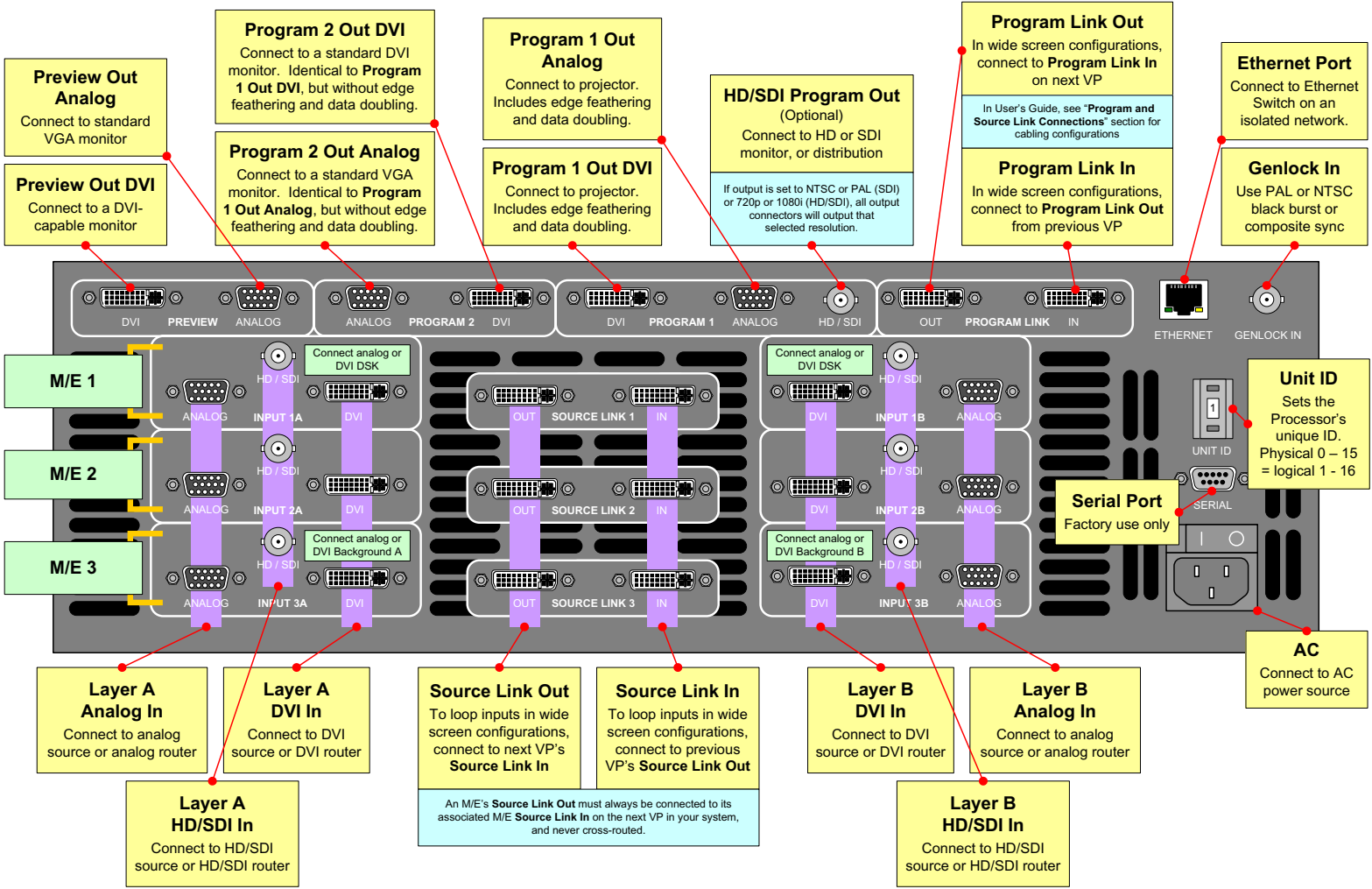
Use the **User Key Copy Setup Menu** to select attributes

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



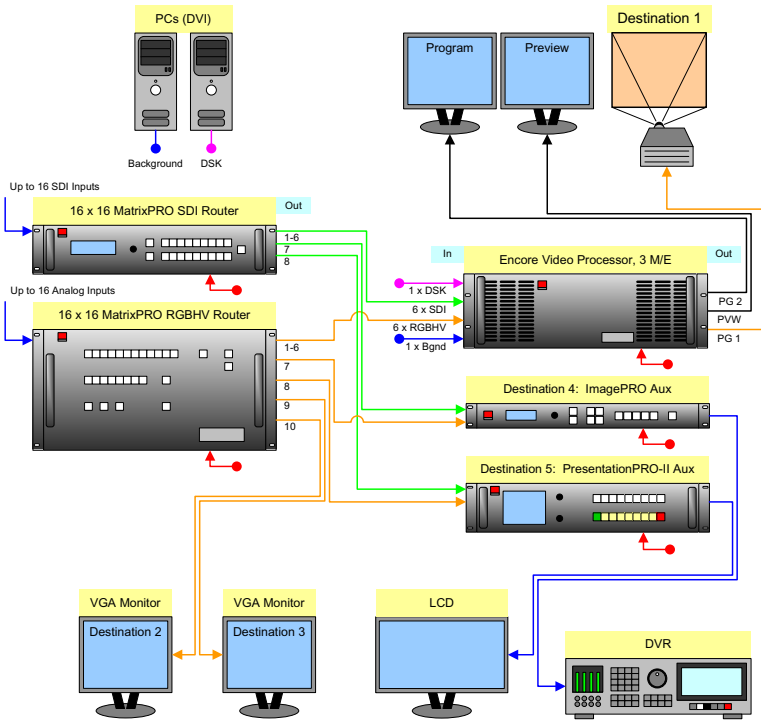
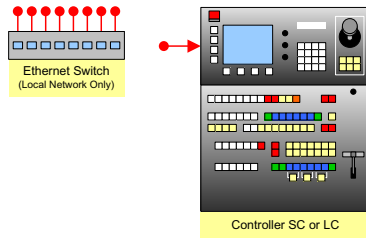
3 M/E System: **M/E 1** (highest priority layer, DSK connections, uses Mixer 3 on Controller), **M/E 2** (mid priority, Mixer 2 on Controller), **M/E 3** (lowest priority, Background connections, Mixer 1 on Controller).

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).

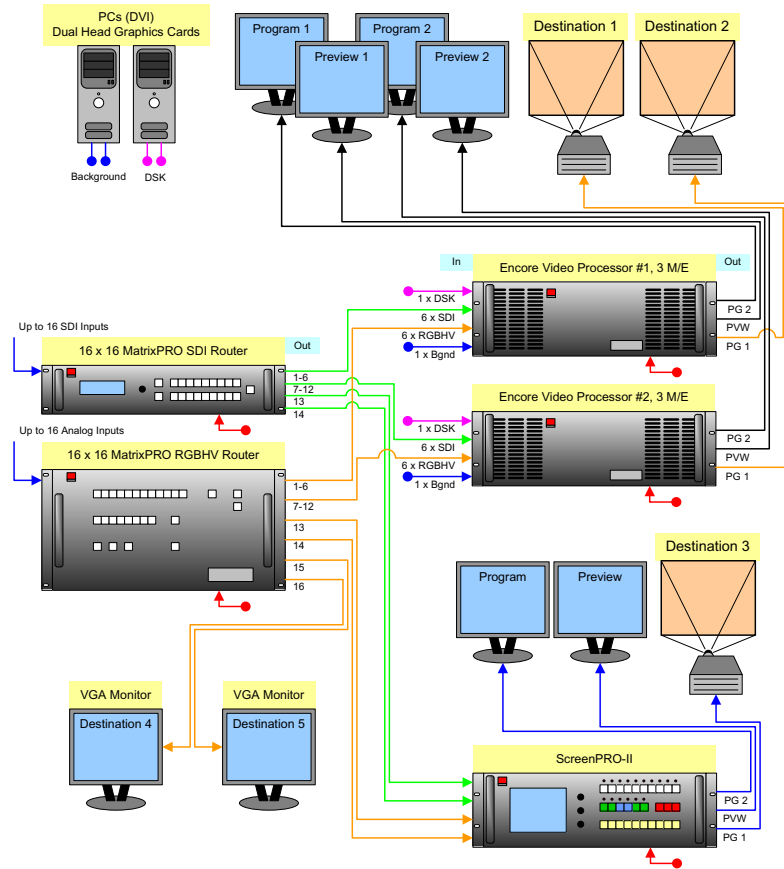
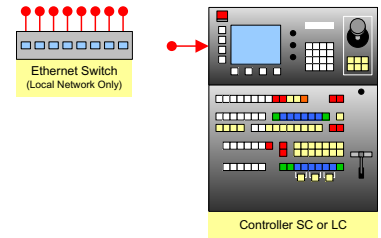
Sample System — Single Screen Configuration

- 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



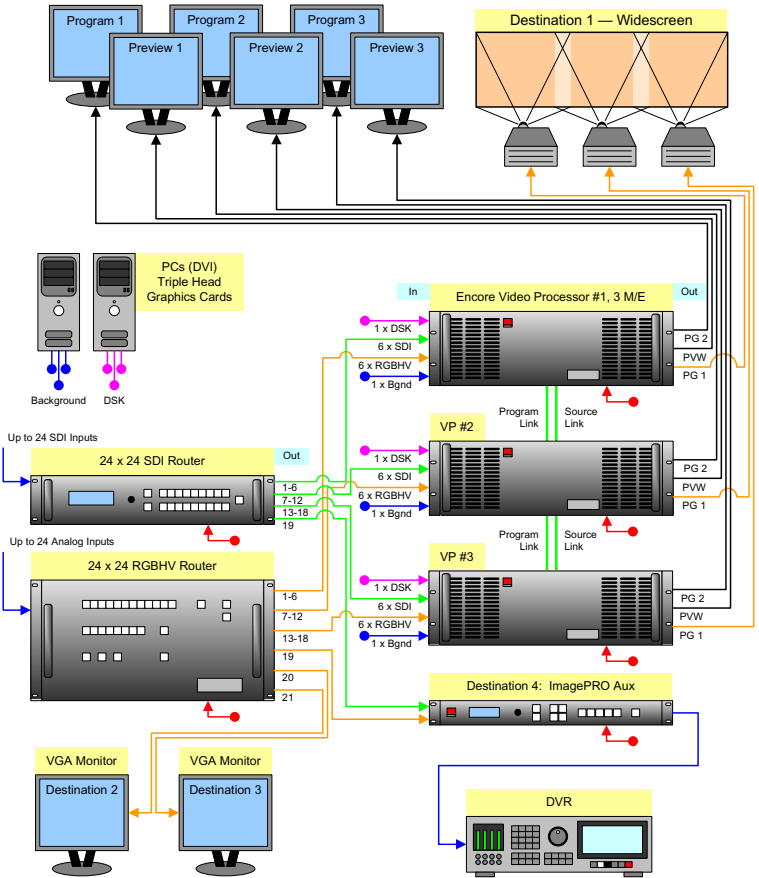
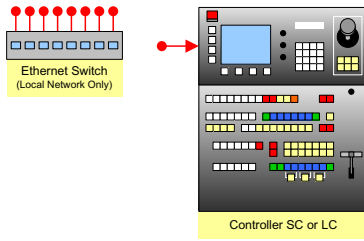
Sample System — Multi Screen Configuration

- 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



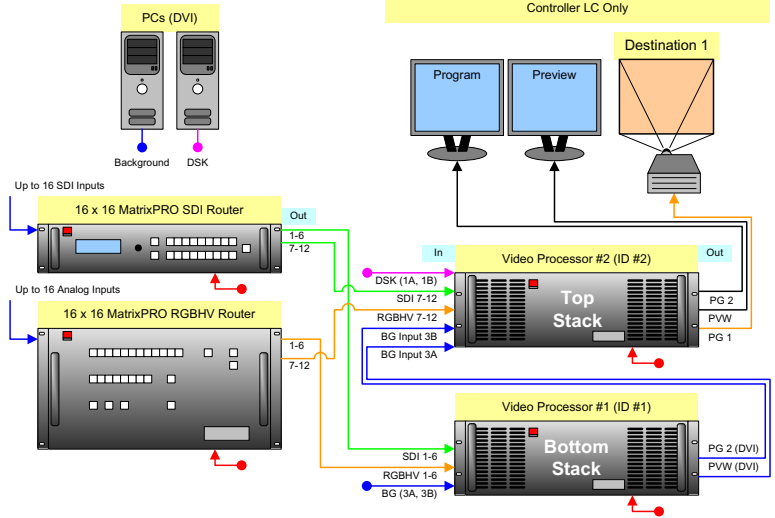
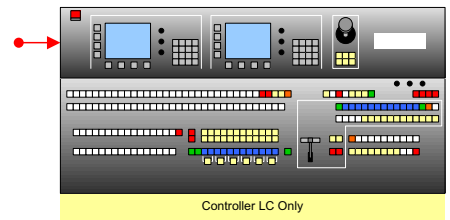
Sample System — Wide Screen Configuration

- 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.

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