



ANALOG WAY®

## QUICK START GUIDE

OPS200 - Ref. OPS200

Thank you for choosing **Analog Way** and the **OPS200**. By following these simple steps, you should be able to setup and use your powerful Hi-Resolution Mixer Switcher within minutes. Discover the **OPS200** extensive capabilities and intuitive interface while configuring your first show, and unleash your creativity for a new experience in show and event management by **Analog Way**.

### What's in the box

- 1 x OPS200 (OPS200)
- 1 x Power supply cord
- 2 x DVI male to HD15 female and DVI female cable
- 1 x HD15 to 5 BNC cable
- 1 x Ethernet cross cable (for device update)
- 1 x Set of 3 audio 10-pin screw terminals
  
- 1 x RCS - Remote Control Software (PC only) \*
- 1 x User Manual (PDF version) \*
- 1 x Quick Start Guide (PDF version) \*

\* Download on our website: [www.analogway.com](http://www.analogway.com)

### WARNING !

If required, front handles of the device can be dismantled, but with caution.

The original screws removed must not be reintroduced to their location without handles in place.

**Substantial damages can occur, including risk of electric shock from the mains voltage.**

Only **M4x12mm** screws can be used.  
(They are supplied with the unit)

### Quick install and setup

#### Getting started:

You may wish to reset the unit to factory settings to get started. Go to: **Menu --> Control --> Default Values --> Yes.**

1. Select the Output resolution that matches the native resolution of your display. You will next be prompted to choose enable follow mode if desired and output rate.

**Menu --> Output --> Output format --> 1024x768 --> Internal Ref --> 60 Hz.**

2. Inputs can be configured automatically using the *Auto Set All* function.

**Menu --> Inputs --> AutoSet All.**

It will scan each input and detect the sync type that is plugged in. You can still do an *Autoset* or manual setup per input.

The OPS200 has 6 layers available called: **[BACKGROUND FRAME]**, **[BACKGROUND LIVE]**, **[PIP1]**, **[PIP2]**, **[LOGO1]** and **[LOGO2]**. Each layer will obscure your view other layers below.

3. To display a source, Select the **[BACKGROUND LIVE]** layer (it will begin to blink) then, select a source (it will also blink). Press **[TAKE]** to transition your source from preview to program output.

There will always be a layer selected (blinking) and a source selected (blinking) to the selected layer (blinking). To view on preview or change the contents of a different layer, simply select it. Only 1 layer can be seen on the preview at a time

4. To display a PIP, select the PIP layer (it will begin to blink) then select your source (it will also blink). Press **[TAKE]** to display the PIP on program output.

To see the layer beneath, you will need to clear or move the layers that are on top.

5. To clear the PIP or any other layer, select the layer (it will blink) then, select **[BLACK]**. Press **[TAKE]** to remove the layer from the program output.

**\*TIP\*** If you would like the Program and Preview to toggle/flipflop during each Take, enable this feature by going to **Menu --> Control --> Preset Toggle.**

Once enabled, everything on the Program output will become the Preview during each Take.

6. To display a logo or frame (framestore) follow the steps on page 4.

See the next page which describes the button lighting color code and other front panel features.

#### OPS200 can be used to display:

- sources seamlessly switched in the **Background Live layer.**
- **2 PIPs** and 2 Logos over the Background Live layer.
- **3 PIPs** and 2 Logos over a Background Frame by resizing the Background Live layer.

**IMPORTANT:** Simply selecting a menu item will not set it to that value. Be sure to press the **ENTER** button when parametering the menu items.

# OPS200 - Ref. OPS200

## Front Panel Description

### WORKING WITH OPS200

The features of OPS200 can be controlled by the external remote control as:

- Orchestra - Ref. ORC50
- Axion2 - Ref. ARC200
- Remote Control Software - Ref. RCS (supplied)
- Triple Remote Control Keypad - Ref. TRK-800
- Remote Control Keypad - Ref. RK-300

### INPUT SELECTION

**#1 to #7:** Press to access analog source #1 to #7  
**DVI 1 to DVI 2:** Press to access DVI #1 or DVI #2  
**SDI 1 to SDI 2:** Press to access SDI #1 or SDI #2  
**BLACK:** Change the active layer to Black

### FREEZE

**FREEZE:** Freeze the input linked to the current layer on MAIN

### TAKE

Display the pre-selected sources onto the MAIN output with the selected effects



### STAND-BY

**STAND-BY:** Hold for 3 seconds for stand-by Mode

### CONTROL

**EXIT/MENU:** Home Menu or back one level  
**ENTER:** Validate the menu or command

### LAYER SECTION

Press to select a layer, then choose an input.

**LOGO2:** Display a partial screen Logo  
**LOGO1:** Display a partial screen Logo  
**PIP2:** Display a live source  
**PIP1:** Display a live source  
**Bkgnd Live:** Display a live source  
**Bkgnd Frame:** Display full screen frame in this layer

### LAYER HIERARCHY

LOGO2  
 LOGO1  
 PIP2  
 PIP1  
 Background Live  
 Background Frame

### EFFECT/PRESET

**EFFECT:** Select a custom transition  
**PRESET:** Recall a custom stored preset (4 memories available). To store a preset, use Menu --> PRESET.

### BUTTON COLOR USAGE

**Solid red:**



#1 = Source is on the main outputs  
 #2 = Freeze enable  
 #3 = Stand-by button  
 #4 = Preset Selection

**Solid green:**



#1 = Source is on Preview  
 #2 = Function available for modification

**Blinking red:**



Layer/source selected, and is currently active on the main output

**Blinking green:**



Layer/source selected, and is not currently active on the main output

### OPERATIONS OVERVIEW

#### WORKING IN MIXER MODE

- 1- Select an **INPUT**.
- 2- On the preview screen, the input appears
- 3- Select an **[EFFECT]** (open/close)
- 4- Press **[TAKE]** to view the result on the Main screen
- 5- Try enabling the 'Preset Toggle' from the Control menu to have your preview replaced by program during each Take

#### WORKING WITH PIPs IN MIXER MODE

- 1- Press the **[PIP #1 or #2]** button. On the preview screen, the PIP (layer) appears as a color rectangle
- 2- Select an input. On the preview screen, the input appears in the layer rectangle
- 3- Adjust the PIP (layer) with **Layer menu** (Pos & Size or Zoom by Toggle function)
- 4- Select a transition (open/close) or an effect into Layer menu **[HOME MENU]**
- 5- Press **[TAKE]** to view the result on the main screen
- 6- To remove layer, press **[BLACK]** then **[TAKE]**
- 7- For another PIP setup, repeat from step #1

### INPUT SETUP

- 1- Press the **[EXIT/MENU]** button from the Home menu [all functions must be confirmed by the **[ENTER]** button]
- 2- Select **INPUT** and **AUTOSET ALL**
- 3- If the acquisition has failed, check all connections and perform a manual setup
- 4- For a comprehensive Input Setup, please refer to user's Manual
- 5- For a manual input setup, press the **[EXIT/MENU]** button:
  - a) Select **INPUT**,
  - b) Select an input from Input #1 up to SDI #2, then
  - c) Select **TYPE**.

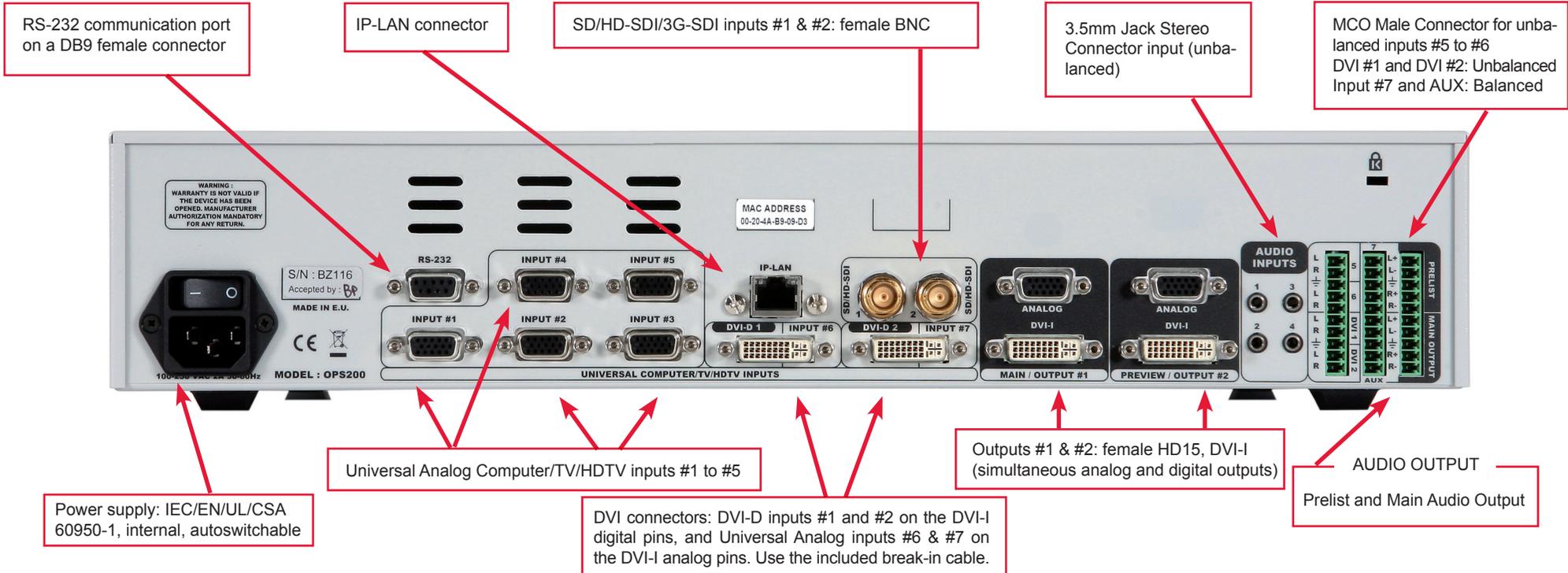
**NOTE:** To adjust input Size or Pos, use the [Layer] Menus. To adjust Blanking, use the Auto-Centering or Blanking adjustments in the Image menu.

### OUTPUT SETUP

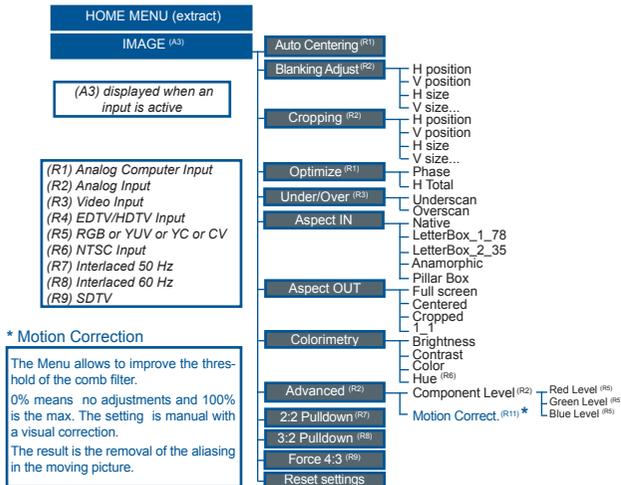
- 1- Press the **[EXIT/MENU]** button from the Home menu. All functions must be confirmed by the **[ENTER]** button
- 2- Select **OUTPUT**
- 3- Select **OUTPUT FORMAT**
- 4- On Format line, select the display's native resolution
- 5- Control or adjust your display device (Monitor or Video Projector)
- 6- If necessary, select **TEST PATTERN** in the Output menu

# OPS200 - Ref. OPS200

## Rear Panel Description



### HOW TO ADJUST A SOURCE?



### HOME MENU

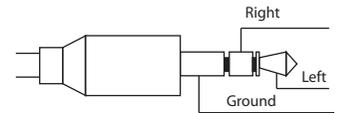
The Home Menu is the system's top level menu, from which all others menus can be accessed. To access a menu, press the [MENU] button. To navigate in the Home Menu, please use the knob. To confirm, please use the [ENTER] button. You can also return to the Home Menu by pressing the [EXIT] button.

- **INPUT:** select to configure the 1 individual input types and resolutions
- **MAIN OUT:** select to set Format and Rate
- **PREVIEW OUT:** select to Format and Rate
- **PRESET:** select to store and use presets
- **IMAGE:** select to change source image settings of an input
- **KEYING/TITLING:** select to access keying and titling controls and parameters
- **LAYER:** select to adjust layer size, position, border, transparency or transitions
- **LOGOS/FRAMES:** select to store (record), manage logos and frames
- **AUDIO:** select to access all audio input and output parameters
- **CONTROL:** select to access device software information, LAN settings, reset factory settings, amongst other user oriented functions (see next page)
- **VIRTUAL T-Bar:** select to access the Virtual T-Bar

### AUDIO INPUTS CONNECTIONS

#### 3.5mm Jack Stereo Connector

Inputs #1 to #4: Unbalanced connection



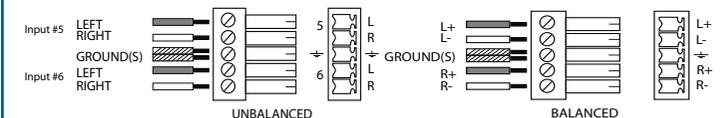
#### MCO Male Connectors \*

Inputs #5 to #6: Unbalanced connection

Input #7 (AUX): Balanced connection

Inputs DVI #1 & #2: Unbalanced connection

Main Output: Balanced connection



\* A set of 3 audio 10-pin screw terminals is provided with the device. The figure represents the lower or upper connector.

## How to do an AutoTake?



The Autotake function performs a [TAKE] automatically each time an input is selected.

## How to record & display a still Frame?



The [Empty] term appears next to all unused slots

**Frame:** Full and individual picture.

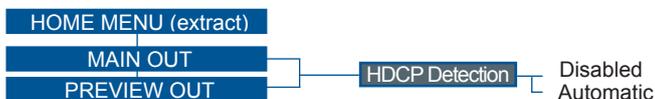
**Logo:** Part of picture like a graphic symbol which represent a company or organisation.

It is possible to store up to 7 frames and 7 logos in the OPS200 non volatile memory.

- ▶ Select [RECORD FRAMES] in the Logos/Frames menu.
- ▶ A white rectangle will appear on your main display, indicating the Frame which will be captured.
- ▶ Select an empty Frame memory to store the Frame into. Your Frame will now be stored.
- ▶ To recall a frame: press the [BKGND/FRAME] button, select a Frame number (#1 to #7), then press the [TAKE] button. Your background Frame will appear on your main screen, under any other active layers. Be sure to clear or move any other layers to expose the Background Frame layer.
- ▶ To remove the Background Frame, press [BLACK] button, then [TAKE] button.
- ▶ Once you have recall a Frame, you can recall live layers on the top of it.

**TIP:** A long press on the [BACKGROUND FRAME] button will set all other layers to black/clear on the preview. Press [TAKE] to view your selected frame.

## How to disable the HDCP encryption?



The HDCP Encryption can be disabled on DVI inputs #1 to #2 or/and Main Output / Preview Output. This can be useful when you have a computer which is detecting the HDCP compliance of your switcher and protecting the content by encrypting the signal from this computer. This feature will disable the HDCP compliance on this specific DVI input only.

If you want to use HDCP content from your sources, be sure to use only HDCP compliant screens or projector. If it's not the case, the output image could be disabled. When displaying HDCP protected sources on non HDCP compliant equipment, the following message will be displayed on the device screen: « **Due to HDCP content, non HDCP screens cannot display protected sources** ».

Screen will go to black without displaying the HDCP input image, or partially layer out on HDCP content.

The output status can provide you all information about the output in real time. This feature is particularly useful when HDCP is used with long cable to be sure the communication is well handled.

## How to use the Auto-Lock Function?



[AUTO-LOCK] allows to select an input only if a signal is valid.

## Warranty

This **Analog Way** product has a 3 year warranty on parts and labor, back to factory. This warranty does not include faults resulting from user negligence, special modifications, electrical surges, abuse (drop/crush), and/or other unusual damage.

## Going further with the OPS200

For complete details and operations procedures, please refer to the **OPS200** User's Manual and our website for further information: [www.analogway.com](http://www.analogway.com)