# **QUICK START GUIDE**

**Shot Box<sup>2</sup> -** Ref. SB80-2 For LivePremier™ and Midra™ 4K



Thank you for choosing **Analog Way** and the **Shot Box<sup>2</sup>**. By following these simple steps, you will be able to easily control your live events using the **Shot Box<sup>2</sup>** with the LivePremier<sup>TM</sup> series and the Midra<sup>TM</sup> 4K series.

### WHAT'S IN THE BOX

- 1 x SB80-2 Shot Box<sup>2</sup>
- 1 x Carrying case
- 1 x Quick start guide\*



Go on our website to register your product(s) and be notified about new firmware versions: http://bit.ly/AW-Register

\* User Manuals and Quick Start Guides are also available on www.analogway.com

#### **OVERVIEW**

The **Shot Box<sup>2</sup>** is can be used to operate your LivePremier<sup>™</sup> series or Midra<sup>™</sup> 4K series with ease and comfort using 76 physical key buttons to load instantly up to 140 memories.

The Shot Box<sup>2</sup> can be used via direct connection on the device USB port (one USB controller maximum).

With the software **AW Shotbox Control**, it can also be used when connected to a computer on the same network as the LivePremier™ or Midra™ 4K device.

**Note**: One computer with **AW Shotbox Control** can only support one USB controller. One device supports up to 3 USB controllers connected via different computers + 1 USB controller connected on the device USB port.



# SYSTEM REQUIREMENTS FOR AW SHOTBOX CONTROL



**Windows:** Microsoft® Windows® 10 or above, 100 MB of available hard-disk space for installation LAN connection



**macOS:** macOS X v10.15 or above, 100 MB of available hard-disk space for installation. LAN connection

- LivePremier™ firmware version 2.2 or above.
- Midra™ 4K firmware version 1.3 or above.

### **CONNECT VIA AW SHOTBOX CONTROL**

Using **AW Shotbox Control** is only required when the **Shot Box<sup>2</sup>** is connected to a computer on the same network as the device. If the **Shot Box<sup>2</sup>** is connected directly on the device USB port, skip to the next page.

Go to www.analogway.com to find the latest version of the AW Shotbox Control installer.

#### Installing AW Shotbox Control on Windows

Download the latest version of the **AW Shotbox Control** installer for Windows (the file name is **aw\_shotbox\_control\_<version>.exe**). Double-click this file to start installing **AW Shotbox Control**.

A shortcut to **AW Shotbox Control** can be automatically created on the desktop during the installation.

#### Installing AW Shotbox Control on macOS X

Download the latest version of the **AW Shotbox Control** installer for Mac (the file name is **aw\_shotbox\_control\_<version>.dmg**). Double-click this file to show its contents then drag and drop the **AW Shotbox Control** application into /Applications to start the installation.

A shortcut to **AW Shotbox Control** is automatically created on the dock during the installation.

#### • Repairing / Upgrading AW Shotbox Control

Upgrade AW Shotbox Control by following the same procedure as a normal installation.

#### Start AW Shotbox Control

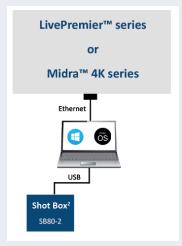
- 1. Plug the Shot Box<sup>2</sup> into the computer USB port and wait for your system to recognize it.
- 2. When ready, start AW Shotbox Control.

Note: When conneting a **Shot Box<sup>2</sup>** device into a Mac for the first time, the Keyboard Setup Assistant launches automatically. Close this assistant and then start **AW Shotbox Control** to continue.

The application will try to detect and connect the **Shot Box<sup>2</sup>**. It may take a few seconds for the application to succeed. In case of failure, **AW Shotbox Control** indicates an error and will attempt to reestablish a new connection with the device once every 3 seconds. When detected, the application indicates the type of controller connected.

- 3. Select IPv4 or IPv6 and then enter the IP address of the device you want to connect.
- **4.** Set the **Port** to **10591**.
- **5.** When ready, click **Connect** to attempt a connection to the remote host. If the connection is successful, the application displays **Connected** as well as the model of detected device. The green LED indicator in the upper-left corner is enabled. In case of failure, **AW Shotbox Control** displays an error message and the LED indicator in the top-left corner blinks red.
- Check Open the application automatically on Startup to start AW Shotbox Control each time your system starts.
- Check **Automatically connect to the remote video processor** to connect automatically this device each time the **AW Shotbox Control** starts or when it gets disconnected,
- Check Start minimized to tray. If you would like for AW Shotbox Control to start minimized to tray.

To terminate the program, choose **Exit** in the context menu of the system tray entry.





## **USE THE SHOT BOX<sup>2</sup>**

Once the controller is properly connected, each individual key LED backlight will reflect the corresponding memory availability on the system: If a memory key backlight is turned off, this means that the corresponding memory is empty.

#### Set the controller on the device Front panel

- **1.** Connect the controller directly to the LivePremier™ or Midra™ 4K device.
- **2.** On the device front panel, go to **Control > Controller**:
  - **a.** Go to Status to check the detected Controllers.
  - **b.** Enable **Identify** to display ID on the controller (1 to 4).
- **3.** Select the controller to open its settings:

**Enable**: Enable or disable the controller **Backlight**: Set the keyboard brightness (in %)

Mode: Choose to recall Screen Memories or Master Memories

**Screen**: In Screen mode, choose the Screen to use. **Destination**: Choose to interact with **Program** or **Preview** 

Autoscale: Enable to rescale Memory to applied Screen canvas size

Take on load: Enable to automatically trigger the transition when loading a Memory on Preview

**Reset**: Reset the controller configuration

**4.** Use the keys of the controller to recall Memories and trigger transitions.

#### Switching from one page of memories to the other

To switch from one page of memories to the other (and vice versa), simply press the **PAGE** key on the **Shot Box<sup>2</sup>**. Blue backlighting indicates page 1. Red backlighting indicates page 2.

#### **Loading Master Memories**

- **1.** On the device front panel, go to **Control** > **Controller**.
- 2. Select the controller to open its settings.
- 3. In Mode, select Master Memories.
- **4.** In Destination, select **Program** or **Preview**.
- **5.** On the **Shot Box<sup>2</sup>**, press key 1 140 to load the Master Memory from the corresponding memory index into the selected destination.

#### **Loading Screen Memories**

- **1.** On the device front panel, go to **Control** > **Controller**.
- **2.** Select the controller to open its settings.
- 3. In Mode, select Screen Memories.
- **4.** In Destination, select **Program** or **Preview**.
- **5.** On the **Shot Box²**, press key **1 140** to load the Screen Memory from the corresponding memory index into the selected Screen(s).

#### **Loading Multiviewer Memories**

• Press key **PVW #1 - PVW #8** to load the Multiviewer Memory from the corresponding memory index to the Multiviewer output(s).

#### Transitioning the Preview content to the Program

• Press the **TAKE** key for an automatic timed transition.

The Master Memory or Screen Memory key illuminates in contrasting color after the **TAKE** to indicate that this memory has been selected on Program.

# **SHOT BOX CARRYING CASE**



# **WARRANTY AND SERVICE**

This **Analog Way** product has a 1 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. In the unlikely event of a malfunction, please contact your local **Analog Way** office for service.

### **GOING FURTHER WITH ANALOG WAY PRODUCTS**

For complete details and operations procedures, please refer to the **LivePremier™ & Midra™ 4K unit** User Manuals and our website for further information: **www.analogway.com**