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.