

White Paper

How to optimize presentation systems
based on Digital Matrix Switchers
and true seamless switching

Guideline:

- 1- Why seamless switching?**
- 2- How it works**
- 3- Cost**



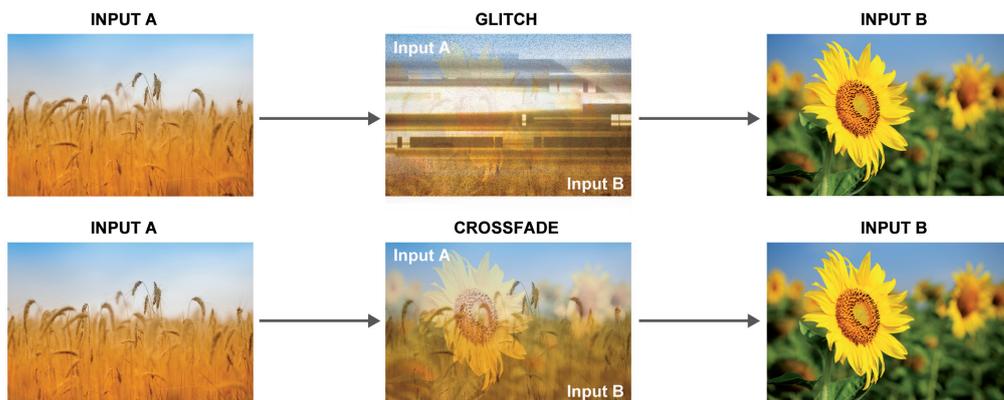
How to optimize presentation systems based on Digital Matrix Switchers and true seamless switching



1- WHY SEAMLESS SWITCHING?

- The purpose of a presentation system is to optimize communication and reduce distractions. Clients need to use content from various sources in a fluid, polished way.
- Digital Matrix Switchers are designed to distribute video signals to multiple destinations, **BUT** are not meant to be used for presentation. Without **Analog Way**, you will see long transitions between sources with sync loss glitching on the screen, causing a big distraction with every switch made.
- An **Analog Way** Seamless Switcher is the perfect complement to a Digital Matrix as it guarantees the flow of presentations, offering true seamless crossfade switching, the best image quality and scaling available, as well as nice visual effects.

SWITCHING



2- HOW IT WORKS

The Digital Matrix routes and distributes the signals to the **Analog Way** Switcher, where they are switched seamlessly. In addition to the Digital Matrix and your control system, you would need:

- One **Analog Way** Switcher with at least 2 DVI inputs (**Pulse LE** or higher) per presentation display.
 - **Pulse LE (Ref. PLS200)** for single layer seamless crossfade switching
(requires 2 outputs on your Digital Matrix)
 - **Di-VentiX II (Ref. DVX8044)** for multi-layer seamless switching or Soft Edge Blending with multi-layers
(requires 4 outputs on your Digital Matrix)
- A control system capable of tracking signal paths to dynamically adjust which input on the **Analog Way** system the next source will be sent to:
 - **(Optional): Analog Way's Orchestra (Ref. ORC50) and Axion2 (Ref. ARC200)** have this capability built in and can be controlled remotely precluding the need to program this logic into your 3rd party control system.

3- COST

- True Seamless Switching is a very minimal addition and gives your client a finished system as opposed to an obvious and distracting glitch between sources on the Digital Matrix.



