

# Encore3

Event Master



User guide

## **Product revision**

Software Revision: Event Master Toolset 10.1

**Barco NV**  
Beneluxpark 21, 8500 Kortrijk, Belgium  
[www.barco.com](http://www.barco.com)

**Manufacturer: Barco Inc., Image Processing**  
11080 White Rock Rd. Suite 100, Rancho Cordova, CA 95670, USA

## Copyright ©

All rights reserved. No part of this document may be copied, reproduced or translated. It shall not otherwise be recorded, transmitted or stored in a retrieval system without the prior written consent of Barco.

## Trademarks

Brand and product names mentioned in this manual may be trademarks, registered trademarks or copyrights of their respective holders. All brand and product names mentioned in this manual serve as comments or examples and are not to be understood as advertising for the products or their manufacturers.

## Patent protection

Please refer to <https://www.barco.com/about-barco/legal/patents>.

## Changes

Barco provides this manual 'as is' without warranty of any kind, either expressed or implied, including but not limited to the implied warranties or merchantability and fitness for a particular purpose. Barco may make improvements and/or changes to the product(s) and/or the program(s) described in this publication at any time without notice.

This publication could contain technical inaccuracies or typographical errors. Changes are periodically made to the information in this publication; these changes are incorporated in new editions of this publication.

The latest edition of Barco manuals can be downloaded from the Barco website <https://www.barco.com>.

## Product Security Incident Response

As a global technology leader, Barco is committed to deliver secure solutions and services to our customers, while protecting Barco's intellectual property. When product security concerns are received, the product security incident response process will be triggered immediately. To address specific security concerns or to report security issues with Barco products, please inform us via contact details mentioned on <https://www.barco.com/psirt>. To protect our customers, Barco does not publicly disclose or confirm security vulnerabilities until Barco has conducted an analysis of the product and issued fixes and/or mitigations.

## Guarantee and Compensation

Barco provides a guarantee relating to perfect manufacturing as part of the legally stipulated terms of guarantee. On receipt, the purchaser must immediately inspect all delivered goods for damage incurred during transport, as well as for material and manufacturing faults Barco must be informed immediately in writing of any complaints.

The period of guarantee begins on the date of transfer of risks, in the case of special systems and software on the date of commissioning, at latest 30 days after the transfer of risks. In the event of justified notice of complaint, Barco can repair the fault or provide a replacement at its own discretion within an appropriate period. If this measure proves to be impossible or unsuccessful, the purchaser can demand a reduction in the purchase price or cancellation of the contract. All other claims, in particular those relating to compensation for direct or indirect damage, and also damage attributed to the operation of software as well as to other services provided by Barco, being a component of the system or independent service, will be deemed invalid provided the damage is not proven to be attributed to the absence of properties guaranteed in writing or due to the intent or gross negligence or part of Barco.

If the purchaser or a third party carries out modifications or repairs on goods delivered by Barco, or if the goods are handled incorrectly, in particular if the systems are operated incorrectly or if, after the transfer of risks, the goods are subject to influences not agreed upon in the contract, all guarantee claims of the purchaser will be rendered invalid. Not included in the guarantee coverage are system failures which are attributed to programs or special electronic circuitry provided by the purchaser, e.g. interfaces. Normal wear as well as normal maintenance are not subject to the guarantee provided by Barco either.

The environmental conditions as well as the servicing and maintenance regulations specified in this manual must be complied with by the customer.

## **Disclaimer on screenshot images used in this manual**

The screenshot images used in this manual are example illustrations and should be treated as such. While the name of the product displayed in the images may be different from the product model currently used, the menu lay-out and functionality is identical.

## **Software License Agreement**

Carefully read the following terms and conditions before using this software. Any use of this software indicates the acceptance of this license agreement and warranty.

### **Terms and Conditions:**

1. No redistribution of the software is allowed.
2. Reverse-Engineering. This software product may not be reverse engineered, decompiled, disassembled or altered.

### **Disclaimer of Warranty:**

This software and the accompanying files are sold "as is" and without warranties as to performance or merchantability or any other warranties whether expressed or implied. In no event shall Barco be liable for damage of any kind, loss of data, loss of profits, business interruption or other pecuniary loss arising directly or indirectly. Any liability of the seller will be exclusively limited to replacement of the product or refund of purchase price.

# Table of contents

<b>1</b>	<b>Safety</b>	<b>11</b>
1.1	General considerations	12
1.2	Important safety instructions	12
<b>2</b>	<b>Introduction</b>	<b>15</b>
2.1	About Event Master devices	16
2.2	Conventions	16
2.3	Encore3	16
2.3.1	Introduction	16
2.3.2	Dante audio and LTC	17
2.3.3	Air flow	18
2.3.4	Card slot designations	18
2.4	Event Master cards	19
2.4.1	Introduction	19
2.4.2	H2.0 quad input card	19
2.4.3	DisplayPort1.2 quad input card	19
2.4.4	Tri-combo input card	20
2.4.5	H2.0 quad output card	21
2.4.6	DisplayPort1.2 quad output card	21
2.4.7	Tri-combo output card	22
2.4.8	100G high speed expansion quad link card	23
2.5	Event Master controllers	23
2.5.1	Introduction	24
2.5.2	EC-30	24
2.5.3	EC-50	25
2.5.4	EC-210	26
2.6	Resources	28
2.6.1	Definitions	28
2.6.2	Overview	29
2.6.3	Single screen resource allocation	30
2.6.4	Wide screen resource allocation	30
2.6.5	Linked resources	31
<b>3</b>	<b>Process overview</b>	<b>33</b>
3.1	General process	34
3.2	ShowFile process	34

3.3	Installation process .....	35
<b>4</b>	<b>Installation .....</b>	<b>37</b>
4.1	Installation requirements .....	38
4.2	Removing an Event Master card .....	39
4.3	Installing an Event Master card .....	40
4.4	Rack mounting .....	41
4.5	Linking multiple Encore3 units .....	43
4.6	Control connection .....	44
4.7	Genlock connection .....	45
4.8	Powering the Encore3 .....	46
4.9	Waking the Encore3 .....	47
4.10	Connecting an EC-30 .....	47
4.11	Connecting an EC-50 .....	48
4.12	Connecting an EC-210 .....	50
<b>5</b>	<b>Encore3 front panel .....</b>	<b>55</b>
5.1	Introduction .....	56
5.2	System .....	57
5.2.1	Unit ID, IP address .....	57
5.2.2	Front panel .....	59
5.2.3	Firmware upgrade .....	59
5.2.4	Diagnostics .....	61
5.2.4.1	Hardware diagnostics .....	61
5.2.4.2	Temperature diagnostics .....	63
5.2.4.3	Log files .....	64
5.2.5	Security .....	65
5.3	Test pattern .....	66
5.4	ShowFile management .....	67
5.4.1	Backup .....	67
5.4.2	Restore .....	69
5.4.3	Import stills .....	70
5.4.4	Export stills .....	71
5.5	Widget panel .....	72
5.6	Reset .....	73
5.6.1	Soft reset .....	73
5.6.2	Factory reset and keep .....	74
5.6.3	Factory reset .....	75
5.6.4	Shut down .....	76
<b>6</b>	<b>Encore3 web page .....</b>	<b>79</b>
6.1	Introduction .....	80
6.2	Accessing the web page .....	80
6.3	Widget panel .....	81
6.4	Tools .....	82
6.4.1	Manage software (USB) .....	82
6.4.2	Manage software (computer) .....	83
6.4.3	Backup (USB) .....	84
6.4.4	Backup (computer) .....	85
6.4.5	Restore (USB) .....	86
6.4.6	Restore (computer) .....	88
6.4.7	Diagnostics/system logs .....	90
6.4.8	Security .....	91
6.5	Help .....	92

6.5.1	Use JSON .....	93
6.5.2	Contact us .....	94
6.6	About .....	94
6.6.1	Contact info .....	95
6.6.2	System info .....	95
6.6.3	Network configuration .....	96
6.6.4	Product info .....	97
<b>7</b>	<b>EC-210 web page .....</b>	<b>99</b>
7.1	Introduction .....	100
7.2	Accessing the web page .....	100
7.3	Tools .....	101
7.3.1	Manage software (USB) .....	101
7.3.2	Manage software (computer) .....	102
7.3.3	System logs .....	103
7.3.4	Eject USB .....	104
7.4	Help .....	105
7.5	About .....	105
<b>8</b>	<b>Event Master Toolset .....</b>	<b>107</b>
8.1	Introduction .....	108
8.2	Setup requirement .....	109
8.3	Event Master Toolset installation .....	109
8.4	The simulator .....	112
8.5	Full screen mode .....	114
8.6	Multi-window mode .....	114
8.7	Multi-operator mode .....	114
8.8	Multi-systems .....	116
8.9	Event Master Toolset notices .....	116
8.10	Configuration .....	117
8.10.1	EC-210 communication setup .....	117
8.10.2	System creation .....	118
8.10.3	Multi-unit systems .....	121
8.10.3.1	Linking units .....	121
8.10.3.2	Manual synchronization .....	123
8.10.3.3	Separating linked units .....	124
8.10.4	Disconnect a system .....	125
8.10.5	Zoom central work window .....	126
8.10.6	Managing units .....	126
8.10.6.1	System native rate .....	126
8.10.6.2	Preset conflict .....	127
8.10.6.3	Auto save .....	128
8.10.6.4	Genlock .....	129
8.10.6.5	Unit information .....	130
8.10.6.6	Reset unit .....	132
8.10.6.7	Temperature .....	133
8.10.6.8	Front panel settings .....	135
8.10.6.9	Unit ID .....	137
8.10.6.10	Invalid video behavior .....	139
8.10.6.11	TCI mode .....	141
8.10.6.12	Time setting .....	142
8.10.7	Managing destinations .....	144
8.10.7.1	User assisted workflow .....	145
8.10.7.2	Screen resource indicator .....	145

	8.10.7.3	Deleting destinations.....	145
	8.10.7.4	Creating destinations.....	147
	8.10.7.5	Editing screen destinations.....	149
8.10.8		Managing inputs.....	153
	8.10.8.1	User assisted workflow.....	153
	8.10.8.2	Creating inputs.....	153
	8.10.8.3	Deleting inputs.....	155
	8.10.8.4	Editing inputs.....	157
8.10.9		MVR configuration.....	158
8.10.10		Files.....	160
8.10.11		System view.....	162
8.10.12		Link resources.....	163
8.11		MVR.....	164
	8.11.1	Getting started.....	164
	8.11.2	Editing an MVR layout.....	164
	8.11.3	MVR presets.....	169
8.12		Programming.....	170
	8.12.1	Manage layouts.....	171
		8.12.1.1 Creating a layout.....	171
		8.12.1.2 Removing a destination from a layout.....	173
	8.12.2	Destination group.....	174
	8.12.3	Layers.....	175
		8.12.3.1 Mixing or splitting layers.....	175
		8.12.3.2 Screen and output layers.....	177
	8.12.4	Organizing lists.....	178
	8.12.5	Adding stills.....	181
	8.12.6	Capturing stills.....	182
	8.12.7	Source thumbnail.....	184
	8.12.8	Adding backup input.....	186
	8.12.9	Multiple sources.....	188
	8.12.10	Scene creation.....	190
		8.12.10.1 Adding a layer.....	191
		8.12.10.2 Adding a source.....	192
		8.12.10.3 Mix background layer.....	194
		8.12.10.4 Removing a layer.....	195
		8.12.10.5 Positioning a layer.....	196
		8.12.10.6 Layer Z-order.....	198
		8.12.10.7 Editing a layer.....	199
		8.12.10.8 Editing a source.....	202
		8.12.10.9 Applying a move animation.....	204
	8.12.11	User keys.....	206
	8.12.12	Presets.....	208
		8.12.12.1 Creating a preset.....	208
		8.12.12.2 Recalling a preset.....	210
	8.12.13	Transitioning a scene.....	212
		8.12.13.1 Cut transitions.....	212
		8.12.13.2 Animated transitions.....	213
	8.12.14	Playing cues.....	214
8.13		External devices & cues.....	215
	8.13.1	Auto detect.....	215
	8.13.2	External devices.....	216
	8.13.3	Creating commands.....	218
	8.13.4	Creating a cue.....	220
	8.13.5	Managing actions.....	221

8.13.6	Scheduling a cue .....	223
8.13.7	Startup cue .....	225
8.14	Tally .....	226
8.14.1	Configuring a tally .....	226
8.14.2	Tally assignment .....	227
8.15	Controller .....	229
8.15.1	Virtual console .....	229
8.15.2	Mapped destinations .....	230
8.15.3	Button mapping .....	230
8.15.3.1	Automatic mapping .....	230
8.15.3.2	Manual mapping .....	231
8.15.3.3	Deleting mapping .....	233
8.15.4	Button LCD color .....	234
8.15.5	Using the controller .....	235
8.16	ShowFile .....	236
8.16.1	Backup .....	236
8.16.2	Restore .....	237
8.16.3	ShowFile editor .....	239
8.17	Power on/off .....	243
8.17.1	Shutting down .....	243
8.18	Network .....	243
8.18.1	Managing network settings .....	244
8.19	Widget .....	245
8.19.1	Creating a widget .....	245
8.19.2	Editing a widget .....	247
8.19.3	Widget link .....	251
8.20	Settings .....	253
8.20.1	Event Master Toolset options .....	253
8.20.1.1	Software information .....	254
8.20.1.2	Language selection .....	254
8.20.1.3	Reset Event Master Toolset .....	255
8.20.1.4	User preferences .....	256
8.20.1.5	Keyboard shortcuts .....	257
8.20.2	Controller options .....	258
8.20.2.1	Software information .....	258
8.20.2.2	User preferences .....	259
8.20.2.3	Controller diagnostics .....	260
8.20.3	Unit web page .....	261
<b>9</b>	<b>Using Event Master controllers .....</b>	<b>263</b>
9.1	Color .....	264
9.2	Screen destination buttons .....	264
9.3	Layer buttons .....	265
9.4	Assign buttons .....	266
9.5	Live production buttons .....	268
9.6	Action buttons .....	268
9.6.1	Introduction .....	268
9.6.2	Category section .....	269
9.6.3	Numpad section .....	270
9.6.4	Contextual display section .....	271
9.6.5	Miscellaneous section .....	272
9.6.6	Syntax-based programming .....	272
9.7	Custom buttons .....	273
9.8	Barco eye button .....	274

9.9	Arrow buttons .....	274
9.10	Rotary encoders .....	275
9.11	Transition buttons .....	276
9.12	T-bar .....	276
9.13	Help/Error button .....	277
9.14	Controller settings buttons .....	277
9.15	Navigation area .....	278
9.16	Built-in touch screen .....	279
<b>10</b>	<b>Service .....</b>	<b>281</b>
10.1	Replacing the power supply .....	282
<b>11</b>	<b>Preventative maintenance .....</b>	<b>283</b>
11.1	One-year maintenance actions .....	284
11.2	Four-year maintenance actions .....	284
<b>12</b>	<b>Troubleshooting .....</b>	<b>285</b>
12.1	Troubleshooting abnormal Encore3 behavior .....	286
<b>A</b>	<b>Specifications .....</b>	<b>289</b>
A.1	Event Master processor specifications .....	290
A.2	Input cards specifications .....	291
A.3	Output cards specifications .....	293
A.4	Link cards specifications .....	294
A.5	Event Master controllers specifications .....	294
<b>B</b>	<b>Regulatory .....</b>	<b>297</b>
B.1	Product and contact references .....	298
B.2	Product compliance EU .....	298
B.3	Product compliance UK .....	299
B.4	Product compliance US .....	299
B.5	Product compliance Turkey .....	299
B.6	Product compliance China .....	299
B.7	Product compliance Taiwan .....	301
B.8	Product compliance Korea .....	302
B.9	Trademark notice .....	302
B.10	Product privacy statement .....	302
<b>C</b>	<b>License info .....</b>	<b>305</b>
C.1	Open source software .....	306
	<b>Glossary .....</b>	<b>307</b>
	<b>List of tools .....</b>	<b>311</b>
	<b>Index .....</b>	<b>313</b>

# Safety

# 1

1.1	General considerations .....	12
1.2	Important safety instructions .....	12

## Clarification of the term “Encore3” used in this document

References in this document to the term “Encore3” means that the content is applicable for following Barco products:

- NGS-4U-V3

## Model certification name

- NGS-4U-V3



Barco provides a guarantee relating to perfect manufacturing as part of the legally stipulated terms of guarantee. Observing the specification mentioned in this chapter is critical for optimal performance. Neglecting this can result in loss of warranty.

## 1.1 General considerations

### General safety instructions

- Before operating this equipment please read this manual thoroughly and retain it for future reference.
- All warnings on the unit and in its documentation manuals must be adhered to.
- Installation and preliminary adjustments must be performed by qualified Barco personnel or by authorized Barco service dealers.
- This product contains no user serviceable parts. Attempts to modify/replace mechanics or electronics inside the housing or compartments will violate any warranties and may be hazardous.
- All instructions for operating and use of this equipment must be followed precisely.
- All local installation codes must be adhered to.

### Notice on safety

This equipment is built in accordance with the requirements of the applicable international safety standards. These safety standards impose important requirements on the use of safety critical components, materials and insulation, in order to protect the user or operator against risk of electric shock and energy hazard and having access to live parts. Safety standards also impose limits to the internal and external temperature rises, radiation levels, mechanical stability and strength, enclosure construction and protection against the risk of fire. Simulated single fault condition testing ensures the safety of the equipment to the user even when the equipment's normal operation fails.

## 1.2 Important safety instructions

### To prevent risk, personal injury and Encore3 damage

Please read this chapter carefully. It contains important information to prevent personal injury while installing the Encore3. Furthermore, it includes several cautions to prevent damage to the Encore3. Ensure that you understand and follow all safety guidelines, safety instructions and warnings mentioned in this chapter before installing the Encore3. After this chapter, additional “warnings” and “cautions” are given depending on the installation procedure. Read and follow these “warnings” and “cautions” as well.

- Read these instructions.
- Keep these instructions.
- Heed all warnings.
- Follow all instructions.
- Only trained technicians may install the Encore3.
- Installation of the Encore3 must be done in a dust free area.
- Only use attachments/accessories specified by the manufacturer.
- CAUTION: Troubleshooting must be performed by a trained technician. To reduce the risk of electrical shock, do not attempt to service this equipment unless you are qualified to do so.
- Refer all servicing to qualified service personnel. Servicing is required when the system has been damaged in any way, such as liquid has been spilled or objects have fallen into the system, or the system has been exposed to rain or moisture, does not operate normally, or has been dropped.
- FRAGILE: The Encore3 is fragile. Handle the Encore3 with care at all times.
- To prevent injury, take note: by law, minimum 2 persons are required to carry the Encore3.
- Do not remove covers or panels during normal operation. Removal of the top cover will expose dangerous voltages. To avoid personal injury, do not remove the top cover. Do not operate the unit without the cover installed.
- During maintenance operations, always switch off the Encore3 and unplug power cords before removing one of the covers, unless otherwise stated.
- Always wear a wrist band which is connected to the ground while handling the ESD sensitive parts.
- Wear insulating gloves during the execution of the installation and maintenance actions to avoid short-circuit.
- Be careful never to drop anything into the Encore3 assembly during the procedure. The fall of a tool or a spare part in the Encore3 could have catastrophic consequences when you will restart the system.
- Be careful to always follow strict procedures during maintenance operations (spare parts replacement).

- This product is intended to operate from a power source that will not apply more than 230 volts rms between the supply conductors or between both supply conductor and ground. A protective ground connection by way of grounding conductor in the power cord is essential for safe operation.
- This product is grounded through the grounding conductor of the power cord. To avoid electrical shock, plug the power cord into a properly wired receptacle before connecting to the product input or output terminals. A protective-ground connection by way of the grounding conductor in the power cord is essential for safe operation.
- Use only the power cord and connector specified for your product. Use only a power cord that is in good condition. Refer cord and connector changes to qualified service personnel.
- To avoid fire hazard, use only the fuse having identical type, voltage rating, and current rating characteristics. Refer fuse replacement to qualified service personnel.
- Replace spare parts only with the same or equivalent type recommended by the manufacturer.
- Save the original shipping carton and packing material. They will come in handy if you ever have to ship your equipment. For maximum protection, repack your set as it was originally packed at the factory.
- Rated maximum ambient operating temperature,  $t_a = 40^\circ\text{C}$  ( $104^\circ\text{F}$ ).
- To avoid explosion, do not operate this product in an explosive atmosphere.

### On servicing

- Do not attempt to service this product yourself, as opening or removing covers may expose you to dangerous voltage potentials and risk of electric shock.
- Refer all servicing to qualified service personnel.
- Attempts to alter the factory-set internal controls or to change other control settings not specially discussed in this manual can lead to permanent damage to the unit and cancellation of the warranty.
- Replacement parts: When replacement parts are required, be sure the service technician has used original Barco replacement parts or authorized replacement parts which have the same characteristics as the Barco original part. Unauthorized substitutions may result in degraded performance and reliability, fire, electric shock or other hazards. Unauthorized substitutions may void warranty.
- Safety check: Upon completion of any service or repairs to this unit, ask the service technician to perform safety checks to determine that the product is in proper operating condition.

### Malfunction unit

Remove all power from the product and refer servicing to qualified service technicians under the following conditions:

- When the power cord or plug is damaged or frayed.
- If liquid has been spilled into the equipment.
- If the product has been exposed to rain or water.
- If the product does not operate normally when the operating instructions are followed. Adjust only those controls that are covered by the operating instructions since improper adjustment of the other controls may result in damage and will often require extensive work by a qualified technician to restore the product to normal operation.
- If the product has been dropped or the cabinet has been damaged.
- If the product exhibits a distinct change in performance, indicating a need for service.



# Introduction

# 2

2.1	About Event Master devices .....	16
2.2	Conventions .....	16
2.3	Encore3 .....	16
2.4	Event Master cards .....	19
2.5	Event Master controllers .....	23
2.6	Resources .....	28

## About this document

This user guide explains how to install and make use of the Event Master system with an Encore3 at its core.

## About introduction

Details about the Event Master processor, the Encore3, and its controllers, the EC-30, EC-50 and the EC-210, will be explored in the following chapters.

## 2.1 About Event Master devices

### Overview

An Event Master setup typically consists of a video processing component optionally controlled by an Event Master controller.

The full Event Master Encore3 hardware offering consists of the following devices:

Video processing	Event Master controller (optional)
Encore3	EC-30
	EC-50
	EC-210

## 2.2 Conventions

### Encore3 orientation

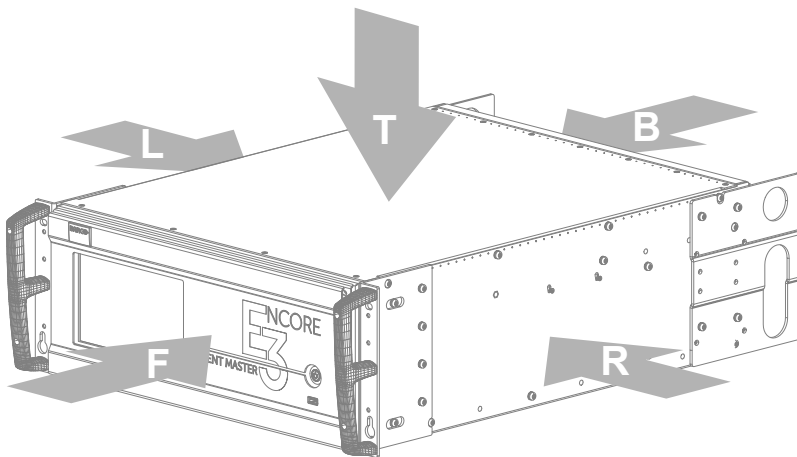


Image 2-1

**T** Top side  
**L** Left side  
**F** Front side

**R** Right side  
**B** Back side

## 2.3 Encore3

### About this chapter

A full overview of the components and design of the Encore3 will be explored in the following chapters.

### 2.3.1 Introduction

#### About Encore3

The Encore3 is a modular video processor allowing for multiple configurations. These configurations can be scaled or consist out of different combinations depending on the need, size and nature of the event or application.



Image 2–2

## Encore3 components

Front view:

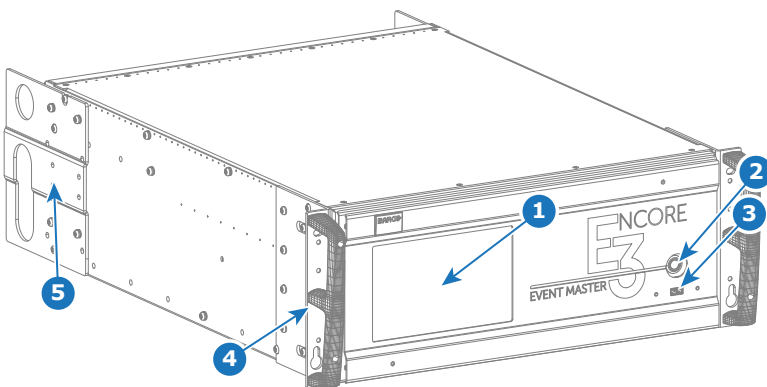


Image 2–3

- 1 Touch panel
- 2 Power button
- 3 Front USB-A port

- 4 Rack handles
- 5 Rear connector protectors

Rear view:

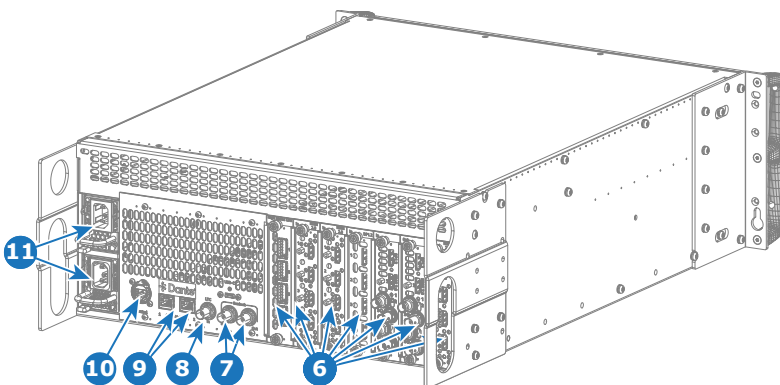


Image 2–4

- 6 Event Master card slots
- 7 Genlock connectors
- 8 LTC connector

- 9 Dante audio™ connectors
- 10 Control connector
- 11 Power supplies

## 2.3.2 Dante audio and LTC

### About Dante audio and LTC

Dante audio and LTC functionality are currently not available.

## 2.3.3 Air flow

### About air flow

The Encore3 is air cooled. Cold air gets sucked in at the air inlets on the front and used to cool the internal electronics. This heated up air then gets blown out the back and away from the Encore3.

For more information on required clearance, see [“Installation requirements”](#), page 38.

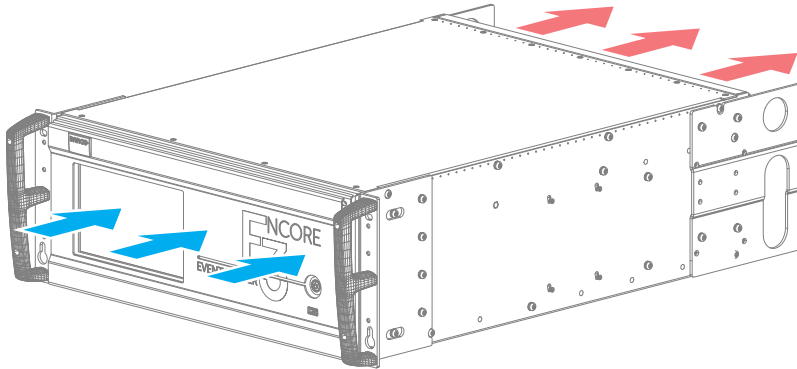


Image 2-5

## 2.3.4 Card slot designations

### About slot designations

Each slot is configured to take certain type of cards. Some of these slots can support two different types of cards. Each slot is colored according to the type of card it can support:

- **Blue:** input slots.
- **Green:** output slots.
- **Yellow:** link slots.

It is not possible to use a type of card in a card slot which does not support that type.

### Encore3 slot layout

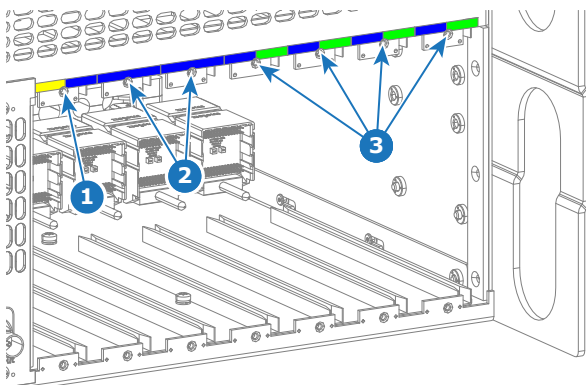


Image 2-6

- 1 Link or input slot
- 2 Input only slot
- 3 Input or output slot

## 2.4 Event Master cards

### About this chapter

A full overview of all Event Master cards supported by the Encore3 will be explored in the following chapters.

### 2.4.1 Introduction

#### About Event Master cards

Event Master cards can be one of three types. The color of the card defines the type of card it is:

- **Blue:** input cards.
- **Green:** output cards.
- **Yellow:** link cards.

It is not possible to use an input card as an output card or vice versa, even if they look physically identical.

### 2.4.2 H2.0 quad input card



#### HDMI

High-Definition Multimedia Interface (HDMI) is a compact audio / video interface for transferring uncompressed video data and compressed / uncompressed digital audio data from an HDMI-compliant device, the source device, to a compatible computer monitor, video projector, digital television, or digital audio device. HDMI is a digital replacement for existing analog video standards.

#### Overview

The quad HDMI™ 2.0 (gen 2) input card allows up to four independent HDMI signals to be connected. When a valid HDMI signal is connected, then the nearest indicator light will turn green.

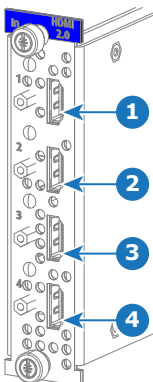


Image 2-7

- 1 HDMI2.0 connector with indicator LED
- 2 HDMI2.0 connector with indicator LED
- 3 HDMI2.0 connector with indicator LED
- 4 HDMI2.0 connector with indicator LED

### 2.4.3 DisplayPort1.2 quad input card



#### DisplayPort

Digital display interface developed by the Video Electronics Standards Association (VESA). This interface is primarily used to connect a video source to a display device such as a computer monitor, though it can also be used to transmit audio, USB, and other forms of data.

#### Overview

The quad DisplayPort 1.2 (gen 2) input card allows up to four independent DP signals to be connected. When a valid DP signal is connected, then the nearest indicator light will turn green.

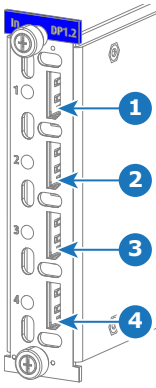


Image 2–8

- 1 DisplayPort1.2 connector with indicator LED
- 2 DisplayPort1.2 connector with indicator LED
- 3 DisplayPort1.2 connector with indicator LED
- 4 DisplayPort1.2 connector with indicator LED

## 2.4.4 Tri-combo input card



### DisplayPort

Digital display interface developed by the Video Electronics Standards Association (VESA). This interface is primarily used to connect a video source to a display device such as a computer monitor, though it can also be used to transmit audio, USB, and other forms of data.



### HDMI

High-Definition Multimedia Interface (HDMI) is a compact audio / video interface for transferring uncompressed video data and compressed / uncompressed digital audio data from an HDMI-compliant device, the source device, to a compatible computer monitor, video projector, digital television, or digital audio device. HDMI is a digital replacement for existing analog video standards.



### SDI

Serial Digital Interface (SDI) is a serial link standardized by the Society of Motion Picture and Television Engineers (SMPTE). SDI transmits uncompressed digital video over a 75-ohm coaxial cable, typically within studios, and is seen as the most professional video infrastructure equipment.



### BNC

Bayonet Neill-Concelman (BNC) is a method of connecting coaxial cables to a BNC connector using a twist lock design. This twist lock ensures that the cable and the connector are in optimal contact and are hard to dislodge by accident. It enables the transmission of serial digital video, timing signals or audio signals.

## Overview

The Tri-combo (gen 2) input card allows up to four independent signals to be active. Which four connectors accept a signal can be configured in the Event Master Toolset. For more information, see [“TCI mode”, page 141](#). When a valid signal is connected, then the nearest indicator light will turn green.



By default the top four connectors are active.

A mix of different signals can be used to make up the four possible connections:

- **DP 1.2** connection, using the DisplayPort connector.
- **HDMI 2.0** connection, using the HDMI connector.
- **SD SDI** connection, using any of the BNC connectors.
- **HD SDI** connection, using any of the BNC connectors.
- **3G SDI** connection, using any of the BNC connectors.
- **6G SDI** connection, using any of the BNC connectors.

- **12G SDI (single link)** connection, using any of the BNC connectors.
- **12G SDI (quad link)** connection, using all four BNC connectors.

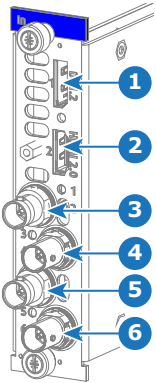


Image 2-9

- |          |                                             |          |                                       |
|----------|---------------------------------------------|----------|---------------------------------------|
| <b>1</b> | DisplayPort1.2 connector with indicator LED | <b>4</b> | SDI2 BNC connector with indicator LED |
| <b>2</b> | HDMI2.0 connector with indicator LED        | <b>5</b> | SDI3 BNC connector with indicator LED |
| <b>3</b> | SDI1 BNC connector with indicator LED       | <b>6</b> | SDI4 BNC connector with indicator LED |

## 2.4.5 H2.0 quad output card



### HDMI

High-Definition Multimedia Interface (HDMI) is a compact audio / video interface for transferring uncompressed video data and compressed / uncompressed digital audio data from an HDMI-compliant device, the source device, to a compatible computer monitor, video projector, digital television, or digital audio device. HDMI is a digital replacement for existing analog video standards.

### Overview

The quad HDMI™ 2.0 (gen 2) output card can process up to four independent HDMI signals. When a valid HDMI signal is being transmitted, then the nearest indicator light will turn green.

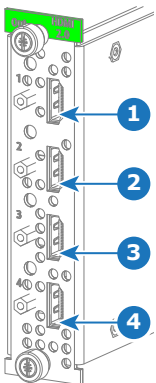


Image 2-10

- |          |                                      |
|----------|--------------------------------------|
| <b>1</b> | HDMI2.0 connector with indicator LED |
| <b>2</b> | HDMI2.0 connector with indicator LED |
| <b>3</b> | HDMI2.0 connector with indicator LED |
| <b>4</b> | HDMI2.0 connector with indicator LED |

## 2.4.6 DisplayPort1.2 quad output card



### DisplayPort

Digital display interface developed by the Video Electronics Standards Association (VESA). This interface is primarily used to connect a video source to a display device such as a computer monitor, though it can also be used to transmit audio, USB, and other forms of data.

## Overview

The quad DisplayPort 1.2 (gen 2) output card can process up to four independent DP signals. When a valid DP signal is being transmitted, then the nearest indicator light will turn green.

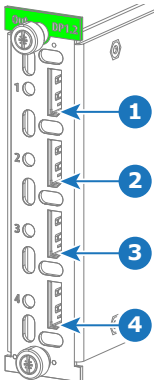


Image 2–11

- 1 DisplayPort1.2 connector with indicator LED
- 2 DisplayPort1.2 connector with indicator LED
- 3 DisplayPort1.2 connector with indicator LED
- 4 DisplayPort1.2 connector with indicator LED

## 2.4.7 Tri-combo output card



### DisplayPort

Digital display interface developed by the Video Electronics Standards Association (VESA). This interface is primarily used to connect a video source to a display device such as a computer monitor, though it can also be used to transmit audio, USB, and other forms of data.



### HDMI

High-Definition Multimedia Interface (HDMI) is a compact audio / video interface for transferring uncompressed video data and compressed / uncompressed digital audio data from an HDMI-compliant device, the source device, to a compatible computer monitor, video projector, digital television, or digital audio device. HDMI is a digital replacement for existing analog video standards.



### SDI

Serial Digital Interface (SDI) is a serial link standardized by the Society of Motion Picture and Television Engineers (SMPTE). SDI transmits uncompressed digital video over a 75-ohm coaxial cable, typically within studios, and is seen as the most professional video infrastructure equipment.



### BNC

Bayonet Neill-Concelman (BNC) is a method of connecting coaxial cables to a BNC connector using a twist lock design. This twist lock ensures that the cable and the connector are in optimal contact and are hard to dislodge by accident. It enables the transmission of serial digital video, timing signals or audio signals.

## Overview

The Tri-combo (gen 2) output card allows for the processing of up to four independent signals. When a valid signal is being transmitted, then the nearest indicator light will turn green.

A mix of different signals can be used to make up the four possible connections:

- **DP 1.2** signal, using the DisplayPort connector.
- **HDMI 2.0** signal, using the HDMI connector.
- **SD SDI** signal, using any of the BNC connectors.
- **HD SDI** signal, using any of the BNC connectors.
- **3G SDI** signal, using any of the BNC connectors.
- **6G SDI** signal, using any of the BNC connectors.

- **12G SDI (single link)** signal, using any of the BNC connectors.
- **12G SDI (quad link)** signal, using all four BNC connectors.

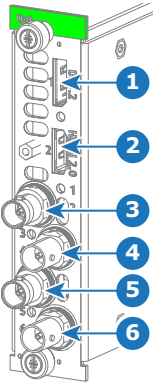


Image 2–12

- |          |                                             |          |                                       |
|----------|---------------------------------------------|----------|---------------------------------------|
| <b>1</b> | DisplayPort1.2 connector with indicator LED | <b>4</b> | SDI2 BNC connector with indicator LED |
| <b>2</b> | HDMI2.0 connector with indicator LED        | <b>5</b> | SDI3 BNC connector with indicator LED |
| <b>3</b> | SDI1 BNC connector with indicator LED       | <b>6</b> | SDI4 BNC connector with indicator LED |

## 2.4.8 100G high speed expansion quad link card



### QSFP28

Quad Small Form-Factor Pluggable 28 is a copper or fiber optical connection that provides up to 100Gbps connectivity in parallel. It uses four hot-pluggable fiber or copper cables to ensure high speed transmission of data for high performance devices like the Encore3.

### Overview

The link card allows for two Encore3 units to share their inputs and outputs slots and their resources. These connections are made with QSFP28™ fiber or copper connections.

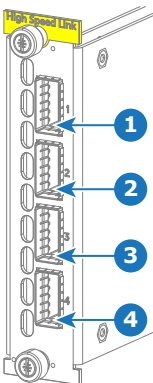


Image 2–13

- |          |                 |
|----------|-----------------|
| <b>1</b> | QSFP28 module 1 |
| <b>2</b> | QSFP28 module 2 |
| <b>3</b> | QSFP28 module 3 |
| <b>4</b> | QSFP28 module 4 |

## 2.5 Event Master controllers

### About this chapter

An overview of all Event Master controllers supported by Encore3 will be explored in the following chapters.

## 2.5.1 Introduction

### About Event Master controllers

An Event Master controller helps with managing presets, controlling inputs, controlling destinations and transitions of scenes in real-time. How the controller buttons function, depends on the Event Master Toolset configuration of the Encore3. For more information on how to configure the Encore3 using Event Master Toolset, see [“Event Master Toolset”, page 107](#).

There are multiple types of Event Master controllers available:

- “EC-30”, page 24.
- “EC-50”, page 25.
- “EC-210”, page 26.

## 2.5.2 EC-30

### Overview

The EC-30 controller is a compact controller providing programmable buttons and a T-bar.



Image 2–14

### Components

Back view:

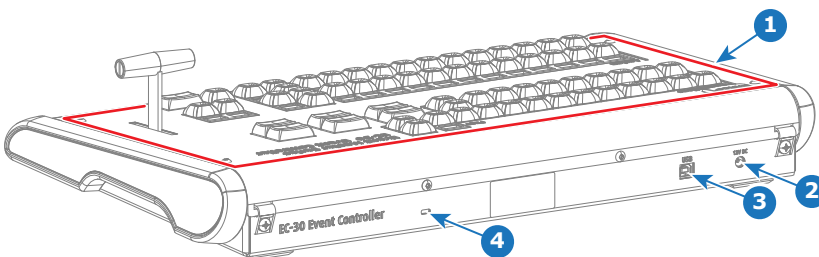


Image 2–15

- 1 Button area
- 2 Power port
- 3 USB-B port
- 4 Kensington™ lock

### Button layout



For more information about the functionality of each button, see [“Using Event Master controllers”, page 263](#).

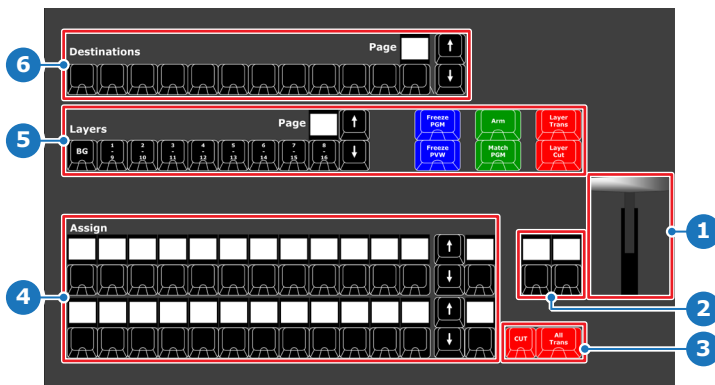


Image 2-16

- |                                                                                                                                        |                                                                                                                                                               |
|----------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li><b>1</b> T-bar</li> <li><b>2</b> Custom buttons</li> <li><b>3</b> Transition buttons</li> </ul> | <ul style="list-style-type: none"> <li><b>4</b> 2 rows assign buttons</li> <li><b>5</b> Layer buttons</li> <li><b>6</b> Screen destination buttons</li> </ul> |
|----------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------|

## 2.5.3 EC-50

### Overview

The EC-50 controller is a controller providing programmable buttons, a T-bar and a built-in touch display.



Image 2-17

## Components

Front view:

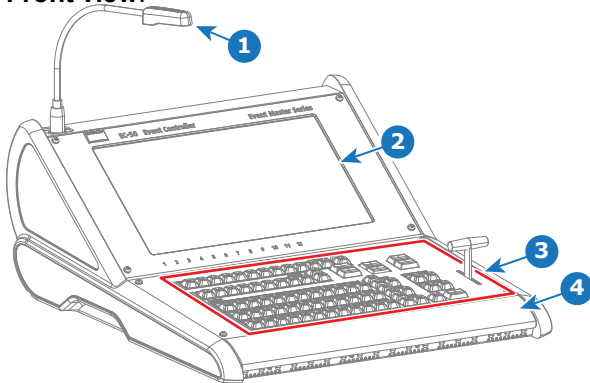


Image 2-18

- 1 Flexible light
- 2 Touch screen
- 3 Button area
- 4 Arm rest

Back view:

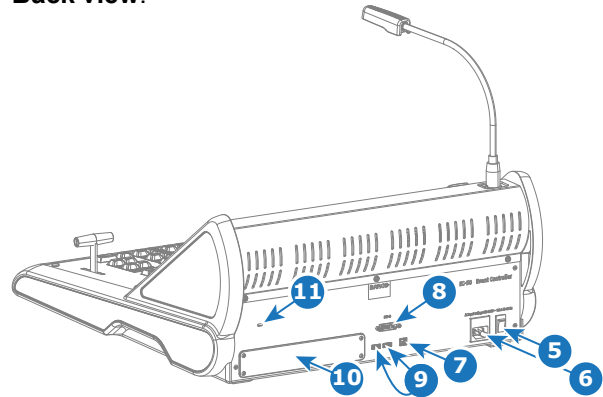


Image 2-19

- 5 Power switch
- 6 Power port
- 7 USB-B port
- 8 USB-A ports
- 9 Expansion slot
- 10 Kensington™ lock
- 11 DVI-D in port

## Button layout



For more information about the functionality of each button, see [“Using Event Master controllers”, page 263](#).

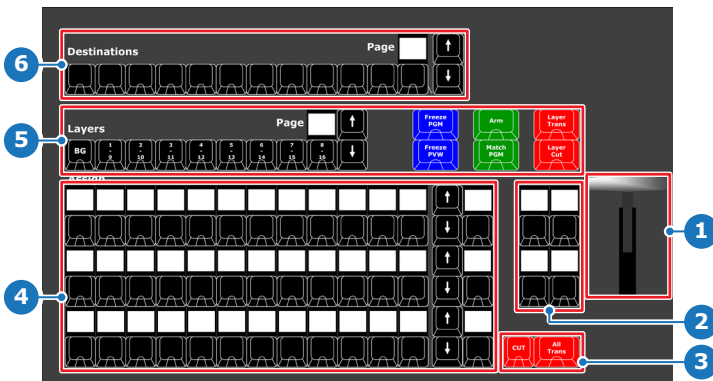


Image 2-20

- 1 T-bar
- 2 Custom buttons
- 3 Transition buttons
- 4 3 rows assign buttons
- 5 Layer buttons
- 6 Screen destination buttons

### 2.5.4 EC-210



The EC-210 requires Event Master Toolset 10.1 or higher to function.

## Overview

The EC-210 controller is both a controller and an independent Event Master Toolset device. The internal hardware is capable of running Event Master Toolset on its two built-in touch screens and/or a connected external display. The programmable buttons, knobs and T-bar allow for most actions possible within the Event Master Toolset user interface.



Image 2-21

## Components

Front view:

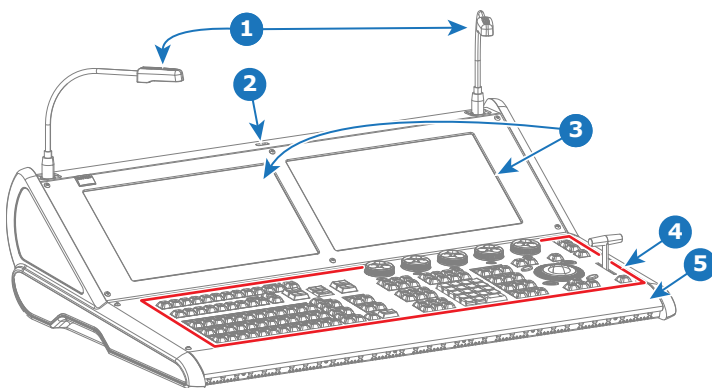


Image 2-22

- 1 Flexible lights
- 2 USB-A port
- 3 Touch screens

- 4 Button area
- 5 Arm rest

Back view:

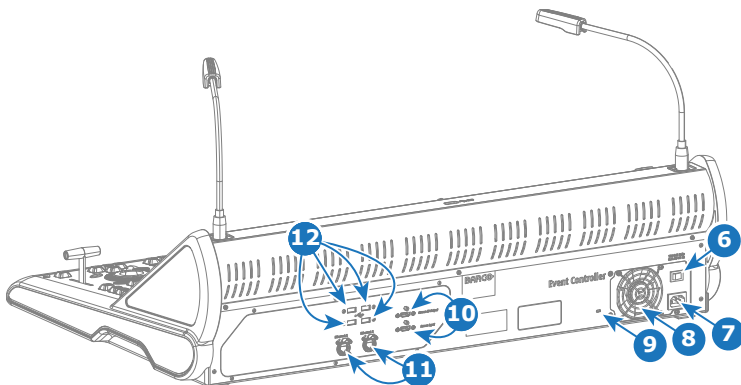


Image 2-23

- 6 Power switch
- 7 Power port
- 8 Power supply fan
- 9 Kensington lock

- 10 HDMI™ out port
- 11 HDMI™ in port
- 12 2x LAN port
- 13 4x USB-A port

## Button layout



For more information about the functionality of each button, see “Using Event Master controllers”, page 263.

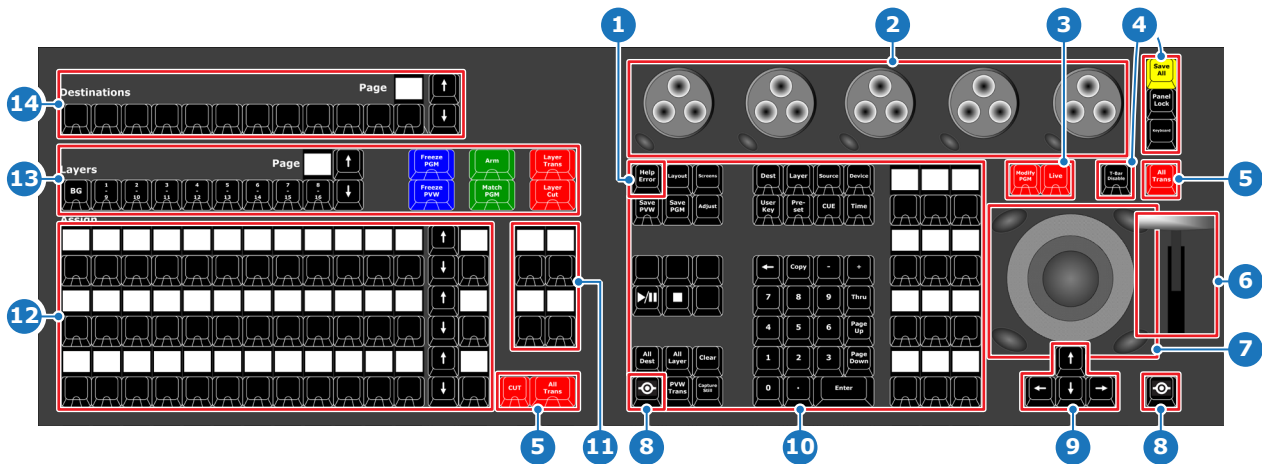


Image 2–24

- |   |                                             |    |                            |
|---|---------------------------------------------|----|----------------------------|
| 1 | Help/Error button                           | 8  | Barco eye (two locations)  |
| 2 | Rotary encoders                             | 9  | Arrow buttons              |
| 3 | Live production buttons                     | 10 | Action buttons             |
| 4 | Controller settings buttons (two locations) | 11 | Custom buttons             |
| 5 | Transition buttons (two locations)          | 12 | 3 rows assign buttons      |
| 6 | T-bar                                       | 13 | Layer buttons              |
| 7 | Navigation area                             | 14 | Screen destination buttons |

## 2.6 Resources

### About this chapter

How the Encore3 can use its image processing power will be explored in the following chapters.

### 2.6.1 Definitions



#### Single screen destination

A single screen destination is a display or a projector with a maximum 4K resolution. This single composition is then processed by the Event Master processor and displayed using one output.



#### Mix layer

Mix layers consist out of two customisable layers. An ‘A’ single layer and a ‘B’ single layer that are linked together. Each of these layers can have their own different layout. This makes it possible to seamlessly transition between desired layouts. For example, if layer ‘A’ is currently in program, a new layout can be prepared in preview using layer ‘B’. Transitioning between the two layers causes layer ‘B’ to go to program and layer ‘A’ becomes ready to be prepared with a new layout in preview.



#### Split layer

The two layers making up a mix layer can be split to work independently. When split, the layers will fade out and fade back in during transition between layouts. Any modifications to the layer while it is in program will be seen on the output in realtime.



#### Mix background layer

Each screen destination comes with a mix background layer that spans the entire output or wide screen. It is not possible to split the mix background layer. Content within this mix background layer can partially fill or move within this canvas. All other layers are always positioned on top of the background layer.

**Wide screen destination**

Wide screens are made up out of multiple single outputs with the same resolution connected using the same connector type. These larger connections allow for the creation of a continuous canvas. Content can be displayed anywhere within this continuous canvas without needing to be mindful of the hardware boundaries.

**Screen layer**

Screen layers allow all content to be placed anywhere on the canvas without needing to be mindful of the output boundaries. Content that spans multiple outputs will be displayed without any seams or gaps between the content. Meaning, outputs that are placed side by side, without any bezels, will look continuous. Gaps can still be created by physically separating the outputs. These layers can work in mix or split mode.

**Output layer**

Output layers allow content to be restricted within one or some of the outputs making up the wide screen canvas. This content cannot be displayed on any outputs that are not part of the output layer. If any content is partially in the output layer and partially in the rest of the canvas, then only the part within the output layer will be displayed, with the rest being cut off. These layers can work in mix or split mode.

**Scaled aux destination**

Scaled aux destinations bypass the processor on the Event Master processor. The content is sent directly from the input card to the output card without going through the internal processors. Each output card has its own scalar, allowing for 4K scaling capabilities.

**MVR (multiviewer)**

The MVR can combine all inputs and screen destinations into a customizable layout. Creating an overview of the incoming content and the content that is being displayed on outputs. These layouts are intended for internal personnel, but can be used for other reasons. MVRs can be viewed using Event Master Toolset or by sending the MVR to any desired screen destination.

## 2.6.2 Overview

### About resources

The Encore3's processing power can be assigned differently depending on the project needs. Some unused resources can be modified or allocated differently. The following table depicts the maximum possible resource distribution:



Linking two Encore3 units together does not mean that all resources are doubled. Some resources will be used to facilitate the sharing of content between the two units.

Resource type		Encore3	Linked Encore3 units
Screen destinations		8	16
Single screen layers	Mix	<ul style="list-style-type: none"> <li>4x mix layer<sup>1</sup></li> <li>1x mix background layer<sup>1</sup></li> </ul>	<ul style="list-style-type: none"> <li>4x mix layer<sup>1</sup></li> <li>1x mix background layer<sup>1</sup></li> </ul>
	Split	<ul style="list-style-type: none"> <li>8x split layer<sup>1</sup></li> <li>1x mix background layer<sup>1</sup></li> </ul>	<ul style="list-style-type: none"> <li>8x split layer<sup>1</sup></li> <li>1x mix background layer<sup>1</sup></li> </ul>
Wide screen layers	Mix	<ul style="list-style-type: none"> <li>4x mix screen layer<sup>1</sup></li> <li>1x mix background layer<sup>1</sup></li> </ul>	<ul style="list-style-type: none"> <li>4x mix screen layer<sup>1</sup></li> <li>1x mix background layer<sup>1</sup></li> </ul>
		<ul style="list-style-type: none"> <li>4x mix output layer<sup>2</sup></li> </ul>	<ul style="list-style-type: none"> <li>4x mix output layer<sup>2</sup></li> </ul>

1. Per screen destination  
2. Per output

Resource type		Encore3	Linked Encore3 units
		<ul style="list-style-type: none"> <li>1x mix background layer<sup>1</sup></li> </ul>	<ul style="list-style-type: none"> <li>1x mix background layer<sup>1</sup></li> </ul>
	Split	<ul style="list-style-type: none"> <li>8x split screen layer<sup>1</sup></li> <li>1x mix background layer<sup>1</sup></li> </ul>	<ul style="list-style-type: none"> <li>8x split screen layer<sup>1</sup></li> <li>1x mix background layer<sup>1</sup></li> </ul>
		<ul style="list-style-type: none"> <li>8x split output layer<sup>2</sup></li> <li>1x mix background layer<sup>1</sup></li> </ul>	<ul style="list-style-type: none"> <li>8x split output layer<sup>2</sup></li> <li>1x mix background layer<sup>1</sup></li> </ul>
Scaled aux destinations		2x 4K60 <sup>3</sup>	2x 4K60 <sup>3</sup>
MVRs		2	4
Link resources		N/A	<ul style="list-style-type: none"> <li>15x transmitter</li> <li>15x receiver</li> </ul>

## 2.6.3 Single screen resource allocation

### Increasing the amount of mix layers

Each screen destination is equivalent to four mix layers. Meaning, any unassigned screen destinations can be used to increase the amount of mix layers.

For example, there are two assigned screen destinations with four mix layers each. By using the resources of the two unassigned screen destinations, the total available mix layers of the assigned screen destinations will be eight each.

### Switching mix layers and split layers

Each mix layer can be separated into two split layers. It is also possible to merge two split layers back into a mix layer.

## 2.6.4 Wide screen resource allocation

### Increasing the amount of layers

By default, each wide screen has four screen layers available. These four screen layers can be placed anywhere on the canvas. When this free movement is not needed, then any screen layer can be turned into output layers for each output or output group. When the free movement is needed again, then the output layers of each output or output group can be merged back into a screen layer. Switching between screen and output layers can be done at any time and as often as needed.

For example, the wide screen is made up out of three outputs. Each output will be displaying its own content that must not be visible on the other outputs. By using the resources of the four mix screen layers, each individual output can have four mix output layers. Bringing the total available mix layers to 12.

### Grouping output layers

Two or more output layers can be merged to break up the continuous canvas in smaller sub regions. These sub regions will behave as a separate canvas. Mix and match output layers and sub regions to get the maximum amount of usable canvases with the maximum amount of flexibility on placement of the content.



The sub regions do not have to be continuous and can skip over outputs.

### Switching mix layers and split layers

Each mix screen layer or mix output layer can be separated into two split screen layers or two split output layers. It is also possible to merge two split screen layers or two split output layers back into a single mix screen layer or a single mix output layer.

3. Per Event Master output card

## 2.6.5 Linked resources

### About linked resources

When two Encore3 units are linked, inputs can be sent from one unit to the other. These inputs are sent over the link cables and occupy a send resource on the original unit and a receive resource on the receiving unit. Each created link will persist even if the source is no longer being sent. It is possible to manually release this link by editing the link resources. This is considered an advanced action and requires understanding of how the links are being used.

For example, An input on the host Encore3 is part of a scene on a destination of the client Encore3. Event Master Toolset will reserve a transmitter resource (TX) of the host and the corresponding receiver resource (RX) from the client. After a transition, this input is removed from the scene on a destination of the client. The link resource will become unused. However, the TX and RX on both the host and client remain occupied by that input. Ensuring the scene can be recalled at any moment.

Each **link** uses one **link resource** on **both** Encore3 units.



# Process overview

# 3

3.1	General process .....	34
3.2	ShowFile process .....	34
3.3	Installation process .....	35

## About process overview

Best practices and a general step by step overview on how to install and use an Encore3 will be explored in the following chapters.

## 3.1 General process

1. **Ensure** the Encore3 can meet the input, output and image processing **needs** of the event. For more information, see:
  - [“Resources”, page 28](#)
  - [“Event Master cards”, page 19.](#)
  - [“Installation requirements”, page 38.](#)
2. **Recommended:** prepare a ShowFile using the Event Master Toolset simulator. For more information, see:
  1. [“Event Master Toolset installation”, page 109.](#)
  2. [“The simulator”, page 112.](#)
  3. [“ShowFile process”, page 34.](#)
3. **Install** all Encore3 units at the desired location at the event. For more information, see [“Installation process”, page 35.](#)
4. **Recommended:** restore the created ShowFile to the host Encore3 using any of the following methods:
  - Using the **front panel**: [“Restore”, page 69.](#)
  - Using the **web page**: [“Restore \(USB\)”, page 86](#) or [“Restore \(computer\)”, page 88.](#)
  - Using **Event Master Toolset**: [“Restore”, page 237](#) or [“ShowFile editor”, page 239.](#)
5. **Setup** a local method for controlling the event:
  - Using **Event Master Toolset** software:
    1. Ensure the device meets the installation requirements. For more information, see [“Setup requirement”, page 109.](#)
    2. Install Event Master Toolset on the device. For more information, see [“Event Master Toolset installation”, page 109.](#)
  - Using an **Event Master controller**:
    - With an EC-30. For more information, see [“Connecting an EC-30”, page 47.](#)
    - With an EC-50. For more information, see [“Connecting an EC-50”, page 48.](#)
    - With an EC-210. For more information, see [“Connecting an EC-210”, page 50.](#)
  - Using the **widget panel**. For more information, see [“Creating a widget”, page 245.](#)
  - Using a **third party controller**. For more information, see the documentation of the manufacturer.
6. **Manage** the connected sources and screen destinations with presets and/or cues in the designed views. For more information, see:
  - Using **Event Master Toolset**. For more information, see:
    - [“Programming”, page 170.](#)
    - [“External devices & cues”, page 215.](#)
  - Using an **Event Master controller**. For more information, see [“Using Event Master controllers”, page 263.](#)
  - Using the **widget panel**:
    - With the **front panel**. For more information, see [“Widget panel”, page 72.](#)
    - With the **web page**. For more information, see [“Widget panel”, page 81.](#)
    - With any **Google Chrome browser capable network device**. For more information, see [“Widget link”, page 251.](#)
  - Using a **third party controller**. For more information, see the documentation of the manufacturer.

## 3.2 ShowFile process

1. **Optional:** restore a ShowFile<sup>4</sup> using any of the following methods:
  - Using the **front panel**: [“Restore”, page 69.](#)
  - Using the **web page**: [“Restore \(USB\)”, page 86](#) or [“Restore \(computer\)”, page 88.](#)
  - Using **Event Master Toolset**: [“Restore”, page 237](#) or [“ShowFile editor”, page 239.](#)
2. Assign inputs and outputs. For more information, see [“Managing destinations”, page 144](#) and [“Managing inputs”, page 153.](#)

---

4. If there is no pre existing ShowFile, skip this stage.

3. Modify and/or create MVR layouts. For more information, see [“MVR”, page 164](#).
4. Create and manage scenes and/or presets. For more information, see [“Programming”, page 170](#).
5. **Optional:** create and manage cues. For more information, see [“External devices & cues”, page 215](#).
6. **Optional:** setup the Event Master controller layouts. For more information, see [“Controller”, page 229](#).
7. **Optional:** create and manage the widget layouts. For more information, see [“Widget”, page 245](#).
8. **Optional:** define the different operators that will use the setup. For more information, see [“Multi-operator mode”, page 114](#).
9. Create a sharable ShowFile as a backup using any of the following methods:
  - Using the **front panel**: [“Backup”, page 67](#).
  - Using the **web page**: [“Backup \(USB\)”, page 84](#) or [“Backup \(computer\)”, page 85](#).
  - Using **Event Master Toolset**: [“Backup”, page 236](#).

## 3.3 Installation process

1. Ensure the install location adheres to the requirements. For more information, see [“Installation requirements”, page 38](#).
2. **Optional:** install the desired Event Master cards in the Encore3 units. For more information, see [“Installing an Event Master card”, page 40](#).
3. **Optional:** mount the Encore3 units in a rack. For more information, see [“Rack mounting”, page 41](#).
4. Connect the cables to the Encore3 units. For more information, see:
  - **Optional:** [“Control connection”, page 44](#).
  - **Optional:** [“Linking multiple Encore3 units”, page 43](#).
  - **Optional:** [“Genlock connection”, page 45](#).
  - Connect the required inputs and outputs to the installed Event Master cards.
5. Provide power to the Encore3 units. For more information, see [“Powering the Encore3”, page 46](#).



# Installation

# 4

4.1	Installation requirements .....	38
4.2	Removing an Event Master card .....	39
4.3	Installing an Event Master card .....	40
4.4	Rack mounting .....	41
4.5	Linking multiple Encore3 units .....	43
4.6	Control connection.....	44
4.7	Genlock connection .....	45
4.8	Powering the Encore3.....	46
4.9	Waking the Encore3.....	47
4.10	Connecting an EC-30.....	47
4.11	Connecting an EC-50.....	48
4.12	Connecting an EC-210.....	50

## About installations

Methods of installing or connecting the Encore3 will be explored in the following chapters.

## 4.1 Installation requirements



**WARNING:** Ensure that the physical environment in which the unit is installed, complies at all times with the environmental requirements summarized in this chapter. Never use the unit in case not all requirements are fulfilled. Neglecting these will damage the unit and void the warranty.

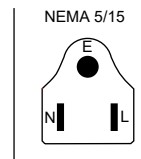
### Main power requirements

- Mono phase power net with a separate earth ground.
- Maximum power input: 100-240 VAC 50/60Hz 1100W.
- The Encore3 or the rack it is mounted in must be grounded.
- One of the following types of power cords must be used.

### AC Power cord with NEMA 5/15 plug up to 13 A

The wires of the power cord are colored in accordance with the following code:

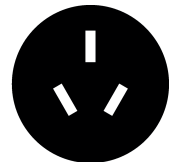
- Green or yellow + green: Earth (Ground)
- Blue or white: Neutral
- Brown or black: Line (Live)



### Power cord with GB 2099 plug up to 10 A

The wires of the power cord are colored in accordance with the following code:

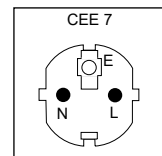
- Green + yellow: Earth (Ground)
- Blue: Neutral
- Brown: Line (Live)



### AC Power cord (mains lead) with CEE 7 plug up to 10 A

The wires of the power cord are colored in accordance with the following code:

- Green + yellow: Earth (Ground)
- Blue: Neutral
- Brown: Line (Live)



### Environment conditions

Table below summarizes the physical environment in which the Encore3 may be safely operated or stored.

Environment	Operating	Non-Operating
Ambient Temperature	0°C (32°F) to 40°C (104°F)	-10°C (14°F) to 60°C (140°F)
Humidity	5% to 85% RH Non-condensed	0% to 95% RH Non-Condensed
Altitude	-60 (-197Ft) to 3000m (9843Ft)	-60 m (-197Ft) to 10000m (32810Ft)
Air cleanliness	Clean office environment <sup>5</sup>	N/A
Air clearance	Air outlets: minimum 60mm (2.36in) Air inlets: minimum 60mm (2.36in)	N/A

5. Equivalent with cleanroom standard ISO 14644-1 ISO Class 9.

## Rack requirements

The Encore3 weighs 31-33 kg (68-72 lbs) when fully populated with Event Master cards and is 4 rack units tall. Distribute the devices in the rack evenly to avoid hazardous situations.

Ensure at least 1,27cm (1/2 inch) of clearance between Encore3 and other devices in the rack.

## 4.2 Removing an Event Master card

### About Event Master card removal

Unused slots will have a metal blank plate installed. The removal procedure is the same as for an Event Master card.

### Prerequisites



**WARNING:** The Encore3 **must** be disconnected from power to avoid damaging the equipment.

### Required tools

Phillips screwdriver PH2

### How to remove

1. Loosen the two thumb screws (reference 1) of the desired Event Master card. Use a PH2 Phillips screwdriver.

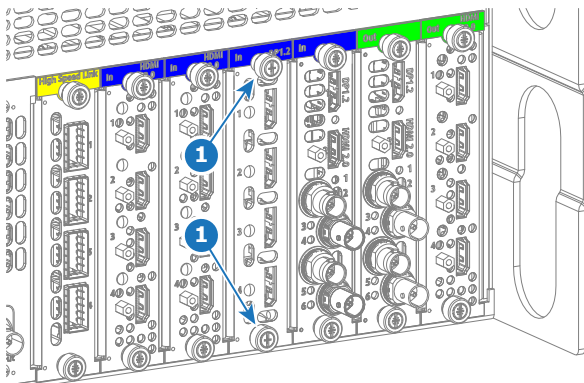


Image 4-1

2. Remove the Event Master card from the slot as illustrated.

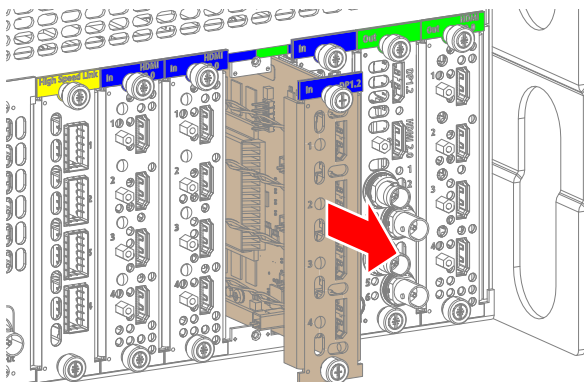


Image 4-2

3. Install an Event Master card or blank plate in the slot. For more information, see [“Installing an Event Master card”](#), page 40.

## 4.3 Installing an Event Master card

### About Event Master card installation

The installation procedure is the same for each Event Master card. All cards can physically be installed into any of the slots, but will only work if they match the slot type. Ensure the type of card is supported by the slot before installing.



The Encore3 will ensure all installed cards have the latest compatible software version.

If a slot will not be used by any card, then installing a metal blank plate is recommended. This blank plate prevents dust or other particles from entering the Encore3 and causing damage. The installation procedure is the same as for an Event Master card.

### Prerequisites



**WARNING:** The Encore3 **must** be disconnected from power to avoid damaging the equipment.

The desired slot can not have an Event Master card nor dust cover installed. For more information, see [“Removing an Event Master card”](#), page 39.

### Required tools

Phillips screwdriver PH2

### Required parts

Event Master card or blank plate

### How to install

1. Insert the Event Master card in the desired slot.



*Note:* Verify that the slot supports the type of Event Master card being installed.

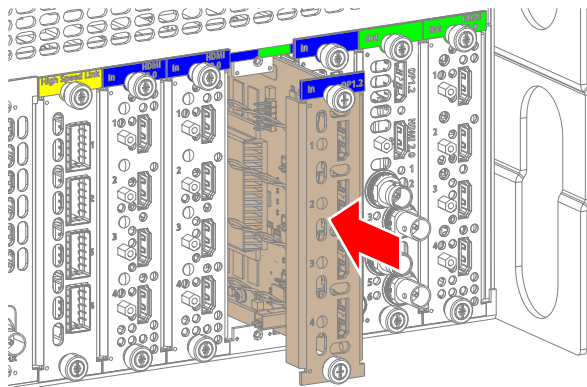


Image 4-3

2. Tighten the two thumb screws (reference 1) of the Event Master card. Use a PH2 Phillips screwdriver.

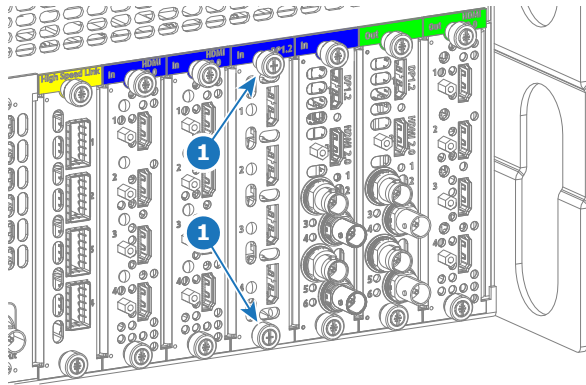


Image 4-4

## 4.4 Rack mounting



**CAUTION:** Two people are required to properly support the Encore3 while rack mounting.

### About rack mounting

The Encore3 is designed to be secured to the rack from both the back side and front side. This helps keep the integrity of the unit in tact.

### Required tools

- Phillips screwdriver PH2
- Torx screwdriver T20

### Required parts

- Rack
- Side brackets
- Side rails
- Screws

### How to mount

1. Slide the side rails into the protrusions of each rear connector protector as illustrated.

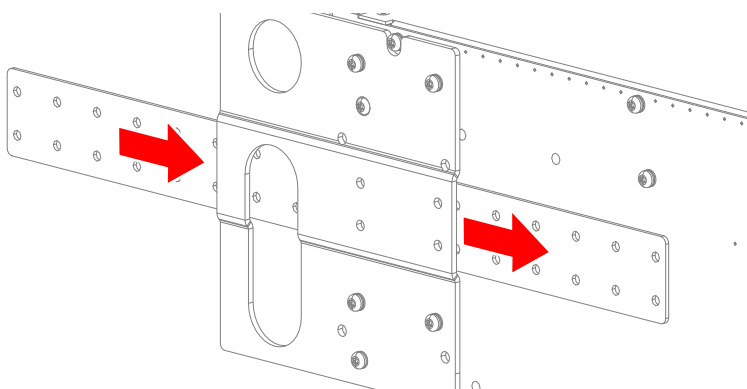


Image 4-5

2. Secure the side rails to the Encore3 as illustrated. Use a T20 Torx screwdriver.



**Note:** Ensure enough of the side rails sticks out. These will need to go through the side brackets.

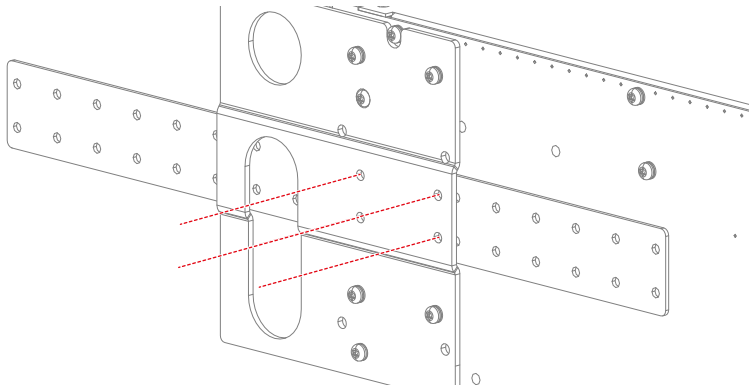


Image 4-6

3. Secure two side brackets with four screws on the desired height at the **back** of the rack. Use a PH2 Phillips screwdriver.

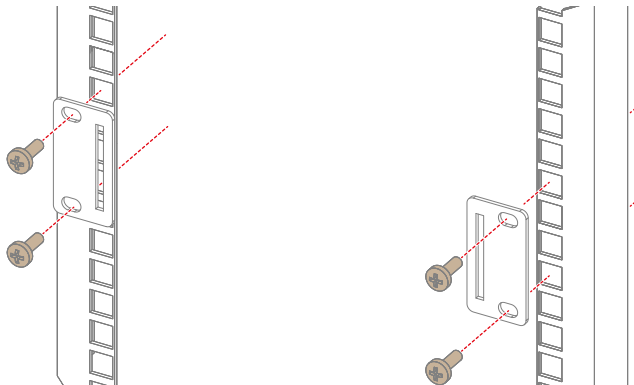


Image 4-7

4. Partially insert two screws on the lowest desired height at the **front** of the rack. Use a PH2 Phillips screwdriver.



Image 4-8

5. Guide the attached side rails through the prepared side brackets at the **back** of the rack.



**Caution:** Lift the unit with two people, one at the front and one at the back. The unit must remain level during the entire mounting procedure to avoid damaging the frame or the rack.

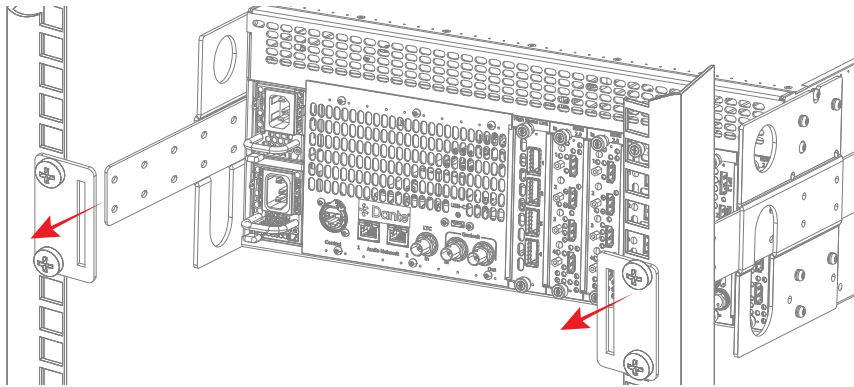


Image 4-9

6. Hook the Encore3 keyholes over the two screws at the **front** of the rack and push downwards to lock the keys.

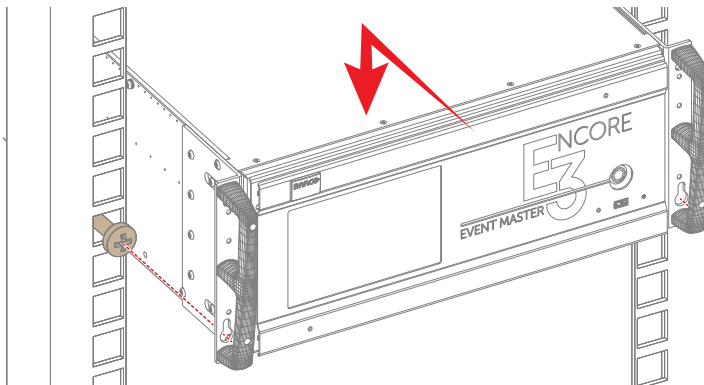


Image 4-10

The second person can let go of the backside.

7. Secure the Encore3 to the rack with four screws. Use a PH2 Phillips screwdriver.



*Tip:* Guide the screw driver through the cutouts in the handles for easy access.

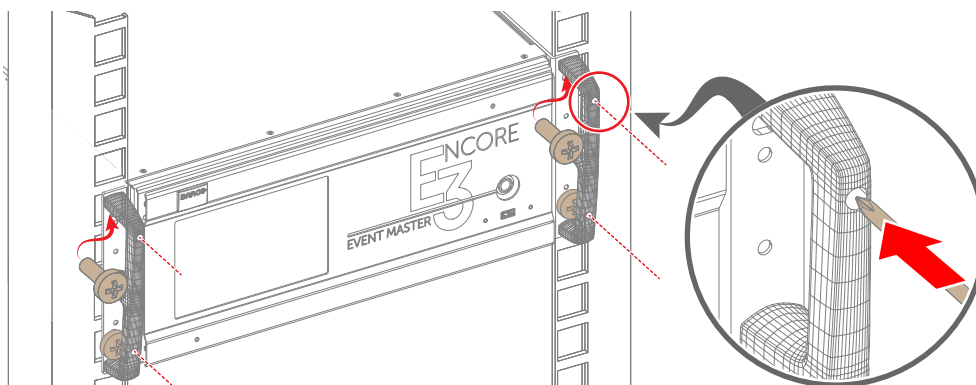


Image 4-11

## 4.5 Linking multiple Encore3 units



Only two Encore3 units can be linked

## Prerequisites

The Encore3 units must be installed in their final location or in a rack. For more information on rack mounting, see [“Rack mounting”, page 41](#).



**CAUTION:** Ensure the Encore3 units are installed near each other. Do not tension the QSFP28 link cables.

## How to link

1. Connect the Encore3 units using a QSFP28 link cable as illustrated.
  - a) Connect port ‘1’ of the top Encore3 to port ‘4’ of the bottom Encore3 (reference 1).
  - b) Connect port ‘2’ of the top Encore3 to port ‘3’ of the bottom Encore3 (reference 2).
  - c) Connect port ‘3’ of the top Encore3 to port ‘2’ of the bottom Encore3 (reference 3).
  - d) Connect port ‘4’ of the top Encore3 to port ‘1’ of the bottom Encore3 (reference 4).



*Tip:* For a diagram of the connection, see [“System view”, page 162](#).

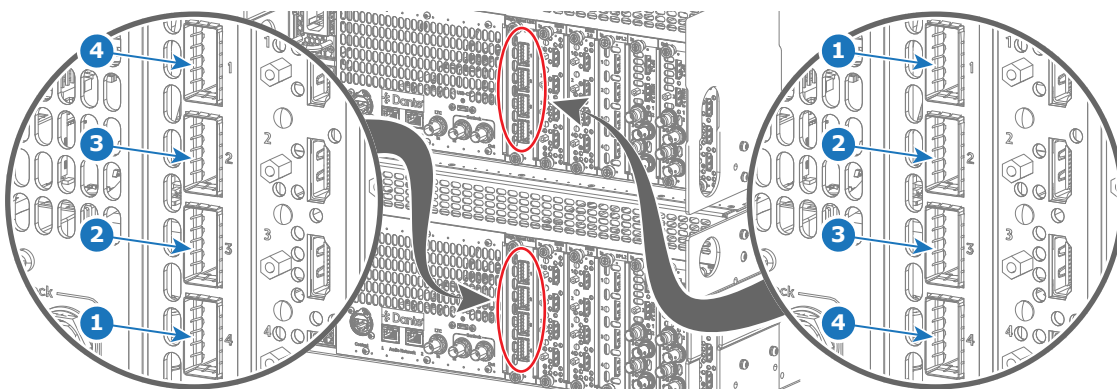


Image 4–12

2. Assign a different IP address and ID for each Encore3. For more information, see:
  - ▶ Using the **front panel**: [“Unit ID, IP address”, page 57](#).
  - ▶ Using **Event Master Toolset**: [“Linking units”, page 121](#).



*Tip:* It is recommended to set the ID of the host to ‘0’.

- ▶ Using the **front panel**: [“Unit ID, IP address”, page 57](#).
- ▶ Using **Event Master Toolset**: [“Linking units”, page 121](#).

## 4.6 Control connection



### P2P

Peer-to-peer is a network connection method that links two or more devices, known as “peers”, with each other. In a peer-to-peer network all devices can function as host or client depending on the situation.



### Local network

A local network is a network made up out of a combination of network switches and/or routers on site within the same IP address range.

## About control connection

All control and communication with the Encore3 is done over an ethernet connection. This connection can either be P2P with a connected computer or over the local network.

## Prerequisites

Power must be provided to the Encore3 before a connection can be established. For more information, see [“Powering the Encore3”, page 46](#).

## How to connect

1. Plug an ethernet cable into the 'Control' port (reference 1).

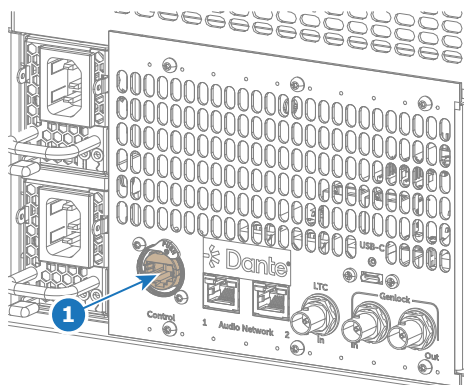


Image 4–13

An audible “click” will be heard when the ethernet cable is fully inserted.

2. Connect the ethernet cable to the local network or the computer directly.
3. Configure the Encore3 IP address using one of the following methods:
  - ▶ Through the **front panel**. For more information, see “Unit ID, IP address”, page 57.
  - ▶ Through the **web page**. For more information, see “Network configuration”, page 96.

## 4.7 Genlock connection



### genlock

Genlock syncs the first frame of each output and locks the frames to the same clock speed. This ensures that all signals are updated together.

### About genlock connection

The Encore3 can both receive or transmit a genlock signal. The 'IN' connection must come from a device that generates a genlock signal. The 'OUT' connection must go to a device that requires a genlock signal. Both connections follow the same procedure for Encore3.

### How to connect

1. Connect the cable to the desired genlock connector.
  - ▶ For **receiving** the genlock signal, use the 'IN' connector (reference 1).
  - ▶ For **transmitting** the genlock signal, use the 'OUT' connector (reference 2).

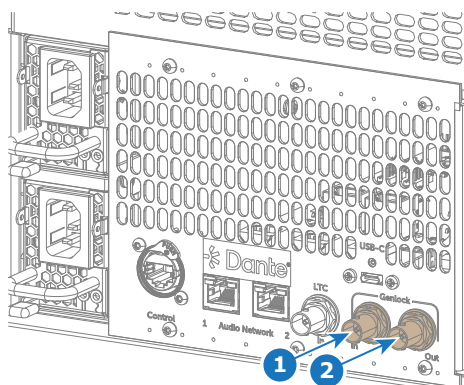


Image 4–14

2. Configure the genlock settings using Event Master Toolset. For more information, see “Genlock”, page 129.

## 4.8 Powering the Encore3

### About powering an Encore3

The Encore3 has two redundant power supplies. Both power supplies can divide the power needs of the Encore3 equally. When one power supply fails, the other will provide the full power to keep the Encore3 running. For this reason, it is strongly advised to always connect both power supplies.

Each power supply has two indicator lights to signal its status:

- **AC input:** (reference 1)
  - **Green:** working as intended and receiving power.
  - **Amber:** a power supply error has occurred.
  - **Off:** No power is being received.
- **DC output:** (reference 2)
  - **Green:** working as intended and powering the Encore3.
  - **Amber:** a power supply error has occurred.
  - **Off:** No power is being supplied to the Encore3.

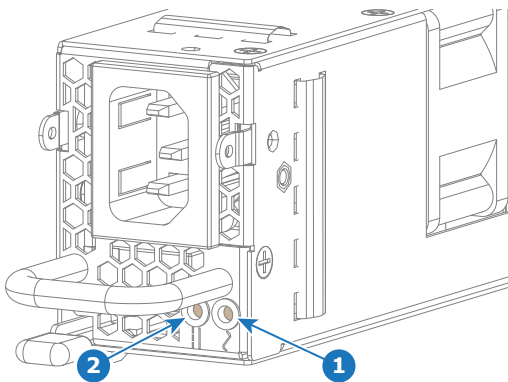



Image 4–15

- 1 AC input
- 2 DC output

### How to power

1. Plug a power cable in the socket (reference 3) of each power supply.

 *Tip:* Only one connection is required.

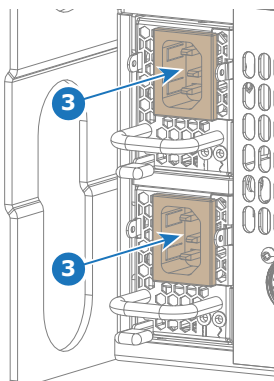


Image 4–16

2. Plug each connected power cable into a wall socket.  
The Encore3 will start up. This can take several minutes.

## 4.9 Waking the Encore3

### About waking

The Encore3 can be put in standby mode with either the front panel or Event Master Toolset. When the unit is in standby mode, the indicator LED will be solid red.

### How to wake

1. Press the power button (reference 1) at the front of the Encore3.

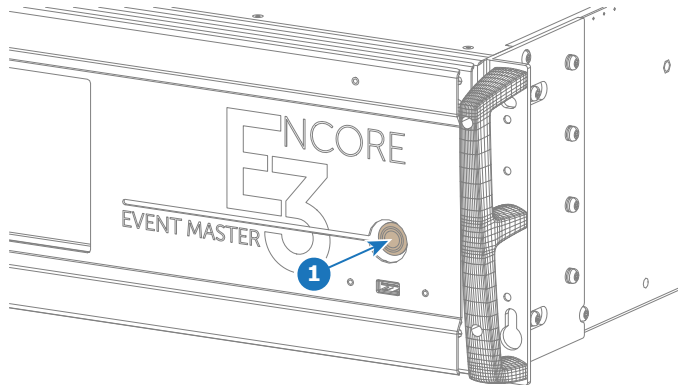


Image 4-17

The Encore3 will wake up. This can take several minutes.

## 4.10 Connecting an EC-30

### Prerequisites

A computer with Event Master Toolset installed and a free 'USB-A' port is required to use the controller. For more information on how to install the Event Master Toolset, see ["Event Master Toolset installation"](#), page 109.

### About EC-30 power

The EC-30 has a dedicated power adapter that is delivered with the unit. This power adapter must be used to power the EC-30.

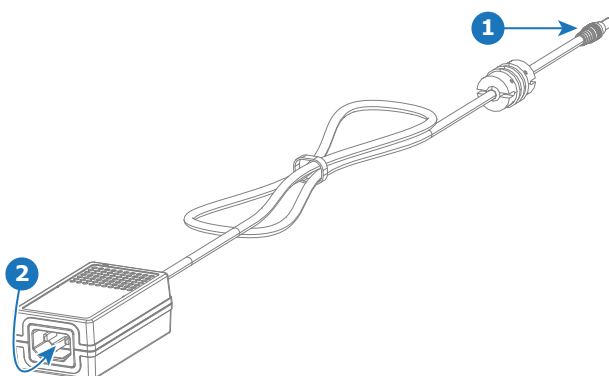


Image 4-18

- 1 Adapter plug
- 2 Power port

### How to connect

1. Connect the adapter plug (reference 1) to the EC-30 power port (reference 3).

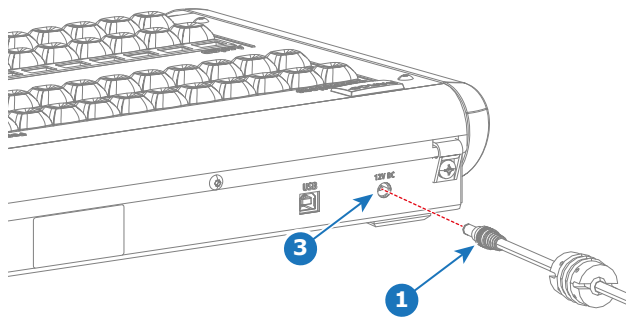


Image 4-19

2. Plug a power cable from the wall socket to the power port (reference 2).

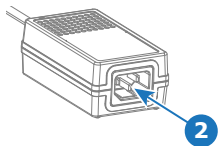


Image 4-20

A light bounces back and forth among the *'Destination'* buttons.

3. Connect a *'USB-B to USB-A'* cable from the *'USB-B'* port of the EC-30 (reference 4) to a free *'USB-A'* port of the computer.

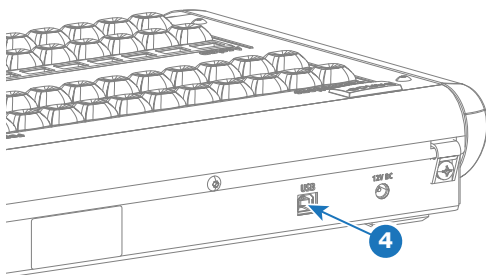


Image 4-21

The bouncing light stops when the connection to the computer is made.

4. Run the Event Master Toolset application on the connected computer.
5. Is there a prompt to install the controller driver?
  - ▶ If **yes**, install the driver.
  - ▶ If **no**, no further actions required.

## 4.11 Connecting an EC-50

### Prerequisites

A computer with Event Master Toolset installed and a free *'USB-A'* port is required to use the controller. For more information on how to install the Event Master Toolset, see ["Event Master Toolset installation"](#), page 109.

### About EC-50 power

The EC-50 has a built-in power adapter. This internal power adapter must only be connected with power sockets rated up to 230V.

### How to connect

1. Plug a power cable from the wall socket to the power port (reference 1).

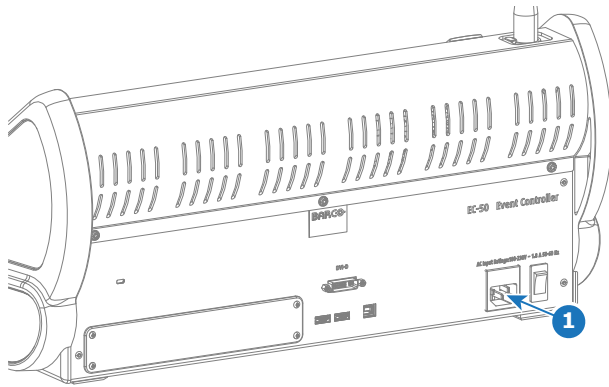


Image 4-22

2. Set the power switch (reference 2) in the 'on' position.

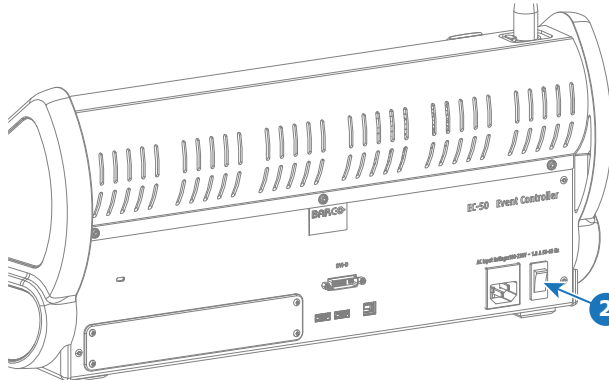


Image 4-23

A light bounces back and forth among the 'Destination' buttons.

3. Connect a 'USB-B to USB-A' cable from the 'USB-B' port of the EC-50 (reference 3) to a free 'USB-A' port of the computer.

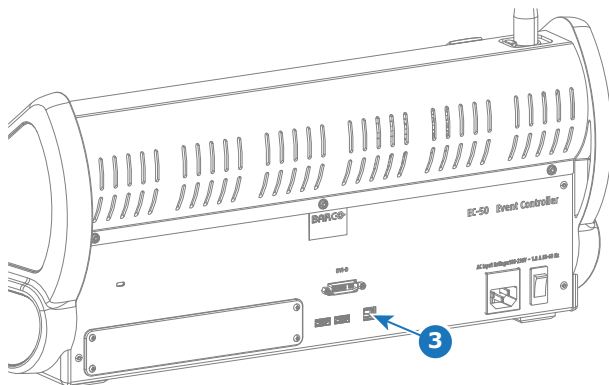


Image 4-24

The bouncing light stops when the connection to the computer is made.

4. Connect a DVI cable from the 'DVI out' port of the computer to the 'DVI-D' port (reference 4) of the EC-50.

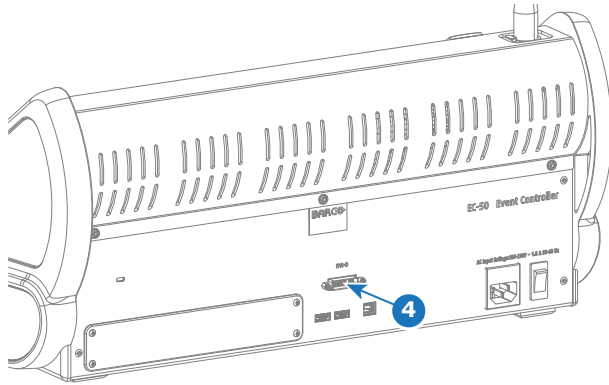


Image 4-25

The desktop of the computer is shown on the EC-50 touch display.

5. Connect a keyboard and or mouse to any of the 'USB-A' ports of the EC-50 (reference 5). (**optional**)

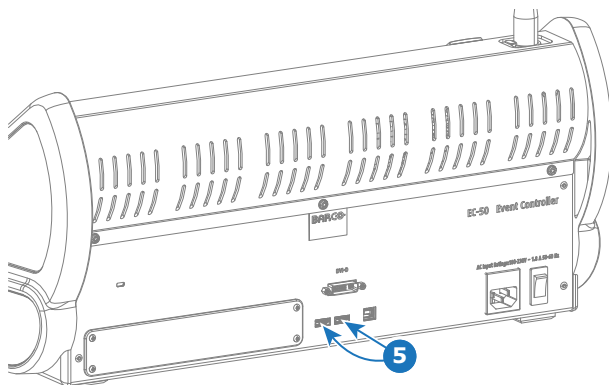


Image 4-26

6. Run the Event Master Toolset application on the connected computer.
7. Is there a prompt to install the controller driver?
  - ▶ If **yes**, install the driver.
  - ▶ If **no**, no further actions required.

## 4.12 Connecting an EC-210



The EC-210 requires Event Master Toolset 10.1 or higher to function.

### About connecting an EC-210

An EC-210 does not require a dedicated computer or laptop to function. Event Master Toolset is ran locally on the controller.

### How to connect

1. Plug a power cable from the wall socket to the power port (reference 1).

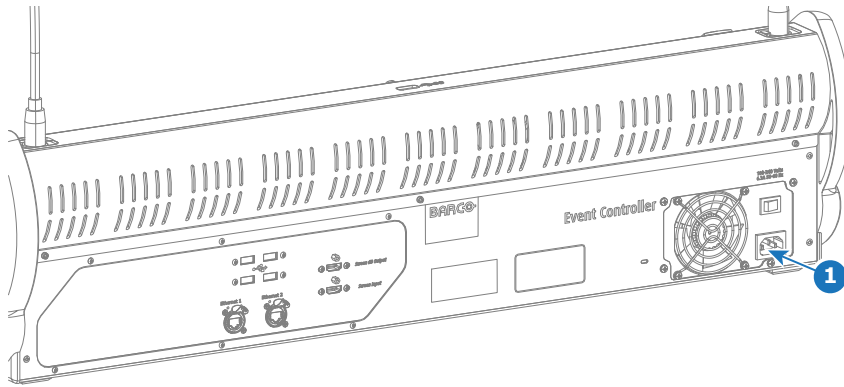


Image 4–27

2. Set the power switch (reference 2) in the 'on' position.

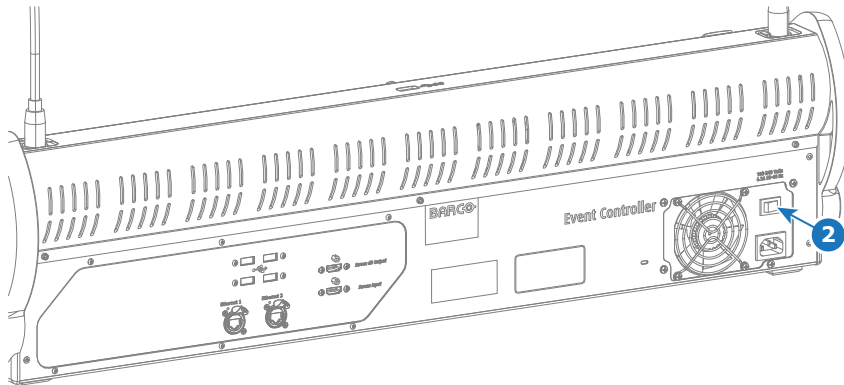


Image 4–28

A light bounces back and forth among the 'Destination' buttons.

3. Connect an ethernet cable from the network to the 'Ethernet 1' port (reference 3).

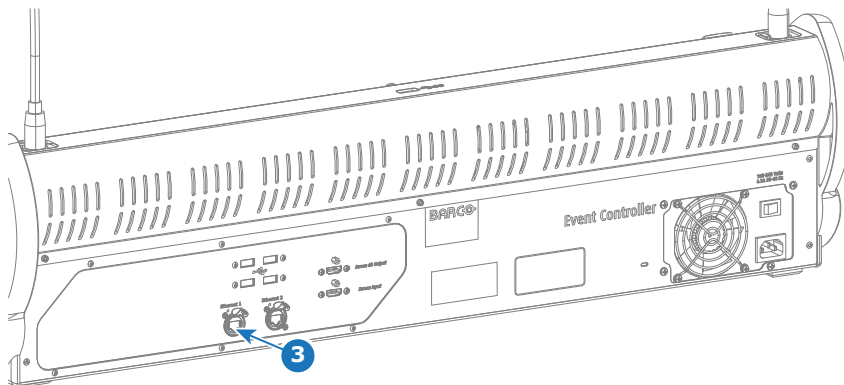


Image 4–29

4. Is a backup network connection needed?
  - ▶ If **yes**, connect a second ethernet cable to the 'Ethernet 2' port (reference 4). Go to next step.
  - ▶ If **no**, go to next step.

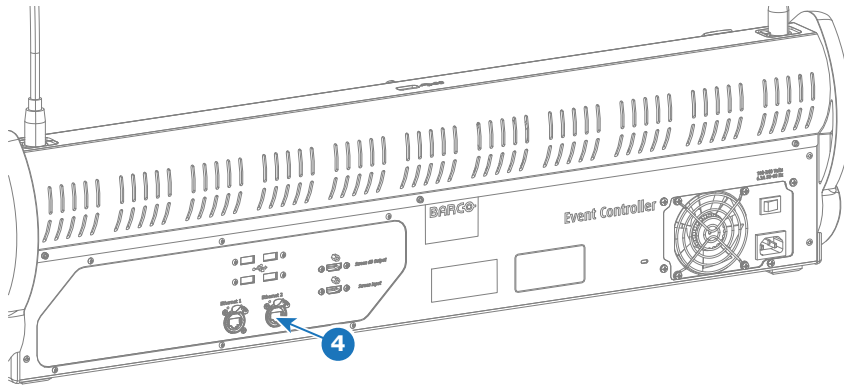


Image 4-30

5. Must an external display be used as additional screen?
  - ▶ If **yes**, connect the display to the 'Screen #3 Output' HDMI port (reference 5). Go to next step.
  - ▶ If **no**, go to next step.

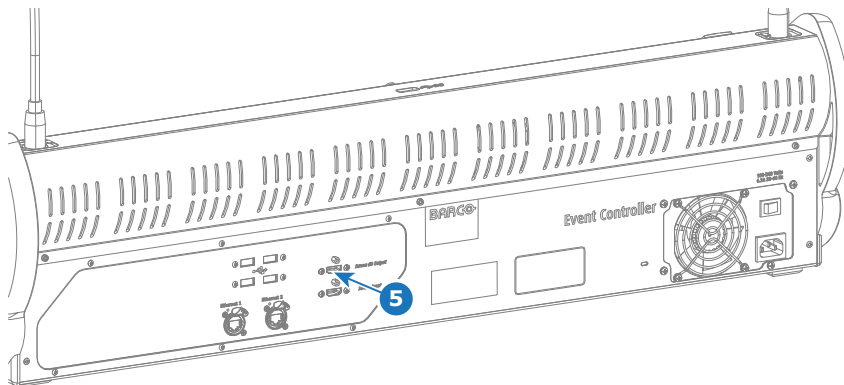


Image 4-31

6. Must one of the built-in screens of the EC-210 be used as an extended display for a computer or laptop?
  - ▶ If **yes with touch functionality**, connect the computer or laptop to the 'Screen Input' HDMI port (reference 6) and to any free USB-A port (reference 7). Go to next step.
  - ▶ If **yes without touch functionality**, connect the computer or laptop to the 'Screen Input' HDMI port (reference 6). Go to next step.
  - ▶ If **no**, go to next step.

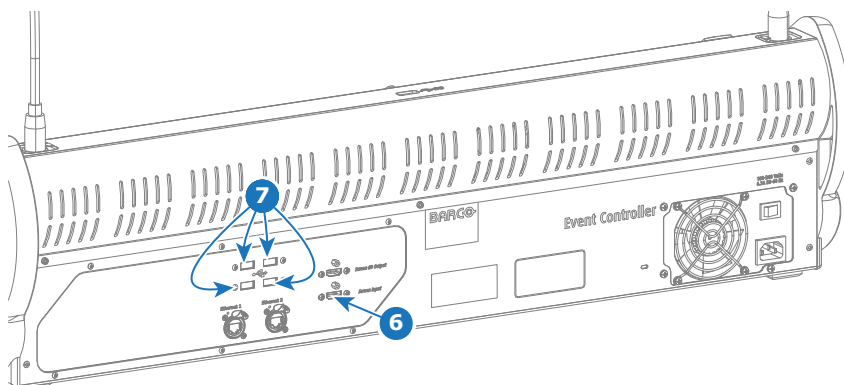


Image 4-32

7. Connect a keyboard and or mouse to any of the 'USB-A' ports of the EC-210 (reference 7). (**optional**)

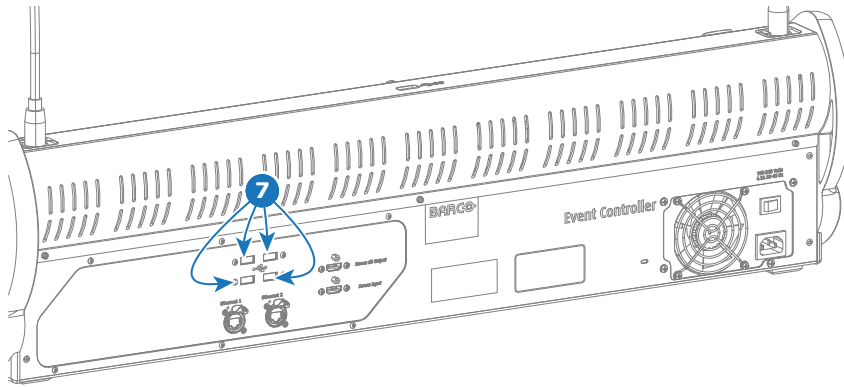


Image 4-33

8. Configure the connected network ports using Event Master Toolset. For more information, see [“EC-210 communication setup”](#), page 117.
9. Use the Event Master Toolset software running on the EC-210 to connect to the Encore3 or a simulator of the Encore3. For more information, see [“System creation”](#), page 118.



# Encore3 front panel

# 5

5.1	Introduction .....	56
5.2	System .....	57
5.3	Test pattern .....	66
5.4	ShowFile management .....	67
5.5	Widget panel .....	72
5.6	Reset.....	73

## About this chapter

The user interface of the front panel is explored in the following chapters.

## 5.1 Introduction

### About the front panel

The front panel is accessed through the touch display of the Encore3. In most cases, the home screen or the last active screen will be shown. If the front panel is locked, a warning is displayed. The front panel must be unlocked before access to the settings is possible. There are two methods to unlock the front panel:

- Using **Event Master Toolset**. For more information, see “[Front panel settings](#)”, page 135. **(preferred)**
- By **disconnecting** and **reconnecting** the power of the Encore3.

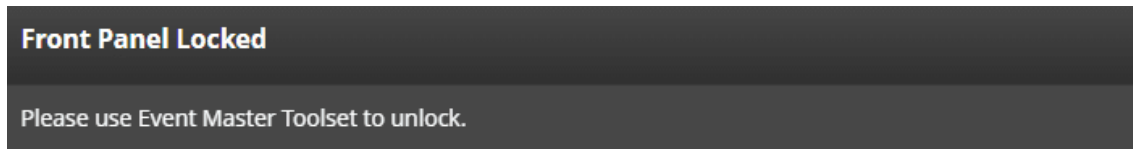


Image 5-1

### Home screen layout

The home screen of the front panel shows general information about the configuration of the Encore3 and a link to the each menu category.

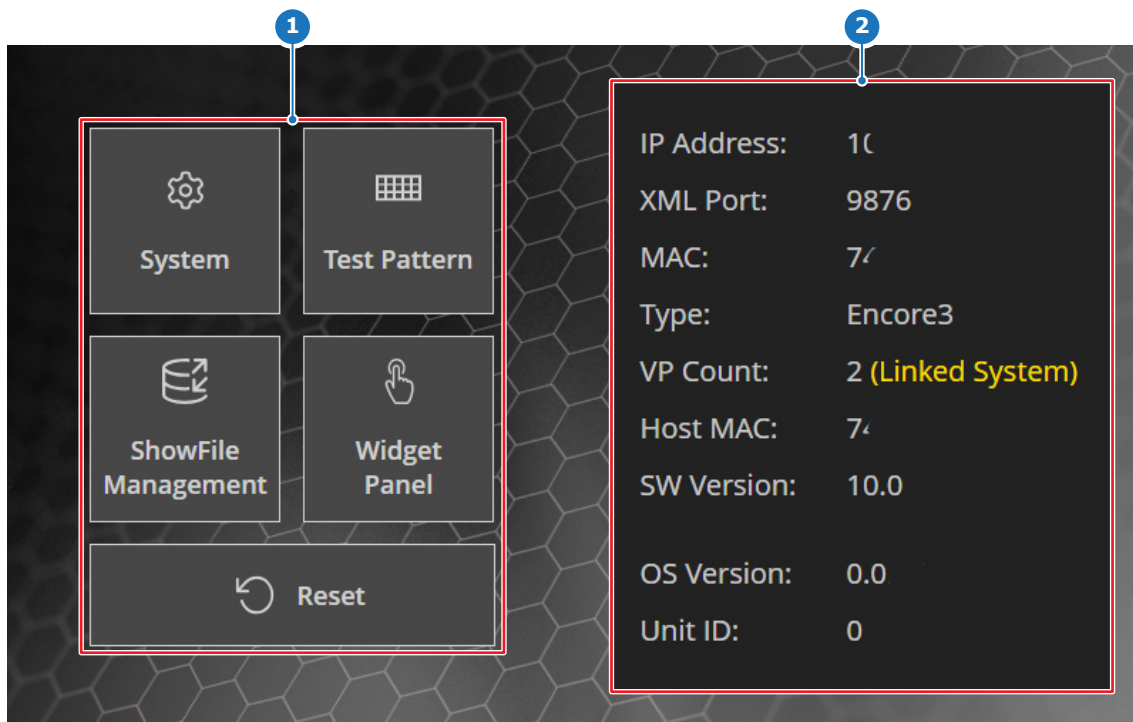


Image 5-2

- 1 Sub menu panels
- 2 Configuration information

### Menu layout

The layout of the menus depends on the selected sub menu and setting. In most cases the sub menu is split up into two distinct sections.

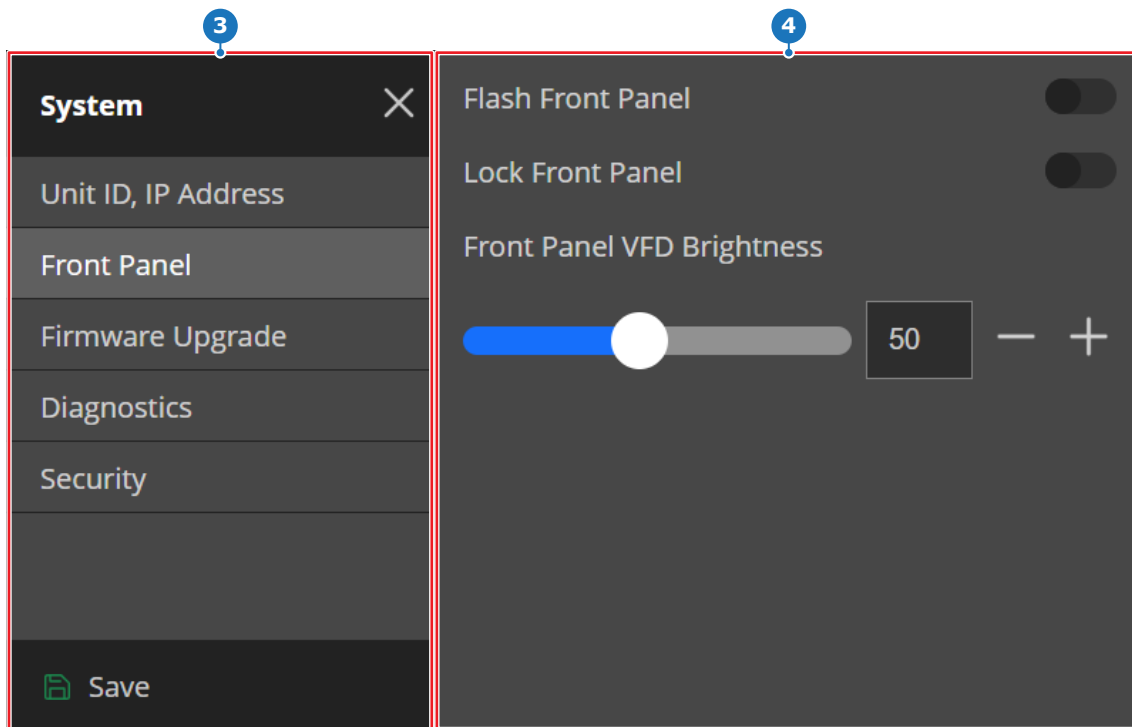


Image 5-3

- 3 Navigation panel
- 4 Setting panel

## 5.2 System

### About System

The system panel contains menus to configure the Encore3 hardware. The following chapters describe the settings in the system panel.

#### 5.2.1 Unit ID, IP address



##### DHCP

Dynamic Host Configuration Protocol is a protocol that manages IP addresses. When a device is connected to a DHCP network, the DHCP server will assign an unused IP address to the connected device automatically. This ensures all connected devices have unique IP addresses within the same range.

### Location

*System > Unit ID, IP address*

### About unit ID

The Unit ID is used during linking and allows software to differentiate each Encore3 with a designated number. This number can either be a '0' or a '1'. It is recommended to assign '0' to the host unit.

### About IP address

Two main methods for IP configuration are possible:

- **Static mode**, sets the Encore3 to a fixed IP address that is user defined.
- **DHCP mode**, means the Encore3 will request an IP address from the DHCP server of the network it is connected to.

## Connection indicator

The Encore3 will automatically test the signal validity and speed of any cable connected to the 'Control' port. Results of this test will be shown in the indicator with the following states:



The indicator only signals the quality of the connected cable. Other issues can prevent the Encore3 from connecting to the network. For more information, see ["Troubleshooting abnormal Encore3 behavior"](#), page 286.

Indicator	Speed (Mbps)	Description
Red	0	No connection detected
Green	0 - 1000	Slower connection detected
Green	1000+	Faster connection detected

## How to configure

- Select the desired mode from the drop down box after *IP Mode* (reference 9).
  - ▶ In case of **DHCP**, go to step 3.
  - ▶ In case of **Static**, go to next step.

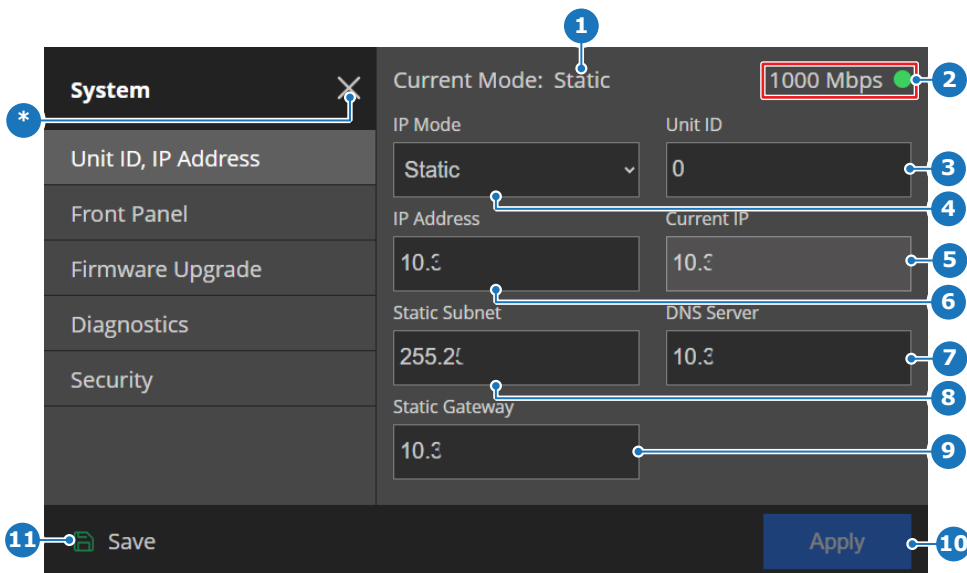


Image 5-4

- |   |                          |    |                             |
|---|--------------------------|----|-----------------------------|
| 1 | Current IP mode label    | 7  | DNS server input field      |
| 2 | Connection indicator     | 8  | Subnet mask input field     |
| 3 | Link ID input field      | 9  | Default gateway input field |
| 4 | IP mode drop down        | 10 | Apply button                |
| 5 | Current IP address label | 11 | Save button                 |
| 6 | IP address input field   | *  | Close button                |

- Fill out the required network information (reference 4 through 9, [Image 5-4](#)) using the number pad pop-up. For more information, contact the local IT department.
- Must the ID of the unit be changed?
  - ▶ If **yes**, enter the desired ID in the input field after *Unit ID* (reference 3, [Image 5-4](#)).
  - ▶ If **no**, go to next step.
- Tap *Apply* (reference 10, [Image 5-4](#)) to confirm the settings.  
The IP changes are applied when the *Current IP* label (reference 4, [Image 5-4](#)) is updated.
- Tap *Save* (reference 11, [Image 5-4](#)).

## 5.2.2 Front panel

### Location

System > Front Panel

### About locking the front panel

A locked front panel prevents accidental touches and unwanted modifications to the Encore3. Unlocking the front panel can be done using one of the following methods:

- Using **Event Master Toolset**. For more information, see “[Front panel settings](#)”, page 135. (**preferred**)
- By **disconnecting** and **reconnecting** the power of the Encore3.

### How to configure

1. Must the front panel flash?
  - ▶ If **yes**, enable the toggle button after *Flash Front Panel* (reference 1).
  - ▶ If **no**, disable the toggle button after *Flash Front Panel* (reference 1).

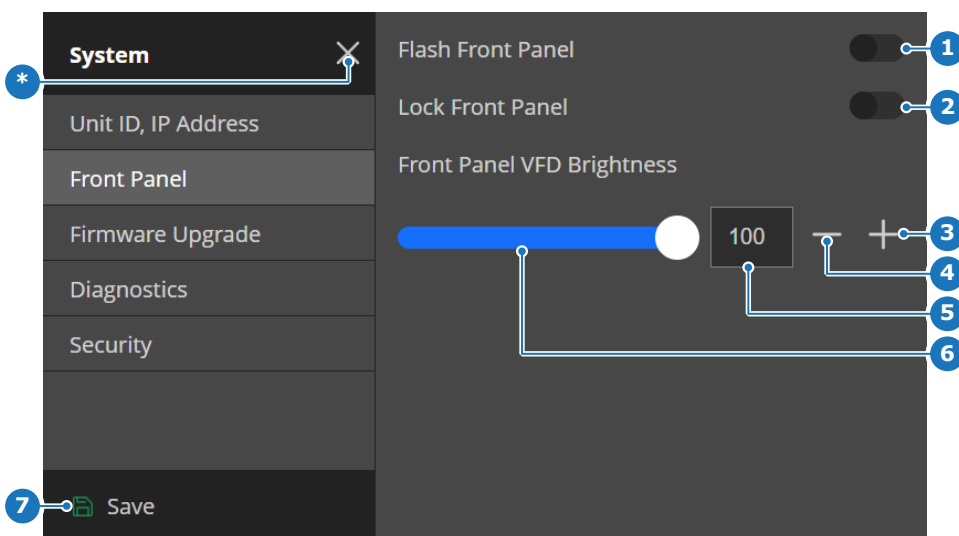


Image 5–5

- |   |                            |   |                        |
|---|----------------------------|---|------------------------|
| 1 | Front panel flash toggle   | 5 | Brightness input field |
| 2 | Front panel lock toggle    | 6 | Brightness slider      |
| 3 | Increase brightness button | 7 | Save button            |
| 4 | Decrease brightness button | * | Close button           |

2. Adjust the brightness of the front panel using one or more of the following methods:
  - ▶ **Using the slider** (reference 6, [Image 5–5](#)): drag the white ball over the slider until the desired amount is reached.
  - ▶ **Entering a value** (reference 5, [Image 5–5](#)): enter any desired value between ‘10’ and ‘100’ in the input field.
  - ▶ **Using the + and - buttons**: click on the + (reference 3, [Image 5–5](#)) to **increase** the value with one point and on the - (reference 4, [Image 5–5](#)) to **decrease** the value with one point.
3. Must the front panel be locked?
  - ▶ If **yes**, enable the toggle button after *Lock Front Panel* (reference 2, [Image 5–5](#)).
  - ▶ If **no**, disable the toggle button after *Lock Front Panel* (reference 2, [Image 5–5](#)).
4. Tap *Save* (reference 7, [Image 5–5](#)).

## 5.2.3 Firmware upgrade

### Location

System > Firmware Upgrade

## About software upgrade

In addition to updating the software, it is also possible to reload the current version or to downgrade. Keep in mind that downgrading a system can cause issues. Barco recommends creating a backup before upgrading the software. For more information, see:

- Using the **front panel**: “Backup”, page 67.
- Using the **web page**: “Backup (USB)”, page 84 or “Backup (computer)”, page 85.
- Using **Event Master Toolset**: “Backup”, page 236.

## Required parts

8GB+ USB stick formatted in FAT32.

## How to update

1. Store the desired software file in a folder ‘em’ on the USB stick.
2. Insert the USB stick in the desired port:
  - ▶ ‘USB-A’ port (reference A) at the front.
  - ▶ ‘USB-C’ port (reference B) at the back.

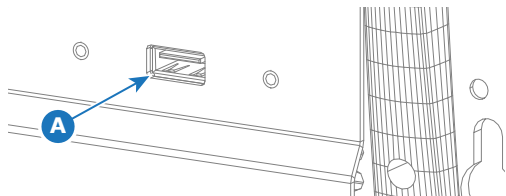


Image 5-6

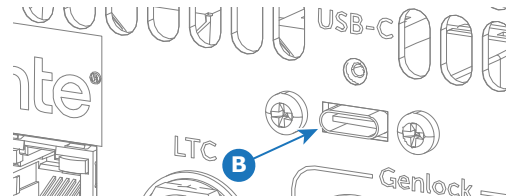


Image 5-7

A list of detected software versions is shown.

3. Select the desired software version from the list (reference 4).

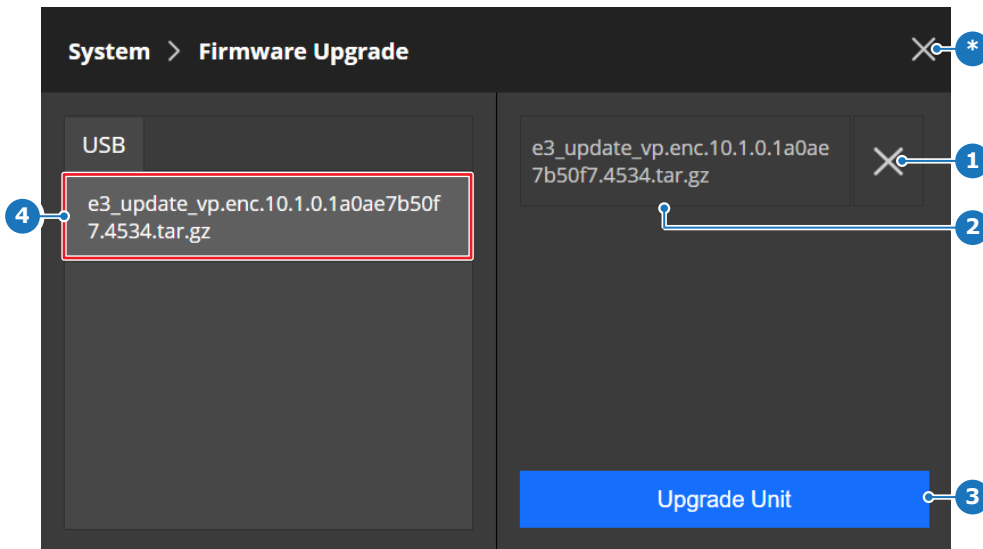


Image 5-8

- |                            |                          |
|----------------------------|--------------------------|
| 1 Deselect software button | 4 Detected software list |
| 2 Selected software label  | * Close button           |
| 3 Upgrade buttons          |                          |


4. Verify the correct software file is chosen (reference 2, Image 5-8).



*Tip:* An unwanted selection can be removed by tapping the x (reference 1, Image 5-8) after the name

5. Is the system linked to another Encore3?
  - ▶ If **yes** and **both** units must be **updated**, tap on *Upgrade Host and Client* (reference 3, Image 5-8) to upload the software to both Encore3 units.

- ▶ If **yes** and **one** unit must be **updated**, tap on *Upgrade Unit* (reference 3, [Image 5–8](#)) to upload the software to the Encore3.
- ▶ If **no**, tap on *Upgrade Unit* (reference 3, [Image 5–8](#)) to upload the software to the Encore3.

 *Note:* It is strongly advised to have both host and client on the same software version.

The units install the new firmware and reboot. This may take several minutes.

6. Remove the USB stick.

## 5.2.4 Diagnostics

### About diagnostics

There are multiple diagnostics possible through the front panel. Each available type is explored in the following chapters.

#### 5.2.4.1 Hardware diagnostics

##### Location

*System > Diagnostics > Hardware*

##### About diagnostics

Hardware diagnostics can be run on the entire system or on individual components of the system. These tests will use the entire capacity of the selected option. During the test the involved components will not be usable. An overview of all results and possible issues will be generated after the diagnostics have been completed. These can be stored in a log file.

##### Prerequisites

The Encore3 must be idle before the diagnostics can be run.


##### Required parts

8GB+ USB stick formatted in FAT32.

##### How to run

1. Must the entire Encore3 be tested?
  - ▶ If **yes**, tap on *Run Full Diagnostics* (reference 1).
  - ▶ If **no**, tap on *Run Diagnostics* (reference 2) in the same row as the desired component.

 *Note:* Do not run diagnostics during live production. Doing so will disrupt the video output.

 *Tip:* Status of the component must be *Ready* be included in the diagnostics.

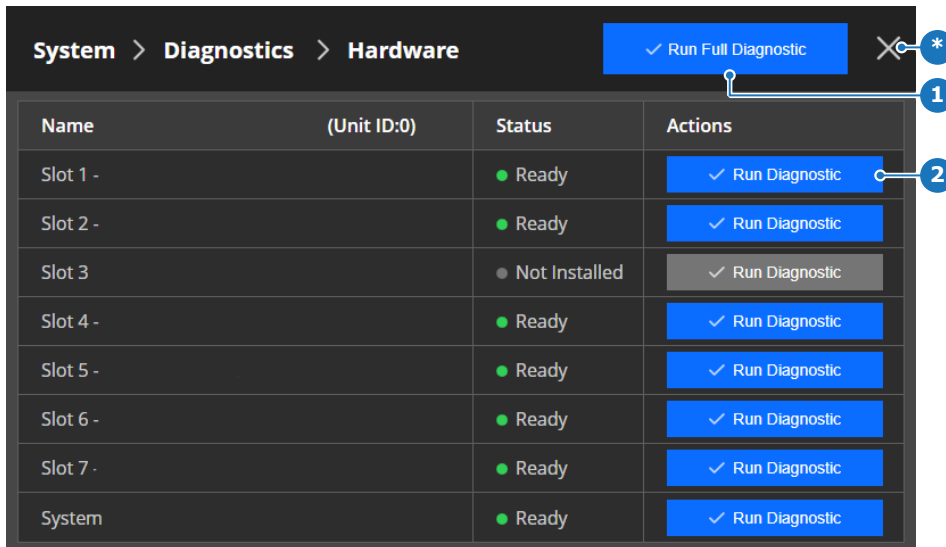


Image 5-9

- 1 Full diagnostic button
- 2 Specific diagnostic button
- \* Close button

A warning pop-up is shown

2. Tap *Continue* (reference 4) to run the diagnostics.

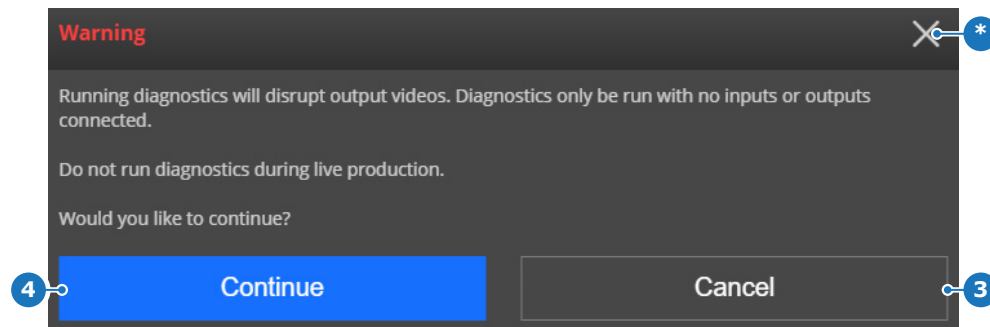


Image 5-10

- 3 Cancel button
- 4 Continue button
- \* Close button

The selected parts are tested. This may take several minutes depending on the chosen option.

3. Review the diagnostic result in the pop-up.

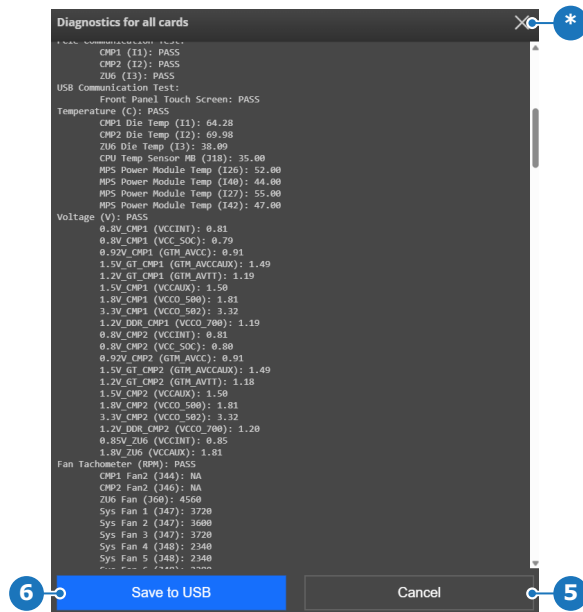


Image 5-11

- 5 Cancel button
- 6 Save button
- \* Close button

4. Insert a USB stick in the desired port: (optional)
  - ▶ 'USB-A' port (reference A) at the front.
  - ▶ 'USB-C' port (reference B) at the back.

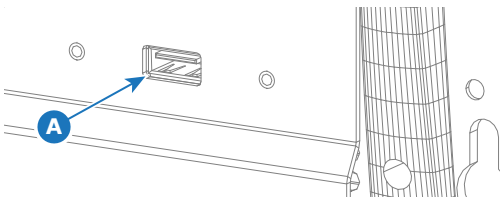


Image 5-12

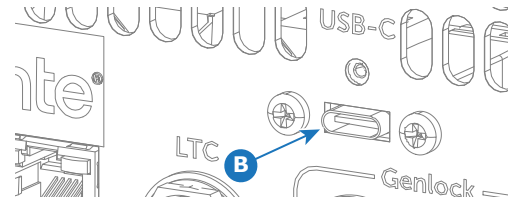


Image 5-13

5. Tap on *Save to USB* (reference 6, Image 5-11) to store a copy of the diagnostics. (optional)  
The diagnostic files are stored under the folder 'EMVlogs' with the extension .tar.gz.
6. Remove the USB stick. (optional)

### 5.2.4.2 Temperature diagnostics

#### About temperature

The temperature diagnostics reads out the temperature and fan sensors. When no problem is found OK is shown. If problems are detected NOK is shown. For more information, see "Removing an Event Master card", page 39.

#### Location

System > Diagnostics > Temperature

#### How to check

1. Are there any NOK in the results (reference 1)?
  - ▶ If **yes**, replace the affected board.
  - ▶ If **no**, no further actions required



**Caution:** If there are any temperature or fan problems with the motherboard (MBoard), contact Barco customer service support for further assistance. For more information, see <https://www.barco.com/en/support>.

System > Diagnostics > Temperature ✕ \*

Name	(Unit ID:0)	Temperature	Fan
Slot 1 - High Speed Link		OK	OK
Slot 2 - HDMI 2.0 Input		OK	OK
Slot 3 - TriCombo Input		OK	OK
Slot 4 - DP 1.2 Input		OK	OK
Slot 5 - HDMI 2.0 Input		OK	OK
Slot 6 - HDMI 2.0 Output		OK	OK
Slot 7 - HDMI 2.0 Output		OK	OK
MBoard		OK	OK

Image 5-14

- 1 Result table
- \* Close button

### 5.2.4.3 Log files

#### Location

System > Diagnostics > Log File

#### About logs

Logs only contain system information.

#### Required parts

8GB+ USB stick formatted in FAT32.

#### How to save

1. Insert a USB stick in the desired port:
  - ▶ 'USB-A' port (reference A) at the front.
  - ▶ 'USB-C' port (reference B) at the back.

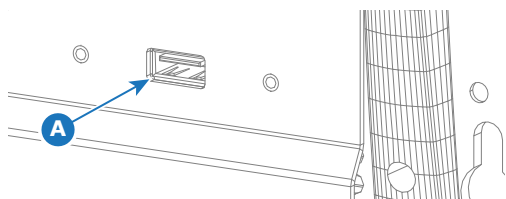


Image 5-15

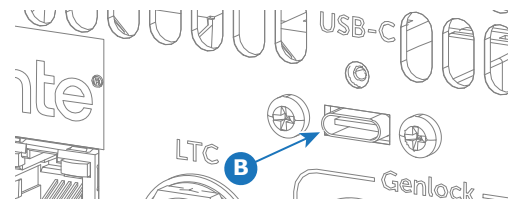



Image 5-16

2. Must stills be included in the logs?

 **Note:** Including stills will increase the size of the file.

- ▶ If **yes**, check the check box in front of *Include all stills* (reference 1).
- ▶ If **no**, uncheck the check box in front of *Include all stills* (reference 1).

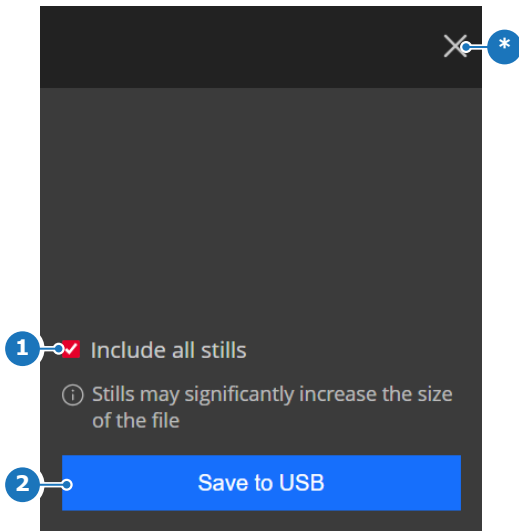


Image 5–17

- 1 Still inclusion check box
- 2 Save button
- \* Close button

3. Tap on *Save to USB* (reference 2, [Image 5–17](#)) to store a copy of the log files.  
The log files are stored under the folder 'EMVlogs' with the extension *.tar.gz*.
4. Remove the USB stick.

## 5.2.5 Security

### About locking the front panel

A locked front panel prevents accidental touches and unwanted modifications to the Encore3. Unlocking the front panel can be done using one of the following methods:

- Using **Event Master Toolset**. For more information, see [“Front panel settings”, page 135](#). (**preferred**)
- By **disconnecting** and **reconnecting** the power of the Encore3.

### How to manage

1. Is a password for the web page required?
  - ▶ If **yes**, enable the toggle button after *Web Page Password* (reference 5). Go to next step.
  - ▶ If **no**, disable the toggle button after *Web Page Password* (reference 5). Go to step 4.

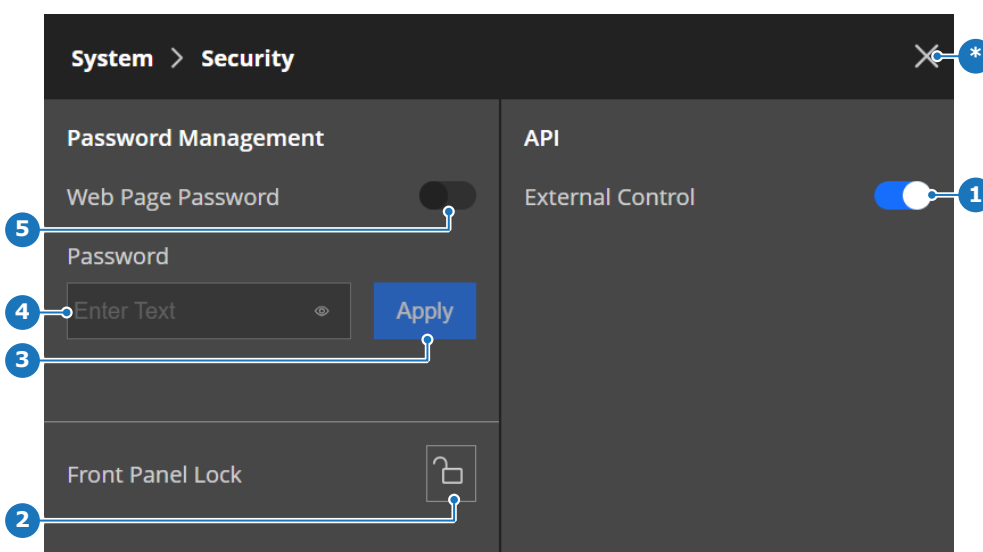




Image 5–18

- |   |                         |   |                        |
|---|-------------------------|---|------------------------|
| 1 | API toggle              | 4 | Password input field   |
| 2 | Front panel lock button | 5 | Password toggle button |
| 3 | Apply password button   | * | Close button           |

2. Enter the desired password in the input field after *Password* (reference 4, [Image 5–18](#)).

 *Tip:* To see the entered password, use the eye icon () in the input field.

3. Tap *Apply* (reference 3, [Image 5–18](#)) to confirm the password.
4. Must API commands be processed by the Encore3?  
 ▶ If **yes**, enable the toggle button after *External Control* (reference 1, [Image 5–18](#)).  
 ▶ If **no**, disable the toggle button after *External Control* (reference 1, [Image 5–18](#)).
5. Must the front panel be locked?  
 ▶ If **yes**, enable the toggle button after *Lock Front Panel* (reference 2, [Image 5–18](#)).  
 ▶ If **no**, disable the toggle button after *Lock Front Panel* (reference 2, [Image 5–18](#)).

## 5.3 Test pattern

### Location

*Test Pattern*

### About test pattern

Test pattern shows a static image that is useful for testing outputs, resolution of outputs and image quality. Some patterns can also be used to calibrate certain devices or ensure uniformity of the image across devices.

### How to manage

1. Must the test pattern be shown?  
 ▶ If **yes** and the outputs must be selected, tap the drop down after *Test Pattern (Multiple)* (reference 2). Go to next step.  
 ▶ If **yes** and the selected outputs must be used, go to step 3.  
 ▶ If **no**, tap *All Off* (reference 1). No further actions required.

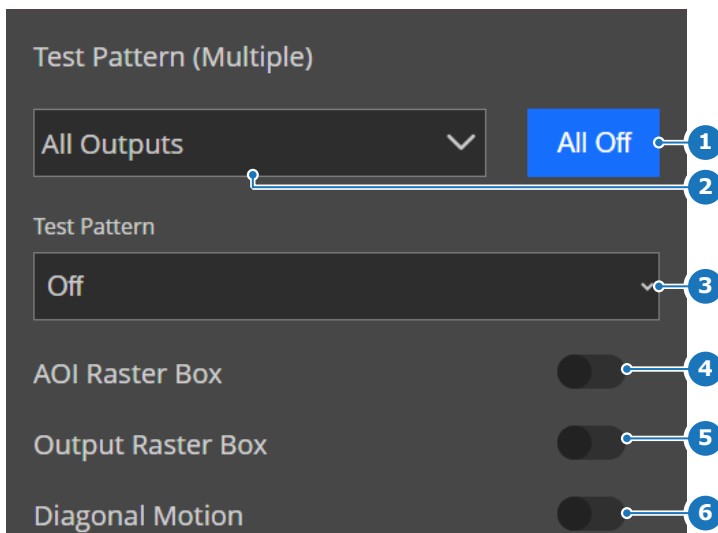


Image 5–19

- |   |                        |   |                                |
|---|------------------------|---|--------------------------------|
| 1 | Pattern off button     | 4 | Area of interest toggle button |
| 2 | Output selection menu  | 5 | Output raster toggle button    |
| 3 | Test pattern drop down | 6 | Diagonal motion toggle button  |

2. Select or deselect the desired outputs from the destination list (reference 8) in the pop-up.

 *Tip:* Choosing the option *All Outputs* option sets all outputs to selected.

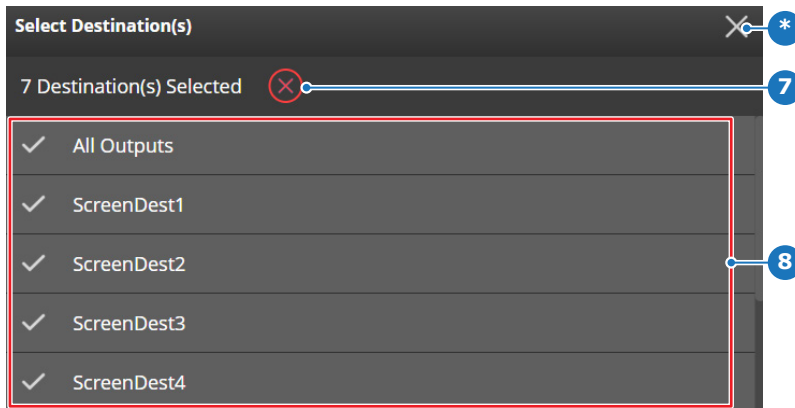


Image 5–20

- 7 Deselect destination button
- 8 Destination list
- \* Close button

3. Select a desired test pattern from the drop down menu after *Test Pattern* (reference 3, [Image 5–19](#)).

 *Note:* Test pattern *Off* will remove the test pattern.

4. Add additional effects on top of the test pattern by toggling the slider after the desired effect (reference 4 through 6, [Image 5–19](#)). (**optional**)

## 5.4 ShowFile management



### ShowFile

A ShowFile is a custom file format, with extension *.tar.gz*, designed to store a configuration of an Event Master system. The ShowFile can include presets, input settings, destination screens, armed destinations, custom layouts and more. The ShowFile format allows for a partial import, to mix different settings with already existing configurations.



### Still images

Static graphics that are stored on the Encore3 units local storage. Meaning, they will always be available once they are captured or transferred onto the unit.

### About ShowFile management

The following chapters explain how to manage ShowFile files using the front panel.

#### 5.4.1 Backup

##### Location

*ShowFile Management > Backup*

##### About backup

Backup creates a ShowFile of the current active show and device configuration. This sharable ShowFile file can be fully or partially restored to any compatible Event Master device.

##### Required parts

8GB+ USB stick formatted in FAT32.

##### How to create

1. Insert the USB stick in the desired port:

## Encore3 front panel

- ▶ 'USB-A' port (reference A) at the front.
- ▶ 'USB-C' port (reference B) at the back.

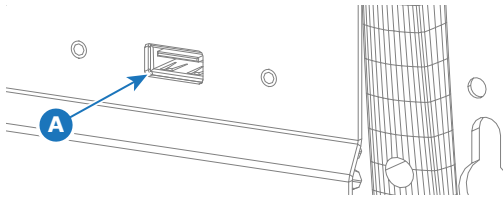


Image 5-21

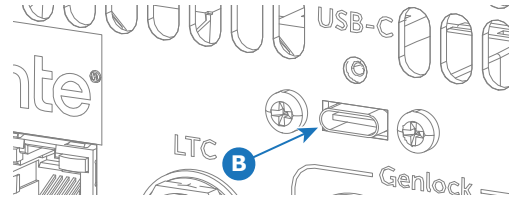



Image 5-22

2. Must the stills be included in the ShowFile?
  - ▶ If **yes**, check the check box in front of *Include all stills* (reference 2).
  - ▶ If **no**, uncheck the check box in front of *Include all stills* (reference 2).

 *Tip*: Ensure enough free memory is available (reference 1) to store the backup.

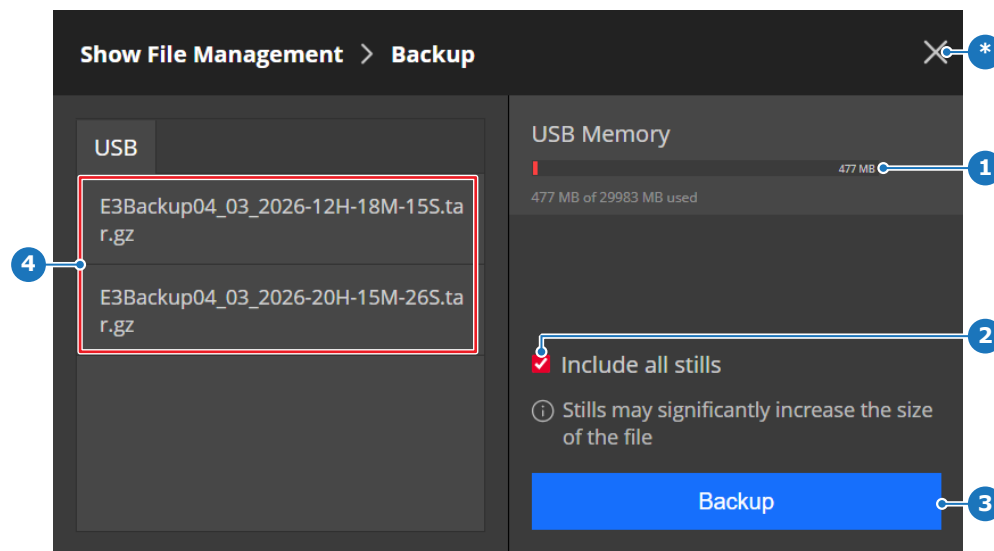


Image 5-23

- |                              |                        |
|------------------------------|------------------------|
| 1 Available memory indicator | 4 Detected backup list |
| 2 Still inclusion check box  | * Close button         |
| 3 Backup button              |                        |

3. Tap on *Backup* (reference 3, [Image 5-23](#)) to create a ShowFile.  
A confirmation pop-up is shown.
4. Tap on *Save* (reference 6) to store the ShowFile.

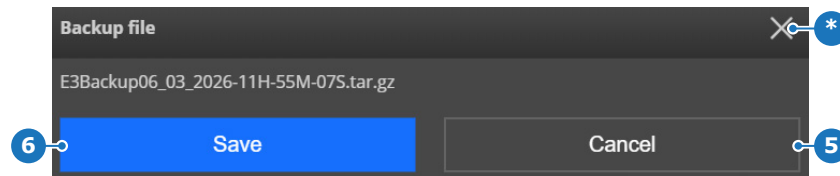


Image 5-24

- |                 |
|-----------------|
| 5 Cancel button |
| 6 Save button   |
| * Close button  |

The ShowFile is stored under the folder '*EM\backup\sys*' with the extension *.tar.gz*.

5. Remove the USB stick.

## 5.4.2 Restore

### Location

ShowFile Management > Restore

### About restore

Restore applies device configurations and user created shows from a ShowFile to the Encore3. Restoring overwrites any current configurations and shows that are present on the Encore3. Barco recommends creating a backup before restoring a ShowFile. For more information, see:

- Using the **front panel**: “Backup”, page 67.
- Using the **web page**: “Backup (USB)”, page 84 or “Backup (computer)”, page 85.
- Using **Event Master Toolset**: “Backup”, page 236.

### Required parts

8GB+ USB stick formatted in FAT32.

### How to restore

1. Store the desired ShowFile file in a folder ‘EM\backup\sys’ on the USB stick.
2. Insert the USB stick in the desired port:
  - ▶ ‘USB-A’ port (reference A) at the front.
  - ▶ ‘USB-C’ port (reference B) at the back.

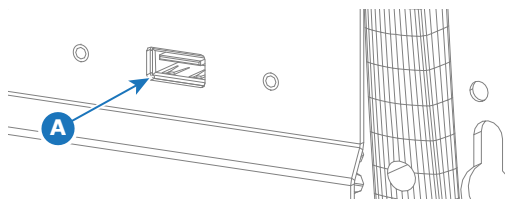


Image 5–25

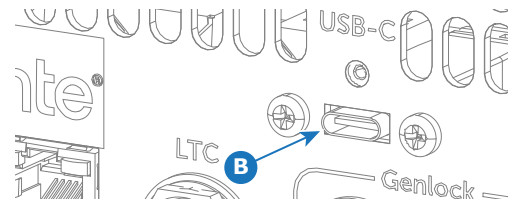


Image 5–26

3. Select the desired ShowFile from the list (reference 4).

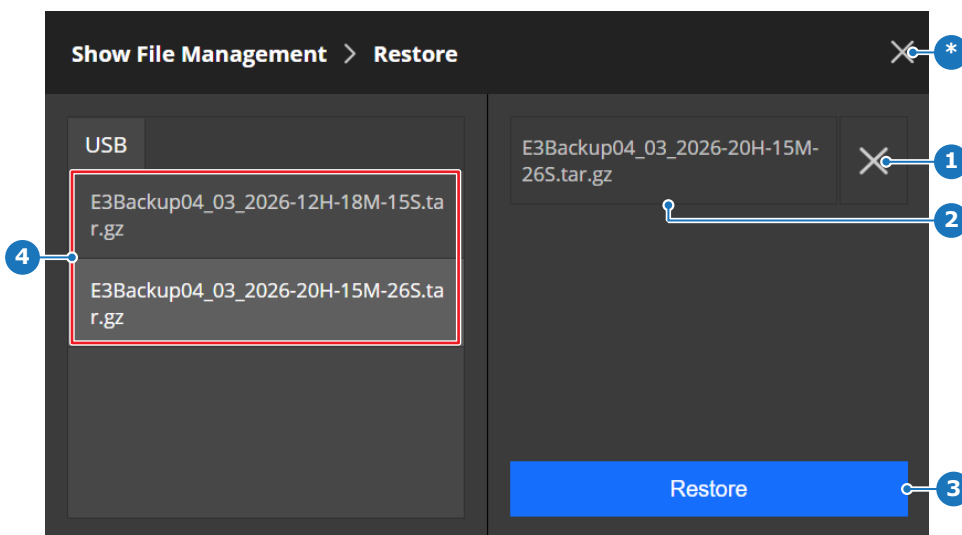



Image 5–27

- |                                                                                                                                           |                                                                                                    |
|-------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------|
| <ol style="list-style-type: none"> <li>1 Deselect ShowFile button</li> <li>2 Selected ShowFile label</li> <li>3 Restore button</li> </ol> | <ol style="list-style-type: none"> <li>4 Detected ShowFile list</li> <li>* Close button</li> </ol> |
|-------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------|

4. Tap on *Restore* (reference 3, Image 5–27).

A confirmation pop-up is shown.

5. Tap on *Restore & Reboot* (reference 6) to recall the settings from the ShowFile.

 *Note:* All the current settings will be overwritten. This action cannot be undone.

 *Tip:* If only certain settings must be restored, then see “ShowFile editor”, page 239.

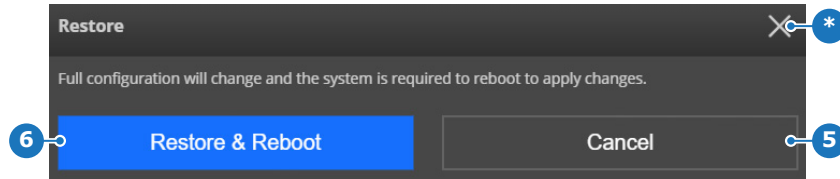


Image 5–28

- 5** Cancel button
- 6** Restore button
- \*** Close button

The ShowFile settings are applied and the Encore3 reboots.

- 6.** Remove the USB stick.

### 5.4.3 Import stills

#### Location

ShowFile Management > Import All Still Images

#### Required parts

8GB+ USB stick formatted in FAT32.

#### How to import

- 1.** Store all desired stills in a folder ‘em\stills\import’ on the USB stick.
- 2.** Insert the USB stick in the desired port:
  - ▶ ‘USB-A’ port (reference A) at the front.
  - ▶ ‘USB-C’ port (reference B) at the back.

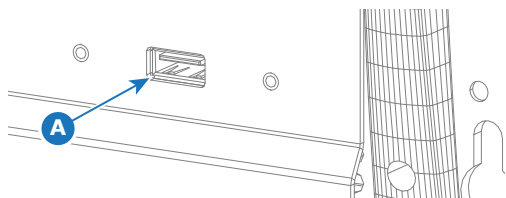


Image 5–29

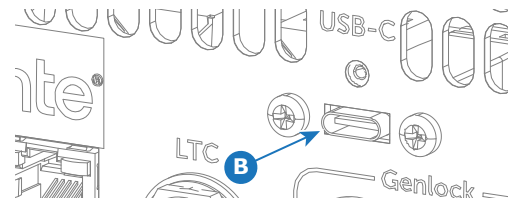


Image 5–30

All detected stills are shown on the detected stills list (reference 2, [Image 5–31](#)).

- 3.** Tap on *Import All Files* (reference 1) to copy the stills to the Encore3 memory.

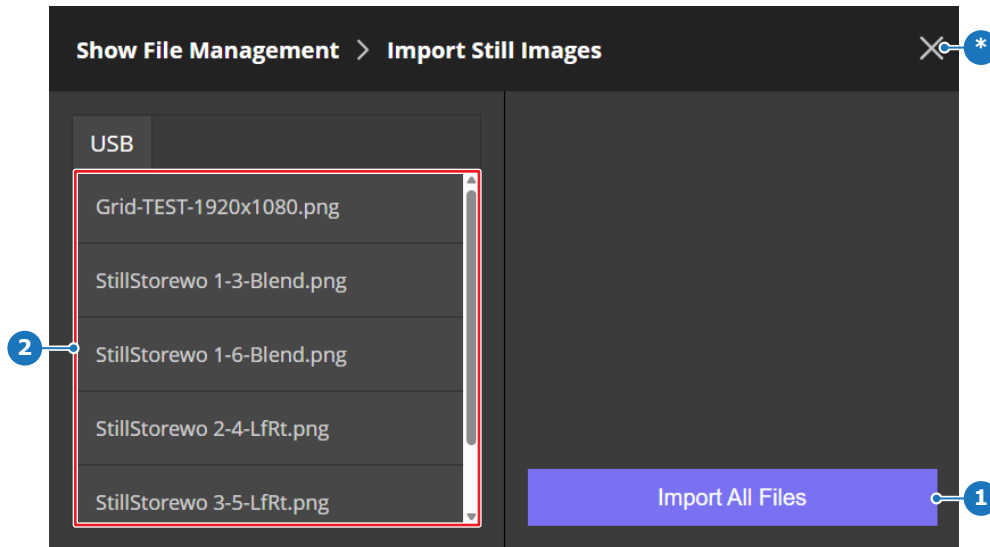


Image 5–31

- 1 Import button
- 2 Detected still list
- \* Close button

Importing may take several minutes, depending on the amount and size of the stills. A confirmation label is shown when importing has been completed.

4. Remove the USB stick.

## 5.4.4 Export stills

### Location

ShowFile Management > Export All Still Images

### Required parts

8GB+ USB stick formatted in FAT32.

### How to export

1. Insert the USB stick in the desired port:
  - ▶ 'USB-A' port (reference A) at the front.
  - ▶ 'USB-C' port (reference B) at the back.

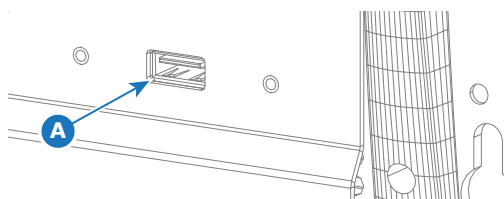


Image 5–32

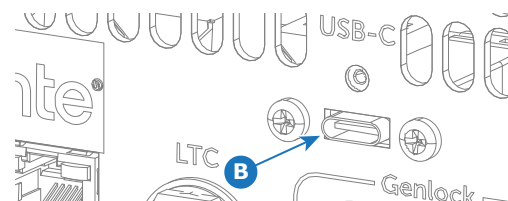


Image 5–33

2. Tap on *Export All Files* (reference 2) to store all stills on the USB stick.



*Tip:* Ensure enough free memory is available (reference 1) to store the backup.

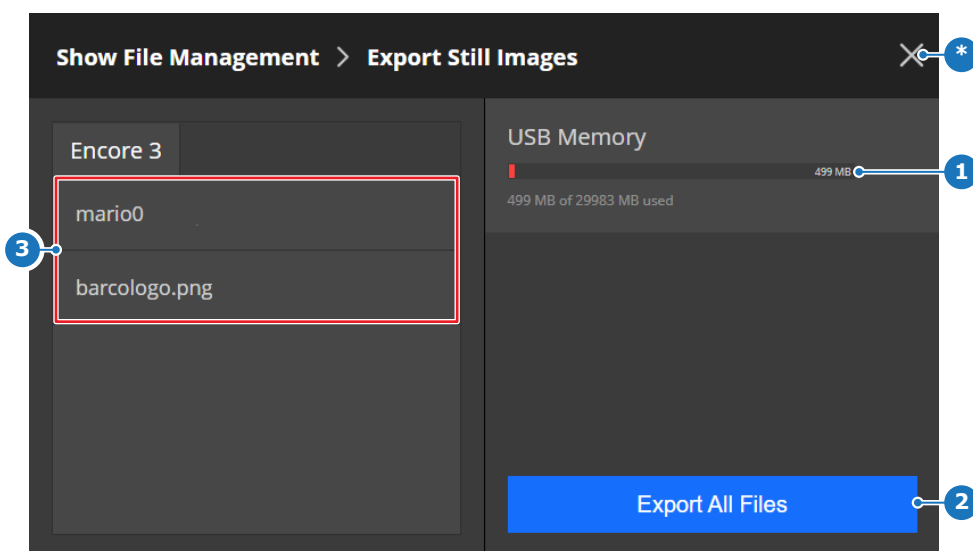


Image 5-34

- 1 Available memory indicator
- 2 Export button
- 3 Detected still list
- \* Close button

Exporting may take several minutes, depending on the amount and size of the stills. The stills are stored under the folder 'EM\stills\export'.

3. Remove the USB stick.

## 5.5 Widget panel



### Widgets

It is possible to create custom buttons in a custom web page layout. These buttons can be given predefined functionality. Making the Event Master processor controllable from any device within the same network as the unit. These layouts are called widgets in Event Master.

### About widget panel

The widget panel automatically detects any created layouts. Layouts created in the front panel resolution (800x480) can be displayed on the front panel. For more information on how to create widgets, see ["Creating a widget"](#), page 245.

### How to use

1. Select any compatible widget from the list (reference 3).



*Note:* Widgets that are not compatible with the front panel will have a notice *resolution does not match*.

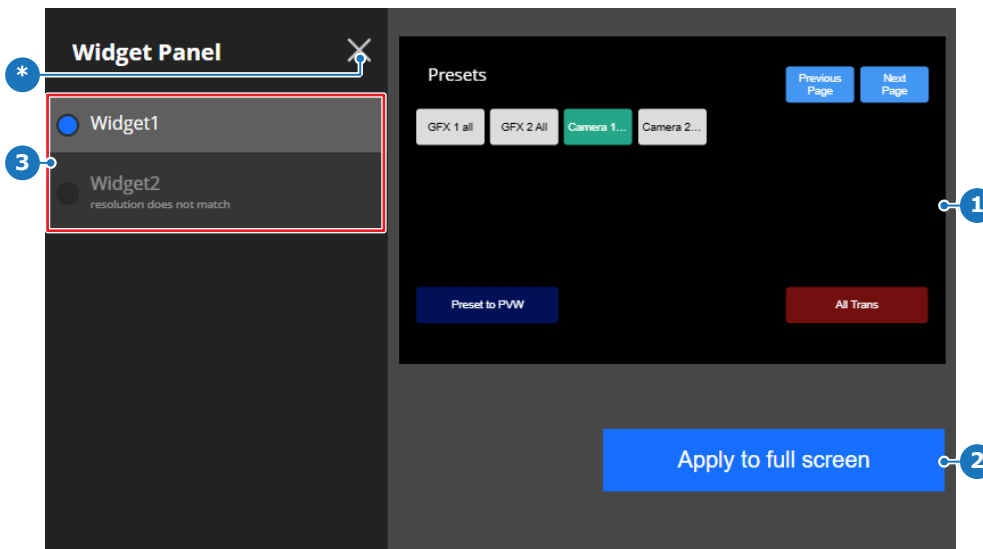


Image 5–35

- 1 Widget preview window
- 2 Apply button
- 3 Detected widget list
- \* Close button

A preview of the widget (reference 1, [Image 5–35](#)) is shown.

2. Tap on *Apply to full screen* (reference 2, [Image 5–35](#)) to activate the widget.
3. Tap on any desired button to execute the function.
4. Return to the widget panel by tapping the x (✕) in the upper left corner.

## 5.6 Reset

### About reset

There are various ways of resetting the Encore3. Any data or configuration lost by resetting cannot be recovered. To minimize the loss of settings, create a backup using any of the following methods:

- Using the **front panel**, “Backup”, [page 67](#).
- Using the **web page**, “Backup (USB)”, [page 84](#) or “Backup (computer)”, [page 85](#).
- Using the **Event Master Toolset**, “Backup”, [page 236](#).

### 5.6.1 Soft reset

#### Location

*Reset > Soft Reset*

#### About soft reset

Soft reset restarts the Encore3 without losing any configuration.

#### How to reset

1. Tap *Apply* (reference 1).

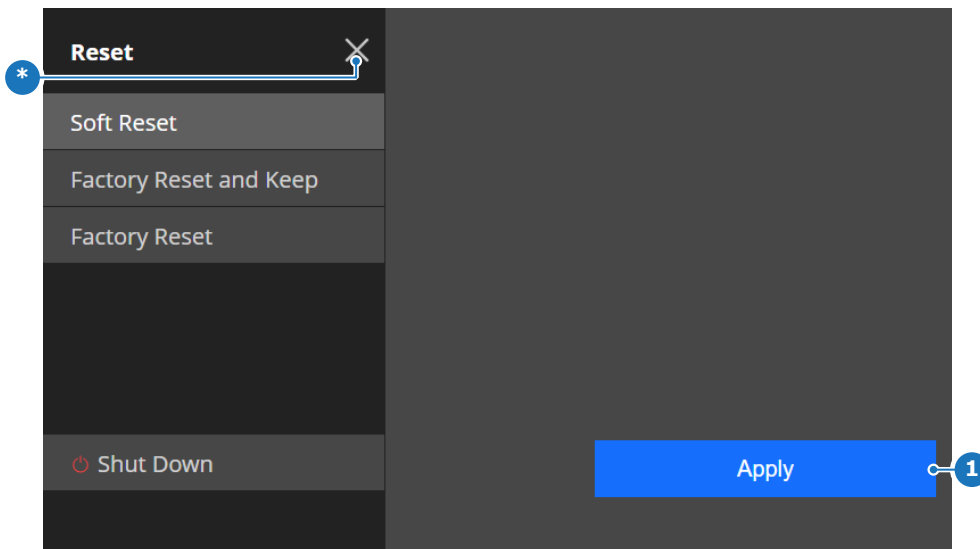


Image 5-36

- 1 Apply button
- \* Close button

A confirmation pop-up is shown.

2. Tap Yes (reference 3) to soft reset.

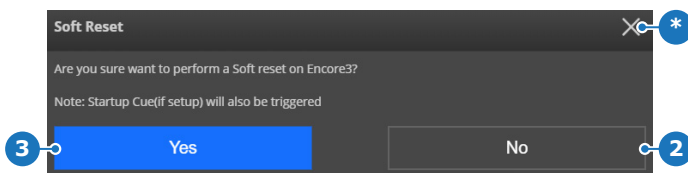


Image 5-37

- 2 Cancel button
- 3 Confirm button
- \* Close button

The Encore3 restarts.

## 5.6.2 Factory reset and keep

### Location

*Reset > Factory Reset and Keep*

### About factory reset and keep

Restores settings to their default values, except for the checked configuration related settings.

### How to reset

1. Must some settings be kept?
  - ▶ If **yes**, check the check box (reference 1 through 4) in front of the desired setting.
  - ▶ If **no**, Uncheck the check box (reference 1 through 4) in front of the desired setting.

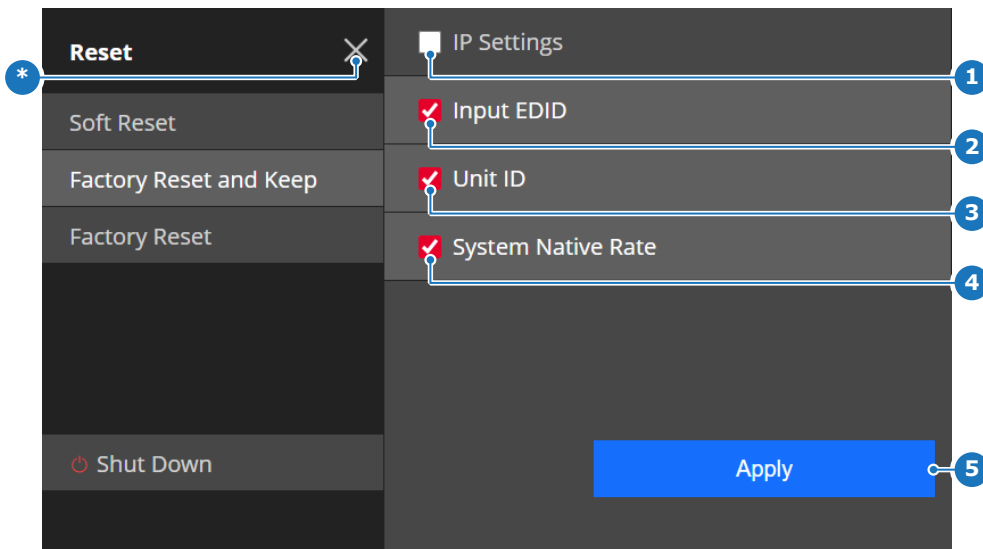


Image 5–38

- |                            |                             |
|----------------------------|-----------------------------|
| 1 IP setting toggle button | 4 Native rate toggle button |
| 2 Input EDID toggle button | 5 Apply button              |
| 3 Unit ID toggle button    | * Close button              |

2. Tap *Apply* (reference 5, [Image 5–38](#)).

A confirmation pop-up is shown.

3. Tap *Yes* (reference 7) to reset.

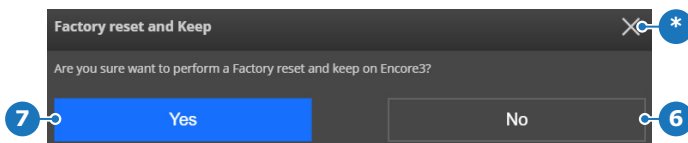


Image 5–39

- |                  |
|------------------|
| 6 Cancel button  |
| 7 Confirm button |
| * Close button   |

All settings, except for the checked settings, are reset to their factory default state and the Encore3 restarts.

## 5.6.3 Factory reset

### Location

*Reset > Factory Reset*

### About factory reset

All Encore3 settings, including the IP address, will be reverted to the factory default. A full configuration of the Encore3 is required after this reset.

### How to reset

1. Tap *Apply* (reference 1).



*Tip:* If any modification to the IP address was made, then remote access to the unit will be lost after the reset.

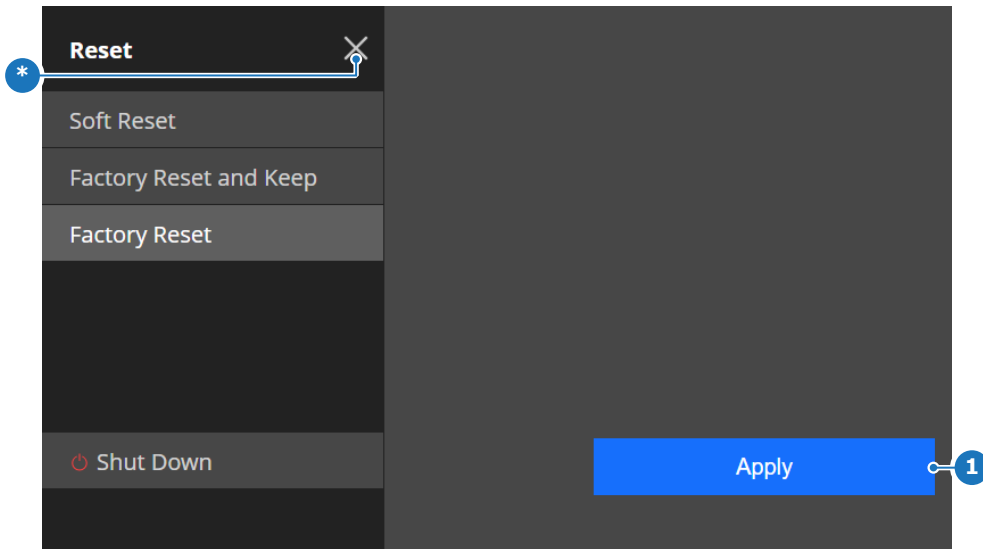


Image 5-40

- 1 Apply button
- \* Close button

A confirmation pop-up is shown.

2. Tap Yes (reference 3) to factory reset.

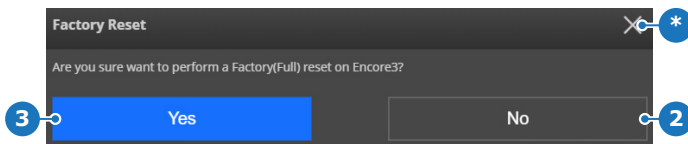


Image 5-41

- 2 Cancel button
- 3 Confirm button
- \* Close button

The Encore3 restarts with all modifications removed.

## 5.6.4 Shut down

### Location

*Reset > Shut Down*

### How to shut down

1. Tap *Apply* (reference 1).

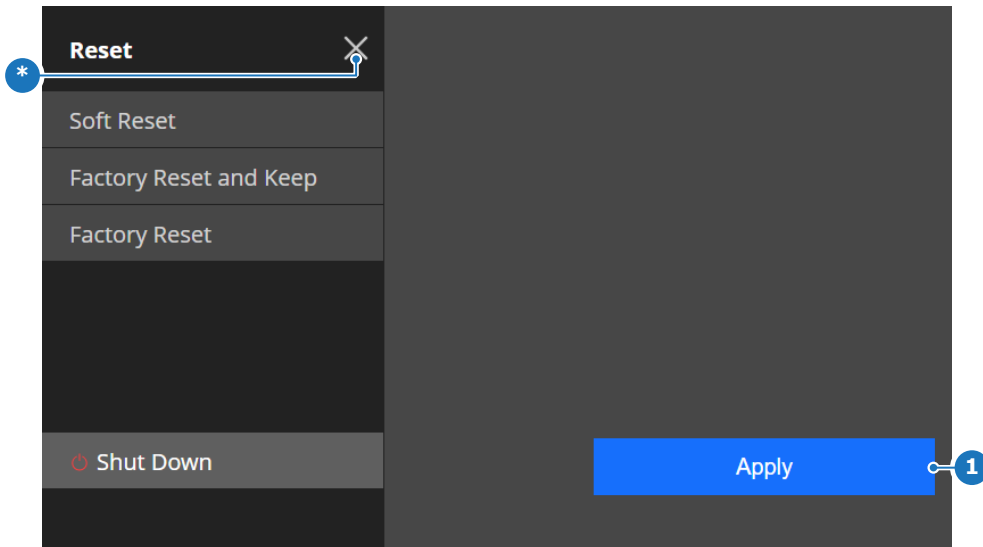


Image 5-42

- 1 Apply button
- \* Close button

A confirmation pop-up is shown.

2. Tap Yes (reference 3) to shut down.

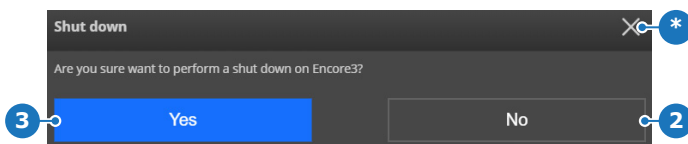


Image 5-43

- 2 Cancel button
- 3 Confirm button
- \* Close button

The Encore3 shuts off.



# Encore3 web page

# 6

6.1	Introduction .....	80
6.2	Accessing the web page .....	80
6.3	Widget panel .....	81
6.4	Tools.....	82
6.5	Help .....	92
6.6	About.....	94

## About this chapter

The available settings and options of the Encore3 web page are explored in the following chapters.

## 6.1 Introduction

### About the web page

The web page is a website run locally on the Encore3. The web page allows for configurations and settings to be managed remotely. Any simulated instance of the Encore3 will not generate a web page.

### Layout

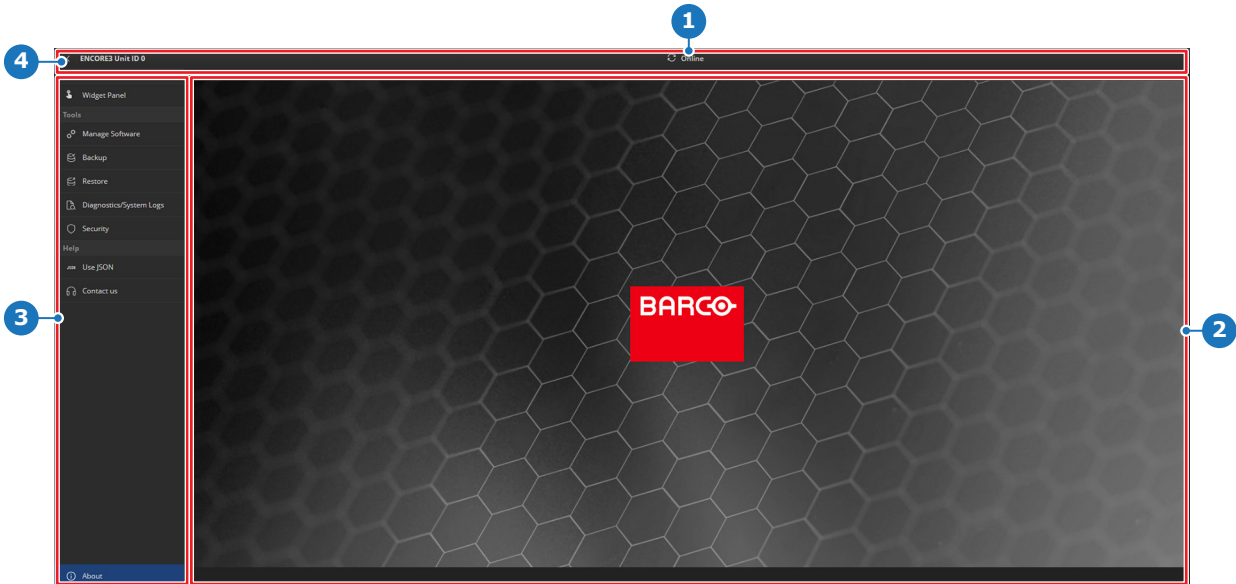


Image 6-1

- 1 Header area
- 2 Main window area
- 3 Navigation side panel area
- 4 Collapse or expand navigation side panel

## 6.2 Accessing the web page

### Prerequisites

Connection with the control port of the unit is required. For more information, see [“Control connection”, page 44](#).


### Methods of accessing the web page

The web page can be accessed using one of the following methods:

- Using **Event Master Toolset**. For more information, see [“Unit web page”, page 261](#).
- Using a **device** connected **directly** to the Encore3. For more information, see the following procedure.
- Using a **device** in the **same network** as the Encore3. For more information, see the following procedure.



### How to access

1. Open a browser of choice.

 *Note:* Google Chrome is the browser recommended by Barco.

2. Navigate to the IP address of the Encore3. For more information about the IP address, see:
  - ▶ For the **front panel**, [“Unit ID, IP address”, page 57](#).
  - ▶ For **Event Master Toolset**, [“Network”, page 243](#).
3. Is the web page password protected?
  - ▶ If **yes**, enter the password after *Password* (reference 1) and click *Enter* (reference 2).

- ▶ If **no**, no further actions required.

 **Tip:** To see the entered password, use the eye icon () in the input field.

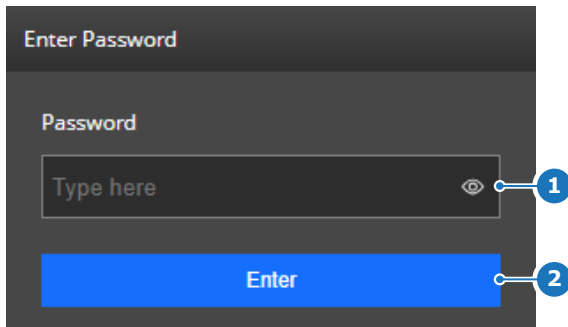


Image 6–2

- 1 Password input field
- 2 Confirm button

## 6.3 Widget panel

### Location

Widget Panel

### About the widget panel

The widget panel automatically loads any present layouts. These layouts can be displayed within the browser. For more information on how to create widgets, see [“Creating a widget”, page 245](#).



Google Chrome is the browser recommended by Barco.

### How to use

1. Select the desired widget from the tiles.

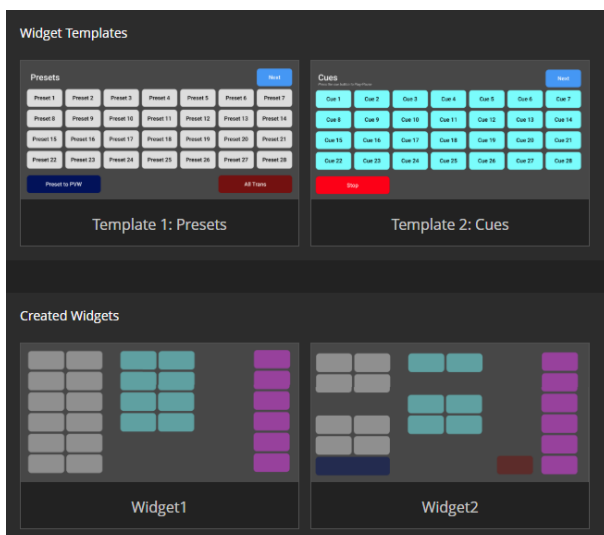




Image 6–3

2. Is the widget panel password protected?
  - ▶ If **yes**, enter the password after *Password* (reference 1) and click *Enter* (reference 2).
  - ▶ If **no**, no further actions required.

 *Tip:* To see the entered password, use the eye icon () in the input field.

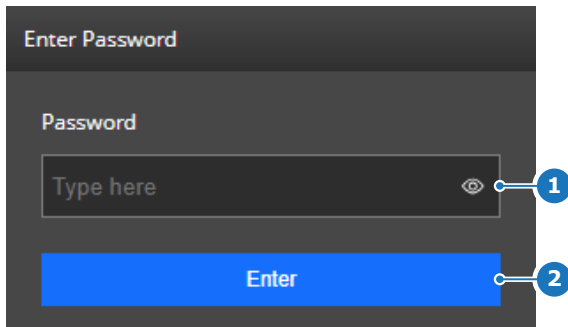


Image 6-4

- 1 Password input field
- 2 Confirm button

The widget is shown in full resolution. Depending on the screen resolution of the device, scrolling may be required to see all buttons.

3. Click on any desired button to execute its effect.

## 6.4 Tools

### About tools

The following chapters describe every menu and section under the *Tools* category.

### 6.4.1 Manage software (USB)

#### Location

*Tools > Manage Software*

#### About software upgrade

In addition to updating the software, it is also possible to reload the current version or to downgrade. Keep in mind that downgrading a system can cause issues. Barco recommends creating a backup before upgrading the software. For more information, see:

- Using the **front panel**: [“Backup”, page 67](#).
- Using the **web page**: [“Backup \(USB\)”, page 84](#) or [“Backup \(computer\)”, page 85](#).
- Using **Event Master Toolset**: [“Backup”, page 236](#).

#### Required parts

8GB+ USB stick formatted in FAT32.

#### How to update

1. Store the desired software file in a folder ‘em’ on the USB stick.
2. Insert the USB stick in the desired port:
  - ▶ ‘USB-A’ port (reference A) at the front.
  - ▶ ‘USB-C’ port (reference B) at the back.

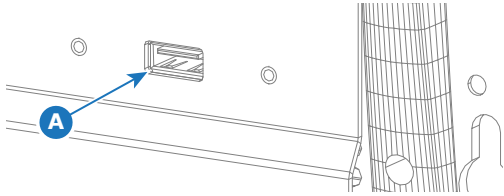


Image 6-5

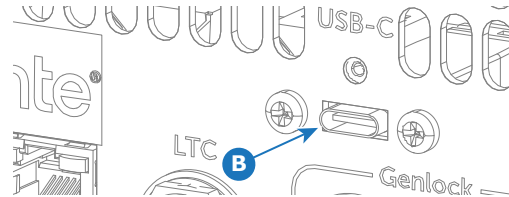


Image 6-6

3. Select *USB* (reference 2) in the main window.

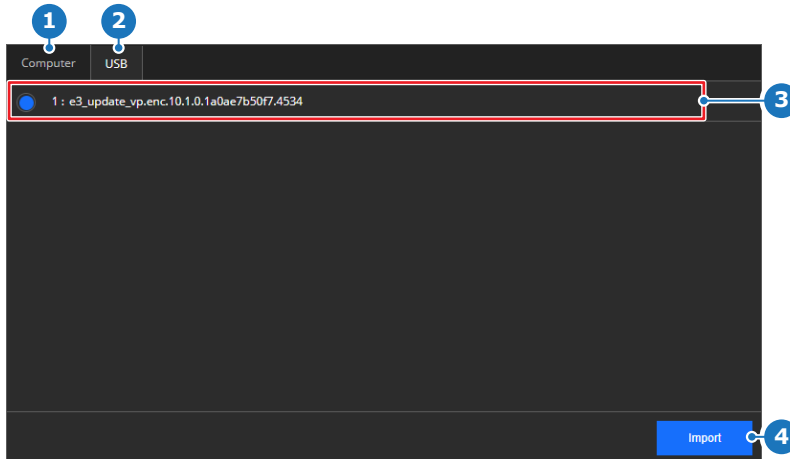


Image 6-7

- 1 Computer tab
- 2 USB tab
- 3 Detected software list
- 4 Import button

4. Select the desired file from the list (reference 3, [Image 6-7](#)).
5. Click *Import* (reference 4, [Image 6-7](#)).  
The software is installed and the unit reboots.
6. Remove the USB stick.

## 6.4.2 Manage software (computer)

### Location

*Tools > Manage Software*

### About software upgrade

In addition to updating the software, it is also possible to reload the current version or to downgrade. Keep in mind that downgrading a system can cause issues. Barco recommends creating a backup before upgrading the software. For more information, see:

- Using the **front panel**: “[Backup](#)”, page 67.
- Using the **web page**: “[Backup \(USB\)](#)”, page 84 or “[Backup \(computer\)](#)”, page 85.
- Using **Event Master Toolset**: “[Backup](#)”, page 236.

### How to update

1. Select *Computer* (reference 1) in the main window.

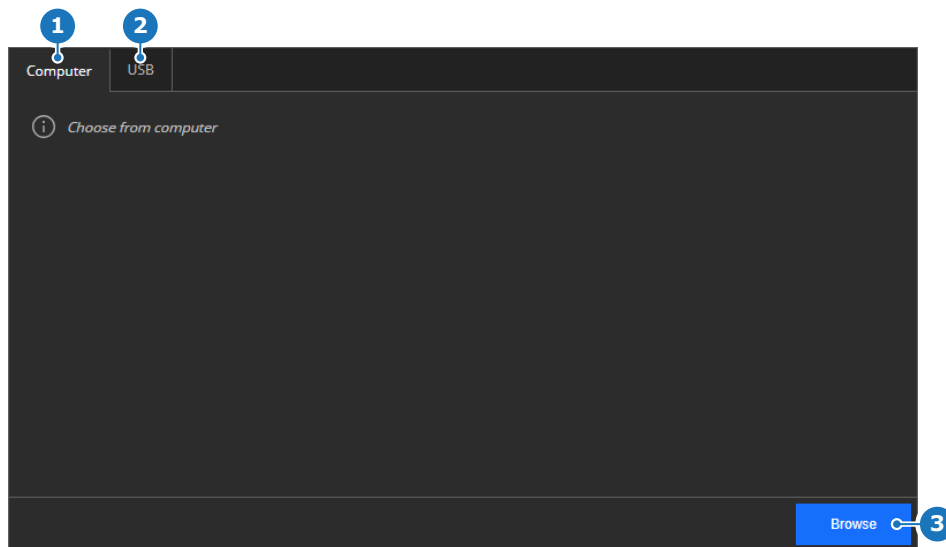


Image 6–8

- 1 Computer tab
- 2 USB tab
- 3 Browse button

2. Add the desired update file using one of the following methods:
  - ▶ Click *Browse* (reference 3, [Image 7–4](#)) and open the desired file using the pop-up.
  - ▶ Drag and drop (reference 4) the desired update file.

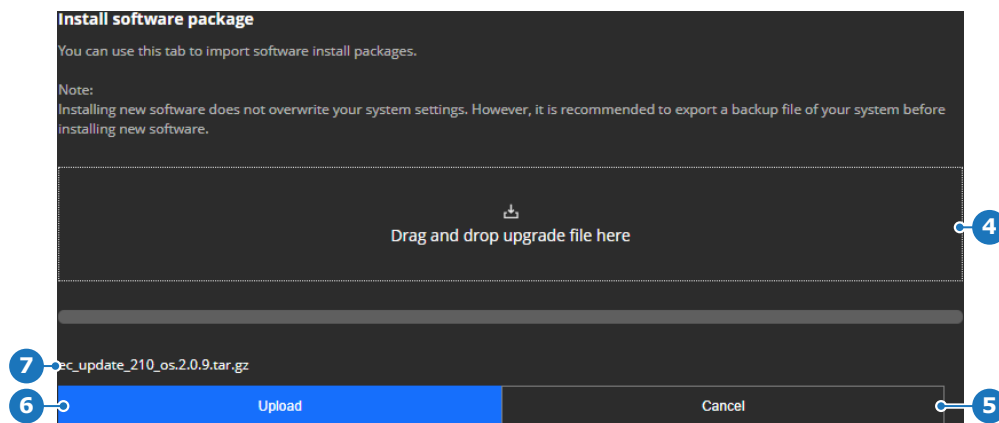


Image 6–9

- 4 Drop area
- 5 Cancel button
- 6 Upload button
- 7 Dropped file name label

The name of the added file is displayed (reference 7, [Image 6–9](#)).

3. Click *Upload* (reference 6, [Image 7–5](#)).  
The software is installed and the unit reboots.

## 6.4.3 Backup (USB)

### Location

*Tools > Backup*

### About backup

Backup creates a ShowFile of the current active show and device configuration. This sharable ShowFile file can be fully or partially restored to any compatible Event Master device.

## Required parts

8GB+ USB stick formatted in FAT32.

## How to create

1. Insert the USB stick in the desired port:
  - ▶ 'USB-A' port (reference A) at the front.
  - ▶ 'USB-C' port (reference B) at the back.

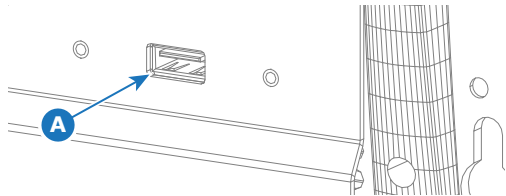


Image 6-10

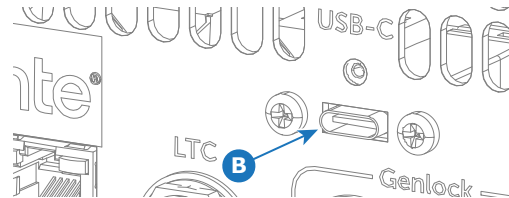


Image 6-11

2. Select **USB** (reference 2) in the main window.



Image 6-12

- |   |                             |   |                           |
|---|-----------------------------|---|---------------------------|
| 1 | Computer tab                | 4 | Backup button             |
| 2 | USB tab                     | 5 | Still inclusion check box |
| 3 | Detected backup folder list |   |                           |

3. Must the stills be included in the ShowFile?
  - ▶ If **yes**, check the check box in front of *Include all stills* (reference 5, [Image 6-12](#)).
  - ▶ If **no**, uncheck the check box in front of *Include all stills* (reference 5, [Image 6-12](#)).
4. Click on *Backup* (reference 4, [Image 6-12](#)) to create the ShowFile.  
The ShowFile is stored under the folder '*EM\backup\sys*' with the extension *.tar.gz*.
5. Remove the USB stick.

## 6.4.4 Backup (computer)

### Location

*Tools > Backup*

### About backup

Backup creates a ShowFile of the current active show and device configuration. This sharable ShowFile file can be fully or partially restored to any compatible Event Master device.

## How to create

1. Select *Computer* (reference 1) in the main window.

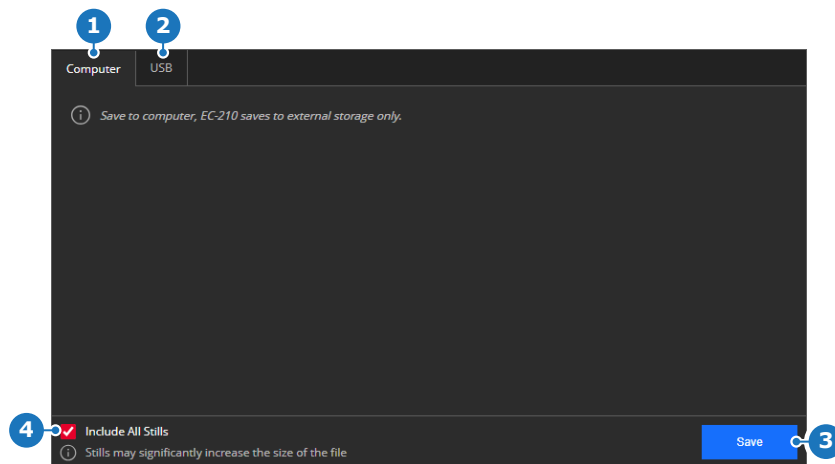


Image 6–13

- 1 Computer tab
- 2 USB tab
- 3 Backup button
- 4 Still inclusion check box

2. Must the stills be included in the ShowFile?
  - ▶ If **yes**, check the check box in front of *Include all stills* (reference 4, [Image 6–13](#)).
  - ▶ If **no**, uncheck the check box in front of *Include all stills* (reference 4, [Image 6–13](#)).
3. Click on **Save** (reference 3, [Image 6–13](#)) to create the ShowFile.  
A pop-up window is shown.
4. Store the ShowFile in the desired folder using the pop-up.  
The ShowFile is saved with the extension *.tar.gz*.

## 6.4.5 Restore (USB)

### Location

*Tools > Restore*

### About restore

Restore applies device configurations and user created shows from a ShowFile to the Encore3. Restoring overwrites any current configurations and shows that are present on the Encore3. Barco recommends creating a backup before restoring a ShowFile. For more information, see:

- Using the **front panel**: “Backup”, [page 67](#).
- Using the **web page**: “Backup (USB)”, [page 84](#) or “Backup (computer)”, [page 85](#).
- Using **Event Master Toolset**: “Backup”, [page 236](#).

### Required parts

8GB+ USB stick formatted in FAT32.

### How to restore

1. Store the desired ShowFile file in a folder ‘EM\backup\sys’ on the USB stick.
2. Insert the USB stick in the desired port:
  - ▶ ‘USB-A’ port (reference A) at the front.
  - ▶ ‘USB-C’ port (reference B) at the back.

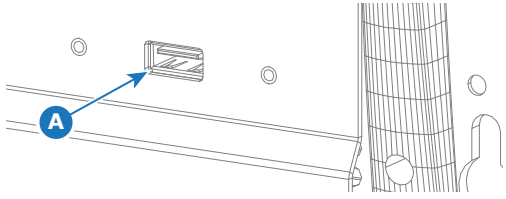


Image 6-14

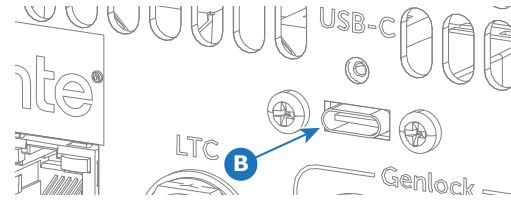


Image 6-15

3. Select *USB* (reference 2) in the main window.

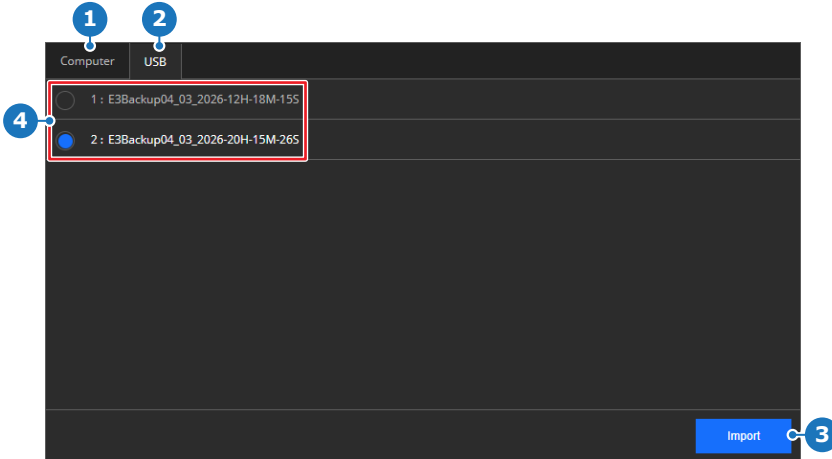


Image 6-16

- 1 Computer tab
- 2 USB tab
- 3 Import button
- 4 Detected ShowFile list

4. Select the desired ShowFile to restore from the list (reference 4, [Image 6-16](#)).
5. Click *Import* (reference 3, [Image 6-16](#)).  
The ShowFile is loaded into the memory of the Encore3 and appears on the right side.
6. Click *Restore* (reference 6).




Image 6-17

- 5 Remove selected ShowFile button
- 6 Restore selected ShowFile button

A confirmation pop-up is shown.

7. Click on *Restore & Reboot* (reference 8) to recall all settings from the ShowFile.

 *Note:* All the current settings will be overwritten. This action cannot be undone.

 *Tip:* If only certain settings must be restored, then see “[ShowFile editor](#)”, page 239.

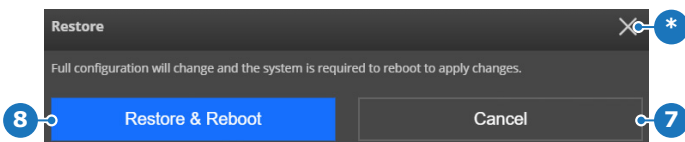


Image 6-18

- 7 Cancel button
- 8 Confirm button
- \* Close button

The ShowFile settings are applied and the Encore3 reboots.

8. Remove the USB stick.

## 6.4.6 Restore (computer)

### Location

*Tools > Restore*

### About restore

Restore applies device configurations and user created shows from a ShowFile to the Encore3. Restoring overwrites any current configurations and shows that are present on the Encore3. Barco recommends creating a backup before restoring a ShowFile. For more information, see:

- Using the **front panel**: “[Backup](#)”, page 67.

- Using the **web page**: “Backup (USB)”, page 84 or “Backup (computer)”, page 85.
- Using **Event Master Toolset**: “Backup”, page 236.

## How to restore

1. Select *Computer* (reference 1) in the main window.

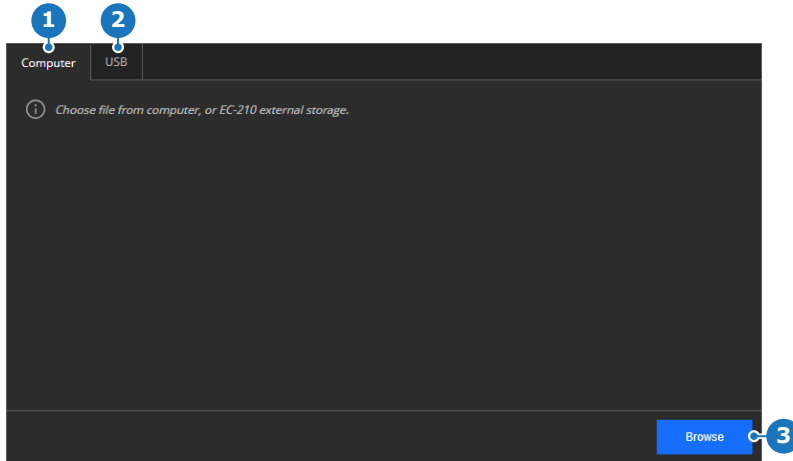


Image 6–19

- 1 Computer tab
- 2 USB tab
- 3 Import button

2. Click *Browse* (reference 3, [Image 6–19](#)).

A pop-up window is shown.

3. Navigate to and open the desired ShowFile using the pop-up window.

The ShowFile is loaded into the memory of the Encore3 and appears on the right side.

4. Click Restore (reference 6).



Image 6–20

- 5 Remove selected ShowFile button
- 6 Restore selected ShowFile button

A confirmation pop-up is shown.

5. Click on *Restore & Reboot* (reference 8) to recall all settings from the ShowFile.

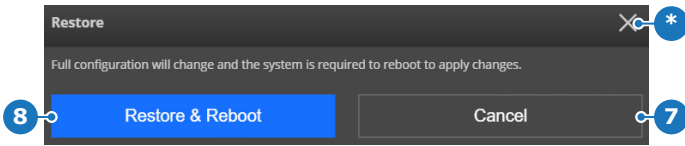


Image 6–21

- 7 Cancel button
- 8 Confirm button
- \* Close button

The ShowFile settings are applied and the Encore3 reboots.

## 6.4.7 Diagnostics/system logs

### Location

*Tools > Diagnostics/System Logs*

### About diagnostics

Hardware diagnostics can be run on the entire system or on individual components of the system. These tests will use the entire capacity of the selected option. During the test the involved components will not be usable. An overview of all results and possible issues will be generated after the diagnostics have been completed. These can be stored in a log file.

### About logs

Logs only contain system information.

### Prerequisites

The Encore3 must be idle before the diagnostics can be run.

### How to save logs

1. Insert a USB stick in the desired port: **(optional)**
  - ▶ 'USB-A' port (reference A) at the front.
  - ▶ 'USB-C' port (reference B) at the back.

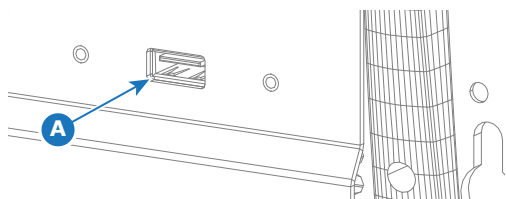


Image 6–22

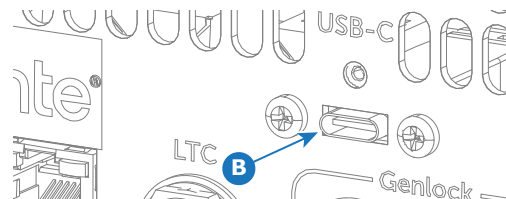




Image 6–23

2. Must the Encore3 be tested?
  - ▶ If **yes** and the **entire system** must be tested, click on *Run Full Diagnostics* (reference 1). Go to next step.
  - ▶ If **yes** and a **partial test** is needed, click on *Run Diagnostics* in the same row as the desired component (reference 2). Go to next step.
  - ▶ If **no**, go to next step.

 *Note:* Do not run diagnostics during live production. Doing so will disrupt the video output.

 *Tip:* Status of the component must be *Ready* be included in the diagnostics.

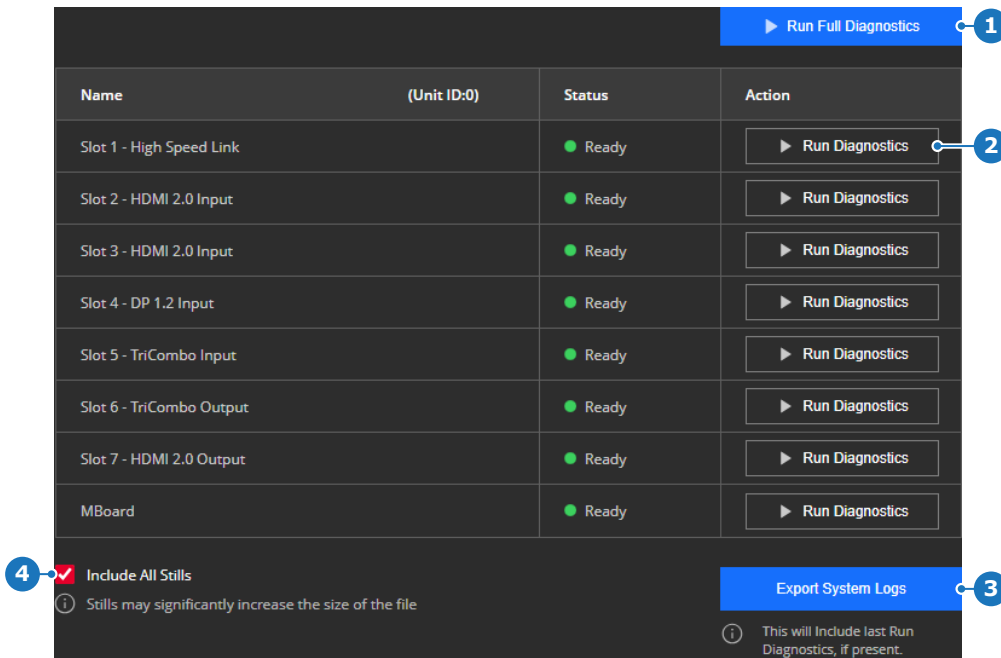


Image 6–24

- 1 Full diagnostic button
- 2 Specific diagnostic button
- 3 Export button
- 4 Still inclusion check box

The selected parts are tested. This may take several minutes depending on the chosen option.

3. Must all stills be included in the log file?
  - ▶ If **yes**, check the check box in front of *Include all stills* (reference 4, [Image 6–24](#)).
  - ▶ If **no**, uncheck the check box in front of *Include all stills* (reference 4, [Image 6–24](#)).

**Note:** Including stills will increase the size of the file.

4. Click on *Export System Logs* (reference 3, [Image 6–24](#)).
5. Is a USB stick connected to the Encore3?
  - ▶ If **yes**, click *Save to USB* (reference 5).
  - ▶ If **no**, click *Save to computer* (reference 6).



Image 6–25

- 5 Save on USB button
- 6 Save on computer button
- \* Close button

A progress bar appears at the bottom of the page.

6. Was *Save to computer* (reference 6, [Image 6–25](#)) selected?
  - ▶ If **yes**, store the logs in the desired location using the pop-up.
  - ▶ If **no**, the logs are stored in the folder '*EM/logs*' with the extension *.tar.gz*.

## 6.4.8 Security

### Location

*Tools > Security*

## About locking the front panel



A locked front panel prevents accidental touches and unwanted modifications to the Encore3. Unlocking the front panel can be done using one of the following methods:

- Using **Event Master Toolset**. For more information, see “[Front panel settings](#)”, page 135. (**preferred**)
- By **disconnecting** and **reconnecting** the power of the Encore3.

## How to manage

### 1. Is a password for the web page required?

- ▶ If **yes**, enter the desired password in the input field after *Password* (reference 6).
- ▶ If **no**, remove the entered password from the input field after *Password* (reference 6).

 *Tip:* To see the entered password, use the eye icon () in the input field.

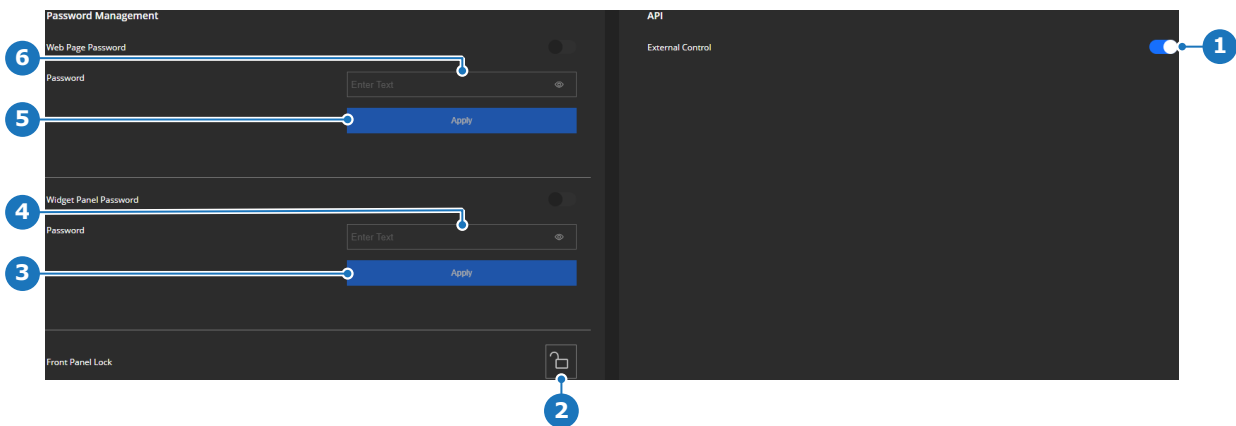




Image 6–26

- |   |                         |   |                               |
|---|-------------------------|---|-------------------------------|
| 1 | API toggle              | 4 | Widget password input field   |
| 2 | Front panel lock button | 5 | Apply password button         |
| 3 | Apply password button   | 6 | Web page password input field |

### 2. Click *Apply* (reference 5, [Image 6–26](#)) to confirm the web page password setting.

### 3. Is a password for the widget panel required?

- ▶ If **yes**, enter the desired password in the input field after *Password* (reference 4, [Image 6–26](#)).
- ▶ If **no**, remove the entered password from the input field after *Password* (reference 4, [Image 6–26](#)).

 *Tip:* To see the entered password, use the eye icon () in the input field.

### 4. Click *Apply* (reference 3, [Image 6–26](#)) to confirm the widget panel password setting.

### 5. Must API commands be processed by the Encore3?

- ▶ If **yes**, enable the toggle button after *External Control* (reference 1, [Image 6–26](#)).
- ▶ If **no**, disable the toggle button after *External Control* (reference 1, [Image 6–26](#)).

### 6. Must the front panel be locked?

- ▶ If **yes**, enable the toggle button after *Lock Front Panel* (reference 2, [Image 6–26](#)).
- ▶ If **no**, disable the toggle button after *Lock Front Panel* (reference 2, [Image 6–26](#)).

## 6.5 Help

### About help

The following chapters describe every menu and option under the *Help* category.

## 6.5.1 Use JSON



### JSON

JavaScript Object Notation is a standardised way of writing commands or small programs to and from devices.



### REST API

REpresentational State Transfer Application programming interface is a protocol that allows other devices to be controlled by the Encore3 or control the Encore3 with other devices.

## Location

Help > Use JSON

## About JSON

The Encore3 allows for remote interaction with the software through API calls in the form of JSON requests. These requests can be sent by automated systems to control or gather info about the Encore3. It is possible to test these commands one by one to get a better understanding of the commands functionality.



These tests must be executed by the desired device to get a proper response. Be mindful of the state of the device and the command that is being tested.

API calls can be blocked by the security settings of the Encore3. For more information, see:

- Using the **front panel**: “[Security](#)”, page 65.
- Using the **web page**: “[Security](#)”, page 91.

## About command documentation

All Barco developed devices will communicate to Event Master Toolset using the REST API. For more information, see the the Barco website:

- For **Event Master devices** commands, see the [Remote control protocol](#) reference guide.
- For all **other Barco devices** commands, see the reference guide of the device on <https://www.barco.com/en/support>.
- For commands of devices that were **not made by Barco**, see the documentation of the manufacturer.

## How to test

1. Select a desired command (reference 2) from the desired category (reference 1) in the menu on the left. (optional)

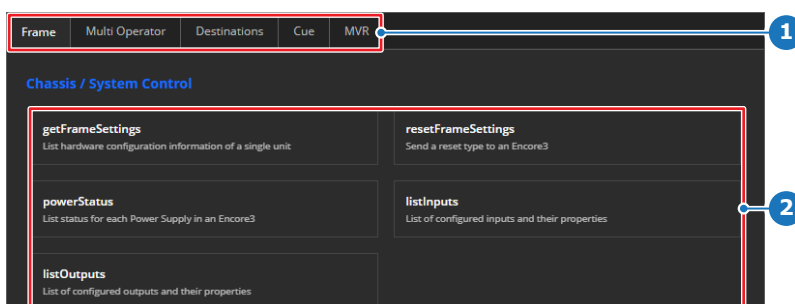



Image 6–27

- 1 Category selection
- 2 Command selection

The command is entered in the menu on the right.

2. Is the IP address (reference 8) correct?
  - ▶ If **yes**, go to next step.
  - ▶ If **no**, click the button *Clear IP Address* (reference 1) and enter the desired IP address (reference 8).

 **Tip:** For more information on how to find the IP address, see “Unit ID, IP address”, page 57 or “Network configuration”, page 96.

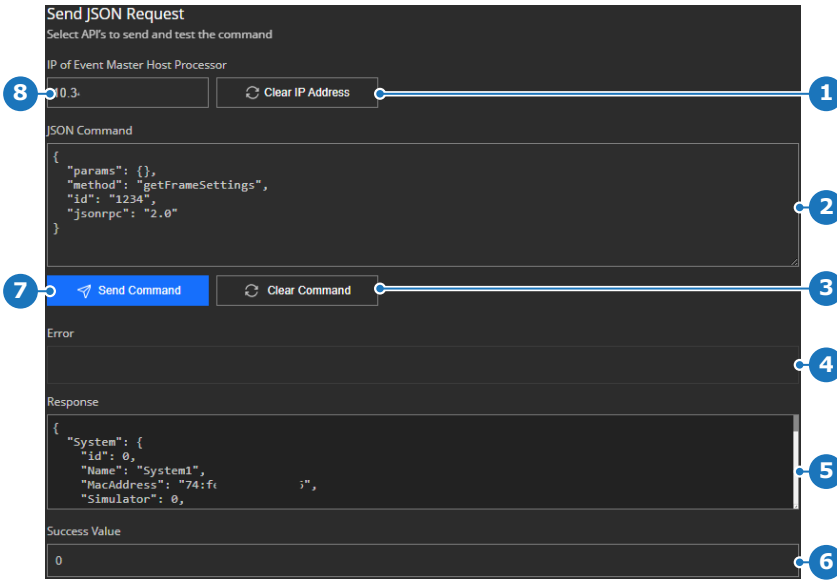



Image 6–28

- |   |                                         |   |                        |
|---|-----------------------------------------|---|------------------------|
| 1 | Clear IP address button                 | 5 | Command response label |
| 2 | Entered or selected command input field | 6 | Success value label    |
| 3 | Clear command button                    | 7 | Send command button    |
| 4 | Error message label                     | 8 | IP address input field |

3. Modify or enter the command in the input field after *JSON Command* (reference 2, [Image 6–28](#)). (optional)

 **Tip:** The command window size can be changed by dragging the bottom right corner of the window.

4. Click *Send Command* (reference 7, [Image 6–28](#)) to run the command.

The results of the command are printed in the corresponding field:

- **Error** (reference 4, [Image 6–28](#)), details what went wrong with the command.
- **Response** (reference 5, [Image 6–28](#)), shows what the command returns.
- **Success value** (reference 6, [Image 6–28](#)), shows ‘0’ if the command was successful and has no return value.

5. Must other commands be tested?

- ▶ If **yes** and a **new** command must be tested, click on *Clear Command* (reference 3, [Image 6–28](#)) and go to step 1.
- ▶ If **yes** and the command must be **modified**, go to step 3.
- ▶ If **no**, no further actions are required.

## 6.5.2 Contact us

### Location

*Help > Contact us*

### About contact us

Various ways of contacting and following Barco can be found here.

## 6.6 About

The following chapters describe every menu and option under the *About* category.

## 6.6.1 Contact info

### Location

About

### About contact info

Contact info is a text field where any text can be added. This field is intended to for the contact information of the local support responsible or technician that must be contacted in case of issues.

### How to set

1. Enter the desired contact information in the input field after *Contact Info*: (reference 1).

The screenshot shows a configuration interface with two main sections: 'Contact' and 'System Info'. The 'Contact' section has a 'Contact Info' input field with the placeholder text 'Enter Text'. The 'System Info' section has three input fields: 'System Name' (containing 'System1'), 'Unit Name' (containing 'ENCORE3'), and 'Unit Information'. The 'Unit Information' section is a table with the following data:

MAC Address:	74f
IP Address:	10.3
SW Version:	10.1.0
OS Version:	0.0.25
Web Version:	1.0.9843f94d3cb1a7ff633d2685160685e24e9f2fea

Image 6–29

- 1 Contact info input field
- 2 System name input field
- 3 Unit name input field
- 4 Unit information

## 6.6.2 System info

### Location

About

### About system info

General information about the units in the system along with the names of the system is found in this section.

### How to rename

1. Enter the desired name one or multiple of the available input fields.
  - ▶ For the **system**, enter the desired name in the input field after *System Name*: (reference 2).
  - ▶ For one or more **unit**, enter the desired name in the input field after *Unit Name*: (reference 3).



**Note:** The name fields cannot be empty, a red outline appears around the input field when it is empty.

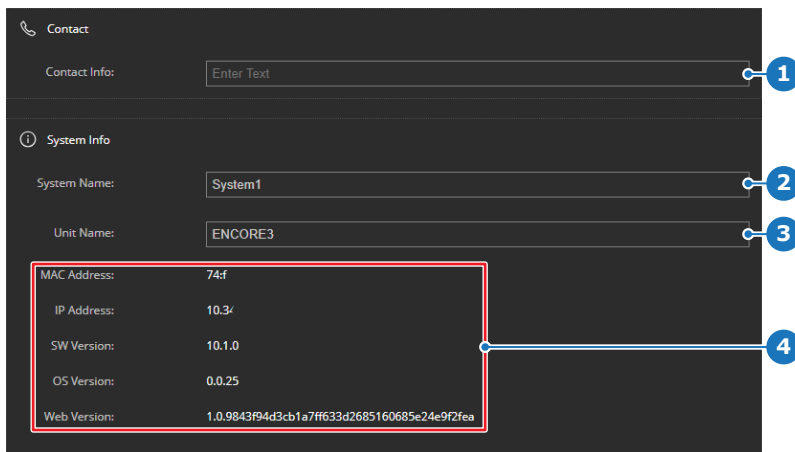


Image 6–30

- 1 Contact info input field
- 2 System name input field
- 3 Unit name input field
- 4 Unit information

## 6.6.3 Network configuration

### Location

About

### About IP address

Two main methods for IP configuration are possible:

- **Static mode**, sets the Encore3 to a fixed IP address that is user defined.
- **DHCP mode**, means the Encore3 will request an IP address from the DHCP server of the network it is connected to.

### How to manage

1. Select the desired mode from the drop down after *IP Mode* (reference 1).
  - ▶ In case of **DHCP**, go to step 3.
  - ▶ In case of **Static**, go to next step.



Image 6–31

- 1 IP mode drop down
- 2 IP address input field
- 3 Subnet mask input field
- 4 Default gateway IP address input field
- 5 DNS server IP address input field
- 6 Apply button

2. Fill out the required network information (reference 2 through 5, [Image 6–31](#)). For more information, contact the local IT department.
3. Click on *Apply* (reference 6, [Image 6–31](#)) to confirm the settings.



*Note:* Changing the IP address causes the web page to loose connection.

4. Access the web page using the new IP address. For more information, see [“Accessing the web page”, page 80.](#)

## 6.6.4 Product info

### Location

*About*

### About product info

General information about the unit is found in this section.



# EC-210 web page

# 7

7.1	Introduction .....	100
7.2	Accessing the web page .....	100
7.3	Tools .....	101
7.4	Help .....	105
7.5	About.....	105

## About this chapter

The available settings and options of the EC-210 web page are explored in the following chapters.

## 7.1 Introduction

### About the web page

The web page is a website run locally on the EC-210. The web page allows for configurations and settings to be managed remotely.

### Layout

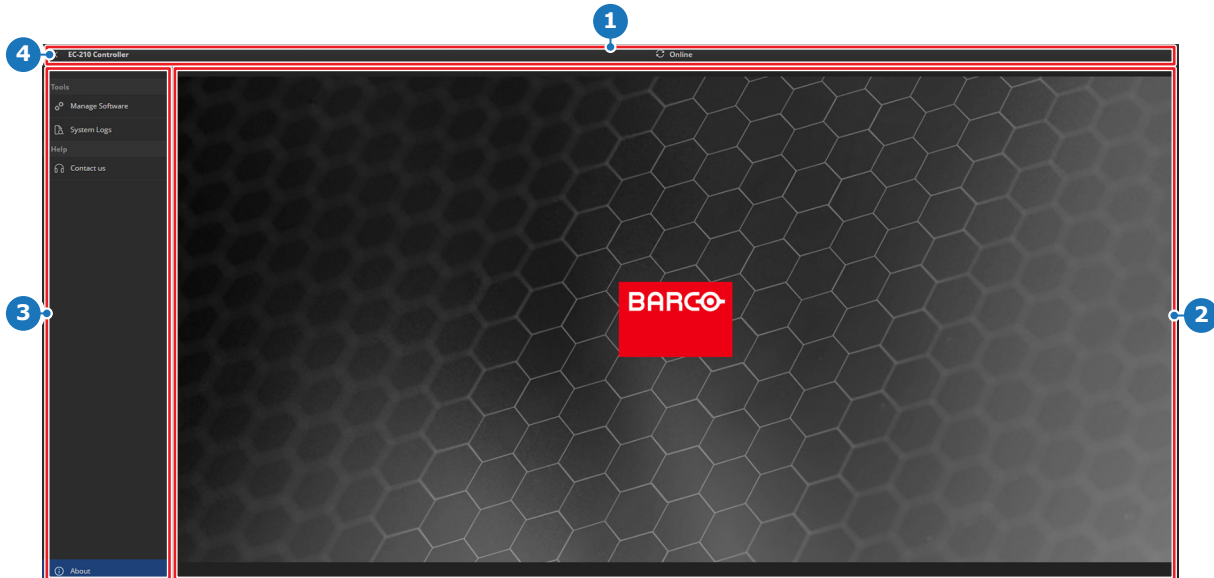


Image 7-1

- 1 Header area
- 2 Main window area
- 3 Navigation side panel area
- 4 Collapse or expand navigation side panel

## 7.2 Accessing the web page

### Prerequisites

Connection with the network of the unit is required. For more information, see [“Connecting an EC-210”, page 50](#).


### Methods of accessing the web page

The web page can be accessed using one of the following methods:

- With Event Master Toolset. For more information, see [“Unit web page”, page 261](#).
- Using a device in the same network as the EC-210. For more information, see the following procedure.

### How to access

1. Open a browser of choice.

 *Note:* Google Chrome is the browser recommended by Barco.

2. Navigate to the IP address of the EC-210. For more information about the IP address, see [“EC-210 communication setup”, page 117](#).

## 7.3 Tools

### About tools

The following chapters describe every menu and option under the *Tools* category.

### 7.3.1 Manage software (USB)

#### Location

*Tools > System Logs*

#### About software upgrade

In addition to updating the software, it is also possible to reload the current version or to downgrade. Keep in mind that downgrading a system can cause issues. Barco recommends creating a backup before upgrading the software. For more information, see:

- Using the **front panel**: “Backup”, page 67.
- Using the **web page**: “Backup (USB)”, page 84 or “Backup (computer)”, page 85.
- Using **Event Master Toolset**: “Backup”, page 236.

#### Required parts

8GB+ USB stick formatted in FAT32.

#### How to update

1. Store the desired software file in a folder ‘em’ on the USB stick.
2. Insert the USB stick in the desired port:
  - ▶ ‘USB-A’ port (reference A) at the top.
  - ▶ any free ‘USB-A’ ports (reference B) at the back.

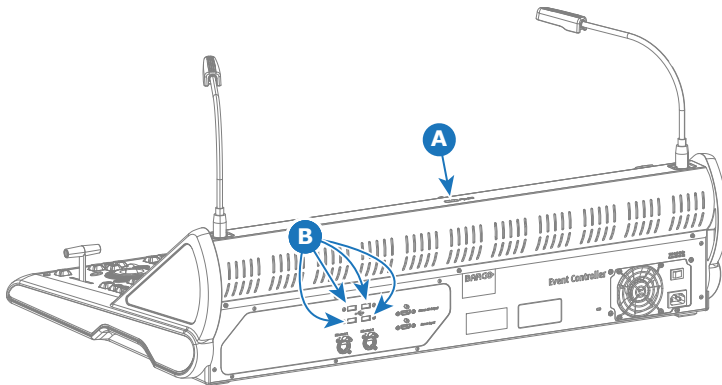


Image 7-2

3. Select *USB* (reference 2) in the main window.

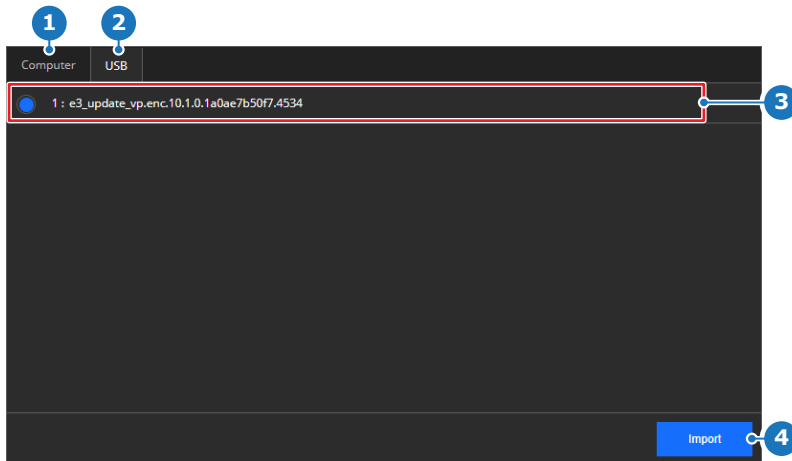


Image 7–3

- 1 Computer tab
- 2 USB tab
- 3 Detected software list
- 4 Import button

4. Select the desired file from the list (reference 3, [Image 7–3](#)).
5. Click *Import* (reference 4, [Image 7–3](#)).  
The software is installed and the unit reboots.
6. Remove the USB stick.

## 7.3.2 Manage software (computer)

### Location

*Tools > System Logs*

### About software upgrade

In addition to updating the software, it is also possible to reload the current version or to downgrade. Keep in mind that downgrading a system can cause issues. Barco recommends creating a backup before upgrading the software. For more information, see:

- Using the **front panel**: “Backup”, page 67.
- Using the **web page**: “Backup (USB)”, page 84 or “Backup (computer)”, page 85.
- Using **Event Master Toolset**: “Backup”, page 236.

### How to update

1. Select *Computer* (reference 1) in the main window.

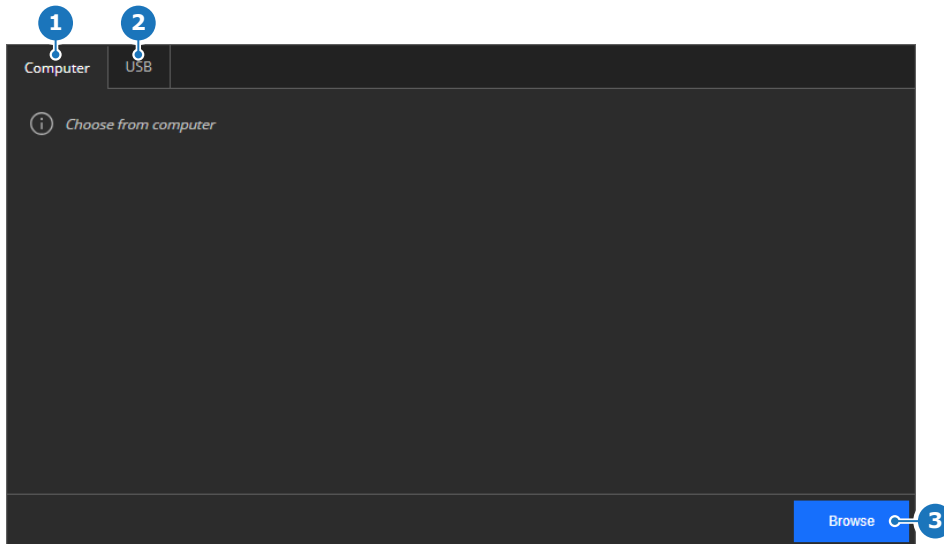


Image 7-4

- 1 Computer tab
- 2 USB tab
- 3 Browse button

2. Add the desired update file using one of the following methods:
  - ▶ Click *Browse* (reference 3, [Image 7-4](#)) and open the desired file using the pop-up.
  - ▶ Drag and drop (reference 4) the desired update file.

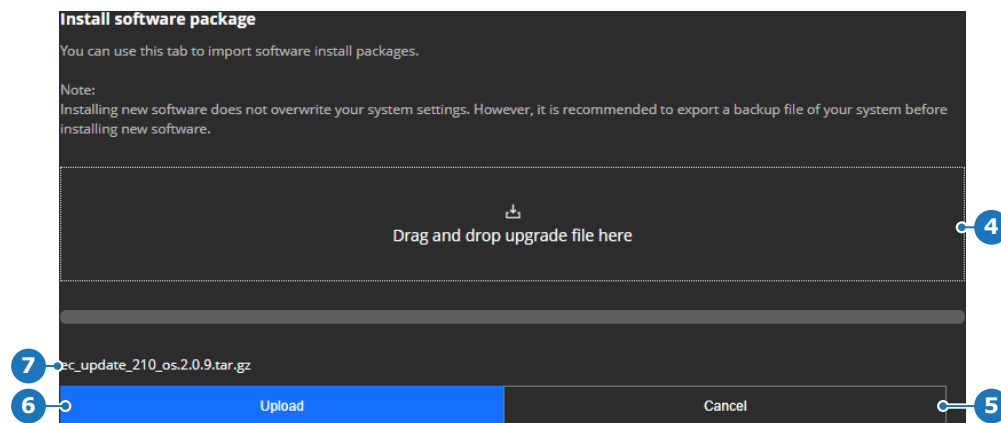


Image 7-5

- 4 Drop area
- 5 Cancel button
- 6 Upload button
- 7 Dropped file name label

The name of the added file is displayed (reference 7, [Image 7-5](#)).

3. Click *Upload* (reference 6, [Image 7-5](#)).
- The software is installed and the unit reboots.

### 7.3.3 System logs

#### Location

*Tools > System Logs*

#### About logs

Logs only contain system information.

## How to export

1. Click *Export* (reference 2).

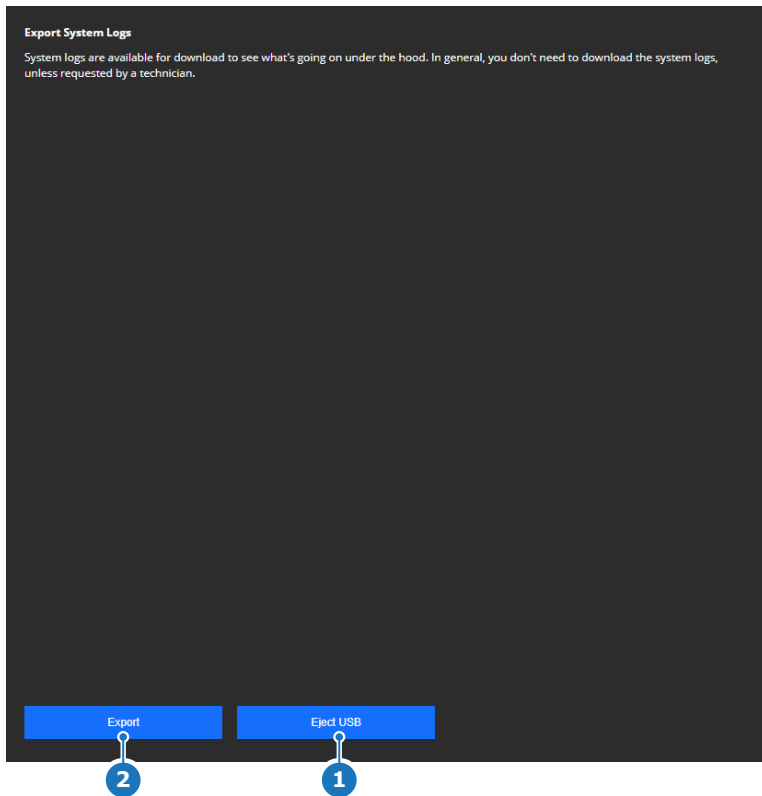


Image 7-6

- 1 Disconnect USB button
- 2 Export logs button

A pop-up window is shown.

2. Save the log file in a desired location using the pop-up window.

### 7.3.4 Eject USB

#### Location

*Tools > System Logs*

#### How to eject

1. Click *Eject USB* (reference 1).

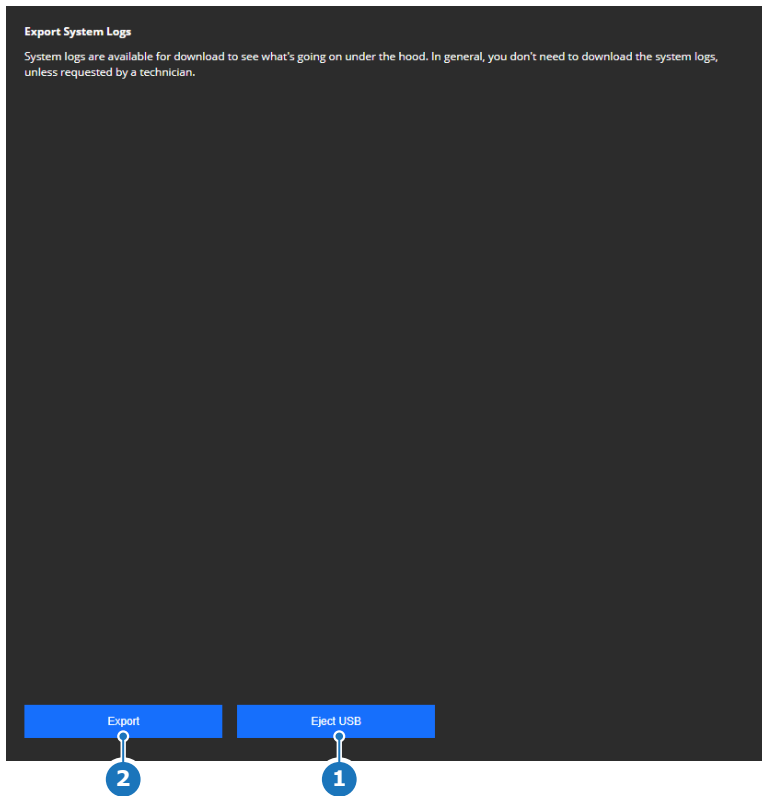


Image 7-7

- 1 Disconnect USB button
- 2 Export logs button

## 7.4 Help

### Location

*Help > Contact us*

### About contact us

Various ways of contacting and following Barco can be found here.

## 7.5 About

### Location

*About*

### System info

General information about the EC-210 is found here.

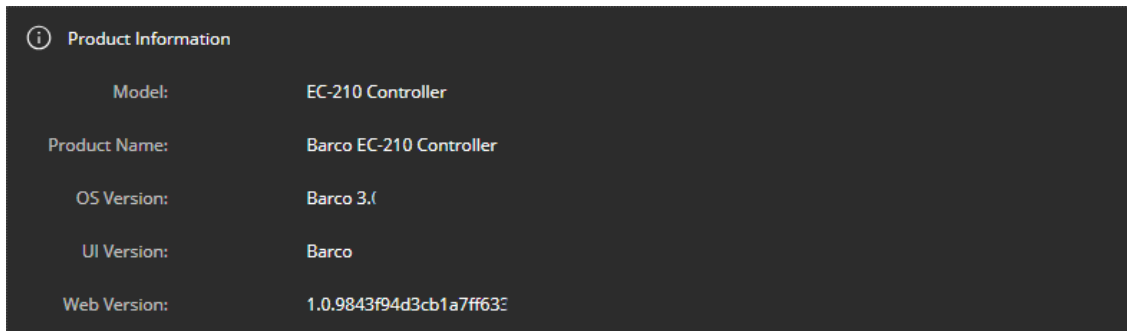


Image 7-8

# Event Master Toolset

# 8

8.1	Introduction .....	108
8.2	Setup requirement .....	109
8.3	Event Master Toolset installation .....	109
8.4	The simulator .....	112
8.5	Full screen mode .....	114
8.6	Multi-window mode .....	114
8.7	Multi-operator mode .....	114
8.8	Multi-systems .....	116
8.9	Event Master Toolset notices .....	116
8.10	Configuration .....	117
8.11	MVR .....	164
8.12	Programming .....	170
8.13	External devices & cues .....	215
8.14	Tally .....	226
8.15	Controller .....	229
8.16	ShowFile .....	236
8.17	Power on/off .....	243
8.18	Network .....	243
8.19	Widget .....	245
8.20	Settings .....	253

## About this chapter

In this chapter the complementary Event Master Toolset software will be explored. A complete guide about how to navigate the software and its capabilities will also be provided

## 8.1 Introduction

### About Event Master Toolset

Event Master Toolset is a configuration software that manages sources, outputs, presets, interactions with optional controllers and provides information about the connected Encore3. It allows the user to prepare scenes for events and execute them at desired moments.



Image 8-1

### Layout

The user face is built up in various sections. Not all sections are available for every menu. Each topic will specify which sections are relevant in the 'Location' chapter.

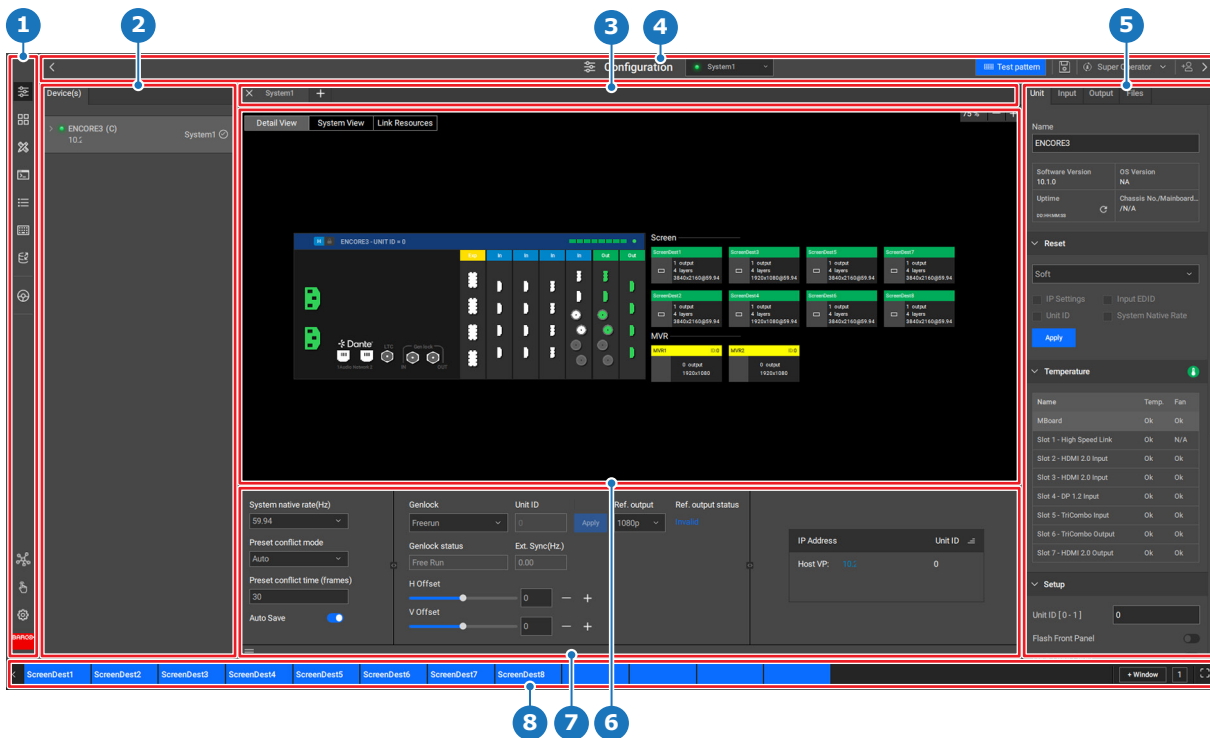


Image 8-2

- 1 Navigation side bar
- 2 Left panel
- 3 Top panel
- 4 Header bar

- 5 Right panel
- 6 Central work window
- 7 Bottom panel
- 8 Footer bar

## 8.2 Setup requirement

### About Event Master Toolset versions

Event Master Toolset has two main versions:

- Event Master Toolset 9.x and older for all legacy Event Master units.
- Event Master Toolset 10.x and higher for Encore3 units.

Event Master Toolset 10 is not able to detect any legacy units. Likewise Event Master Toolset 9 is not able to detect the Encore3 units. However, both units can be controlled as an external device with API calls from their unsupported version. For more information on API calls, see:

- For legacy units, see the user guide of the Event Master devices: <https://www.barco.com/en/support>.
- For Encore3, “External devices & cues”, page 215.

### About requirements

The Event Master Toolset software must be installed on a local computer with the following requirements:

Component	Minimum	Recommended
CPU	i5 or equivalent	i7 or equivalent
Memory	8GB	16 GB
OS	<ul style="list-style-type: none"> <li>• Windows 20H2</li> <li>• MacOS 12 (Monterey)</li> </ul>	

## 8.3 Event Master Toolset installation



The Encore3 requires Event Master Toolset 10 or higher. Any lower version will not be able to detect the Encore3.

### About the installation

The following instructions use a Windows 10 installation as example. The installer flow is the same for every supported operating system.

### How to install

1. Download and run the Event Master Toolset package of the desired OS. For more information on the available packages, see the Barco website <https://www.barco.com/en/support>.
  - ▶ Windows
  - ▶ Mac

The language page is shown.

2. Select the desired language from the drop down (reference 1).

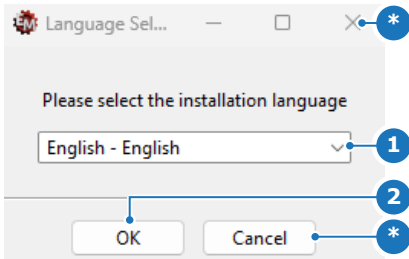


Image 8-3

- 1 Language drop down
- 2 Next step button
- \* Close button

3. Click *OK* (reference 2, [Image 8-3](#)) to continue.

The setup page is shown.

4. Read the displayed notice (reference 3).

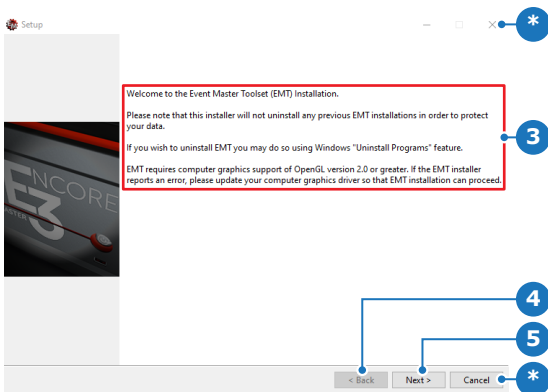


Image 8-4

- 3 Installation notice
- 4 Previous step button (disabled)
- 5 Next step button
- \* Close button

5. Click *Next* (reference 5, [Image 8-4](#)) to continue.

The license page is shown.

6. Read the Barco end user license agreement.

7. Click on the radio button before *I accept the agreement* (reference 6) to accept the license agreements.



**Tip:** It is not possible to use the Event Master Toolset software without accepting the license agreement.

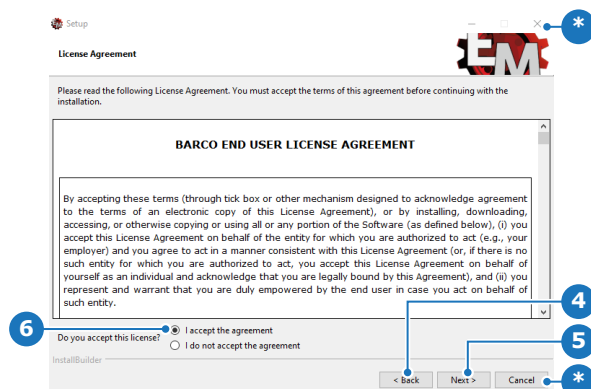



Image 8-5

- 4 Previous step button
- 5 Next step button
- 6 Accept agreement button
- \* Close button

8. Click *Next* (reference 5, [Image 8–5](#)) to continue.

The install location page is shown.

9. Must the install location be changed?

- ▶ If **no**, go to next step.
- ▶ If **yes**, enter the desired path in the input field (reference 7) or navigate to the desired folder using the folder icon (  ). Go to next step.

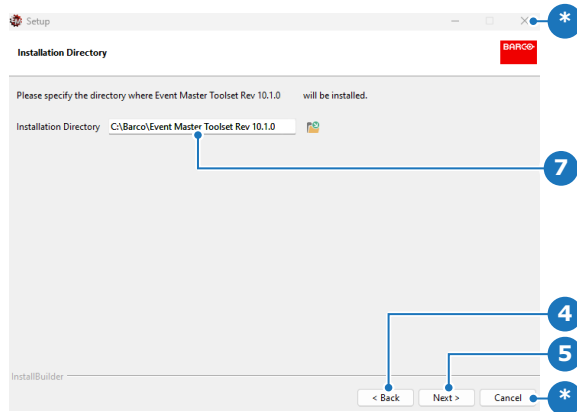


Image 8–6

- 4 Previous step button
- 5 Next step button
- 7 Installation path input field
- \* Close button

10. Click *Next* (reference 5, [Image 8–6](#)) to continue.

The Event Master Toolset software is installed with the desired settings. This may take a while.

11. Must the *Readme* file be shown?

- ▶ If **yes**, check the check box in front of *View Readme File* (reference 8). Go to next step. (**recommended**)
- ▶ If **no**, uncheck the check box in front of *View Readme File* (reference 8). Go to next step.

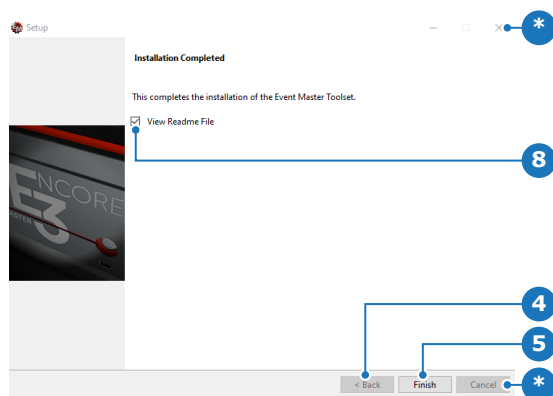


Image 8–7

- 4 Previous step button (disabled)
- 5 Next step button
- 8 Readme file check box
- \* Close button (disabled)

12. Click *Finish* (reference 5, [Image 8–7](#)) to complete the installation.

## 8.4 The simulator



### Terminal

The terminal is a command line interface that allows for direct communication between an application and the operating system. This is required to run automated scripts or commands. It is possible to follow along with what the application is doing. The information displayed can be used to identify possible problems or use as a temporary logging.

### About the simulator

The simulator allows users to virtually “connect” to any Encore3 configuration. These virtual units will act like a real physical unit connected to the software. Allowing for trials of the software, creating ShowFile files, testing configurations and giving demos.

These virtual Encore3 units run using a terminal window. Closing this terminal window will force the simulator to shut down.

### How to configure

1. Navigate to the simulator using one of the follow categories from the navigation side bar:
  - ▶ For the *Simulator* (🔌) category, go to next step.
  - ▶ For the *Configuration* (🔌) category, click on *Configure Simulator* (reference 2) in the central work area. Go to next step.

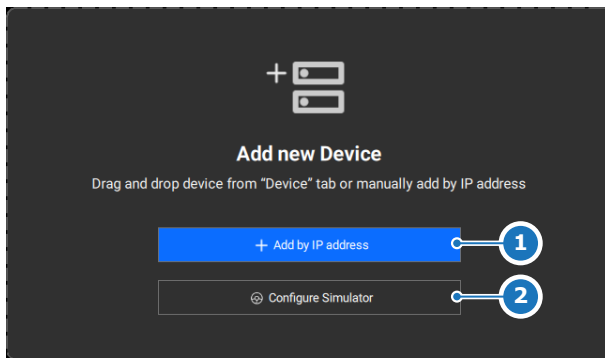


Image 8–8

- 1 Manual IP address connection
- 2 Simulator configuration link

The *Simulator* (🔌) category is shown.

2. Is the configuration in the central work area (reference 4) as desired?
  - ▶ If **yes**, go to step 8.
  - ▶ If **no**, go to next step.

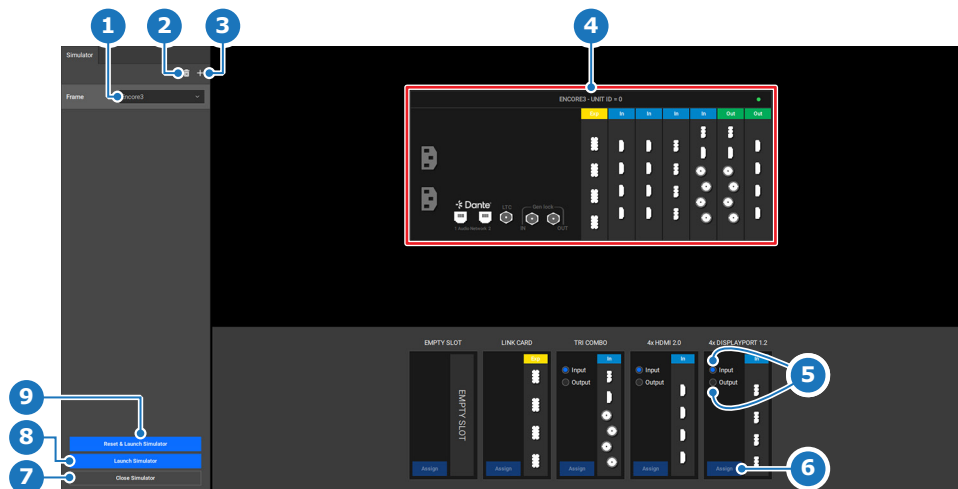


Image 8–9

- |                                                                                                                                                                                                                             |                                                                                                                                                                                                                            |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>1 Frame type drop down</li> <li>2 Remove selected frame</li> <li>3 Add a frame</li> <li>4 Current simulator configuration</li> <li>5 Event Master card type radio buttons</li> </ul> | <ul style="list-style-type: none"> <li>6 Event Master card or empty slot assign button</li> <li>7 Simulator stop button</li> <li>8 Launch the simulator button</li> <li>9 Reset and launch the simulator button</li> </ul> |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

### 3. Are the amount of frames as desired?

*Tip:* If the left panel is not visible, click the arrow () at the left of the header.

- ▶ If **yes**, go to next step.
- ▶ If **no** and there are **not enough** frames, click the plus icon () . Go to next step.
- ▶ If **no** and there are too **many** frames, select the unwanted frame and click the trash icon () . Go to next step.

### 4. Is the Event Master card configuration of the frames as desired?

*Note:* At least one input card and one output card are required to run the simulator.

- ▶ If **yes**, go to step 8.
- ▶ If **no** and a **default** configuration is desired, select the configuration from the drop down after each desired frame (reference 1, [Image 8–9](#)). Go to step 8.
- ▶ If **no** and a **custom** Event Master card layout is desired, go to next step.

### 5. Select the mode of the desired Event Master card using the radio buttons (reference 5, [Image 8–9](#)).

### 6. Assign or overwrite the Event Master cards using one of the following methods:

*Tip:* If a slot does not support the Event Master card that is being assigned, then the current assigned Event Master card will not be overwritten.

- ▶ For **single** assignment, drag the desired card from the bottom panel and drop it on the desired slot.
- ▶ For **single** or **multiple** assignment, select the desired slots and click on the *Assign* button (reference 6, [Image 8–9](#)) of the desired card.

### 7. Is the card configuration of the frames as desired?

- ▶ If **yes**, go to next step.
- ▶ If **no**, repeat from step 5.

### 8. Must any changes from the previous simulator be loaded?

- ▶ If **yes**, click on *Launch Simulator* (reference 8, [Image 8–9](#)) to keep the changes.
- ▶ If **no**, click *Reset & Launch Simulator* (reference 9, [Image 8–9](#)).

A terminal is opened in the background.

### 9. Start using the Event Master Toolset as usual. For more information, see the following chapters.

From here on the manual will refer to the simulated system as a real system

## 8.5 Full screen mode

### How to toggle

- Is Event Master Toolset taking up the full screen size?
  - If **yes**, click the exit full screen icon (⌘) in the footer bar (reference 4).
  - If **no**, click the full screen icon (⌘) in the footer bar (reference 4).

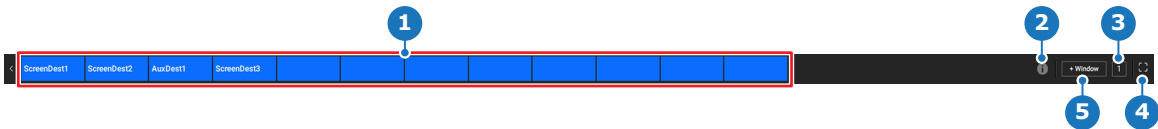


Image 8-10

- |                       |                            |
|-----------------------|----------------------------|
| 1 Mapped destinations | 4 Full screen button       |
| 2 Notice menu         | 5 Additional window button |
| 3 Window ID number    |                            |

## 8.6 Multi-window mode

### About multi-window

Event Master Toolset can run a maximum of **two** windows at the same time. These instances get a unique ID number. Close any undesired windows when multiple instances are no longer needed.

### How to use

- Click on the + *Window* push button (reference 5) in the footer bar to open an additional window.

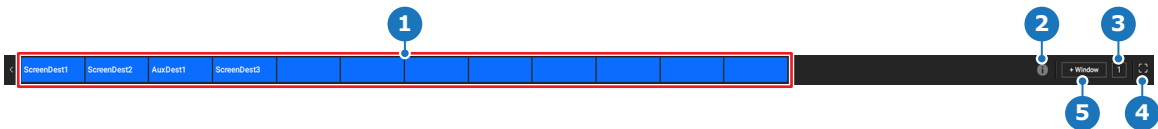


Image 8-11

- |                       |                            |
|-----------------------|----------------------------|
| 1 Mapped destinations | 4 Full screen button       |
| 2 Notice menu         | 5 Additional window button |
| 3 Window ID number    |                            |

A new instance of Event Master Toolset is opened with a new ID number (reference 4).

## 8.7 Multi-operator mode

### About multi-operator

Event Master Toolset allows for multiple operators to work on the same system at the same time from different computers. Each operator is assigned to an account with the relevant presets and screen destinations available. These operator accounts are managed from a password protected super operator. This super operator has access to all presets and screen destinations.

### How to configure

- Click on the *Configure Multi-Operator* icon (👤) in the header (reference 8).

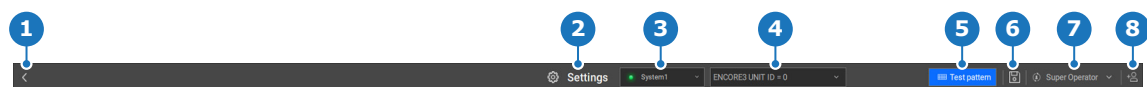


Image 8-12

- |                                                                                                                                                                              |                                                                                                                                                                   |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ol style="list-style-type: none"> <li>1 Hide or show the left panel</li> <li>2 Open category icon and name</li> <li>3 System drop down</li> <li>4 Unit drop down</li> </ol> | <ol style="list-style-type: none"> <li>5 Test pattern menu</li> <li>6 Save button</li> <li>7 Current logged in operator</li> <li>8 Multi-operator menu</li> </ol> |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|

the *Multi-Operator* window is shown.

2. Turn on the toggle button (reference 10) in the column of the desired operators to enable them.

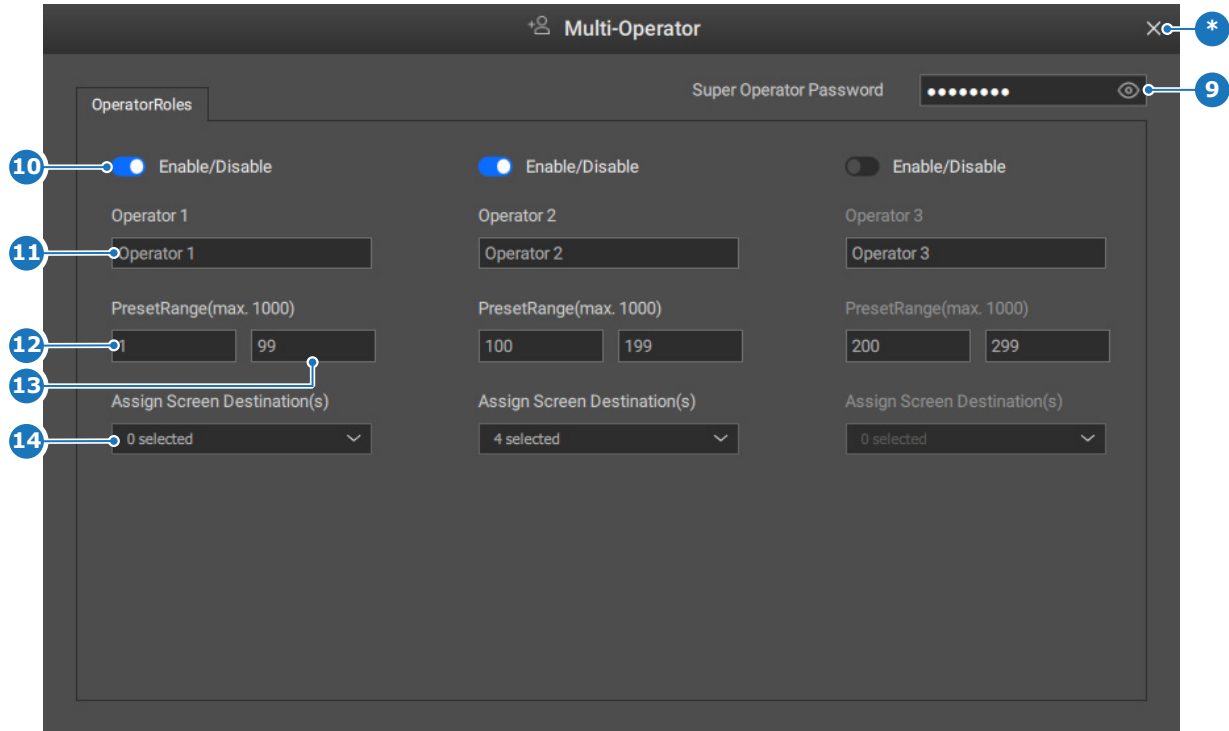


Image 8–13

- |                                                                                                                                                                                                                   |                                                                                                                                                                      |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ol style="list-style-type: none"> <li>9 Super operator password input field</li> <li>10 Operator toggle button</li> <li>11 Operator name input field</li> <li>12 Minimum available preset input field</li> </ol> | <ol style="list-style-type: none"> <li>13 Maximum available preset input field</li> <li>14 Screen destination selection drop down</li> <li>* Close button</li> </ol> |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|

3. Enter a unique name for each operator account in the input field after *Operator x* (reference 11, [Image 8–13](#)).

*Tip:* Provide clear names that reflect the intended purpose.

4. Enter the range of presets that the operator can use in the input fields after *PresetRange(max. 1000)* (reference 12 and 13, [Image 8–13](#)).

5. Select all screen destinations that the operator can interact with from the drop down after *Assign Screen Destination(s)* (reference 14, [Image 8–13](#)).

6. Change the default *Super Operator* password in the input field after *Super Operator Password* (reference 9, [Image 8–13](#)).

*Note:* The default *Super Operator* password is 'password'.

*Tip:* To see the entered password, use the eye icon () in the input field.

## 8.8 Multi-systems



### System

Event Master Toolset uses systems to define which hardware is being used for a certain configuration. When creating a system, hardware is being added and linked to the system name. This allows the software to remember which hardware belongs to which configuration, even when the hardware is no longer present.

### About multi-systems

Event Master Toolset can seamlessly switch between multiple systems. Up to four different systems can be connected to Event Master Toolset at the same time.

### How to switch

1. Select the desired system from the drop down (reference 3) in the header.



*Tip:* Active systems will have an active icon (🟢) before the name. If there is a version mismatch in the active system, then the icon will become amber (🟡).

Offline systems or systems that cannot be reached will have an inactive icon (🔴) before the name.



Image 8–14

- |                               |                              |
|-------------------------------|------------------------------|
| 1 Hide or show the left panel | 5 Test pattern menu          |
| 2 Open category icon and name | 6 Save button                |
| 3 System drop down            | 7 Current logged in operator |
| 4 Unit drop down              | 8 Multi-operator menu        |

2. Is the open category the *Settings* (⚙️) category (reference 2, [Image 8–14](#))?
  - ▶ If **yes**, select the desired unit from the drop down (reference 4, [Image 8–14](#)) in the header.
  - ▶ If **no**, no further actions required.

The current open category is refreshed with info from the selected system.

## 8.9 Event Master Toolset notices

### About notices

Modifications, errors and events will be shown and logged on the footer bar. Every modification committed to the unit will be summarised in the center of the footer bar. The notice menu can have the following icons:

- **Red triangle** (🚩): there are unresolved errors or problems with the configurations or settings of the unit.
- **Grey circle** (🔍): a log of activities and events is available.

### How to check

1. Click on the notice menu (reference 2).

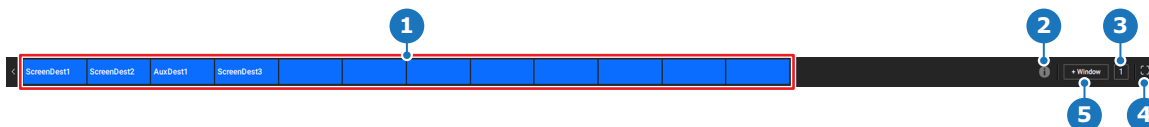


Image 8–15

- |                       |                            |
|-----------------------|----------------------------|
| 1 Mapped destinations | 4 Full screen button       |
| 2 Notice menu         | 5 Additional window button |
| 3 Window ID number    |                            |

- Review the desired notice and proposed action in the notices list (reference 7).

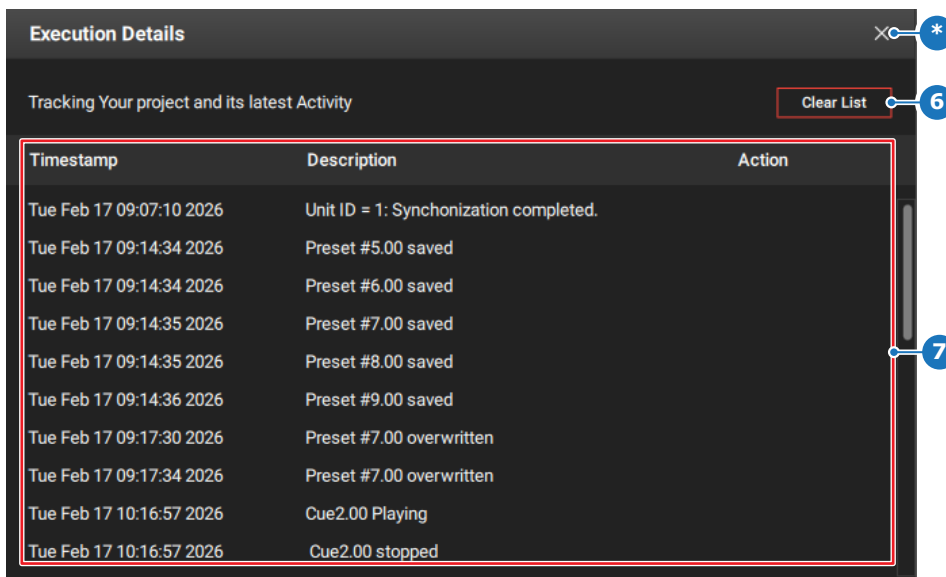



Image 8–16


- 6 Clear notices button
- 7 Notices list
- \* Close button

- Click *Clear List* (reference 6, [Image 8–16](#)) to remove all notices.

 *Note:* It is strongly recommended to resolve all errors and warnings before clearing the list.

## 8.10 Configuration

### About this chapter

The configuration tab () lets the user configure the system's general connections by allocating resources, modifying settings and more.

The possible configuration settings and features will be explored in the following chapters.

### 8.10.1 EC-210 communication setup



This menu is only visible in the Event Master Toolset client on an EC-210.

#### Location

- Navigation side bar:** *Configuration*
- Left panel:** *Comm Setup*

#### About the EC-210 communication setup

The EC-210 has two ethernet ports that can be configured independently. These settings dictate how the EC-210 interacts with any network it is connected to. For more information on how to connect the network, see [“Connecting an EC-210”, page 50](#).

#### How to configure

- Select the desired method from the drop down after *IP Mode* (reference 3) of the desired network port.

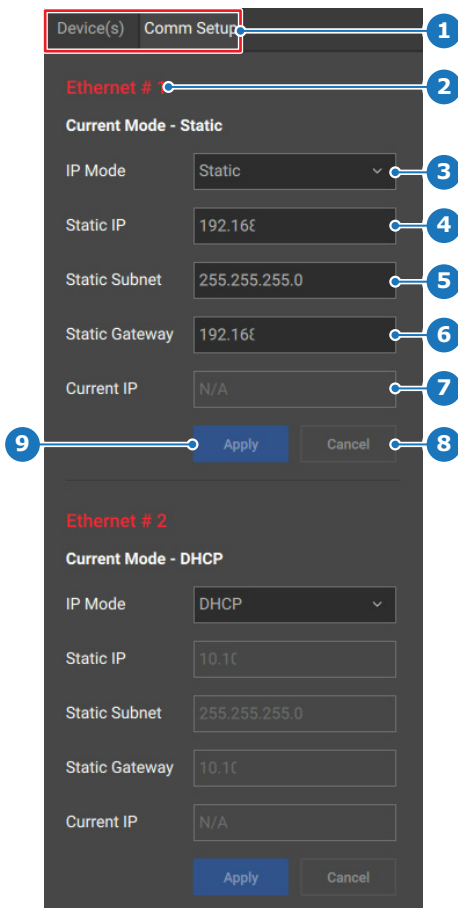


Image 8–17

- |                                                                                                                                                                                                                                     |                                                                                                                                                                                 |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>1 Category selection</li> <li>2 Network port name and status label</li> <li>3 IP mode drop down</li> <li>4 Static IP address input field</li> <li>5 IP address subnet input field</li> </ul> | <ul style="list-style-type: none"> <li>6 Default gateway IP address input field</li> <li>7 Current IP address label</li> <li>8 Cancel button</li> <li>9 Apply button</li> </ul> |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

## 2. Is the chosen mode DHCP?

- ▶ If **yes**, wait until the network provides an IP address in the *Current IP* label (reference 7, [Image 8–17](#)). Go to step 4.
- ▶ If **no**, go to next step.

## 3. Set the desired static IP configuration.

- a) Enter the IP address of the EC-210 after *Static IP* (reference 4, [Image 8–17](#)).
- b) Enter the subnet mask that contains the desired IP address after *Static Subnet* (reference 5, [Image 8–17](#)).
- c) Enter the IP address of the default gateway after *Static Gateway* (reference 6, [Image 8–17](#)).

## 4. Click *Apply* (reference 9, [Image 8–17](#)).

The port uses the configuration to connect to the network.

## 8.10.2 System creation

### Location

1. **Navigation side bar:** *Configuration*
2. **Left panel:** *Device(s)*

### About system creation



Each created system is added to the multi-system list in the header. For more information on how to switch between systems, see [“Multi-systems”, page 116](#).



It is not possible to add the same unit to multiple systems.

## About units

When starting up, Event Master Toolset scans the connected network for compatible units. Previous connections and IP addresses are also recalled. These two are combined into a list in the left panel, where detailed information about the units is displayed.

- Connection indicator (reference 1):
  - **Green indicator** (): the unit can be reached and is ready to be added.
  - **Red indicator** (): the unit is offline or not connected.
- The host-client relationship (reference 4):
  - **Host unit (H)**: the unit is configured as a host.
  - **Client unit (C)**: the unit is configured as a client.

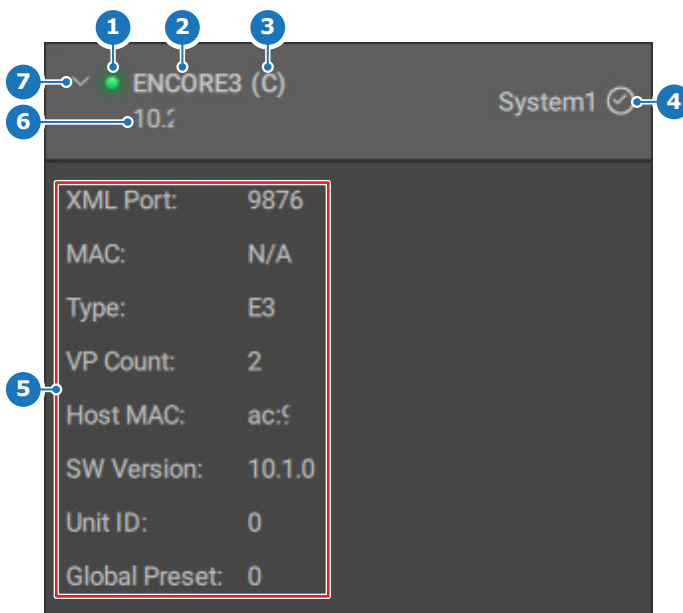



Image 8-18

- |                                                                                                                                                                        |                                                                                                                                      |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>1 Connection indicator</li> <li>2 Unit type</li> <li>3 Host-client indicator</li> <li>4 System the unit is a part of</li> </ul> | <ul style="list-style-type: none"> <li>5 Unit details</li> <li>6 Unit IP address</li> <li>7 Show or hide the unit details</li> </ul> |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------|

## How to create

1. Is the desired unit already part of a system?
  - ▶ If **yes**, go to next step.
  - ▶ If **no**, click on the + () in the top panel and go to next step.



*Note:* It is not possible to add the same unit to multiple systems.

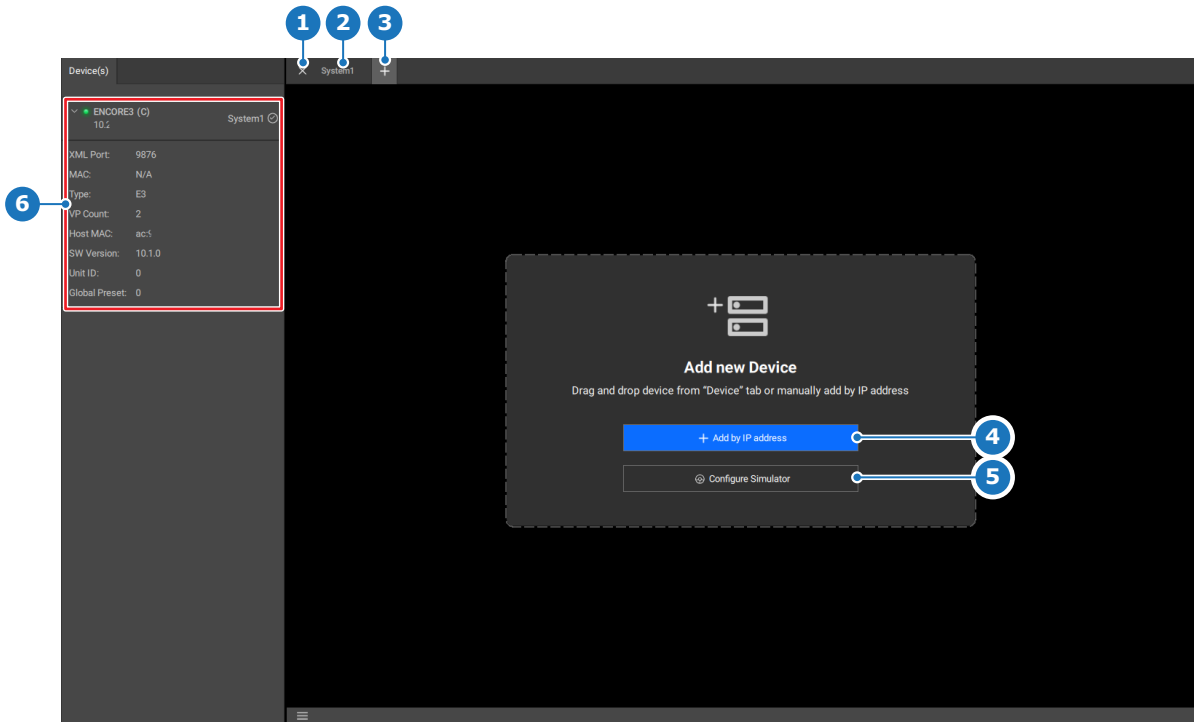


Image 8–19

- 1 Disconnect system
- 2 System name
- 3 New system button
- 4 Manual add by IP address button
- 5 Simulator configuration link
- 6 Unit details

2. Are the desired units visible in the left panel?

- ▶ If **yes**, drag the desired entry (reference 6, [Image 8–19](#)) from the left panel and drop it in the central work window. Go to step 5.
- ▶ If **no**, go to next step.

3. Which type of system must be added?

- ▶ For a **simulator**, click on *Configure Simulator* (reference 4, [Image 8–19](#)). For more information on how to configure the simulator, see “[The simulator](#)”, [page 112](#).
- ▶ For **working hardware**, click on *+ Add by IP address* (reference 5, [Image 8–19](#)) and go to next step.

4. Enter the IP address into the input field (reference 7) and click *Connect* (reference 8).

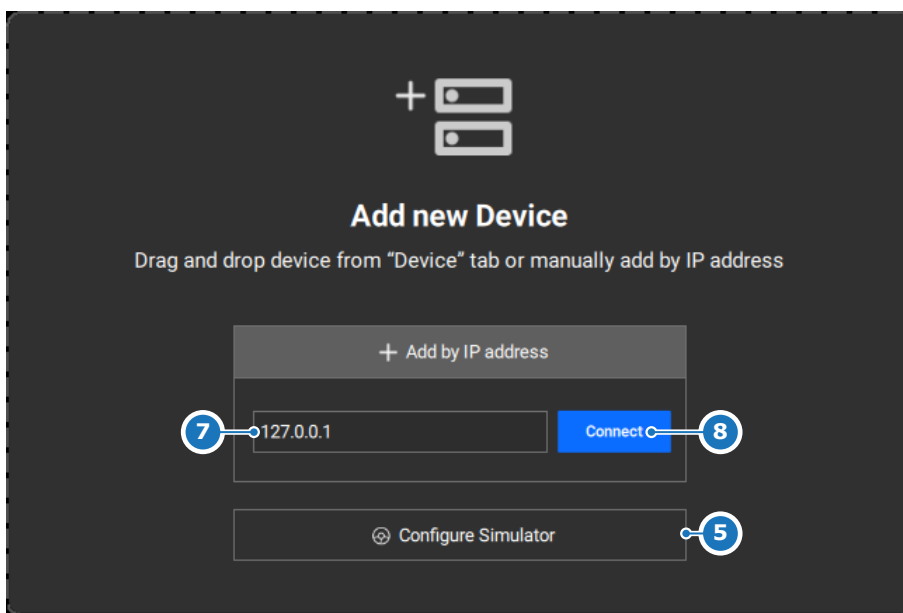



Image 8–20

- 5 Simulator configuration link
- 7 IP address input field
- 8 Connect button

Connection with the unit is established.

5. Is multi-operator setup? For more information, see [“Multi-operator mode”, page 114](#).
  - ▶ If **yes**, select the desired operator (reference 9) from the pop-up and click *Login* (reference 11).
  - ▶ If **no**, go to next step.

 **Note:** If the selected operator is the *Super Operator*, then enter the password in the input field (reference 10). The default *Super Operator* password is ‘password’.

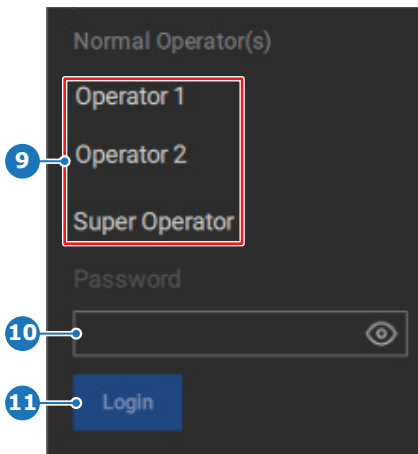



Image 8–21

- 9 List of available operators
- 10 Super Operator password input field
- 11 Login button

6. Is this unit part of a linked system?
  - ▶ If **yes**, add additional units to the system. For more information, see [“Linking units”, page 121](#). Go to next step.
  - ▶ If **no**, wait until the central work window is populated with the added unit. Go to next step.
7. Rename the system by double clicking on the current name in the top panel (reference 2, [Image 8–19](#)). **(recommended)**

 **Tip:** Provide clear names that reflect the intended purpose.

## 8.10.3 Multi-unit systems

### About linked units

Event Master Toolset detects when a link card is physically connected to another unit. A dummy outline of a unit is created below the connected unit in the central work area. When the physical connection is made, then the software can detect the IP address of the linked unit.

If the unit will be used without the linked unit, then the dummy outline can be ignored.

### Host and client

Event Master Toolset expects the host to have the unit ID set to ‘0’. The unit ID of the client must be different than the host. It is not possible to change the unit ID of any unit after the linked system has been created. A unit must be removed and added back to change the unit ID.

#### 8.10.3.1 Linking units

##### Location

1. **Navigation side bar:** *Configuration*
2. **Central work window:** *Detail View* or *System View*

## Prerequisites

The units must be physically linked with link cables. For more information, see: “Linking multiple Encore3 units”, page 43.

## How to link

1. Must the ID of the detected unit be changed?

- ▶ If **yes**, click the edit button (✎) after *UNIT ID:* (reference 3). Go to next step.
- ▶ If **no**, go to step 4.

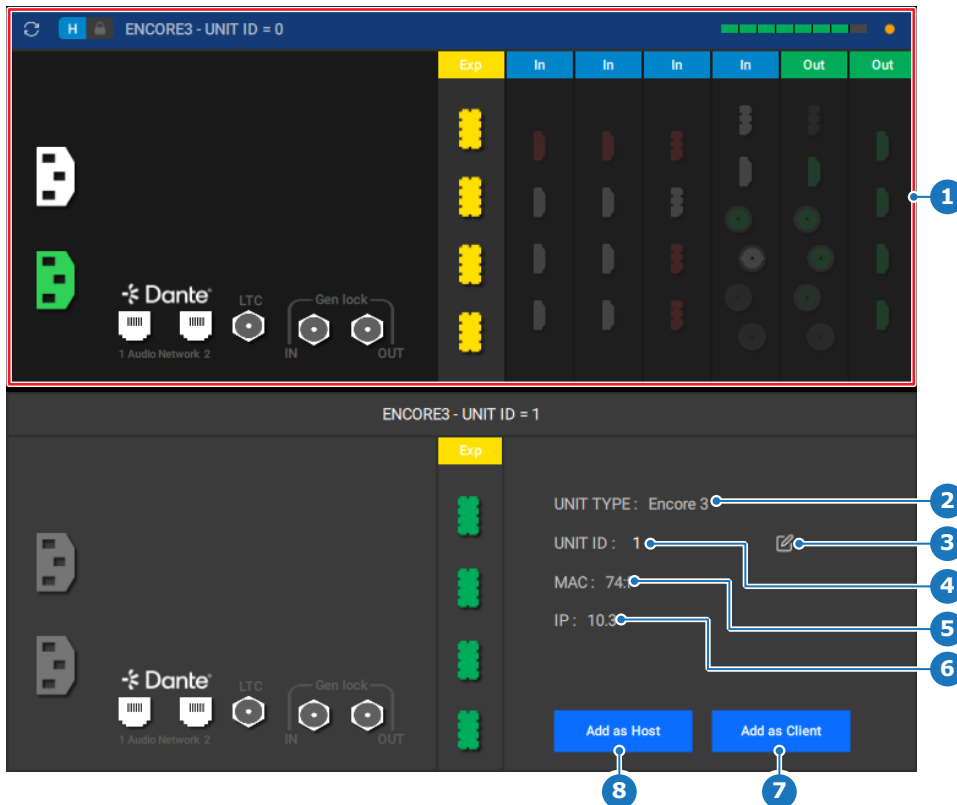


Image 8–22


- |                                           |                             |
|-------------------------------------------|-----------------------------|
| 1 System with connected unit              | 5 Detected unit MAC address |
| 2 Detected unit type label                | 6 Detected unit IP address  |
| 3 Detected unit ID edit or confirm button | 7 Add unit as client button |
| 4 Detected unit ID input field or label   | 8 Add unit as host button   |

2. Enter the desired ID number in the input field (reference 4, Image 8–22).

3. Click the confirm icon (☑) after the entered ID (reference 3, Image 8–22).

4. Must the unit be added as host or client?

- ▶ In case of **client**, click the *Add as Client* button (reference 7, Image 8–22).
- ▶ In case of **host**, click the *Add as Host* button (reference 8, Image 8–22).

 *Tip:* This can not be changed while the units are linked in Event Master Toolset.

The units start communicating over the link cables.

5. Wait until the synchronization is finished.

6. Click the save icon (💾) in the header.

### 8.10.3.2 Manual synchronization

#### Location

1. **Navigation side bar:** *Configuration*
2. **Central work window:** *Detail View* or *System View*

#### About manual synchronization

Synchronization refreshes the connection between the host unit and the client unit. This can help improve the data flow between the host and the client. Synchronization can cause artifacts to appear on the outputs on all units.

#### Prerequisites

The units must be physically linked with link cables and linked in Event Master Toolset. For more information, see:

- “Linking multiple Encore3 units”, page 43
- “Linking units”, page 121.

#### How to sync

1. Click the refresh icon (🔄) of the host unit (reference 6).

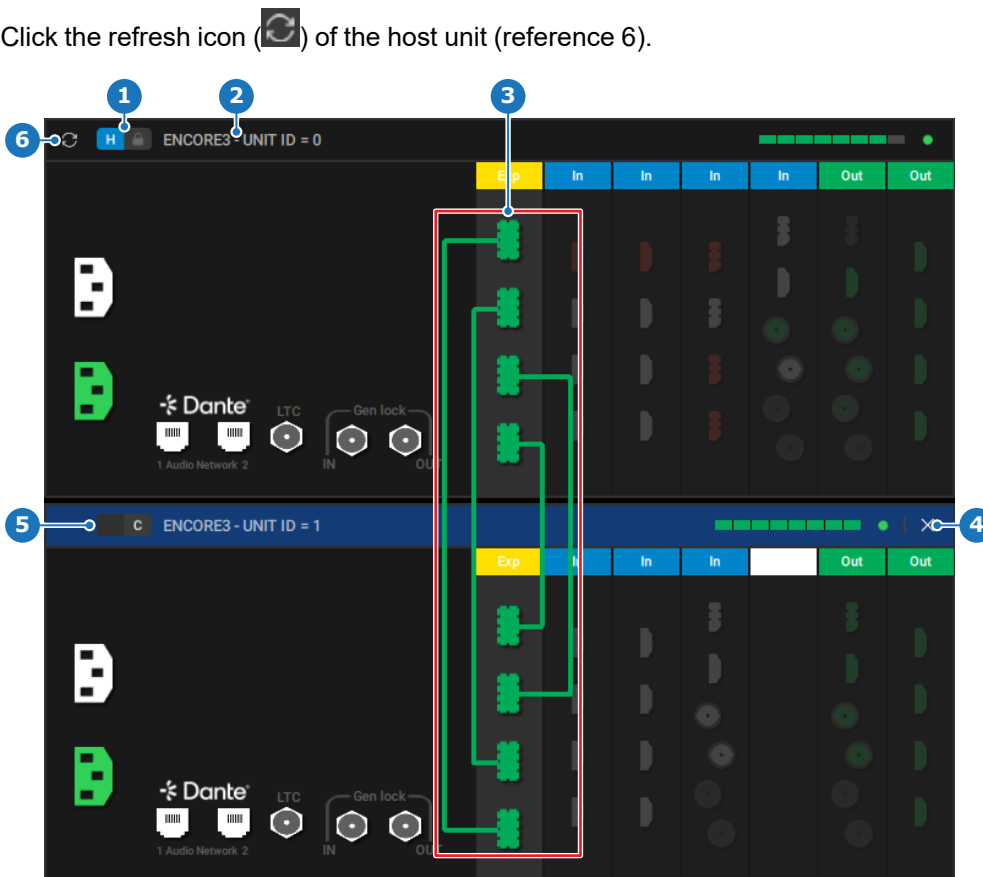


Image 8–23

- |   |                        |   |                    |
|---|------------------------|---|--------------------|
| 1 | Host unit label        | 4 | Separate button    |
| 2 | Unit details label     | 5 | Client unit label  |
| 3 | Link cable connections | 6 | Synchronize button |

A confirmation pop-up is shown.

2. Click on *Ok* (reference 8).

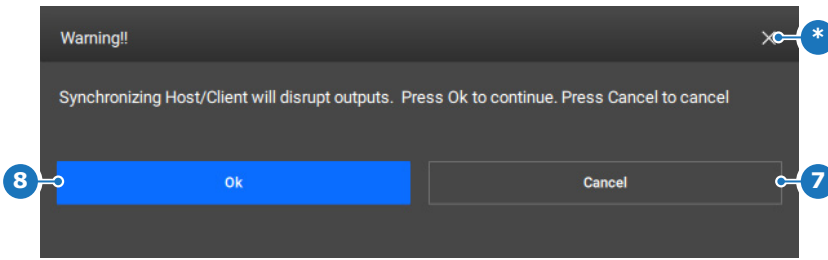


Image 8-24

- 7 Cancel button
- 8 Confirm button
- \* Close button

### 8.10.3.3 Separating linked units

#### Location

1. **Navigation side bar:** *Configuration*
2. **Central work window:** *Detail View* or *System View*

#### Prerequisites

The units must be physically linked with link cables and linked in Event Master Toolset. For more information, see:

- [“Linking multiple Encore3 units”, page 43](#)
- [“Linking units”, page 121.](#)

#### How to separate

1. Click the separate button of the client unit (reference 4).

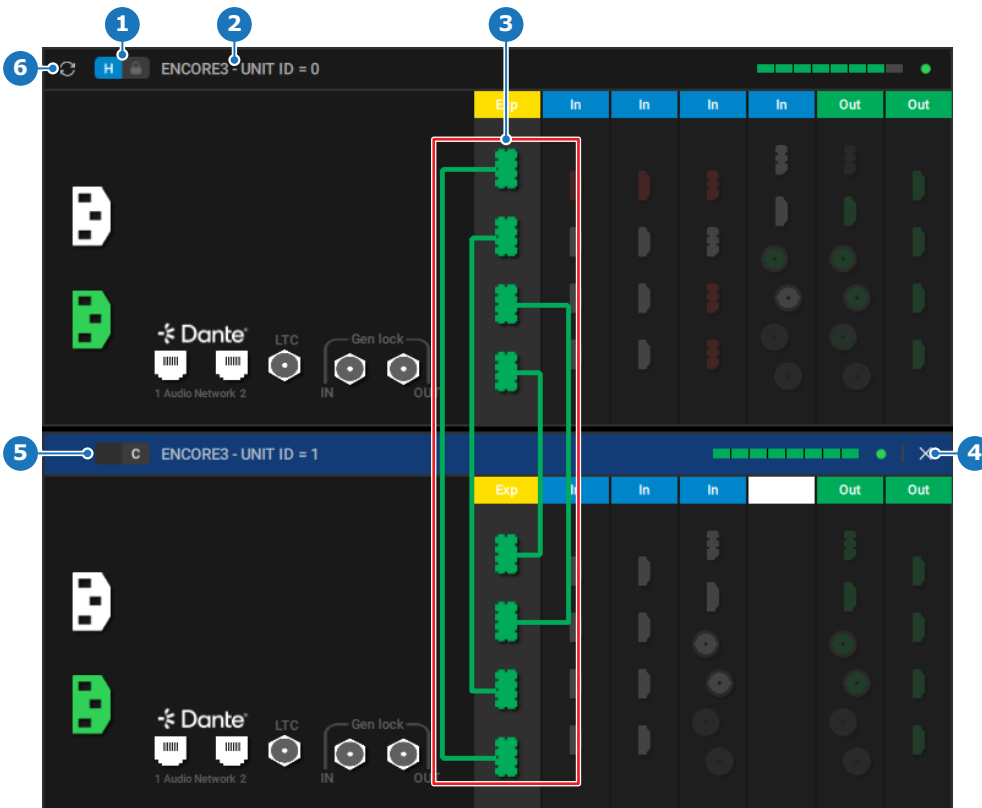


Image 8-25

- 1 Host unit label
- 2 Unit details label
- 3 Link cable connections
- 4 Separate button
- 5 Client unit label
- 6 Synchronize button

A confirmation pop-up is shown.

- Click on *Ok* (reference 8).

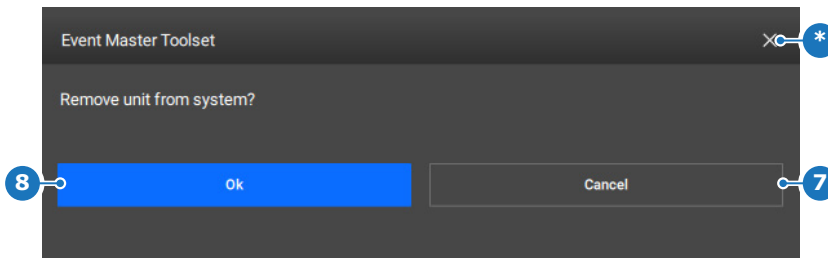


Image 8–26

- 7 Cancel button
- 8 Confirm button
- \* Close button

The client unit is replaced with a dummy unit.

- Click the save icon (  ) in the header.

## 8.10.4 Disconnect a system

### Location

- Navigation side bar:** *Configuration*
- Left panel:** *Device(s)*

### About disconnecting

Disconnecting from a system in Event Master Toolset will remove it from the multi-system list. The units will remain as a system. To remove a unit from a system, see [“Separating linked units”, page 124](#).

### How to disconnect

- Click on the x (reference 1) in front of the desired system in the top panel.

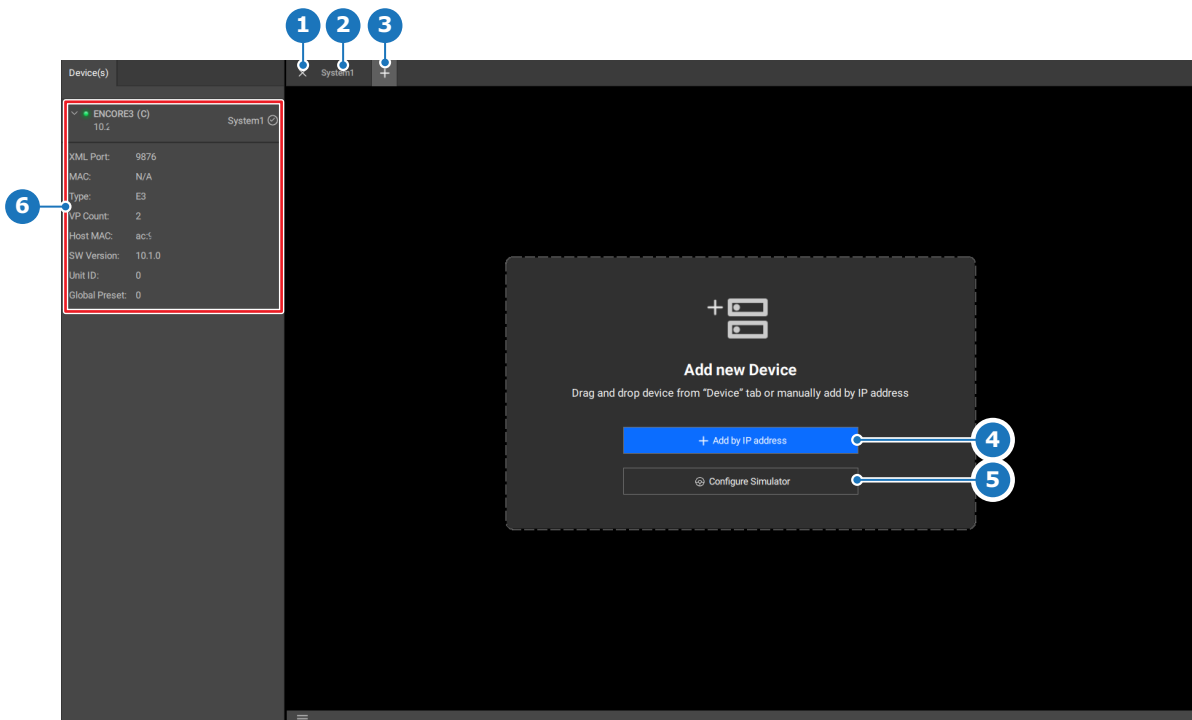


Image 8–27

- 1 Disconnect system
- 2 System name
- 3 New system button
- 4 Manual add by IP address button
- 5 Simulator configuration link
- 6 Unit details

A confirmation pop-up will be shown.

2. Click *Ok* (reference 7) to disconnect.

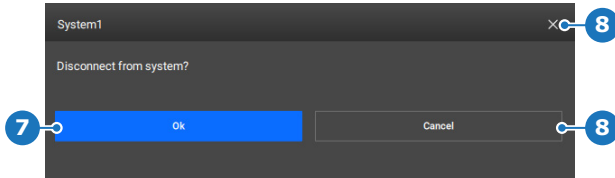


Image 8–28

- 7 Confirmation button
- 8 Cancel button

## 8.10.5 Zoom central work window

### Location



1. **Navigation side bar:** *Configuration*
2. **Central work window:** *Detail View* or *System View* or *Link Resources*

### About zoom

The central work window can zoom the content in and out. This helps with visibility of the information in the central work window. The zoom only affects the current view.

Some categories allow for zooming of the content in the central work window. The zoom can either be a + (+) or - (-) icon or a drop down with percentages.

### How to zoom

1. Must the central work window zoom in our out?
    - ▶ In case of **out**, click the + (+) icon until the desired zoom is reached.
    - ▶ In case of **in**, click the - (-) icon until the desired zoom is reached.
-  *Note:* The maximum zoom is 200% and the minimum zoom is 25%.
-  *Tip:* The zooming happens in steps of 25%.

The current zoom level next to the - (-) icon is updated.

## 8.10.6 Managing units

### About managing units

Basic settings, configurations or features built into the unit can be adjusted from Event Master Toolset. Some of these settings are shared with the front panel or the web page of the unit. Where the setting is adjusted, is up to the preference of the end user.

#### 8.10.6.1 System native rate

### Location

1. **Navigation side bar:** *Configuration*
2. **Central work window:** *Detail View* or *System View* or *Link Resources*

## About system native rate


The system native rate determines at what clock pulse, in Hz, the units run. It is advised to set the native rate of all devices to the same Hz. This ensures minimum frames or gaps are present when communicating or dealing with signals.

## system native rate and genlock

Genlock uses the system native rate to maintain the sync between other devices. Genlock out always follows the same frequency as the system native rate. For more information about genlock, see [“Genlock”, page 129](#).

## How to set

- Is the bottom panel hidden?
  - If **yes**, click the burger menu (☰). Go to next step.
  - If **no**, go to next step.
- Select the desired system native rate from the drop down after *System native rate(Hz)* (reference 19).

 **Tip:** Genlock can only be locked to external when the referenced rate is half, the same or double the system native rate.

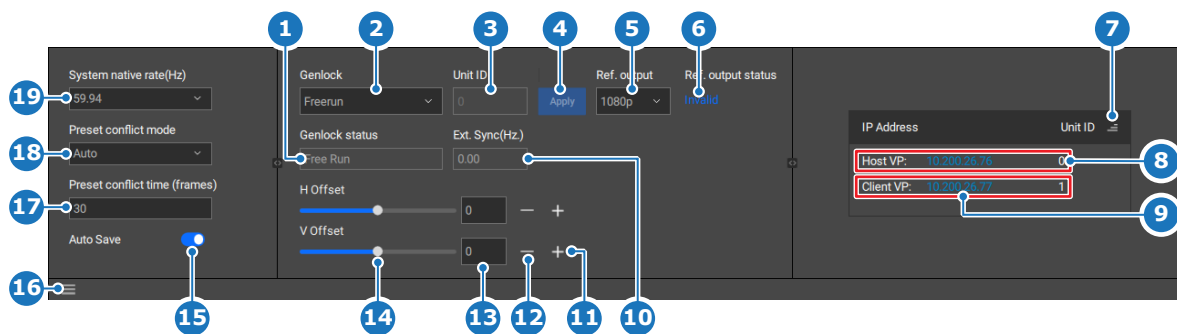


Image 8–29

- |    |                                                |    |                                    |
|----|------------------------------------------------|----|------------------------------------|
| 1  | Current Genlock mode label                     | 11 | Increase offset button             |
| 2  | Genlock mode drop down                         | 12 | Decrease offset button             |
| 3  | ID of the genlock enabled unit                 | 13 | Offset input field                 |
| 4  | Apply genlock settings button                  | 14 | Offset slider                      |
| 5  | Genlock reference output drop down             | 15 | Auto save toggle                   |
| 6  | Current status of the genlock reference output | 16 | Show or hide the bottom panel      |
| 7  | Unit ID sorting button                         | 17 | Preset conflict frames input field |
| 8  | Host unit details                              | 18 | Preset conflict mode drop down     |
| 9  | Client unit details                            | 19 | System native rate drop down       |
| 10 | External genlock sync status label             |    |                                    |

- Click the save icon (💾) in the header.

### 8.10.6.2 Preset conflict

#### Location

- Navigation side bar:** *Configuration*
- Central work window:** *Detail View* or *System View* or *Link Resources*

#### About preset conflict

Recalling presets can lead to conflicts between content that is currently in program with the content that is being loaded in preview. If program is locked, then the selected conflict mode will decide how those conflicts are resolved. The following modes are available:

- Force Recall*, forces the conflicted content in program to match the content that is being recalled to preview.
- Auto*, conflicted content will be removed from program and preset is recalled to preview. (**default**)
- User Confirm*, a pop-up alerts the user about the conflict and lets the user manually decide how the conflict must be resolved.

- *Off*, an error message will show and the preset recall will be cancelled.

## How to change

1. Is the bottom panel hidden?
  - ▶ If **yes**, click the burger menu (☰). Go to next step.
  - ▶ If **no**, go to next step.
2. Select the desired mode from the drop down after *Preset conflict mode* (reference 18).

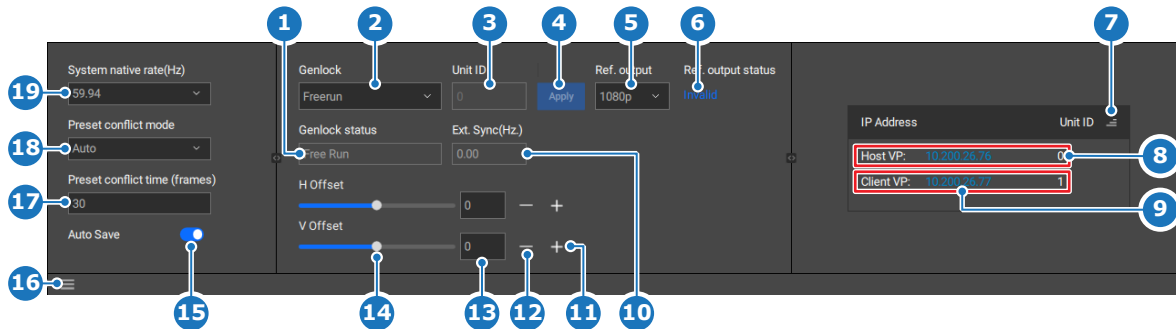


Image 8–30

- |                                                  |                                       |
|--------------------------------------------------|---------------------------------------|
| 1 Current Genlock mode label                     | 11 Increase offset button             |
| 2 Genlock mode drop down                         | 12 Decrease offset button             |
| 3 ID of the genlock enabled unit                 | 13 Offset input field                 |
| 4 Apply genlock settings button                  | 14 Offset slider                      |
| 5 Genlock reference output drop down             | 15 Auto save toggle                   |
| 6 Current status of the genlock reference output | 16 Show or hide the bottom panel      |
| 7 Unit ID sorting button                         | 17 Preset conflict frames input field |
| 8 Host unit details                              | 18 Preset conflict mode drop down     |
| 9 Client unit details                            | 19 System native rate drop down       |
| 10 External genlock sync status label            |                                       |

3. Select the maximum frames the conflict mode can take from the drop down after *Preset conflict time (frames)* (reference 17, [Image 8–30](#)).

4. Click the save icon (💾) in the header.

### 8.10.6.3 Auto save

#### Location

1. **Navigation side bar:** *Configuration*
2. **Central work window:** *Detail View* or *System View* or *Link Resources*

#### About auto save

Auto save automatically commits any changes to memory after **one minute** of the system being idle.

#### How to set

1. Is the bottom panel hidden?
  - ▶ If **yes**, click the burger menu (☰). Go to next step.
  - ▶ If **no**, go to next step.
2. Must auto save be used?
  - ▶ If **yes**, enable the toggle button after *Auto Save* (reference 15).
  - ▶ If **no**, disable the toggle button after *Auto Save* (reference 15).

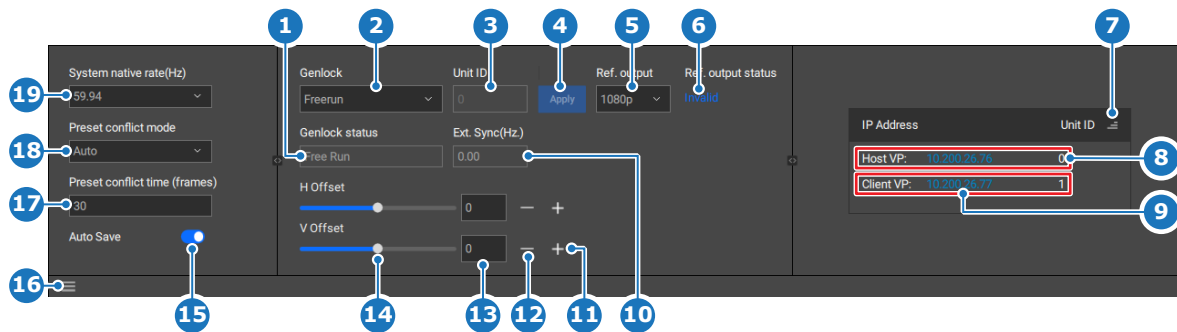


Image 8–31

- |    |                                                |    |                                    |
|----|------------------------------------------------|----|------------------------------------|
| 1  | Current Genlock mode label                     | 11 | Increase offset button             |
| 2  | Genlock mode drop down                         | 12 | Decrease offset button             |
| 3  | ID of the genlock enabled unit                 | 13 | Offset input field                 |
| 4  | Apply genlock settings button                  | 14 | Offset slider                      |
| 5  | Genlock reference output drop down             | 15 | Auto save toggle                   |
| 6  | Current status of the genlock reference output | 16 | Show or hide the bottom panel      |
| 7  | Unit ID sorting button                         | 17 | Preset conflict frames input field |
| 8  | Host unit details                              | 18 | Preset conflict mode drop down     |
| 9  | Client unit details                            | 19 | System native rate drop down       |
| 10 | External genlock sync status label             |    |                                    |

### 8.10.6.4 Genlock



#### genlock

Genlock syncs the first frame of each output and locks the frames to the same clock speed. This ensures that all signals are updated together.

#### Location

1. **Navigation side bar:** *Configuration*
2. **Central work window:** *Detail View* or *System View* or *Link Resources*

#### Genlock out

A valid genlock out signal is always actively being sent on the out port, regardless of connections. This signal is tied to the system native rate. Different system native rates are valid depending on the chosen reference output resolution:

- For **SD**, 50Hz, 59.94Hz or 60Hz system native rate is valid.
- For **1080i**, 50Hz, 59.94Hz or 60Hz system native rate is valid.
- For **1080p**, all system native rates are valid.

#### About freerun

When *Freerun* is active, then any incoming genlock signal will be ignored by the system.

#### How to lock to external

1. Is the bottom panel hidden?
  - ▶ If **yes**, click the burger menu (☰). Go to next step.
  - ▶ If **no**, go to next step.
2. Is the system native rate half, the same or double that of the incoming signal?
  - ▶ If **yes**, go to next step.
  - ▶ If **no**, select the desired genlock rate from the *System native rate(Hz)* drop down (reference 19) and go to next step.

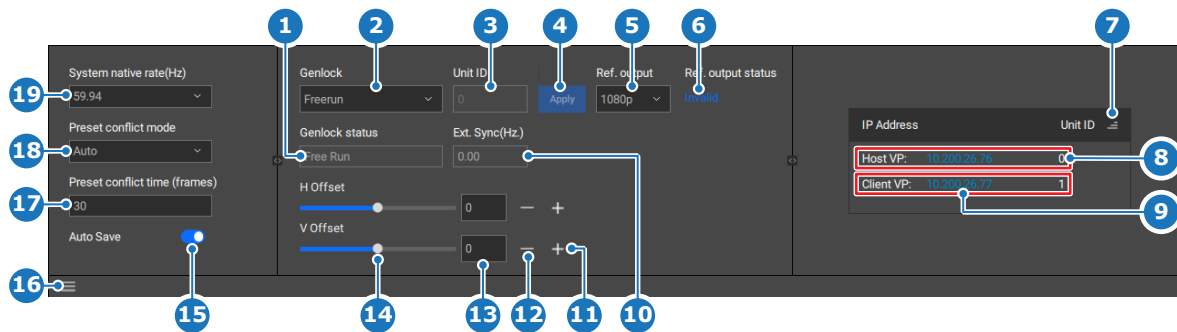


Image 8–32

- |    |                                                |    |                                    |
|----|------------------------------------------------|----|------------------------------------|
| 1  | Current Genlock mode label                     | 11 | Increase offset button             |
| 2  | Genlock mode drop down                         | 12 | Decrease offset button             |
| 3  | ID of the genlock enabled unit                 | 13 | Offset input field                 |
| 4  | Apply genlock settings button                  | 14 | Offset slider                      |
| 5  | Genlock reference output drop down             | 15 | Auto save toggle                   |
| 6  | Current status of the genlock reference output | 16 | Show or hide the bottom panel      |
| 7  | Unit ID sorting button                         | 17 | Preset conflict frames input field |
| 8  | Host unit details                              | 18 | Preset conflict mode drop down     |
| 9  | Client unit details                            | 19 | System native rate drop down       |
| 10 | External genlock sync status label             |    |                                    |

3. Select *Lock to External* from the *Genlock* drop down (reference 2, [Image 8–32](#)).

The text after *Genlock status* (reference 1, [Image 8–32](#)) changes to 'locked'.

4. Adjust the offset using one of the following methods:

▶ **Using the slider** (reference 14, [Image 8–32](#)): drag the white ball over the slider until the desired amount is reached.

▶ **Entering a value** (reference 13, [Image 8–32](#)): enter any desired value between '-100' and '100' in the input field.

▶ **Using the + and - buttons**: click on the + (reference 11, [Image 8–32](#)) to **increase** the value with one point and on the - (reference 12, [Image 8–32](#)) to **decrease** the value with one point.

5. Click the save icon (📁) in the header.

### 8.10.6.5 Unit information

#### Location

1. **Navigation side bar:** *Configuration*
2. **Central work window:** *Detail View* or *System View*
3. **Right panel:** *Adjust unit*

#### About unit information

Unit information shows details about the unit selected in the central work area. Changing the selection to another unit will update the information in the right panel.

#### How to rename

1. Is there more than one unit in the system?
  - ▶ If **yes**, click on the header of the desired unit (reference A or B) in the central work window. Go to next step.
  - ▶ If **no**, go to next step.

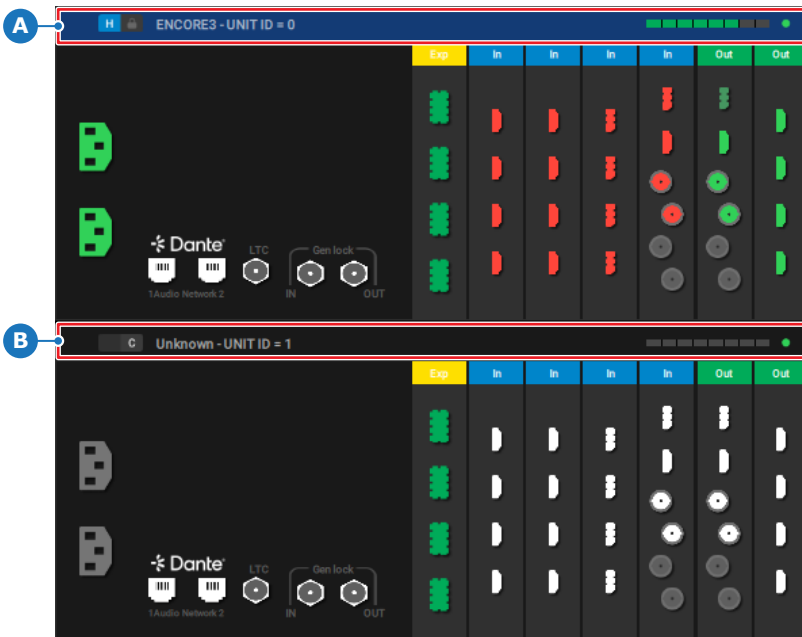


Image 8–33 Example where the host unit is selected

- A Host unit selection area
- B Client unit selection area

2. Enter a desired name in the input field after *Name* (reference 2).

*Tip:* Provide clear names that reflect the intended purpose.

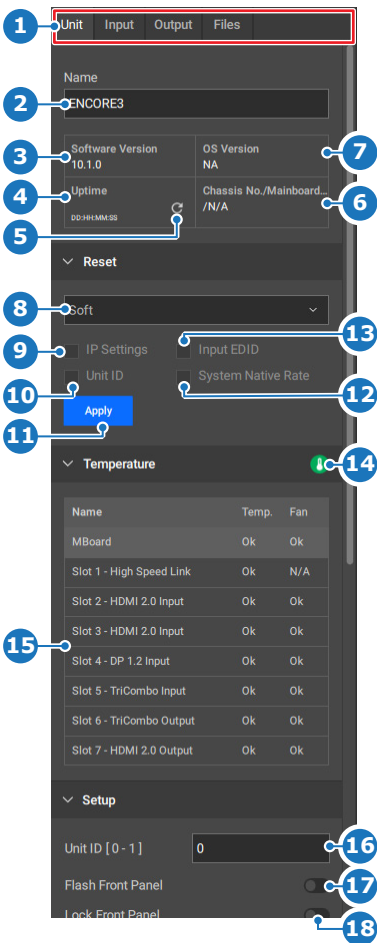


Image 8–34

- |                                                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                                                                 |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>1 Category selection</li> <li>2 Unit name input field</li> <li>3 Running software version</li> <li>4 Last loaded uptime of the unit</li> <li>5 Refresh the unit uptime</li> <li>6 Unit serial number</li> <li>7 Operating system version</li> <li>8 Reset type drop down</li> <li>9 Keep IP settings toggle</li> </ul> | <ul style="list-style-type: none"> <li>10 Keep Unit ID toggle</li> <li>11 Start reset button</li> <li>12 Keep system native rate toggle</li> <li>13 Keep input EDID toggle</li> <li>14 Unit health icon</li> <li>15 Temperature diagnostics table</li> <li>16 Unit ID input field</li> <li>17 Flash unit front panel toggle</li> <li>18 Lock unit front panel toggle</li> </ul> |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

3. Click the save icon (  ) in the header.

### 8.10.6.6 Reset unit

#### Location

1. **Navigation side bar:** *Configuration*
2. **Central work window:** *Detail View* or *System View*
3. **Right panel:** *Adjust unit*

#### About reset

There are four types of resets available:

- *Soft*, reboots the unit.
- *Factory*, returns all settings to their factory default value.
- *Factory and Keep*, returns settings to their factory default value. The selected settings will remain unchanged.
- *ShutDown*, puts the unit in standby mode. The power usage of the unit will decrease to 13.5W and the power button LED will turn solid red.

#### How to reset

1. Is there more than one unit in the system?
  - ▶ If **yes**, click on the header of the desired unit (reference A or B) in the central work window. Go to next step.
  - ▶ If **no**, go to next step.

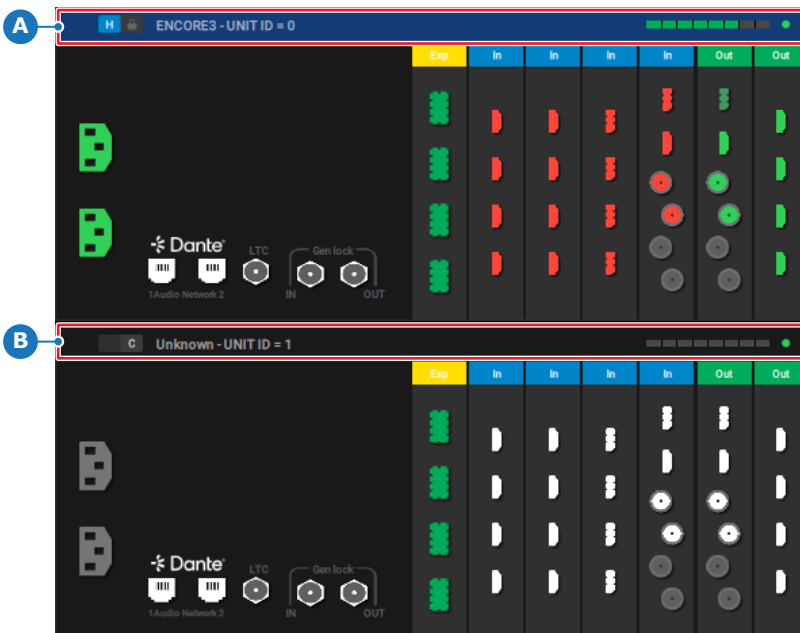


Image 8–35 Example where the host unit is selected

- A Host unit selection area
- B Client unit selection area

2. Select the desired reset method from the *Reset* drop down (reference 8) in the right panel.

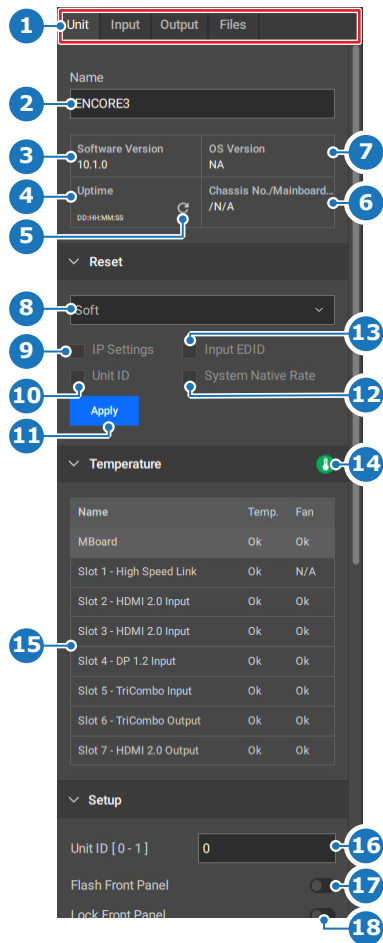



Image 8–36

- |                                                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                                                                 |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ol style="list-style-type: none"> <li>1 Category selection</li> <li>2 Unit name input field</li> <li>3 Running software version</li> <li>4 Last loaded uptime of the unit</li> <li>5 Refresh the unit uptime</li> <li>6 Unit serial number</li> <li>7 Operating system version</li> <li>8 Reset type drop down</li> <li>9 Keep IP settings toggle</li> </ol> | <ol style="list-style-type: none"> <li>10 Keep Unit ID toggle</li> <li>11 Start reset button</li> <li>12 Keep system native rate toggle</li> <li>13 Keep input EDID toggle</li> <li>14 Unit health icon</li> <li>15 Temperature diagnostics table</li> <li>16 Unit ID input field</li> <li>17 Flash unit front panel toggle</li> <li>18 Lock unit front panel toggle</li> </ol> |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

### 3. Is *Factory and Keep* selected?

- ▶ If **yes**, check all settings that must be kept (reference 9, 10, 12 and 13, [Image 8–36](#)). and go to next step.
- ▶ If **no**, go to next step.

### 4. Click *Apply* (reference 11, [Image 8–36](#)) to confirm.

 *Tip:* If any modification to the IP address was made, then remote access to the unit will be lost after the reset.

## 8.10.6.7 Temperature

### Location

1. **Navigation side bar:** *Configuration*
2. **Central work window:** *Detail View or System View*
3. **Right panel:** *Adjust unit*

## About temperature

The temperature category reads out the temperature and fan sensors of the selected unit. A general thermal indicator (🟢) is shown. This indicator can have the following states:

- **Green:** all temperature diagnostics are *OK* or *N/A* (no problem found).
- **Red:** one temperature diagnostic is *NOK* (thermal issue on one or more components).

## How to check

1. Is there more than one unit in the system?
  - ▶ If **yes**, click on the header of the desired unit (reference A or B) in the central work window. Go to next step.
  - ▶ If **no**, go to next step.

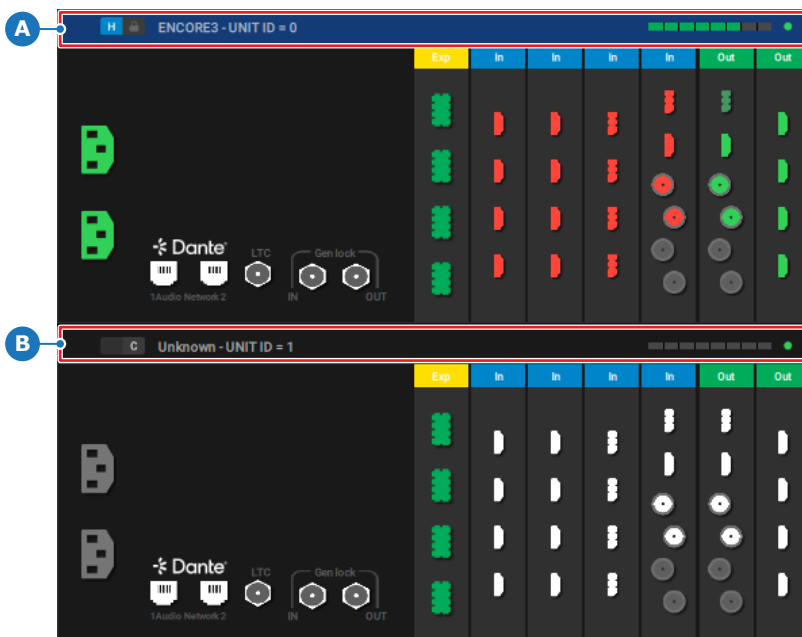


Image 8–37 Example where the host unit is selected

- A Host unit selection area
- B Client unit selection area

2. Is the thermal indicator (reference 14) green?
  - ▶ If **yes**, no further actions required.
  - ▶ If **no** and any **Event Master card** shows *NOK* in the table (reference 15), replace the affected cards. For more information, see “[Removing an Event Master card](#)”, page 39.
  - ▶ If **no** and the **motherboard (MBoard)** shows *NOK* in the table (reference 15), contact Barco customer service support for further assistance. For more information, see <https://www.barco.com/en/support>.
  - ▶ If **no** and both **Event Master card** and **motherboard (MBoard)** show *NOK* in the table (reference 15), contact Barco customer service support for further assistance. For more information, see <https://www.barco.com/en/support>.

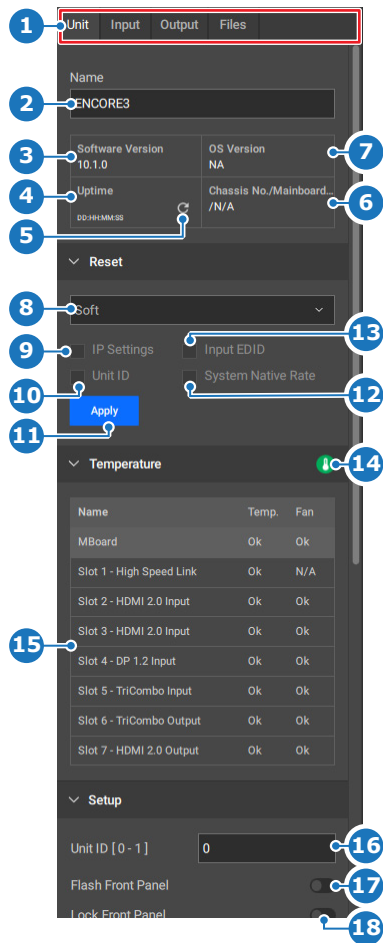


Image 8–38

- |                                                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                                                                 |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>1 Category selection</li> <li>2 Unit name input field</li> <li>3 Running software version</li> <li>4 Last loaded uptime of the unit</li> <li>5 Refresh the unit uptime</li> <li>6 Unit serial number</li> <li>7 Operating system version</li> <li>8 Reset type drop down</li> <li>9 Keep IP settings toggle</li> </ul> | <ul style="list-style-type: none"> <li>10 Keep Unit ID toggle</li> <li>11 Start reset button</li> <li>12 Keep system native rate toggle</li> <li>13 Keep input EDID toggle</li> <li>14 Unit health icon</li> <li>15 Temperature diagnostics table</li> <li>16 Unit ID input field</li> <li>17 Flash unit front panel toggle</li> <li>18 Lock unit front panel toggle</li> </ul> |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

### 8.10.6.8 Front panel settings

#### Location

1. **Navigation side bar:** *Configuration*
2. **Central work window:** *Detail View or System View*
3. **Right panel:** *Adjust unit*

#### About front panel settings

Some settings from the front panel are available from Event Master Toolset. These select settings are linked to the same options within the front panel interface. For more information about all available front panel settings, see [“Encore3 front panel”, page 55](#).

#### About flash front panel

Flash front panel will sequentially increase the brightness of the front panel. This changing brightness can assist in locating a desired Encore3.

#### About locking the front panel

The front panel can be locked to prevent accidental touches or unwanted modifications to the Encore3.

## How to manage

- Is there more than one unit in the system?
  - ▶ If **yes**, click on the header of the desired unit (reference A or B) in the central work window. Go to next step.
  - ▶ If **no**, go to next step.



Image 8–39 Example where the host unit is selected

- A Host unit selection area
- B Client unit selection area

- Must the front panel be locked or unlocked?
  - ▶ In case of **locked**, enable the toggle button after *Lock Front Panel* (reference 18).
  - ▶ In case of **unlocked**, disable the toggle button after *Lock Front Panel* (reference 18).

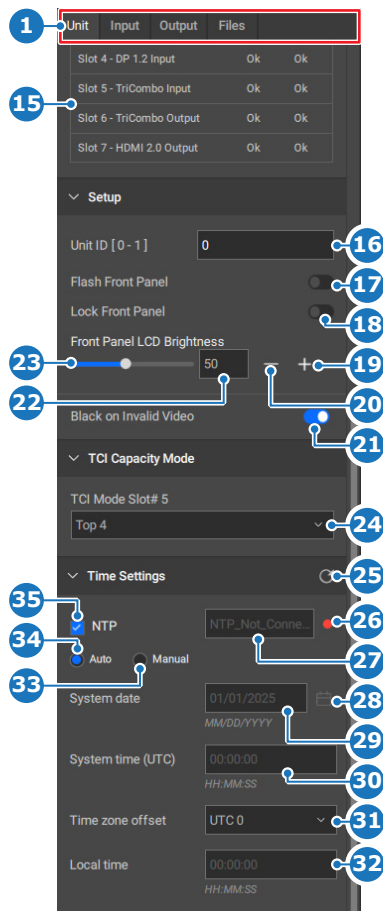



Image 8–40

- |    |                                            |    |                                      |
|----|--------------------------------------------|----|--------------------------------------|
| 1  | Category selection                         | 25 | Refresh time settings button         |
| 15 | Temperature diagnostics table              | 26 | NTP server status                    |
| 16 | Unit ID input field                        | 27 | NTP server input field               |
| 17 | Flash unit front panel toggle              | 28 | Calendar menu                        |
| 18 | Lock unit front panel toggle               | 29 | Manual date input field              |
| 19 | Increase unit front panel brightness       | 30 | Manual system time input field       |
| 20 | Decrease unit front panel brightness       | 31 | Manual time zone drop down           |
| 21 | Solid black signal on invalid video toggle | 32 | Manual local time input field        |
| 22 | Front panel brightness input field         | 33 | Manual time settings radio button    |
| 23 | Front panel brightness slider              | 34 | Automatic time settings radio button |
| 24 | Active input ports drop down               | 35 | Use NTP server toggle                |

- Must front panel flash be used?
  - ▶ If **yes**, enable the toggle button after *Flash Front Panel* (reference 17, [Image 8–40](#)).
  - ▶ If **no**, disable the toggle button after *Flash Front Panel* (reference 17, [Image 8–40](#)).
- Change the brightness of the front panel using one of the following methods: (**optional**)
  - ▶ **Using the slider** (reference 23, [Image 8–40](#)): drag the white ball over the slider until the desired amount is reached.
  - ▶ **Entering a value** (reference 22, [Image 8–40](#)): enter any desired value between ‘10’ and ‘100’ in the input field.
  - ▶ **Using the + and - buttons**: click on the + (reference 19, [Image 8–40](#)) to **increase** the value with one point and on the - (reference 20, [Image 8–40](#)) to **decrease** the value with one point.
- Click the save icon () in the header.

### 8.10.6.9 Unit ID

#### Location

- Navigation side bar:** *Configuration*
- Central work window:** *Detail View* or *System View*
- Right panel:** *Adjust unit*

## About unit ID

The unit ID is used during linking and allows the software to differentiate each Encore3 with a designated number. This number can either be a '0' or a '1'. It is recommended to assign '0' to the host unit. If two units are linked, then the IDs are defined during the linking step. For more information, see [“Multi-unit systems”, page 121](#).

## How to change


- Is there more than one unit in the system?
  - ▶ If **yes**, click on the header of the desired unit (reference A or B) in the central work window. Go to next step.
  - ▶ If **no**, go to next step.



Image 8–41 Example where the host unit is selected

- A Host unit selection area
- B Client unit selection area

- Enter a desired ID in the input field after *Unit ID [ 0 - 1 ]* (reference 16).

 *Note:* Only '0' or '1' is supported as unit ID.

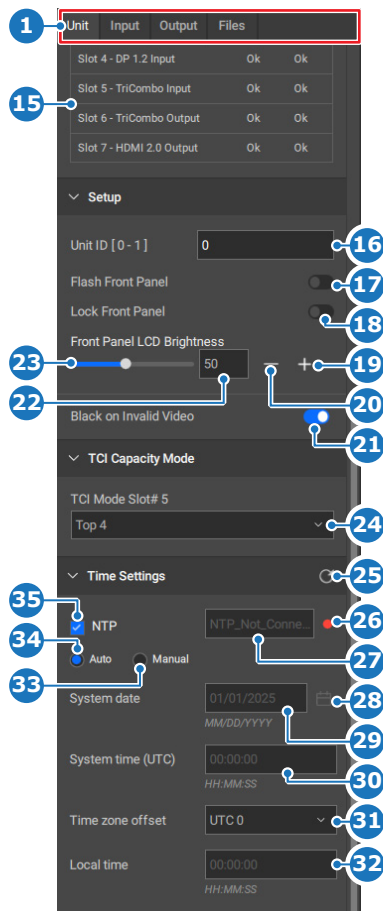


Image 8–42

- |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>1 Category selection</li> <li>15 Temperature diagnostics table</li> <li>16 Unit ID input field</li> <li>17 Flash unit front panel toggle</li> <li>18 Lock unit front panel toggle</li> <li>19 Increase unit front panel brightness</li> <li>20 Decrease unit front panel brightness</li> <li>21 Solid black signal on invalid video toggle</li> <li>22 Front panel brightness input field</li> <li>23 Front panel brightness slider</li> <li>24 Active input ports drop down</li> </ul> | <ul style="list-style-type: none"> <li>25 Refresh time settings button</li> <li>26 NTP server status</li> <li>27 NTP server input field</li> <li>28 Calendar menu</li> <li>29 Manual date input field</li> <li>30 Manual system time input field</li> <li>31 Manual time zone drop down</li> <li>32 Manual local time input field</li> <li>33 Manual time settings radio button</li> <li>34 Automatic time settings radio button</li> <li>35 Use NTP server toggle</li> </ul> |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

3. Click the save icon (  ) in the header.

### 8.10.6.10 Invalid video behavior

#### Location

1. **Navigation side bar:** *Configuration*
2. **Central work window:** *Detail View* or *System View*
3. **Right panel:** *Adjust unit*

#### About invalid video behavior

Invalid video signals can create glitching or low quality images. These signals can be replaced with a solid black signal, thus preventing technical difficulties to be visible on screens during events.

#### How to toggle

1. Is there more than one unit in the system?
  - ▶ If **yes**, click on the header of the desired unit (reference A or B) in the central work window. Go to next step.
  - ▶ If **no**, go to next step.



Image 8-43 Example where the host unit is selected

- A Host unit selection area
- B Client unit selection area

2. Must the signal be replaced with solid black?

- ▶ If **yes**, enable the toggle button after *Black on Invalid Video* (reference 21).
- ▶ If **no**, disable the toggle button after *Black on Invalid Video* (reference 21).

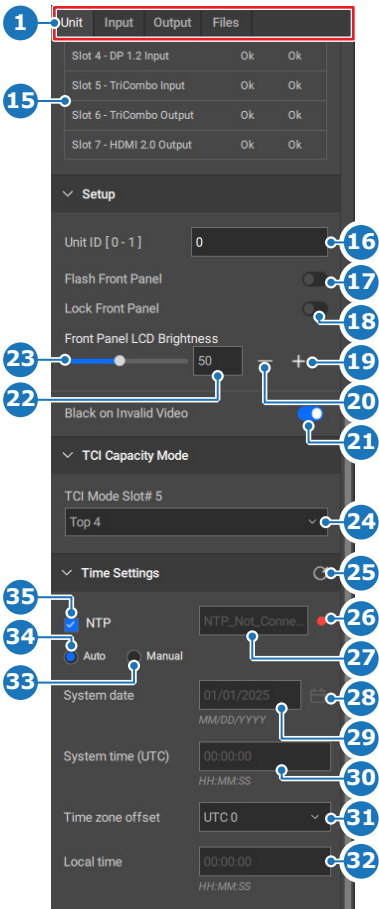


Image 8-44

- 1 Category selection
- 15 Temperature diagnostics table
- 16 Unit ID input field
- 17 Flash unit front panel toggle
- 18 Lock unit front panel toggle
- 19 Increase unit front panel brightness
- 20 Decrease unit front panel brightness
- 21 Solid black signal on invalid video toggle
- 22 Front panel brightness input field
- 23 Front panel brightness slider
- 24 Active input ports drop down
- 25 Refresh time settings button
- 26 NTP server status
- 27 NTP server input field
- 28 Calendar menu
- 29 Manual date input field
- 30 Manual system time input field
- 31 Manual time zone drop down
- 32 Manual local time input field
- 33 Manual time settings radio button
- 34 Automatic time settings radio button
- 35 Use NTP server toggle

3. Click the save icon (  ) in the header.

### 8.10.6.11 TCI mode

#### Location

1. **Navigation side bar:** *Configuration*
2. **Central work window:** *Detail View or System View*
3. **Right panel:** *Adjust unit*

#### About TCI mode

Tri-combo input (TCI) cards have six possible connectors. Due to limited card resources, only four of these input connectors can be active at a time. It is possible to select which group of connectors are active using TCI mode:

- **Top 4**, disables the bottom two connectors.
- **Middle 4**, disables the top and bottom connectors.
- **Bottom 4**, disables the top two connectors.

#### How to set

1. Is there more than one unit in the system?
  - ▶ If **yes**, click on the header of the desired unit (reference A or B) in the central work window. Go to next step.
  - ▶ If **no**, go to next step.

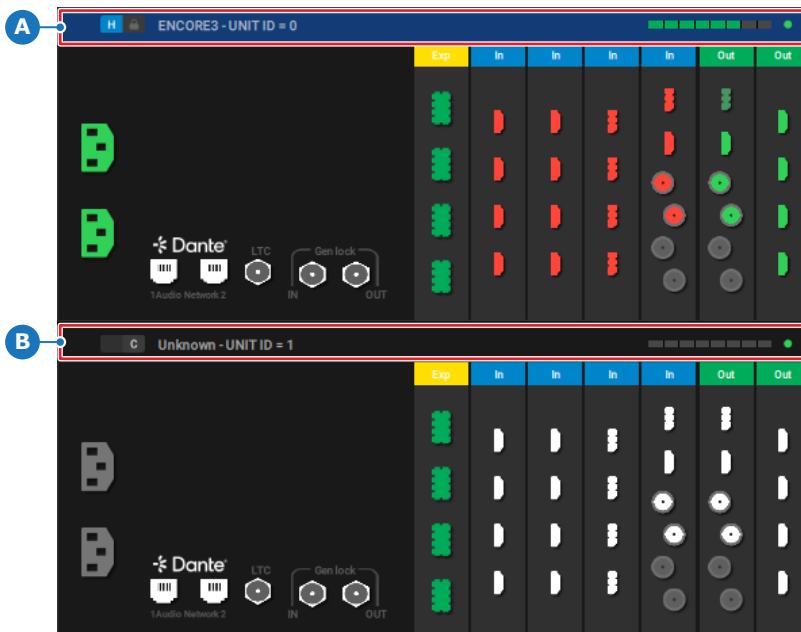


Image 8–45 Example where the host unit is selected

- A Host unit selection area
- B Client unit selection area

2. Select the desired TCI mode from the drop down after the desired *TCI Mode Slot #* (reference 24).

**Note:** The disabled connectors do not lose any configurations. Any signal that is sent to disabled connectors, will not be processed. To reactivate the connector, change the TCI mode and the same configuration will become active again.

**Tip:** Each TCI card can have its own mode independent of the other cards.

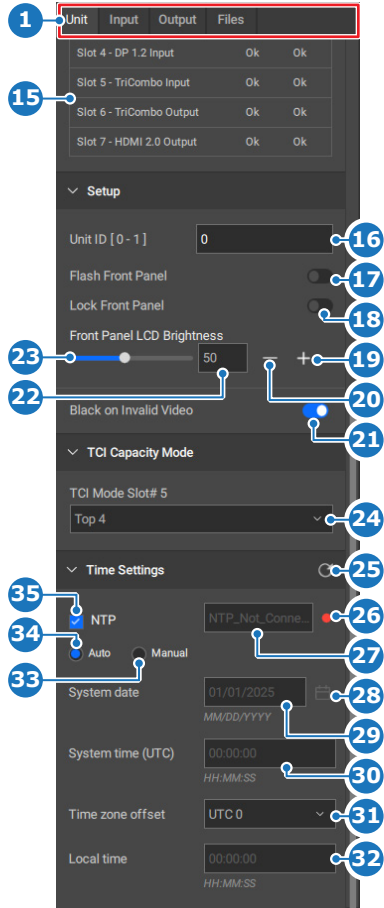


Image 8-46

- 1 Category selection
- 15 Temperature diagnostics table
- 16 Unit ID input field
- 17 Flash unit front panel toggle
- 18 Lock unit front panel toggle
- 19 Increase unit front panel brightness
- 20 Decrease unit front panel brightness
- 21 Solid black signal on invalid video toggle
- 22 Front panel brightness input field
- 23 Front panel brightness slider
- 24 Active input ports drop down
- 25 Refresh time settings button
- 26 NTP server status
- 27 NTP server input field
- 28 Calendar menu
- 29 Manual date input field
- 30 Manual system time input field
- 31 Manual time zone drop down
- 32 Manual local time input field
- 33 Manual time settings radio button
- 34 Automatic time settings radio button
- 35 Use NTP server toggle

3. Click the save icon (  ) in the header.

### 8.10.6.12 Time setting

#### Location

1. **Navigation side bar:** *Configuration*
2. **Central work window:** *Detail View* or *System View*
3. **Right panel:** *Adjust unit*

#### About time setting

The internal time of the unit can either be set manually or synced to a local or network NTP time server.

## How to set

- Is there more than one unit in the system?
  - ▶ If **yes**, click on the header of the desired unit (reference A or B) in the central work window. Go to next step.
  - ▶ If **no**, go to next step.



Image 8–47 Example where the host unit is selected

- A Host unit selection area
- B Client unit selection area

- How must the time be set?
  - ▶ In case of **manual**, click the radio button before *Manual* (reference 33). Go to step 4.
  - ▶ In case of **synced**, click the radio button before *Auto* (reference 34). Go to next step.

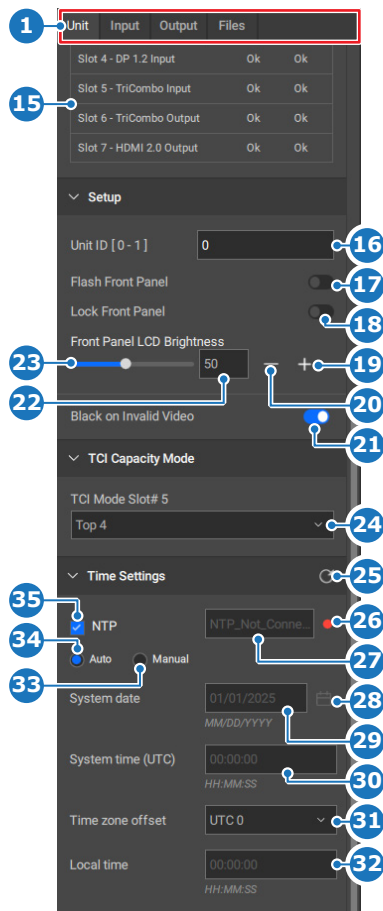


Image 8–48

- |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>1 Category selection</li> <li>15 Temperature diagnostics table</li> <li>16 Unit ID input field</li> <li>17 Flash unit front panel toggle</li> <li>18 Lock unit front panel toggle</li> <li>19 Increase unit front panel brightness</li> <li>20 Decrease unit front panel brightness</li> <li>21 Solid black signal on invalid video toggle</li> <li>22 Front panel brightness input field</li> <li>23 Front panel brightness slider</li> <li>24 Active input ports drop down</li> </ul> | <ul style="list-style-type: none"> <li>25 Refresh time settings button</li> <li>26 NTP server status</li> <li>27 NTP server input field</li> <li>28 Calendar menu</li> <li>29 Manual date input field</li> <li>30 Manual system time input field</li> <li>31 Manual time zone drop down</li> <li>32 Manual local time input field</li> <li>33 Manual time settings radio button</li> <li>34 Automatic time settings radio button</li> <li>35 Use NTP server toggle</li> </ul> |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

3. Must an *NTP* server be used?
  - ▶ If **yes**, enable the *NTP* checkbox (reference 35, [Image 8–48](#)) and enter the address of the desired server (reference 27, [Image 8–48](#)). Go to step 5.
  - ▶ If **no**, go to step 6.
4. Fill out the information of the manual time (reference 28 through 32, [Image 8–48](#)).
5. Click the refresh icon (🔄) after *Time Settings* (reference 25, [Image 8–48](#)) to load the changes.
6. Click the save icon (💾) in the header.

## 8.10.7 Managing destinations

### About managing destinations

The following chapters will explain how to create, edit or remove destination configurations for output connectors.

### 8.10.7.1 User assisted workflow

#### Auto screen destination creation

All available resources will be used to create the maximum number of screen destinations possible. These will fill the output cards from left to right. Any of these default connections can be removed or modified as desired. For more information, see [“Deleting destinations”, page 145](#) or [“Editing screen destinations”, page 149](#).

### 8.10.7.2 Screen resource indicator

#### Location

1. **Navigation side bar:** *Configuration*
2. **Central work window:** *Detail View*

#### About screen resource indicator

Event Master Toolset keeps track of how many screen destination resources are available per unit. Each possible screen destination is a section within the screen resource indicator (reference 2). Sections colored in green are in use and clear sections are available screen resources. No additional screen destinations can be added if the meter is full. Remove or edit some screen destinations to free up resources. For more information about resources, see [“Resources”, page 28](#).

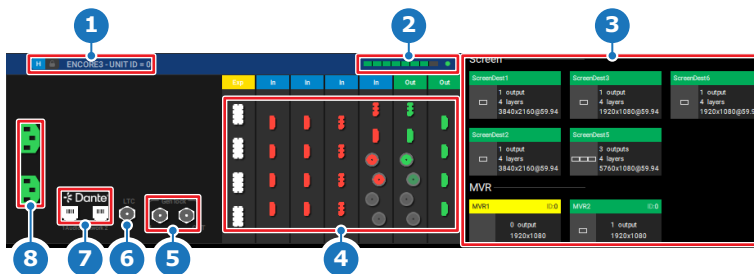


Image 8–49

- |                                                                                                                                                                                                         |                                                                                                                                                                                                                                    |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ol style="list-style-type: none"> <li>1 Unit details</li> <li>2 Screen resource indicator</li> <li>3 Used/available resource mapping overview</li> <li>4 Event Master card connector status</li> </ol> | <ol style="list-style-type: none"> <li>5 Genlock connection status</li> <li>6 LTC connection status (not yet supported)</li> <li>7 Dante audio connection status (not yet supported)</li> <li>8 Power connection status</li> </ol> |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|


### 8.10.7.3 Deleting destinations


#### Location

1. **Navigation side bar:** *Configuration*
2. **Central work window:** *Detail View*
3. **Right panel:** *Output > Screen or Auxiliary*

#### How to delete

1. Select the desired destinations using one of the following methods:
  - ▶ Click on the desired destinations (reference 3) in the central work area .
  - ▶ Click on the desired output connectors (reference 4) in the central work area.
  - ▶ Select the desired destinations from the right panel under *Screen* (reference 28) or *Aux* (reference 39).

 *Tip:* Clicking a connector selects that connector, clicking the connector a second time deselects it.

 *Tip:* Hold **CTRL** or **⌘** to select multiple entries at once. If this does not work, enable the keyboard shortcuts in the settings. For more information, see [“Keyboard shortcuts”, page 257](#).

 *Tip:* Selections from one method are automatically reflected in the other methods as well.

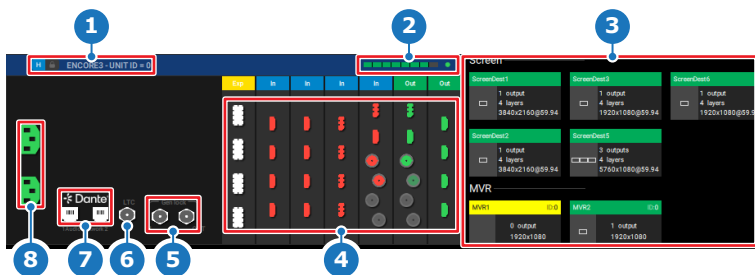


Image 8–50

- |                                            |                                                     |
|--------------------------------------------|-----------------------------------------------------|
| 1 Unit details                             | 5 Genlock connection status                         |
| 2 Screen resource indicator                | 6 LTC connection status (not yet supported)         |
| 3 Used/available resource mapping overview | 7 Dante audio connection status (not yet supported) |
| 4 Event Master card connector status       | 8 Power connection status                           |

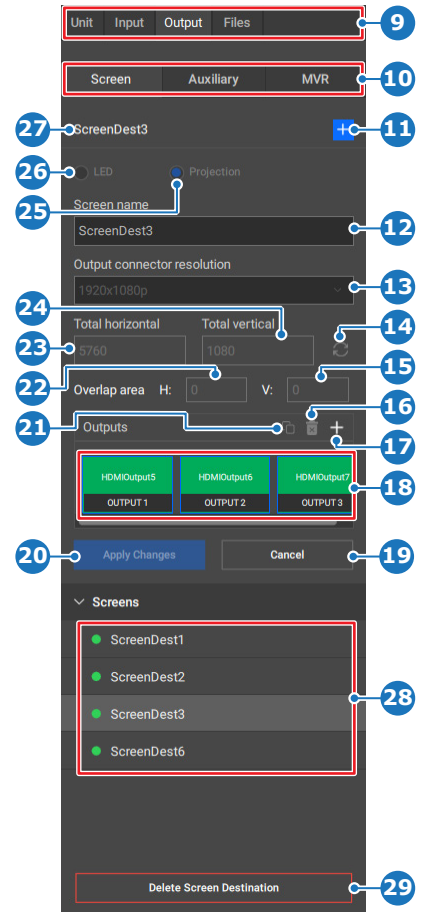


Image 8–51

- |                                                  |                                                     |
|--------------------------------------------------|-----------------------------------------------------|
| 9 Category selection                             | 20 Confirmation button                              |
| 10 Output selection                              | 21 Copy output button                               |
| 11 New screen destination button                 | 22 Horizontal projection blend area                 |
| 12 Screen destination name input field           | 23 Screen destination horizontal pixels input field |
| 13 Output connector resolution drop down         | 24 Screen destination vertical pixels input field   |
| 14 Refresh horizontal and vertical pixels button | 25 Projector screen destination type                |
| 15 Vertical projection blend area                | 26 LED screen destination type                      |
| 16 Delete selected output button                 | 27 Current selection name                           |
| 17 Create additional output button               | 28 Screen destination list                          |
| 18 Screen destination output overview            | 29 Delete screen destination button                 |
| 19 Cancel button                                 |                                                     |

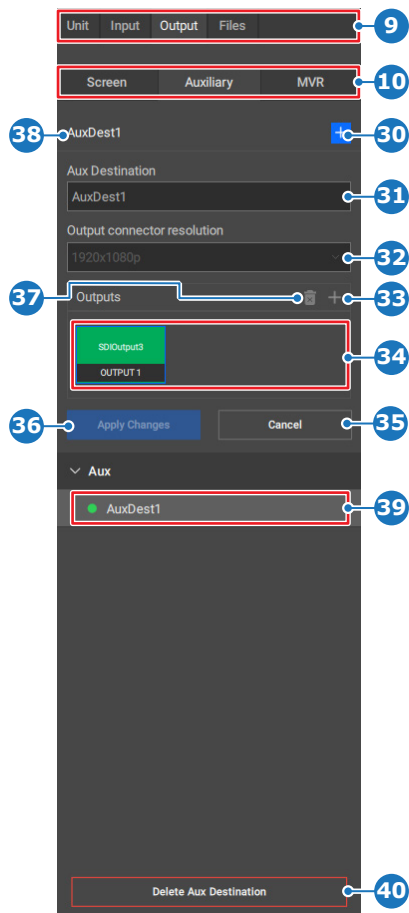


Image 8–52

- |                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                                      |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li><b>9</b> Category selection</li> <li><b>10</b> Output selection</li> <li><b>30</b> New aux destination button</li> <li><b>31</b> Aux destination name input field</li> <li><b>32</b> Output connector resolution drop down</li> <li><b>33</b> Create additional output button</li> <li><b>34</b> Aux destination output overview</li> </ul> | <ul style="list-style-type: none"> <li><b>35</b> Cancel button</li> <li><b>36</b> Confirmation button</li> <li><b>37</b> Delete selected output button</li> <li><b>38</b> Current selection name</li> <li><b>39</b> Aux destination list</li> <li><b>40</b> Delete aux destination button</li> </ul> |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

2. Click *Delete Screen Destination* (reference 29, [Image 8–51](#)) or *Delete Aux Destination* (reference 40, [Image 8–52](#)) in the right panel.

Confirmation is requested.

3. Verify the correct outputs are selected and click *Delete* (reference 41).

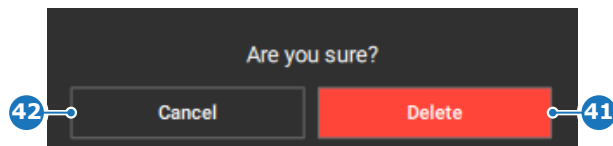


Image 8–53

- 41** Confirmation button
- 42** Cancel button

The selected destinations are removed and the resources made available.

4. Click the save icon () in the header.

### 8.10.7.4 Creating destinations

#### Location

1. **Navigation side bar:** *Configuration*
2. **Central work window:** *Detail View*

3. **Right panel:** *Output > Screen or Auxiliary*

**How to create**

1. What destination must be added?

- ▶ For **screen destination**, select *Screen* (reference 10) in the right panel.
- ▶ For **aux destination**, select *Auxiliary* (reference 10) in the right panel.

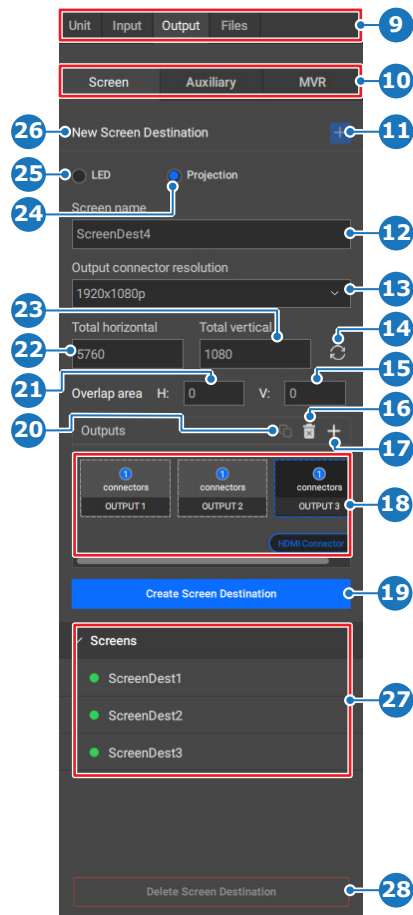


Image 8–54

- |                                                  |                                                     |
|--------------------------------------------------|-----------------------------------------------------|
| 9 Category selection                             | 19 Create new screen destination button             |
| 10 Output selection                              | 20 Copy output button                               |
| 11 New screen destination button                 | 21 Horizontal projection blend area                 |
| 12 Screen destination name input field           | 22 Screen destination horizontal pixels input field |
| 13 Output connector resolution drop down         | 23 Screen destination vertical pixels input field   |
| 14 Refresh horizontal and vertical pixels button | 24 Projector screen destination type                |
| 15 Vertical projection blend area                | 25 LED screen destination type                      |
| 16 Delete selected output button                 | 26 Current selection name                           |
| 17 Create additional output button               | 27 Screen destination list                          |
| 18 Screen destination output overview            | 28 Delete screen destination button                 |






Image 8–55

- |                                          |                                    |
|------------------------------------------|------------------------------------|
| 9 Category selection                     | 33 Aux destination output overview |
| 10 Output selection                      | 34 Create aux destination button   |
| 29 New aux destination button            | 35 Delete selected output button   |
| 30 Aux destination name input field      | 36 Current selection name          |
| 31 Output connector resolution drop down | 37 Aux destination list            |
| 32 Create additional output button       | 38 Delete aux destination button   |

2. Is an existing destination selected?


- ▶ If **yes**, click the new destination (+) button (reference 11, Image 8–54 or reference 29, Image 8–55). Go to next step
- ▶ If **no**, go to next step.




3. Fill out the information about the screen in the *New* section (reference 12 through 25, Image 8–54 or reference 30 through 35, Image 8–55) of the chosen destination.

-  **Tip:** Event Master Toolset will automatically calculate how many output connections are needed to support the entered resolution.
-  **Tip:** In case of a projection screen destination (reference 24, [Image 8-54](#)), the required blend area (reference 15 and 21, [Image 8-54](#)) is calculated based on the entered resolution (reference 22 and 23, [Image 8-54](#)).
-  **Tip:** Provide clear names that reflect the intended purpose.

Output fields will be created in the *Outputs* (reference 18, [Image 8-54](#) or reference 33, [Image 8-55](#)) overview.

4. Assign a connector to the generated output field using one of the following methods:
  - ▶ Click on the output field (reference 18, [Image 8-54](#) or reference 33, [Image 8-55](#)), then click on the desired connector (reference 4) in the central work area.
  - ▶ Drag the desired output connector (reference 4) from the central work onto the output field (reference 18, [Image 8-54](#) or reference 33, [Image 8-55](#)) in the right panel.

 **Note:** Each created field must have a connector assigned.

 **Note:** Clicking on the + icon () to add outputs also increases the total resolution. Clicking the trash icon () to remove outputs also decreases the total resolution.

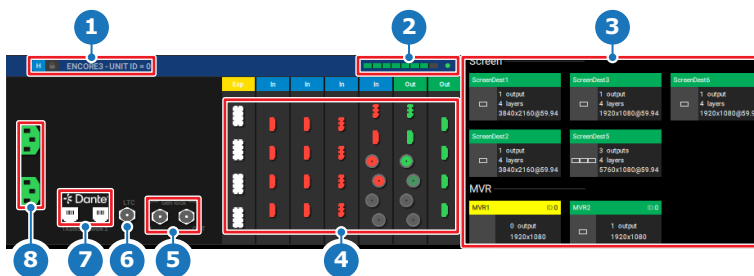


Image 8-56

- |                                            |                                                     |
|--------------------------------------------|-----------------------------------------------------|
| 1 Unit details                             | 5 Genlock connection status                         |
| 2 Screen resource indicator                | 6 LTC connection status (not yet supported)         |
| 3 Used/available resource mapping overview | 7 Dante audio connection status (not yet supported) |
| 4 Event Master card connector status       | 8 Power connection status                           |

The name of the connector is added below the output field.

5. Is there more than one output fields in the *Outputs* (reference 18, [Image 8-54](#)) overview? (**only for screen destinations**)
  - ▶ If **yes**, repeat from step 4.
  - ▶ If **no**, go to next step.
6. Click *Create Screen Destination* (reference 19, [Image 8-54](#)) or *Create Aux Destination* (reference 34, [Image 8-55](#)) to configure the outputs.

The selected connectors turn green (reference 4, [Image 8-56](#)), the available resources are updated (reference 2, [Image 8-56](#)), the destination shows up in the mapped overview (reference 3, [Image 8-56](#)) and the name is added to the list (reference 27, [Image 8-54](#) or reference 37, [Image 8-55](#)) in the right panel.

7. Click the save icon () in the header.


### 8.10.7.5 Editing screen destinations


#### Location

1. **Navigation side bar:** *Configuration*
2. **Central work window:** *Detail View*
3. **Right panel:** *Output > Screen or Auxiliary*

## How to edit

1. Select the desired destination using one of the following methods:
  - ▶ Click on the desired destination in the mapped (reference 3) section in the central work window.
  - ▶ Click on the desired output connector (reference 4) in the central work window.
  - ▶ Select the desired destinations from the right panel under *Screen* (reference 28) or *Aux* (reference 39).

 *Note:* Only one option can be selected at a time.

 *Tip:* Selections from one method are automatically reflected in the other methods as well.

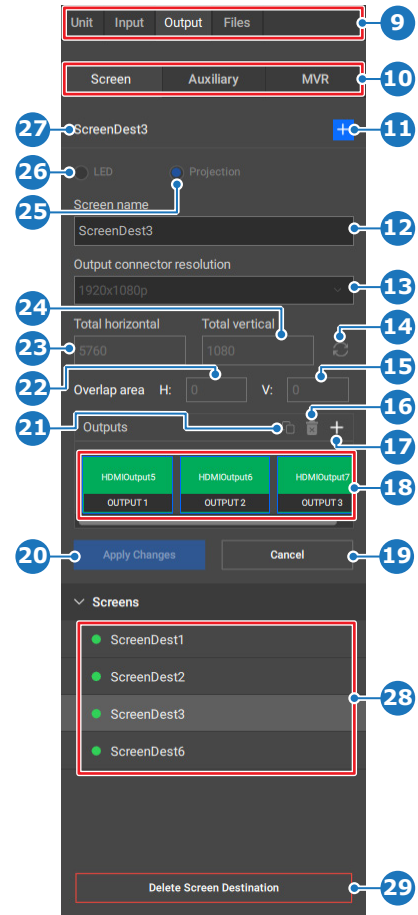


Image 8–58

- |                                                         |                                                            |
|---------------------------------------------------------|------------------------------------------------------------|
| <b>9</b> Category selection                             | <b>20</b> Confirmation button                              |
| <b>10</b> Output selection                              | <b>21</b> Copy output button                               |
| <b>11</b> New screen destination button                 | <b>22</b> Horizontal projection blend area                 |
| <b>12</b> Screen destination name input field           | <b>23</b> Screen destination horizontal pixels input field |
| <b>13</b> Output connector resolution drop down         | <b>24</b> Screen destination vertical pixels input field   |
| <b>14</b> Refresh horizontal and vertical pixels button | <b>25</b> Projector screen destination type                |
| <b>15</b> Vertical projection blend area                | <b>26</b> LED screen destination type                      |
| <b>16</b> Delete selected output button                 | <b>27</b> Current selection name                           |
| <b>17</b> Create additional output button               | <b>28</b> Screen destination list                          |
| <b>18</b> Screen destination output overview            | <b>29</b> Delete screen destination button                 |
| <b>19</b> Cancel button                                 |                                                            |

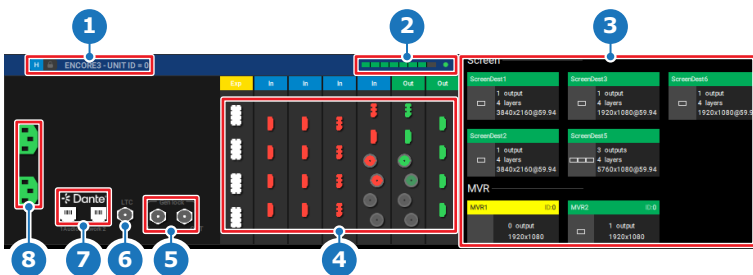


Image 8–57

- |                                                   |                                                            |
|---------------------------------------------------|------------------------------------------------------------|
| <b>1</b> Unit details                             | <b>5</b> Genlock connection status                         |
| <b>2</b> Screen resource indicator                | <b>6</b> LTC connection status (not yet supported)         |
| <b>3</b> Used/available resource mapping overview | <b>7</b> Dante audio connection status (not yet supported) |
| <b>4</b> Event Master card connector status       | <b>8</b> Power connection status                           |

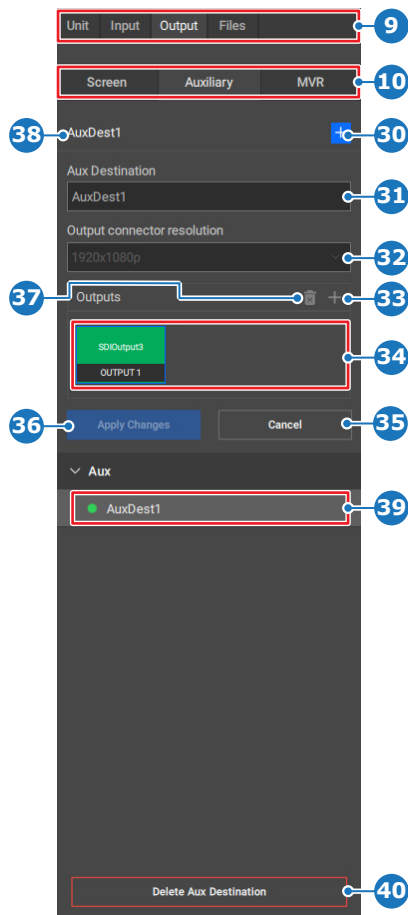





Image 8–59

- |                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                                      |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li><b>9</b> Category selection</li> <li><b>10</b> Output selection</li> <li><b>30</b> New aux destination button</li> <li><b>31</b> Aux destination name input field</li> <li><b>32</b> Output connector resolution drop down</li> <li><b>33</b> Create additional output button</li> <li><b>34</b> Aux destination output overview</li> </ul> | <ul style="list-style-type: none"> <li><b>35</b> Cancel button</li> <li><b>36</b> Confirmation button</li> <li><b>37</b> Delete selected output button</li> <li><b>38</b> Current selection name</li> <li><b>39</b> Aux destination list</li> <li><b>40</b> Delete aux destination button</li> </ul> |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

A detail window pops-up in the central work area.

**2.** Edit any desired settings in the pop-up window.

-  **Note:** Some settings require advanced knowledge. Ensure enough training and understanding of the setting before editing.
-  **Tip:** This pop-up window can be moved anywhere within the central work area.
-  **Tip:** If there are enough screen destination resources available, then the amount of mix layers can be increased. For more information, see [“Resources”, page 28](#).

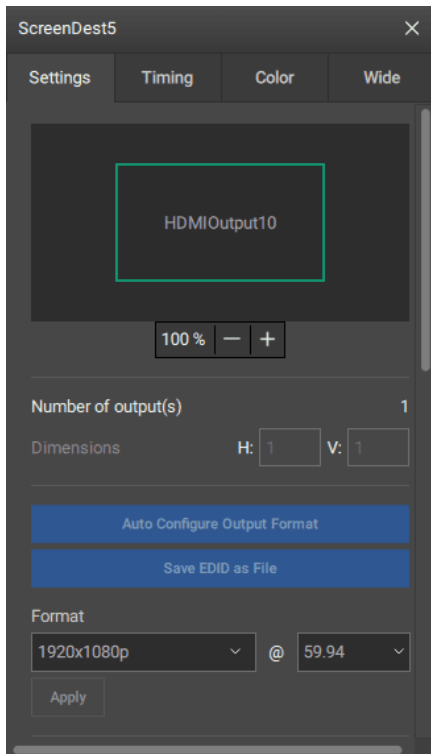


Image 8–60

3. Click the save icon (📁) in the header.

## 8.10.8 Managing inputs

### About managing inputs

The following chapters will explain how to create, edit or remove input configurations.

#### 8.10.8.1 User assisted workflow

##### Auto input creation

Input connectors that receive a signal will automatically create a single input in the software. This single input will adopt the configuration of the incoming signal. If the signal does not transmit a configuration or if a wrong signal is connected to the connector, then the input signal can be corrupted or look differently than expected. To prevent these issues, a connector can be configured to only accept a predefined signal.

##### About grouped inputs

Connectors of the same type that need to share the same configuration can be grouped. This reduces the amount of repetitive work that must be done to change the configuration of a large number of connectors.

##### Default thumbnails

All created inputs get a default thumbnail with a solid color as background and the name of the input on top.

#### 8.10.8.2 Creating inputs

##### Location

1. **Navigation side bar:** *Configuration*
2. **Central work window:** *Detail View*
3. **Right panel:** *Input*

## How to create

- Must all available inputs be created?
  - If **no**, go to next step.
  - If **yes**, click *Add Multiple* (reference 12) and go to step 4.

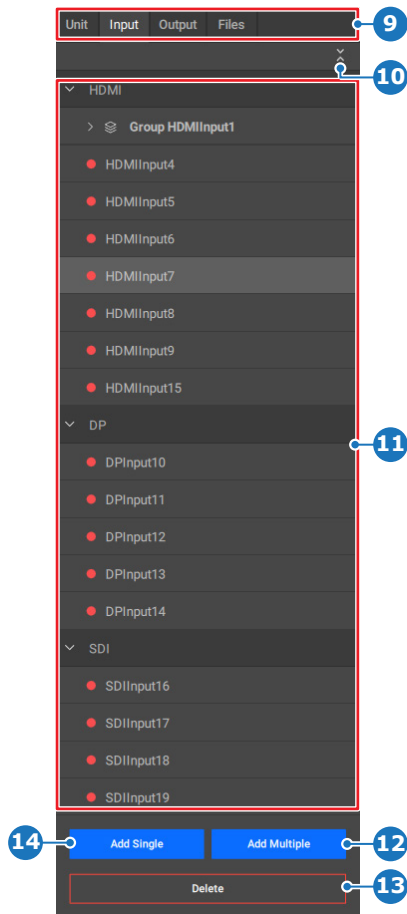


Image 8–61

- |    |                               |    |                               |
|----|-------------------------------|----|-------------------------------|
| 9  | Category selection            | 12 | Create multiple inputs button |
| 10 | Collapse or expand all inputs | 13 | Delete selected input button  |
| 11 | Input list per type           | 14 | Create single input button    |

The created inputs are added in the input list (reference 11, [Image 8–61](#)) categorised under connector type.

- Select the desired inputs in the card layout (reference 4) of the central work window.



*Tip:* Clicking a connector selects that connector, clicking the connector a second time deselects it.

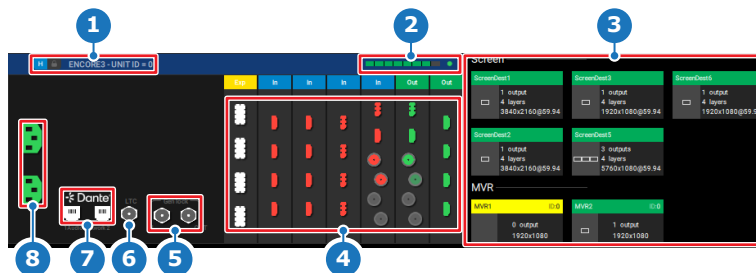


Image 8–62

- |   |                                          |   |                                                   |
|---|------------------------------------------|---|---------------------------------------------------|
| 1 | Unit details                             | 5 | Genlock connection status                         |
| 2 | Screen resource indicator                | 6 | LTC connection status (not yet supported)         |
| 3 | Used/available resource mapping overview | 7 | Dante audio connection status (not yet supported) |
| 4 | Event Master card connector status       | 8 | Power connection status                           |

### 3. Which of the following selections was made?

- ▶ In case of **one** connector, click *Add Single* (reference 14, [Image 8–61](#)) or *Add Multiple* (reference 12, [Image 8–61](#)).
- ▶ In case of **multiple** connectors of the **same** type that must be **grouped**, click *Add Single* (reference 14, [Image 8–61](#)).
- ▶ In case of **multiple** connectors of the **same** type that must be **separate**, click *Add Multiple* (reference 12, [Image 8–61](#)).
- ▶ In case of **multiple** connectors of a **different** type, click *Add Multiple* (reference 12, [Image 8–61](#)).

The created inputs are added in the input list (reference 11, [Image 8–61](#)) categorised under connector type.

4. Click the save icon () in the header.

### 8.10.8.3 Deleting inputs

#### Location

1. **Navigation side bar:** *Configuration*
2. **Central work window:** *Detail View*
3. **Right panel:** *Input*

#### How to delete

1. Select the desired inputs using one of the following methods:

- ▶ Click on the desired input connector from the card layout (reference 4) in the central work window.
- ▶ Select the desired inputs or groups from the list (reference 11) in right panel.





*Tip:* Clicking a connector selects that connector, clicking the connector a second time deselects it.



*Tip:* Hold **CTRL** or **⌘** to select multiple entries at once. If this does not work, enable the keyboard shortcuts in the settings. For more information, see [“Keyboard shortcuts”, page 257](#).



*Tip:* Collapse all categories and groups in the panel by clicking on the collapse icon ().  
Expand all categories and groups in the panel by clicking on the expand icon (.



*Tip:* Selections from one method are automatically reflected in the other methods as well.

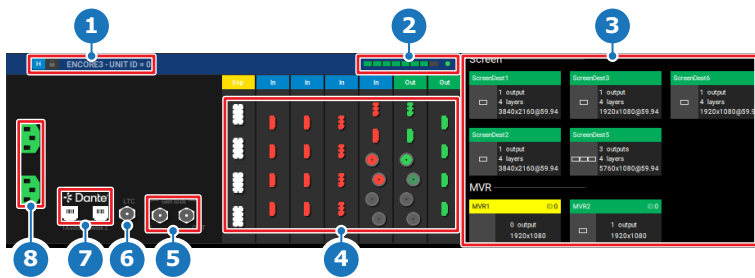


Image 8–63

- 1 Unit details
- 2 Screen resource indicator
- 3 Used/available resource mapping overview
- 4 Event Master card connector status
- 5 Genlock connection status
- 6 LTC connection status (not yet supported)
- 7 Dante audio connection status (not yet supported)
- 8 Power connection status

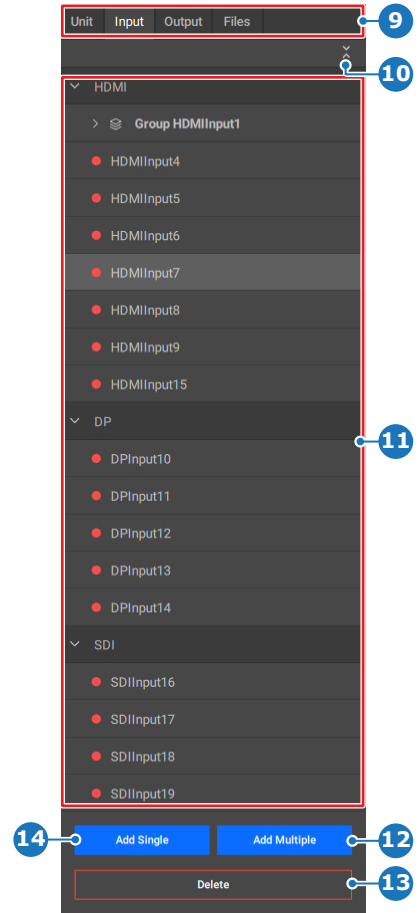


Image 8–64

- 9 Category selection
- 10 Collapse or expand all inputs
- 11 Input list per type
- 12 Create multiple inputs button
- 13 Delete selected input button
- 14 Create single input button

2. Click *Delete* (reference 13, Image 8–64) in the right panel. Confirmation is requested.
3. Verify the correct outputs are selected and click *Delete* (reference 15).

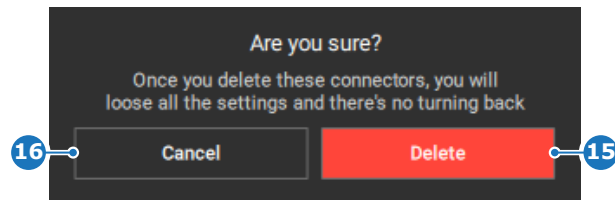


Image 8–65

- 15 Confirmation button
- 16 Cancel button

The selected inputs are removed and the connectors made available.

4. Click the save icon (  ) in the header.


### 8.10.8.4 Editing inputs

#### Location

1. **Navigation side bar:** *Configuration*
2. **Central work window:** *Detail View*
3. **Right panel:** *Input*

#### How to edit

1. Select the desired input using one of the following methods:
  - ▶ Click on the desired input connector from the card layout (reference 4) in the central work window.
  - ▶ Select the desired inputs or groups from the list (reference 11) in right panel.

 **Note:** Only one option can be selected at a time.

 **Tip:** Selections from one method are automatically reflected in the other methods as well.

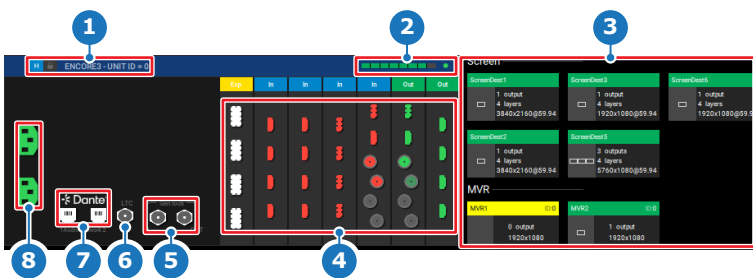


Image 8–66

- |                                                                                                                                                                                                         |                                                                                                                                                                                                                                    |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ol style="list-style-type: none"> <li>1 Unit details</li> <li>2 Screen resource indicator</li> <li>3 Used/available resource mapping overview</li> <li>4 Event Master card connector status</li> </ol> | <ol style="list-style-type: none"> <li>5 Genlock connection status</li> <li>6 LTC connection status (not yet supported)</li> <li>7 Dante audio connection status (not yet supported)</li> <li>8 Power connection status</li> </ol> |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

A detail window pops up in the central work area.

2. Edit any desired settings in the pop-up window.

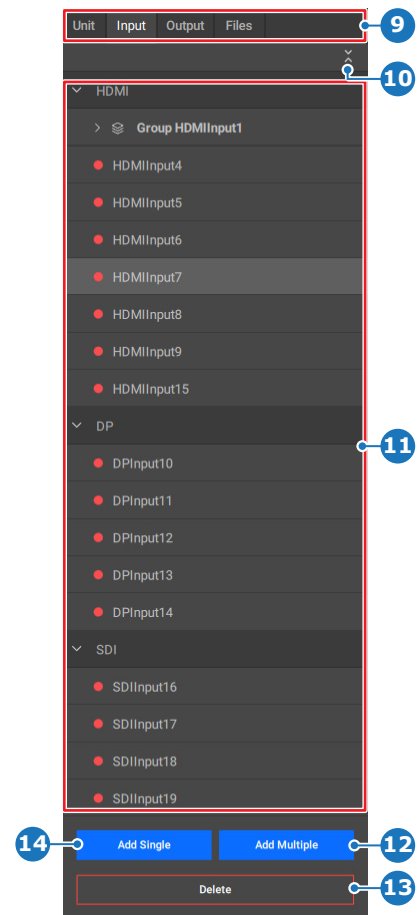






Image 8–67

- |                                                                                                                                                  |                                                                                                                                                                    |
|--------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ol style="list-style-type: none"> <li>9 Category selection</li> <li>10 Collapse or expand all inputs</li> <li>11 Input list per type</li> </ol> | <ol style="list-style-type: none"> <li>12 Create multiple inputs button</li> <li>13 Delete selected input button</li> <li>14 Create single input button</li> </ol> |
|--------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|

-  **Note:** Some settings require advanced knowledge. Ensure enough training and understanding of the setting before editing.
-  **Tip:** This pop-up window can be moved anywhere within the central work area.
-  **Tip:** Provide clear names that reflect the intended purpose.
-  **Tip:** If these custom HDR metadata or formats will be needed in the future, then it is possible to save them using the custom files feature. For more information, see [“Files”, page 160](#).

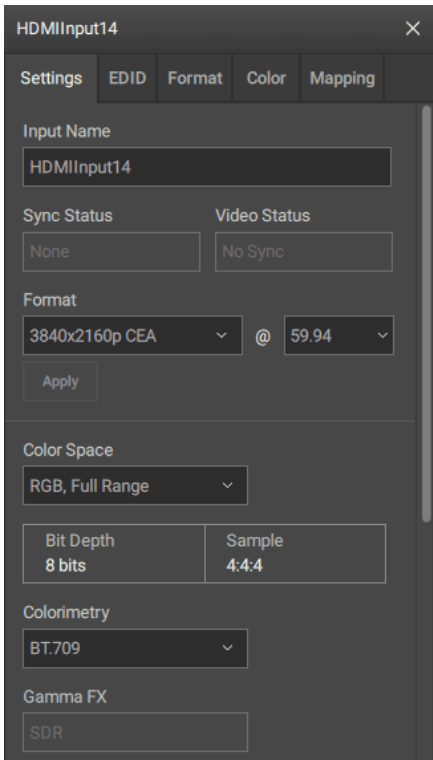


Image 8–68

3. Click the save icon () in the header.

## 8.10.9 MVR configuration

### Location

1. **Navigation side bar:** *Configuration*
2. **Central work window:** *Detail View*
3. **Right panel:** *Output > MVR*

### About MVR

MVRs are automatically created by the unit. These MVRs cannot be deleted. It is also not possible to create additional MVRs.

When an MVR is assigned directly to an output, then the entire MVR layout is streamed on that output without the need for additional configurations. For more information on how to manage the MVR layouts, see [“MVR”, page 164](#).

### How to configure

1. Is there more than one unit in the system?
  - ▶ If **yes**, select the desired unit from the radio buttons (reference 11 or 18) in the right panel.
  - ▶ If **no**, go to next step.

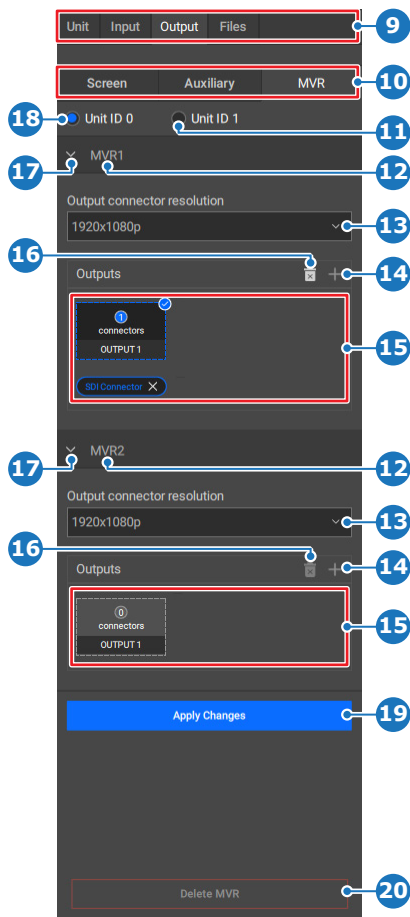


Image 8–69

- 9 Category selection
- 10 Output selection
- 11 Unit ID 1 radio button
- 12 MVR name input field
- 13 Output connector resolution drop down
- 14 Create additional output button
- 15 MVR destination output overview
- 16 Delete selected output button
- 17 Collapse section button
- 18 Unit ID 0 radio button
- 19 Apply button
- 20 Delete button

2. Double click on the name (reference 12, [Image 8–69](#)) of the desired MVR to rename.

*Tip:* Provide clear names that reflect the intended purpose.

3. Select the desired resolution from the drop down under *Output connector resolution* (reference 13, [Image 8–69](#)).
4. Click on the output field in the *Outputs* section (reference 15, [Image 8–69](#)) to assign the MVR to the output.
5. Click on the desired connector (reference 4) in the central work window to map the output.

*Note:* Only output connectors from the same unit can be selected.

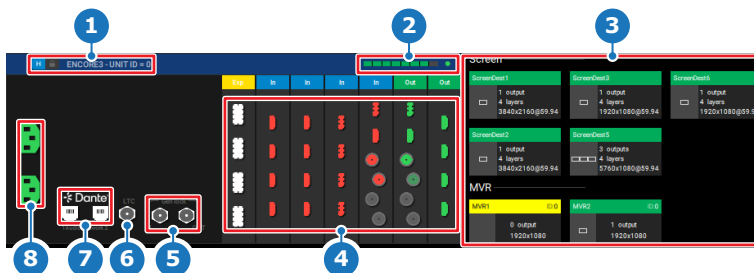


Image 8–70


- |                                                                                                                                                                                                         |                                                                                                                                                                                                                                    |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>1 Unit details</li> <li>2 Screen resource indicator</li> <li>3 Used/available resource mapping overview</li> <li>4 Event Master card connector status</li> </ul> | <ul style="list-style-type: none"> <li>5 Genlock connection status</li> <li>6 LTC connection status (not yet supported)</li> <li>7 Dante audio connection status (not yet supported)</li> <li>8 Power connection status</li> </ul> |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

The name of the connector is added below the output field.

6. Must advanced settings of the MVR be modified?
  - ▶ If **yes**, click on the name (reference 12, [Image 8–69](#)) of the desired MVR in the right panel. Go to next step.
  - ▶ If **no**, go to step 8.

A pop-up is shown in the central work area.

7. Edit any desired settings in the pop-up window.

 **Note:** Some settings require advanced knowledge. Ensure enough training and understanding of the setting before editing.

 **Tip:** This pop-up window can be moved anywhere within the central work area.

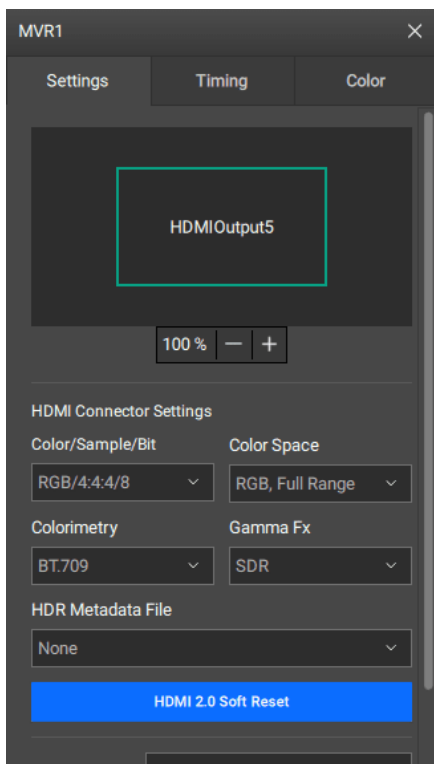


Image 8–71

8. Click the save icon () in the header.

## 8.10.10 Files

### Location

1. **Navigation side bar:** *Configuration*
2. **Central work window:** *Detail View*
3. **Right panel:** *Files*

### About custom files

Some events need input and destination configurations that are not industry standard. These configurations can be saved as sharable custom files. There are three types of custom files:

- Formats (input and destination)

- HDR metadata (input)
- EDID (destination)

Each of these files can be used to simplify modifying inputs or destinations that must have the same custom configuration. These files are stored in the memory of the unit and can be shared using a ShowFile. For more information, see:

- For the **front panel**, “Backup”, page 67.
- For the **web page**, “Backup (USB)”, page 84 or “Backup (computer)”, page 85.
- For **Event Master Toolset**, “Backup”, page 236.

## How to create HDR metadata and EDID files

These files can be created by editing inputs (for HDR metadata) and by editing destinations (EDID). For more information, see “Editing inputs”, page 157 and “Editing screen destinations”, page 149.



If the list is hidden, then click the arrow (➤).

## How to create custom formats

1. Must a new format file be created?

- ▶ If **yes**, click on the + (+) after *Custom Format* (reference 2).
- ▶ If **no**, go to next step.

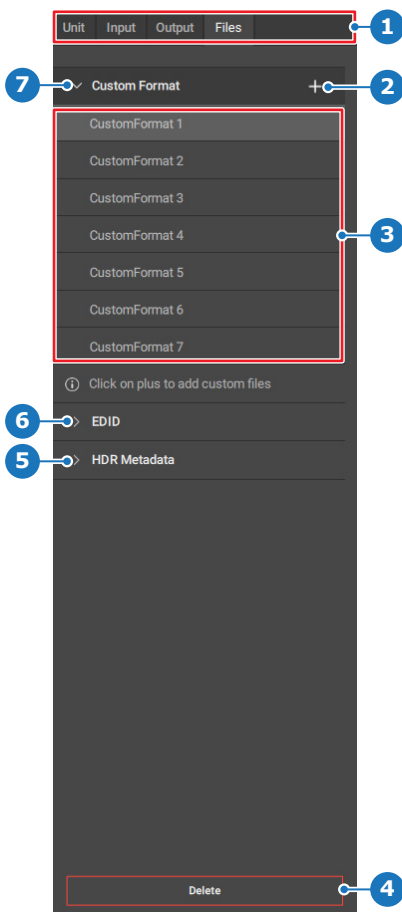




Image 8–72


- |   |                             |   |                                    |
|---|-----------------------------|---|------------------------------------|
| 1 | Category selection          | 5 | HDR metadata files                 |
| 2 | Create format button        | 6 | EDID files                         |
| 3 | Custom format list          | 7 | Collapse or expand category button |
| 4 | Delete selected file button |   |                                    |

2. Click on the desired format in the list (reference 3, [Image 8–72](#)).

 *Tip:* If the list is hidden, then click the arrow ()

A pop-up is shown in the central work area.

3. Edit the settings using the pop-up.

 *Tip:* This pop-up window can be moved anywhere within the central work area.

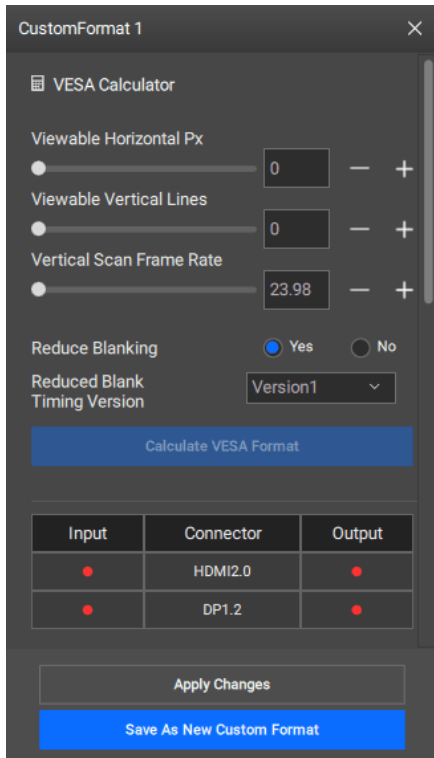



Image 8–73

4. Double click the name of the desired custom format from the list (reference 3, [Image 8–72](#)) in the right panel to rename the custom format.

 *Tip:* Provide clear names that reflect the intended purpose.

5. Click the save icon () in the header.

## 8.10.11 System view

### Location

1. **Navigation side bar:** *Configuration*
2. **Central work window:** *System View*

### About system view

System view will visualise how the physical link connection must be made between two Encore3 units. It also highlights which unit is the host and which one is the client. For more information, see [“Linking multiple Encore3 units”, page 43](#).

For more information on how to linked system, see [“Multi-unit systems”, page 121](#).

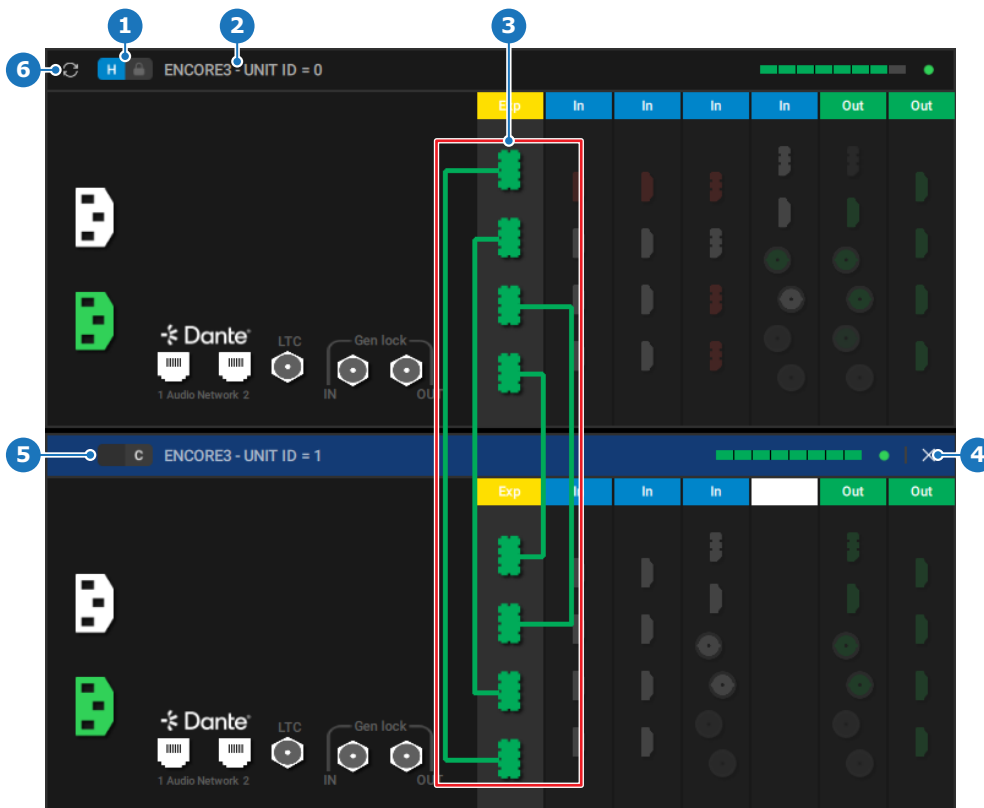


Image 8-74

- |                                                                                                                                     |                                                                                                                                |
|-------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>1 Host unit label</li> <li>2 Unit details label</li> <li>3 Link cable connections</li> </ul> | <ul style="list-style-type: none"> <li>4 Separate button</li> <li>5 Client unit label</li> <li>6 Synchronize button</li> </ul> |
|-------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------|

## 8.10.12 Link resources

### Location

1. **Navigation side bar:** *Configuration*
2. **Central work window:** *Link Resources*

### About link resources

Link resources shows the mapping of how the bandwidth over the connecting fibres is distributed. Whenever a resource is being sent from one unit to the other, it will reserve a transmitting block (TX) and receiving block (RX) in both directions. These blocks are then reserved for this traffic alone. They will even remain locked when no transfer is happening or the resource is no longer used or active.

Advanced users can customise or release all reserved blocks. Meaning they can define which transmitter sends what resource and which receiver accepts what resource. This provides more flexibility as the user can specify only one direction and free up blocks that are reserved for things that are no longer relevant.

However, mistakes in mapping linked resources will result in unexpected behavior and images being lost. Editing is reserved for advanced users only for this reason.



Request additional training from Barco before attempting to edit linked resources.

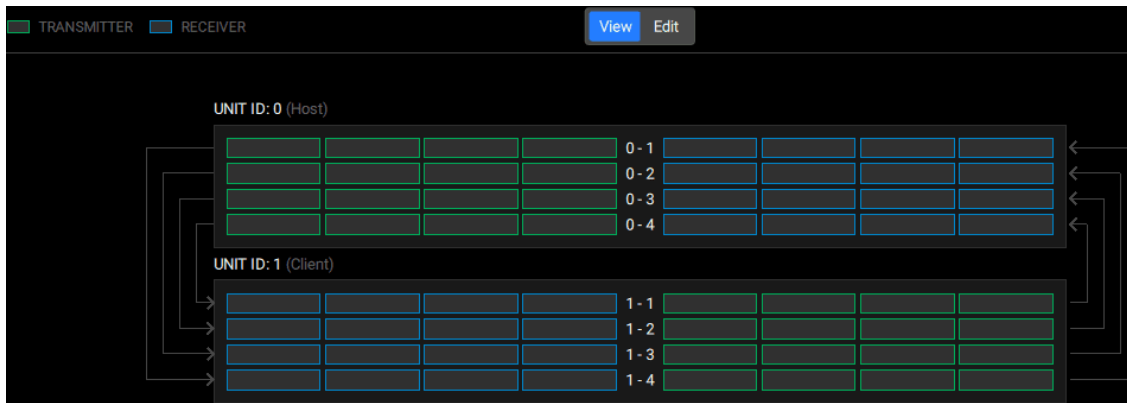



Image 8–75

## 8.11 MVR

### About this chapter

The MVR tab () allows a user to create an overview of all inputs and screen destinations. This MVR view can then also be used as a source in the programming page. For more information, see [“Adding a source”, page 192](#). It can also be sent directly through an output with the configuration page. For more information, see [“MVR configuration”, page 158](#).

The possible MVR settings and features will be explored in the following chapters.

#### 8.11.1 Getting started

##### Location

Navigation side bar: *MVR*


##### About the user interface

By default all available MVRs will be visible and populated with all possible destinations and inputs. Each MVR has its own tab in the top panel. This tab contains the name of the MVR and a checkbox.

##### View vs selection

There are two main ways of interacting with the fields in the top panel:

- Toggling the check box.
- Clicking on the field itself.

Changes will be done on all options that have the check mark in the check box () at the top panel. These changes happen independently of what is visible in the central work area. Meaning it is possible that changes are done on MVRs that are not visible currently.

What is currently visible in the central work area can be changed by clicking on the field itself. The view is independent of the check box. Meaning, options that are currently not selected can be set as the current view.

#### 8.11.2 Editing an MVR layout



##### UMD

Under Monitor Display (UMD) is a user interface element for Event Master Toolset. It holds the name of the window it is attached to and a background color. The UMD is layered on top of the window and helps with identifying what that window is supposed to be. UMDs are typically only displayed within the software and not on the image. However, MVRs send the UMD with the image by default. This helps with providing context of each content window.

## Location

1. **Navigation side bar:** *MVR*
2. **Left panel:** *All Sources*
3. **Right panel:** *Setup or Window or Templates or Presets*

## Template layouts

Some MVR layout suggestions have been added as templates. These templates will create grids of windows in the shape specified by its name. These templates can be modified further or used as final layout.

## How to edit

1. Check the desired MVRs or *View All* (reference 1) at the top panel of the central work window.


 *Tip:* The selection with a light grey background (reference 2) is displayed in the central work window. Changes can affect MVRs that are not being displayed.



Image 8-76

- 1 Checkbox
- 2 Selection background

2. Select the layout to modify from the layout drop down (reference 5).

 *Tip:* Each MVR can have up to 10 different layouts prepared.


 *Tip:* By default *layout1* gets auto populated depending on the configuration. If *layout1* is overwritten, then the auto population no longer happens.



Image 8-77

- 3 Unit ID drop down (only for View All)
- 4 MVR drop down (only for View All)
- 5 Layout drop down
- 6 Central work area zoom drop down

3. Must a template layout be used?

 *Note:* These templates will overwrite any existing layout.

- ▶ If **yes**, select the desired grid layout (reference 9) under category *Templates* (reference 7) in the right panel. Go to next step.
- ▶ If **no**, go to next step.

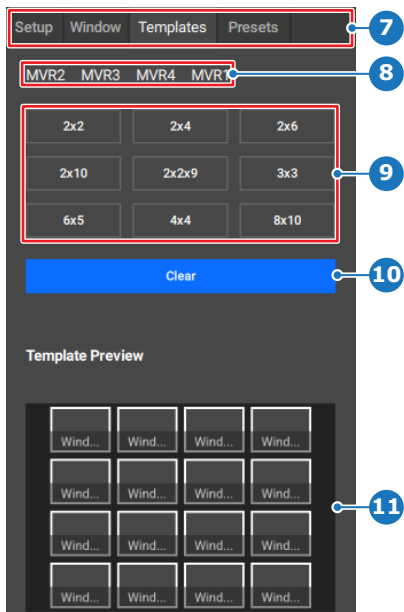






Image 8–78

- 7 Category selection
- 8 Affected MVRs
- 9 Template layout options
- 10 Clear layout button
- 11 Template preview image

4. Add windows to the central work area using one or multiple of the following methods:
  - ▶ Recall a preset (reference 21) from the right panel under *Presets* (reference 7). For more information on creating presets, see “MVR presets”, page 169.
  - ▶ Drag and drop any desired source from the left panel *All Sources* (reference 22) to the central work panel.

-  *Note:* Windows are not allowed to overlap. The UMD is not considered part of the window.
-  *Tip:* If a source from the left panel is dropped on a window that already has a source, then the source will be overwritten with the dragged source from the left panel.
-  *Tip:* If the list is hidden, then click the arrow ().

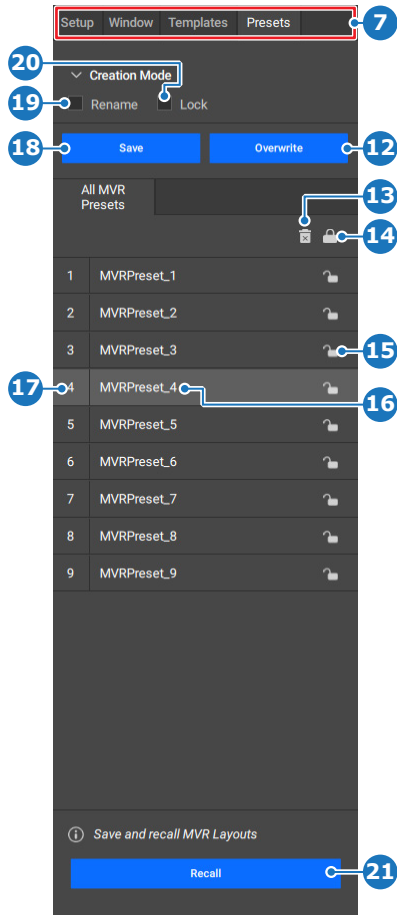


Image 8–79

- |                                             |                                 |
|---------------------------------------------|---------------------------------|
| <b>7</b> Category selection                 | <b>17</b> Preset ID input field |
| <b>12</b> Overwrite selected preset button  | <b>18</b> Save preset button    |
| <b>13</b> Delete selected preset button     | <b>19</b> Rename check box      |
| <b>14</b> Lock or unlock all presets button | <b>20</b> Lock check box        |
| <b>15</b> Lock or unlock preset button      | <b>21</b> Recall preset button  |
| <b>16</b> Rename preset input field         |                                 |

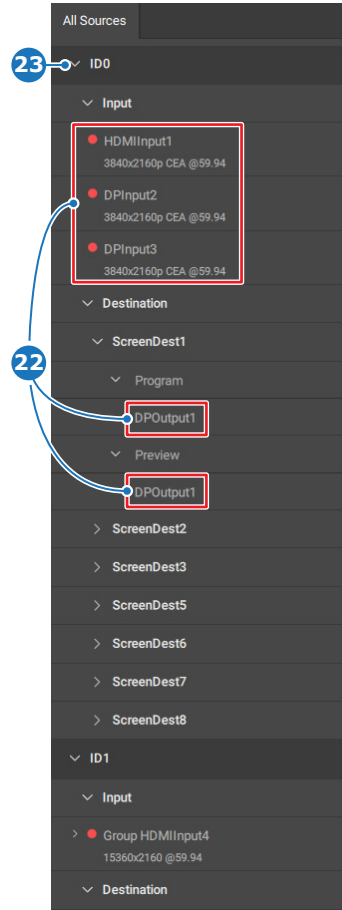




Image 8–80

- |                                     |
|-------------------------------------|
| <b>22</b> Possible sources          |
| <b>23</b> Collapse or expand button |

- Adjust the position, the size and the name of the windows using one or multiple of the following methods:
  - ▶ Click and drag the edge of the window (reference 24) in the central work window to adjust the size.
  - ▶ Click and drag the window (reference 25) in the central work window to the desired position.
  - ▶ Adjust the window using the options (reference ) from the *Window* category (reference 7) from the right panel.
  - ▶ Align the selected windows using the icons (reference 36 through 50) in the bottom panel.
  - ▶ Remove an unwanted window using the *Clear* button (reference 51) in the bottom panel.
  - ▶ Show or hide the *UMD* (reference 52), the *Border* (reference 53) and the *AOI Marker* (reference 54) in the bottom panel.

 **Note:** Windows are not allowed to overlap. The UMD is not considered part of the window.

 **Tip:** Provide clear names that reflect the intended purpose.


 **Tip:** The border, AOI (Area Of Interest) marker and UMD (Under Monitor Display) label can be hidden from the MVR using the bottom panel. They will remain visible in the software.



Image 8-81

- 24 Window resize position
- 25 Window drag position

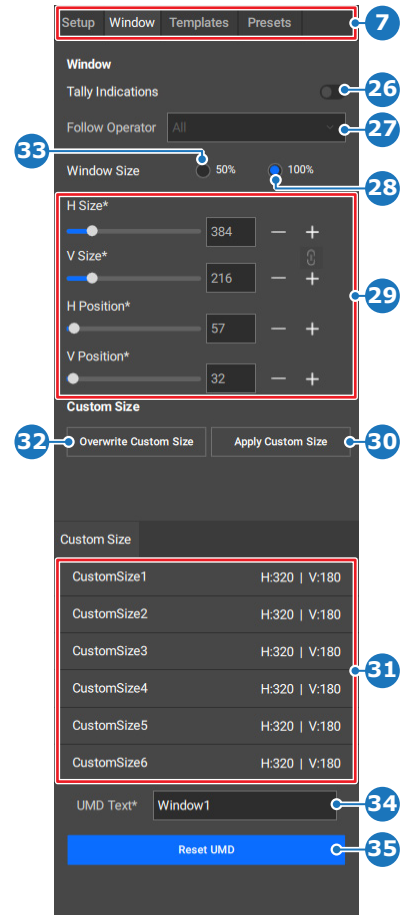


Image 8-82

- 7 Category selection
- 26 Tally indicator toggle
- 27 Tally operator drop down
- 28 100% window size radio button
- 29 Custom window size and position section
- 30 Apply selected custom size button
- 31 Stored custom size list
- 32 Overwrite selected custom size
- 33 50% window size radio button
- 34 UMD text input field
- 35 Reset UMD button

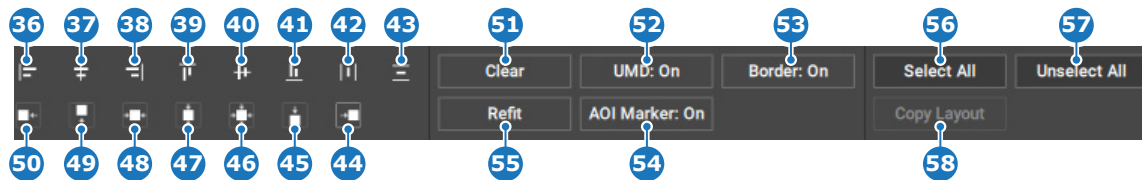


Image 8-83

- |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>36 Left align selection</li> <li>37 Vertical middle align selection</li> <li>38 Right align selection</li> <li>39 Top align selection</li> <li>40 Horizontal middle align selection</li> <li>41 Bottom align selection</li> <li>42 Horizontal distribute selection</li> <li>43 Vertical distribute selection</li> <li>44 Align with right MVR border</li> <li>45 Align with bottom MVR border</li> <li>46 Align with the center of the MVR</li> <li>47 Align with the vertical center of the MVR</li> </ul> | <ul style="list-style-type: none"> <li>48 Align with the horizontal center of the MVR</li> <li>49 Align with top MVR border</li> <li>50 Align with left MVR border</li> <li>51 Remove selections</li> <li>52 Toggle UMD button</li> <li>53 Toggle border button</li> <li>54 Toggle AOI marker button</li> <li>55 Size window to size of the source button</li> <li>56 Select all windows button</li> <li>57 Deselect all windows button</li> <li>58 Copy layout button</li> </ul> |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

6. Click the save icon () in the header.

### 8.11.3 MVR presets

#### Location

1. **Navigation side bar:** *MVR*
2. **Right panel:** *Presets*

#### About MVR presets

A preset will store which layout is active on all checked MVRs and whether or not they are selected. What is in the layout is not stored in the preset. Therefore, if a layout is changed it cannot be restored with MVR presets. Up to 10 different presets can be created.

#### Prerequisites

Create the desired MVR layouts for each available MVR. For more information, see [“Editing an MVR layout”, page 164](#).

#### How to save

1. Check the desired MVRs or *View All* (reference 1) at the top panel of the central work window.


 **Tip:** The selection with a light grey background (reference 2) is displayed in the central work window. Changes can affect MVRs that are not being displayed.



Image 8–84

- 1 Checkbox
- 2 Selection background

2. Select the layout to save as a preset from the layout drop down (reference 5).


 **Tip:** By default *layout1* gets auto populated depending on the configuration. If *layout1* is overwritten, then the auto population no longer happens.



Image 8–85

- 3 Unit ID drop down (only for View All)
- 4 MVR drop down (only for View All)
- 5 Layout drop down
- 6 Central work area zoom drop down

3. Must a new preset be created?
  - ▶ If **yes**, select whether the new preset must be renamed (reference 19) or locked (reference 20) and click *Save* (reference 18).
  - ▶ If **no**, select an unlocked (reference 15) preset (reference 16) and click *Overwrite* (reference 12).

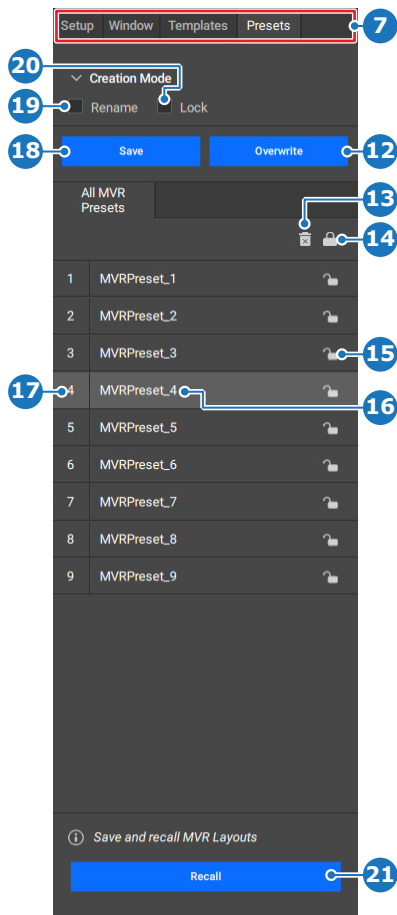


Image 8–86

- |                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                    |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>7 Category selection</li> <li>12 Overwrite selected preset button</li> <li>13 Delete selected preset button</li> <li>14 Lock or unlock all presets button</li> <li>15 Lock or unlock preset button</li> <li>16 Rename preset input field</li> </ul> | <ul style="list-style-type: none"> <li>17 Preset ID input field</li> <li>18 Save preset button</li> <li>19 Rename check box</li> <li>20 Lock check box</li> <li>21 Recall preset button</li> </ul> |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

4. Double click the name of the preset (reference 16, [Image 8–86](#)) to rename the preset.
  - ▶ If **yes**, enter the name of the preset in the input field (reference 16, [Image 8–86](#)).
  - ▶ If **no**, double click the name of the preset (reference 16, [Image 8–86](#)) to rename the preset.

*Tip:* Provide clear names that reflect the intended purpose.

5. Must the preset be locked?
  - ▶ If **yes**, set the lock icon after the preset name (reference 15, [Image 8–86](#)) to locked ().
  - ▶ If **no**, set the lock icon after the preset name (reference 15, [Image 8–86](#)) to unlocked ().
6. Click the save icon () in the header.

## 8.12 Programming

### About this chapter

The programming tab () is focussed on how images are displayed or prepared to be displayed. Entire shows can be controlled using the programming page.

The possible programming settings and features will be explored in the following chapters.

## 8.12.1 Manage layouts

### About layout

Each destination has its own preview (PVW) and programming (PGM) field. This can fill the central work area with a lot of windows that are not always relevant to what is being done. Therefore, it is possible to create custom layouts with desired destinations. Removing destinations that are not currently relevant.

Up to 10 different layouts can be created.

#### 8.12.1.1 Creating a layout

##### Location

1. **Navigation side bar:** *Programming*
2. **Bottom panel:** *Layout row*

##### How to create


1. Can an existing layout be used as a start point?
  - ▶ If **yes**, select *Duplicate layout* from the layout options menu (▾) after the name of the desired layout (reference 3) in the bottom panel.
  - ▶ If **no**, click the plus icon (+) in the *Layout row* (reference 1) of the bottom panel.




Image 8–87

- 1 New layout button
- 2 Layout name input field
- 3 Layout options menu

2. Drag and drop one desired destination from the top panel (reference ) to the central work area (reference ) as illustrated.

 **Note:** The check box of the destination is not part of the menu that can be dragged.

 **Note:** The *View All* cannot be dragged into the central work area.

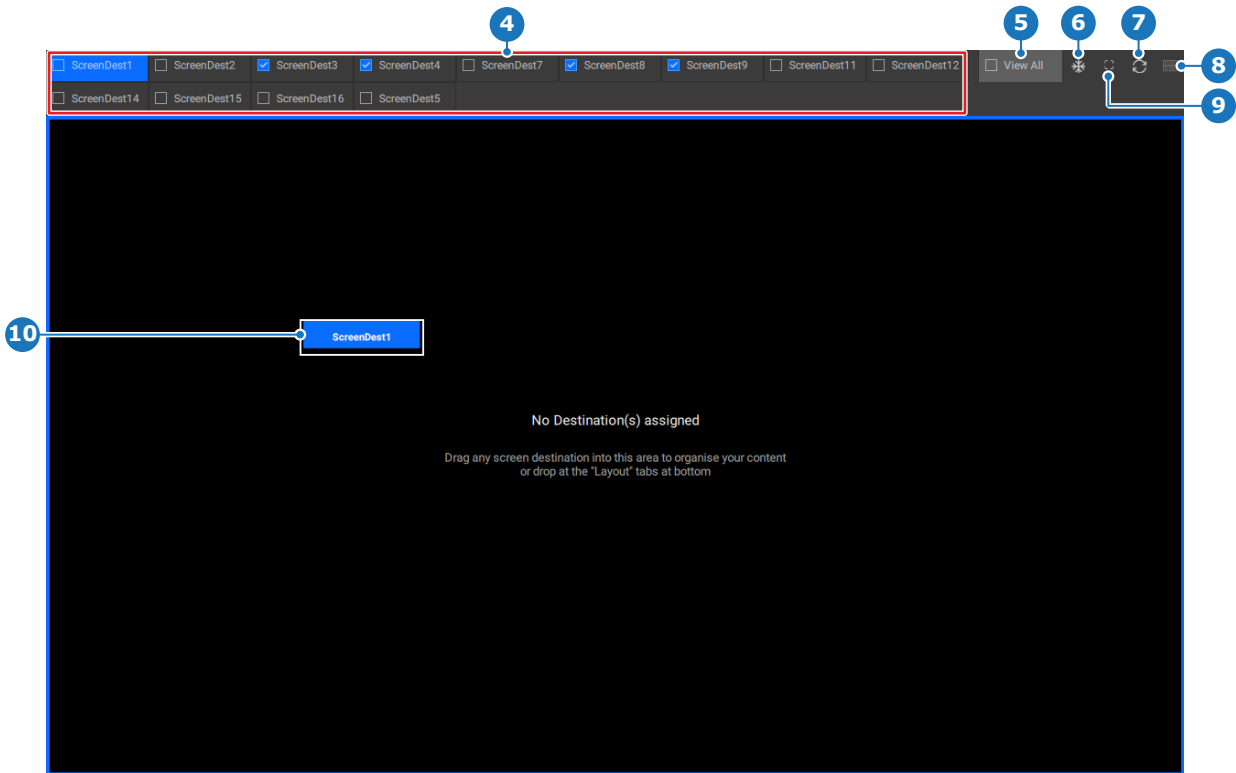


Image 8–88

- |                                                                                                                                                                                            |                                                                                                                                                                                              |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>4 Destination list</li> <li>5 View all destinations</li> <li>6 Freeze destination output button</li> <li>7 Reset destination size button</li> </ul> | <ul style="list-style-type: none"> <li>8 Destination display button</li> <li>9 Show or hide area of interest markers button</li> <li>10 Selected destination to add to the layout</li> </ul> |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

3. Drag and drop the other desired destinations in the layout one by one, by using the following methods:
  - ▶ Drop the destination on the **layout entry** in the **bottom panel** (reference 2, [Image 8–87](#)) to append the destination on the **right**.
  - ▶ Drop the destination on the **left side** of the **central work area** (reference 11) to append the destination on the **left**.
  - ▶ Drop the destination on the **right side** of the **central work area** (reference 12) to append the destination on the **right**.
  - ▶ Drop the destination **in between** two **other destinations** in the **central work area** to put the destination **between** the two other destinations.

 *Note:* A maximum of three destinations can be added per layout.

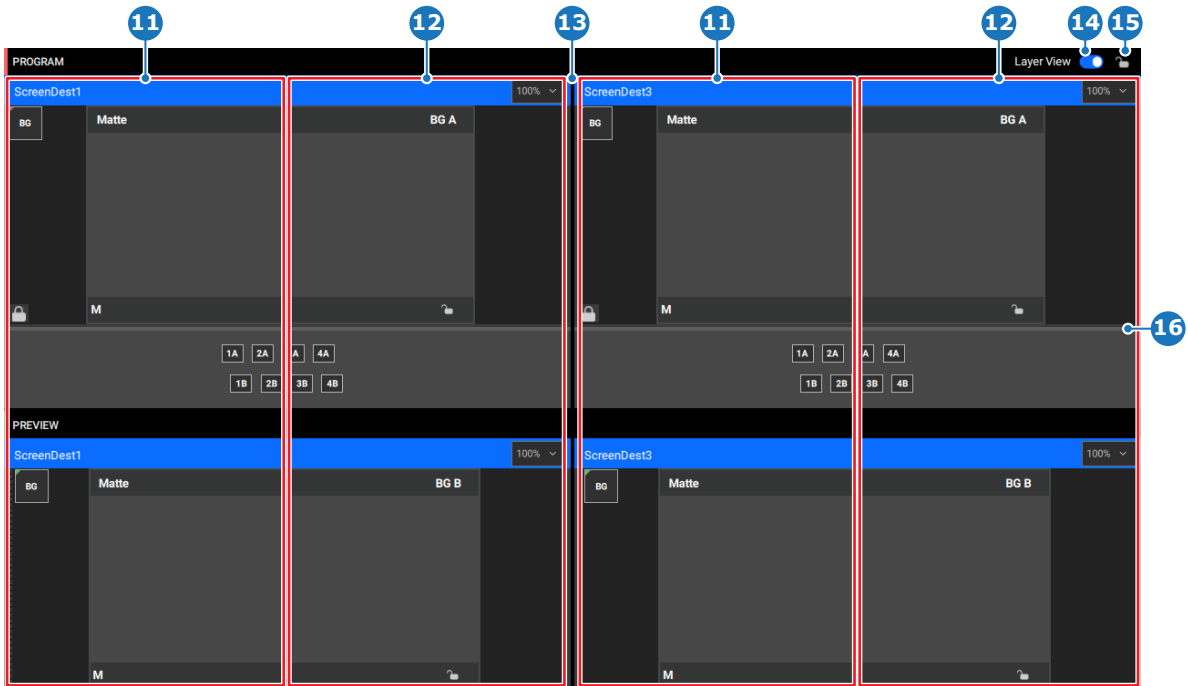






Image 8–89

- 11 Drop area left append
- 12 Drop area right append
- 13 Vertical resize
- 14 Toggle layer view
- 15 Lock program layers
- 16 Horizontal resize


4. Adjust the size of each destination by clicking and dragging the line in between two destinations (reference 13, [Image 8–89](#)). (**optional**)

 **Note:** To go back to the default size, click the reset icon () in the top panel.

5. Adjust the size of each preview or program by clicking and dragging the line in between the *PROGRAM* section and the *PREVIEW* section (reference 16, [Image 8–89](#)). (**optional**)

 **Note:** To go back to the default size, click the reset icon () in the top panel.

6. Double click on the name (reference 2, [Image 8–87](#)) to enter a name for the layout.

 **Tip:** Provide clear names that reflect the intended purpose.

7. Click the save icon () in the header.

### 8.12.1.2 Removing a destination from a layout

#### Location

1. **Navigation side bar:** *Programming*
2. **Bottom panel:** *Layout row*

#### How to remove


1. Click on the downwards arrow () after the layout name (reference 3) in the bottom panel.



Image 8–90

- 1 New layout button
- 2 Layout name input field
- 3 Layout options menu

A pop-up window opens.

2. Select *Delete destinations* (reference 4).

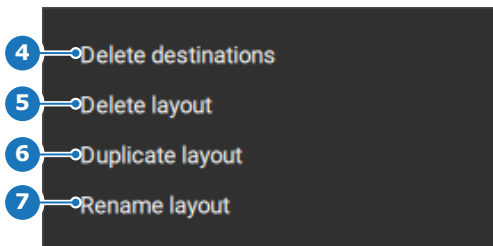


Image 8–91

- 4 Delete destinations menu
- 5 Delete layout button
- 6 Duplicate layout button
- 7 Rename layout button

A second pop-up window opens.

3. Select the desired destinations from the list.



*Tip:* Hold **CTRL** or **⌘** to select multiple entries at once. If this does not work, enable the keyboard shortcuts in the settings. For more information, see “[Keyboard shortcuts](#)”, page 257.

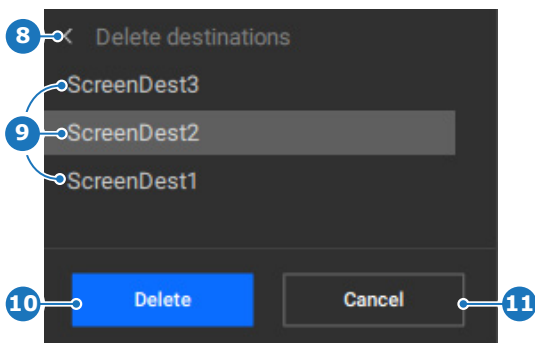


Image 8–92

- 8 Back button
- 9 Destination list
- 10 Confirmation button
- 11 Cancel button

4. Click *Delete* (reference 10, [Image 8–92](#)).

The selected destinations are removed.

5. Click the save icon () in the header.

## 8.12.2 Destination group


### Location

1. **Navigation side bar:** *Programming*
2. **Bottom panel:** *Dest. Group row* or *Destination Group row*

### About destination groups

Transitions or output freezing often affect multiple destinations at the same time in the same way. Destination groups make it possible to group these specific selections for when the actions must be applied.

### How to create

1. Check () the check boxes in front of all desired destination names (reference 1).



*Tip:* The selection is independent of the active layout in the central work area.

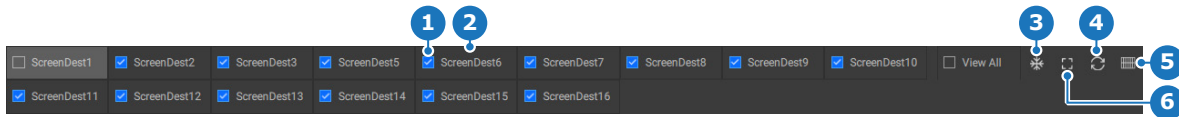


Image 8–93

- |   |                                  |   |                                              |
|---|----------------------------------|---|----------------------------------------------|
| 1 | Checkbox                         | 4 | Reset destination size button                |
| 2 | Selection background             | 5 | Destination display button                   |
| 3 | Freeze destination output button | 6 | Show or hide area of interest markers button |

## 2. Must a new destination group be created?

- ▶ If **yes**, click the plus icon (+) in the *Dest. Group* or *Destination Group* row (reference 7) of the bottom panel.
- ▶ If **no**, select *Overwrite Group* from the destination group option menu (▾) after the name of the desired destination group (reference 9) in the bottom panel.

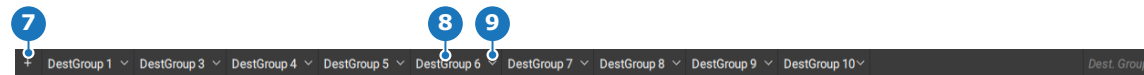



Image 8–94

- |   |                                    |
|---|------------------------------------|
| 7 | New destination group button       |
| 8 | Destination group name input field |
| 9 | Destination group options menu     |

A new destination group is created with the selected destinations.

## 3. Double click on the name (reference 8, [Image 8–94](#)) to enter a name for the group.

 *Tip:* Provide clear names that reflect the intended purpose.

## 4. Click the save icon (📁) in the header.

## 8.12.3 Layers

### About layer view

Layer view reveals a screen layer bar in between *PROGRAM* and *PREVIEW* in the central work area. This screen layer bar shows how many and which type of layers are available for the destination. For more information on layer types, see [“Resources”, page 28](#).

### 8.12.3.1 Mixing or splitting layers

#### Location

1. **Navigation side bar:** *Programming*
2. **Central work area:** *Layer bar*

#### Prerequisites

The screen layer bar is only visible when three or less destinations are being viewed in the central work area.

#### How to mix or split

1. Is the screen layer bar visible in the middle of the central work area?
  - ▶ If **yes**, go to next step.
  - ▶ If **no**, enable the layer view toggle (reference 1) and go to next step.

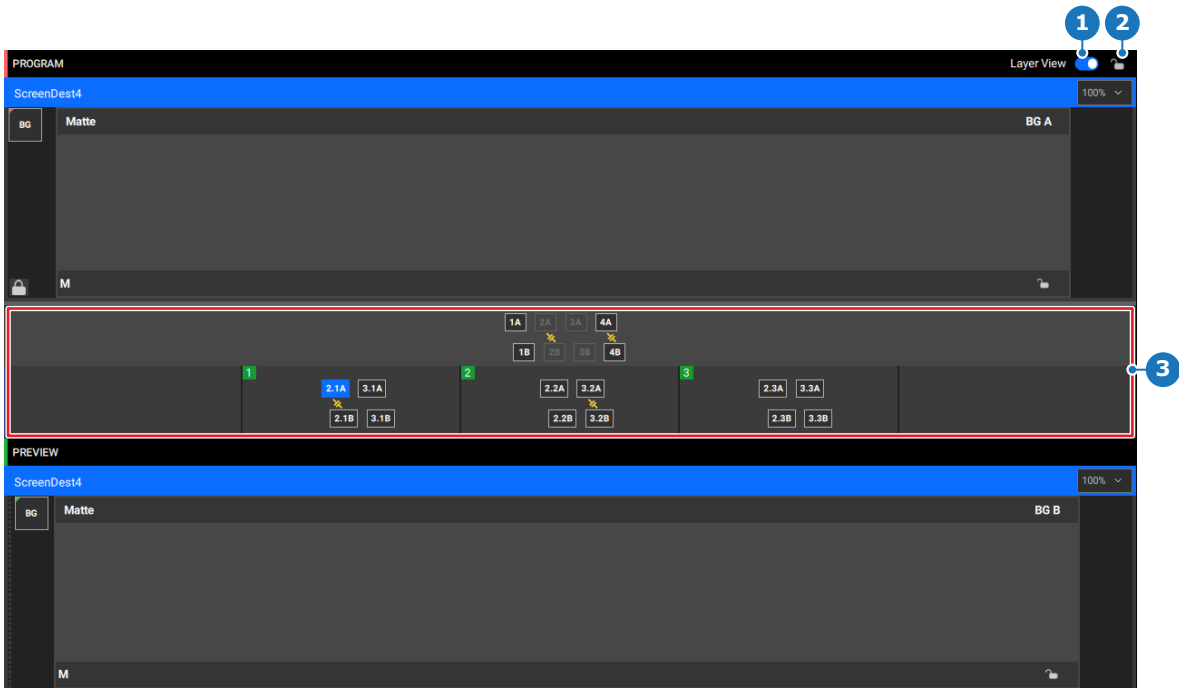


Image 8–95

- 1 Toggle layer view
- 2 Lock program layers
- 3 Layer bar


2. Select either the 'A' or 'B' section of the desired layers in the layer bar (reference 3, Image 8–95).

*Tip:* Hold **CTRL** or ⌘ to select multiple entries at once. If this does not work, enable the keyboard shortcuts in the settings. For more information, see “Keyboard shortcuts”, page 257.

3. Are the layers mixed or split?

- ▶ If **mixed**, click *Split* (reference 37) in the bottom panel to separate the 'A' and 'B' layer.
- ▶ If **split**, click *UnSplit* (reference 37) in the bottom panel to merge the 'A' and 'B' layer.

*Note:* It is not possible to mix layers with a different number. Meaning, layer '1A' can only be mixed with '1B' and no other layer.

*Tip:* Split layers have the split icon () between the 'A' and 'B' layer.

*Tip:* If the selection contains multiple layers in a different state, then the first selected layer will dictate the available behavior.

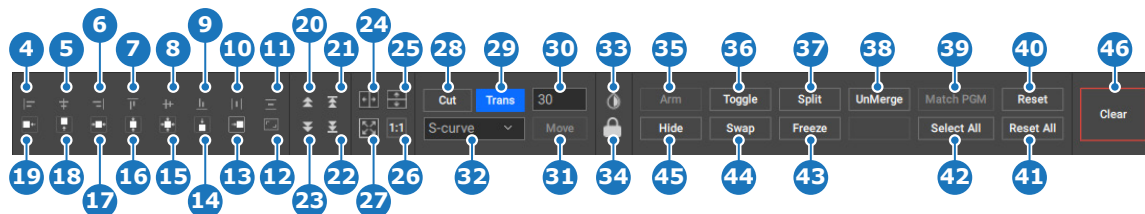


Image 8–96

- |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>4 Left align selection</li> <li>5 Vertical middle align selection</li> <li>6 Right align selection</li> <li>7 Top align selection</li> <li>8 Horizontal middle align selection</li> <li>9 Bottom align selection</li> <li>10 Horizontal distribute selection</li> <li>11 Vertical distribute selection</li> <li>12 Make selections same size</li> <li>13 Align selection with the right destination border</li> <li>14 Align selection with the bottom destination border</li> <li>15 Align selection with the center of the destination</li> <li>16 Align selection with the vertical center of the destination</li> <li>17 Align selection with the horizontal center of the destination</li> <li>18 Align selection with the top destination border</li> <li>19 Align selection with the left destination border</li> <li>20 Move selection up in Z-order</li> <li>21 Move selection to top in Z-order</li> <li>22 Move selection to bottom in Z-order</li> <li>23 Move selection down in Z-order</li> <li>24 Size selection to fill horizontal</li> <li>25 Size selection to fill vertical</li> </ul> | <ul style="list-style-type: none"> <li>26 Size selection to the source</li> <li>27 Size selection to fill horizontal and vertical</li> <li>28 Cut preview to program</li> <li>29 Transition preview to program</li> <li>30 Transition frames input field</li> <li>31 Execute move animation button</li> <li>32 Crossfade drop down</li> <li>33 Toggle selected layer opacity in software</li> <li>34 Lock or unlock selection</li> <li>35 Arm button</li> <li>36 Toggle selection between preview and program</li> <li>37 Split or unsplit layer</li> <li>38 Merge or unmerge layer</li> <li>39 Match program to preview button</li> <li>40 Reset modifications of selection</li> <li>41 Reset modifications to all layers</li> <li>42 Select all layers</li> <li>43 Freeze selection</li> <li>44 Swap layer modifications between preview and program</li> <li>45 Hide or show selected layer from presets</li> <li>46 Remove selections</li> </ul> |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

4. Click the save icon () in the header.

### 8.12.3.2 Screen and output layers

#### Location

1. **Navigation side bar:** *Programming*
2. **Central work area:** *Layer bar*

#### Prerequisites

Only the wide screen destination is visible in the central work area.

#### How to merge or unmerge

1. Is the screen layer bar visible in the middle of the central work area?
  - ▶ If **yes**, go to next step.
  - ▶ If **no**, enable the layer view toggle (reference 1) and go to next step.

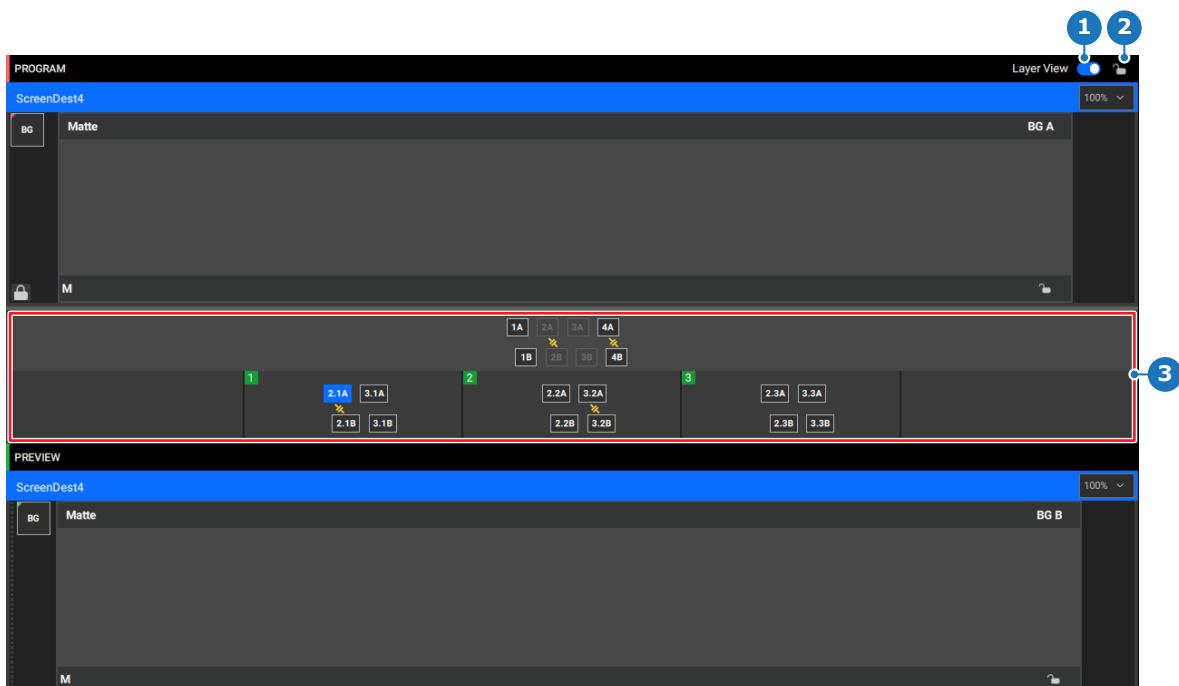




Image 8–97

- 1 Toggle layer view
- 2 Lock program layers
- 3 Layer bar

2. Are the layers output layers or screen layers?


- ▶ For **screen layer**, select either the 'A' or 'B' section of the desired layers in the top row of the layer bar (reference 3, [Image 8–97](#)).
- ▶ For **output layer**, select **all** 'A' or 'B' sections with the same leading number from each output in the bottom row of the layer bar (reference 3, [Image 8–97](#)).

 **Note:** All output layers from each output with the same leading number and letter must be selected before they can be merged. For example, a wide screen with 3 outputs must have output layer '2.1A', '2.2A' and '2.3A' selected before they can be merged into screen layer '2A'.

 **Tip:** Hold **CTRL** or ⌘ to select multiple entries at once. If this does not work, enable the keyboard shortcuts in the settings. For more information, see "[Keyboard shortcuts](#)", page 257.

3. Are the layers merged or unmerged?

- ▶ If **merged**, click *Merge* (reference 38) in the bottom panel.
- ▶ If **unmerged**, click *UnMerge* (reference 38) in the bottom panel.

 **Tip:** If the layers were split, then they will remain split after merging or unmerging.

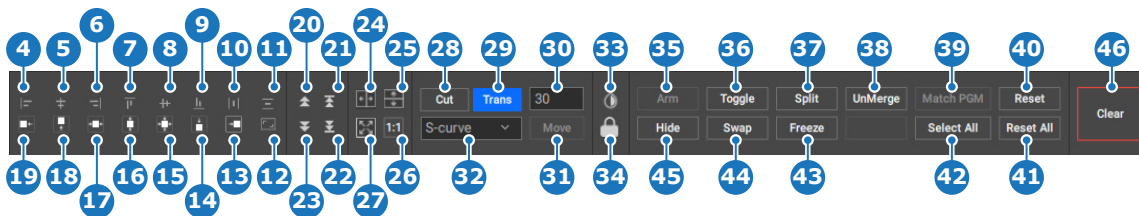


Image 8–98

- |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>4 Left align selection</li> <li>5 Vertical middle align selection</li> <li>6 Right align selection</li> <li>7 Top align selection</li> <li>8 Horizontal middle align selection</li> <li>9 Bottom align selection</li> <li>10 Horizontal distribute selection</li> <li>11 Vertical distribute selection</li> <li>12 Make selections same size</li> <li>13 Align selection with the right destination border</li> <li>14 Align selection with the bottom destination border</li> <li>15 Align selection with the center of the destination</li> <li>16 Align selection with the vertical center of the destination</li> <li>17 Align selection with the horizontal center of the destination</li> <li>18 Align selection with the top destination border</li> <li>19 Align selection with the left destination border</li> <li>20 Move selection up in Z-order</li> <li>21 Move selection to top in Z-order</li> <li>22 Move selection to bottom in Z-order</li> <li>23 Move selection down in Z-order</li> <li>24 Size selection to fill horizontal</li> <li>25 Size selection to fill vertical</li> </ul> | <ul style="list-style-type: none"> <li>26 Size selection to the source</li> <li>27 Size selection to fill horizontal and vertical</li> <li>28 Cut preview to program</li> <li>29 Transition preview to program</li> <li>30 Transition frames input field</li> <li>31 Execute move animation button</li> <li>32 Crossfade drop down</li> <li>33 Toggle selected layer opacity in software</li> <li>34 Lock or unlock selection</li> <li>35 Arm button</li> <li>36 Toggle selection between preview and program</li> <li>37 Split or unsplit layer</li> <li>38 Merge or unmerge layer</li> <li>39 Match program to preview button</li> <li>40 Reset modifications of selection</li> <li>41 Reset modifications to all layers</li> <li>42 Select all layers</li> <li>43 Freeze selection</li> <li>44 Swap layer modifications between preview and program</li> <li>45 Hide or show selected layer from presets</li> <li>46 Remove selections</li> </ul> |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

4. Click the save icon () in the header.

## 8.12.4 Organizing lists

### Location

- 1. **Navigation side bar:** *Programming*
- 2. **Left panel:** *All Sources*

## About organizing lists

Some lists have large amounts of entries. Making it difficult to get an overview and time consuming to find what is needed. For this reason the following lists can be organized:

- Sources (list can only be organized in subfolders)
- Presets
- User keys

Each list follows the same general procedures to organize. The following procedure is written for source organisation, but is applicable for each type.

## About folders

Folders group desired entries into one cohesive list. Removing clutter and entries that are not relevant for the current actions.

A maximum of **four** custom folders can be displayed at a time. Additional folders will be stored under the *Customize folder...* option of the folder menu (☰) at the top right of the left panel.

## How to organize

1. Is the organisation for the sources?
  - ▶ If **yes**, enable the *Source List* toggle button (reference 8) and go to next step.
  - ▶ If **no**, go to next step.

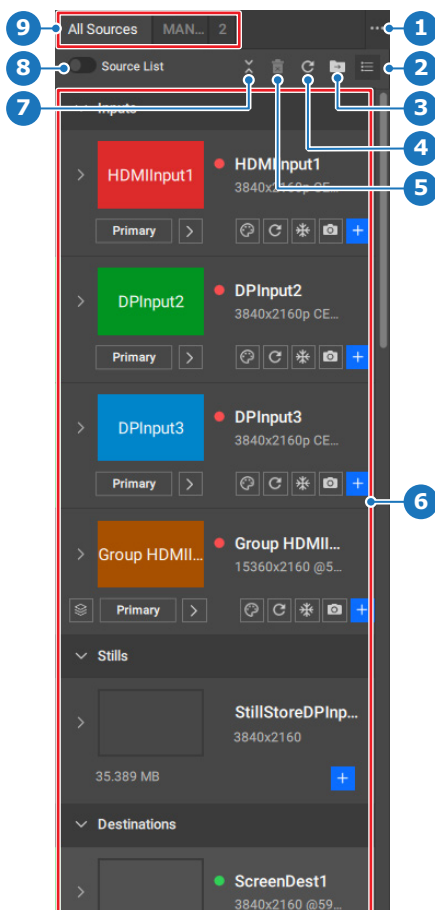




Image 8–99

- |   |                                |   |                                |
|---|--------------------------------|---|--------------------------------|
| 1 | Folder menu                    | 6 | Available sources              |
| 2 | Source view options            | 7 | Collapse or expand all sources |
| 3 | Source organise menu           | 8 | Toggle source list view        |
| 4 | Refresh input thumbnail button | 9 | Source folders                 |
| 5 | Delete button                  |   |                                |



2. Select the desired entries from the sources (reference 6, [Image 8–99](#)).


 **Tip:** Hold **CTRL** or **⌘** to select multiple entries at once. If this does not work, enable the keyboard shortcuts in the settings. For more information, see “[Keyboard shortcuts](#)”, page 257.


3. Must the selection be added to an existing folder?

- ▶ If **yes**, click on the move icon () (reference 3, [Image 8–99](#)) and *Add* the selection to the desired folder. Go to step 5.
- ▶ If **no**, go to next step.

4. Create a new folder.

 **Tip:** It is also possible to create a new folder using the move icon () (reference 3, [Image 8–99](#)).

- a) Click the folder menu ()
- b) select *New folder...*
- c) Enter a name for the folder in the input field after *Folder name*.

 **Tip:** Provide clear names that reflect the intended purpose.

d) Click *Create*.

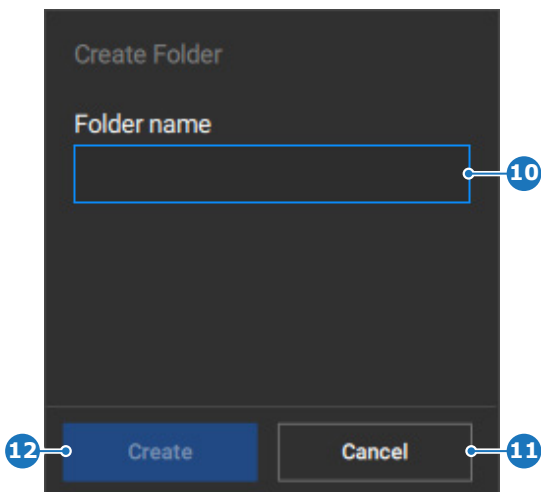



Image 8–100

- 10 Folder name input field
- 11 Cancel button
- 12 Create button

If there are less than four folders visible, then the new folder gets added to the source folders (reference 9, [Image 8–99](#)). Else it gets added to the folder menu (reference 1, [Image 8–99](#)).

5. Open the desired folder.

6. Click the reorder icon ()

 **Note:** Remove any selection by clicking the trash icon ()

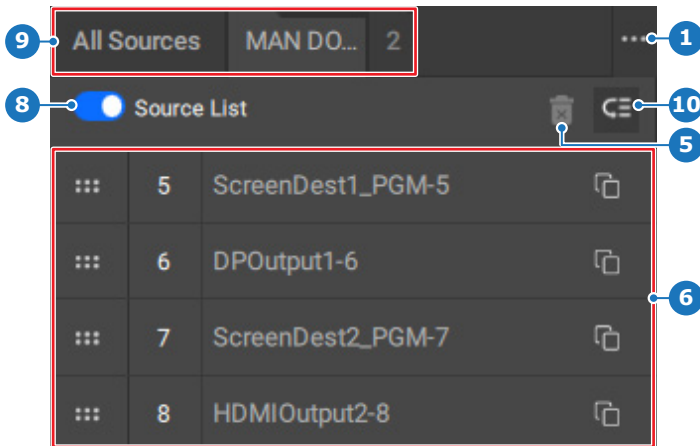


Image 8–101

- 1 Folder menu
- 5 Delete button
- 6 Available sources
- 8 Toggle source list view
- 9 Source folders
- 10 Reorder toggle button

7. Drag (reference A) and drop (reference B) any source to its desired position in the list.

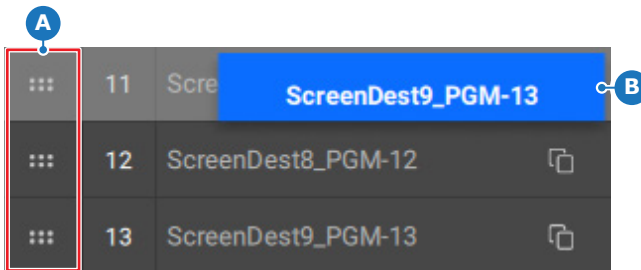


Image 8–102

- A Drag area
- B Drop area

8. Click the save icon (📁) in the header.

## 8.12.5 Adding stills

### Location

1. **Navigation side bar:** *Programming*
2. **Left panel:** *All Sources*

### Prerequisites

The image must be in *.png* format to be used as a still.

### How to add

1. Click the plus icon (+) at the bottom of the left panel (reference 1).

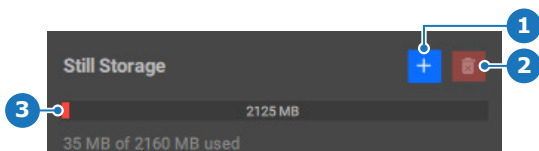



Image 8–103

- 1 Add still button
- 2 Delete selected still button
- 3 Used still storage indication

A pop-up window is shown.

2. Navigate to the location of the images and click open.

 *Tip:* Hold **CTRL** or **⌘** to select multiple entries at once.

3. Wait until the images have been uploaded.  
The images are added to the sources list under *Stills*.

4. Click the save icon () in the header.

## 8.12.6 Capturing stills

### Location

1. **Navigation side bar:** *Programming*
2. **Left panel:** *All Sources*

### About capturing

Event Master Toolset can capture a frame directly from a live input and store it as a still. The captured still will then be added as a source and stored on the video processor. For more information on how to download the still, see “Export stills”, page 71.

### How to capture

1. Is the *Source List* toggle button (reference 8) enabled?
  - ▶ If **yes**, disable the *Source List* toggle button (reference 8) and go to next step.
  - ▶ If **no**, go to next step.

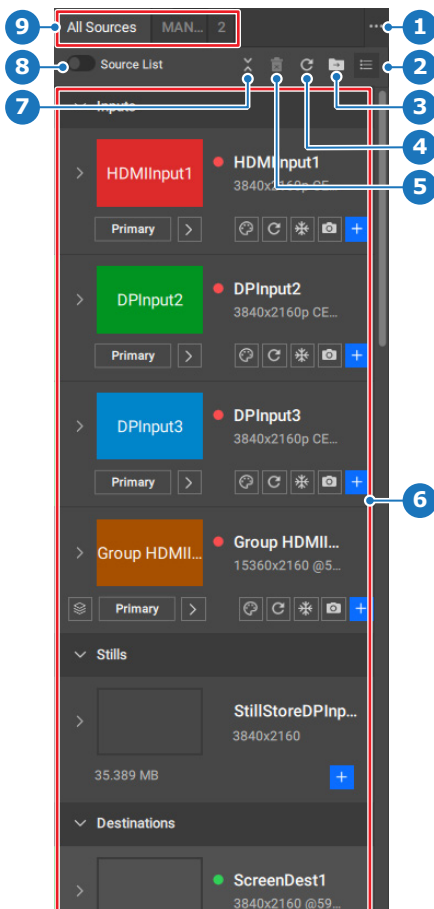


Image 8–104

- 1 Folder menu
- 2 Source view options
- 3 Source organise menu
- 4 Refresh input thumbnail button
- 5 Delete button
- 6 Available sources
- 7 Collapse or expand all sources
- 8 Toggle source list view
- 9 Source folders

2. Click the *Freeze input* icon (❄️) of the desired input (reference 18) to lock the frame. (**optional**)

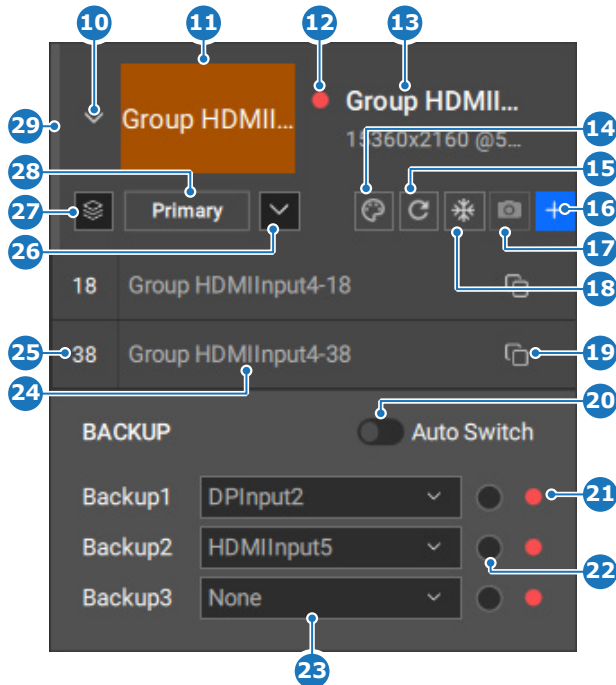



Image 8–105

- 10 Show or hide sources
- 11 Input thumbnail
- 12 Signal validity icon
- 13 Input name input field
- 14 Thumbnail background color menu
- 15 Refresh thumbnail button
- 16 Add source button
- 17 Capture still button
- 18 Freeze input button
- 19 Copy source button
- 20 Toggle auto backup signal
- 21 Backup signal validity icon
- 22 Manual backup source radio button
- 23 Backup source drop down
- 24 Source name input field
- 25 Source ID input field
- 26 Show or hide backup section
- 27 Show or hide group sources
- 28 Backup or primary source button
- 29 Input usage indicator

3. Click the *Capture still* icon (📷) of the desired input (reference 17, [Image 8–105](#)) to capture the **current** frame as a still.

The still is added to the source list under *Stills*.

4. Double click on the name of the still (reference 32) to enter a name.

 *Tip:* Provide clear names that reflect the intended purpose.

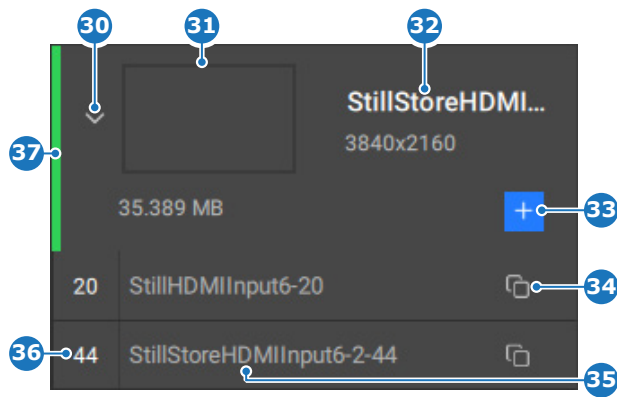


Image 8–106

- 30 Show or hide sources
- 31 Still thumbnail
- 32 Still name input field
- 33 Add source button

- 34 Copy source button
- 35 Source name input field
- 36 Source ID input field
- 37 Still usage indicator

5. Click the *Freeze input* icon (❄️) of the desired input (reference 18, [Image 8–105](#)) to stop locking the frame. (**optional**)
6. Click the save icon (💾) in the header.

## 8.12.7 Source thumbnail

### Location

1. **Navigation side bar:** *Programming*
2. **Left panel:** *All Sources*

### About thumbnails

Thumbnails provide a visual aid on what the source displays. These thumbnails are a static snapshot of the content from the source at a random time. To update a thumbnail, click the refresh icon (🔄) of the desired source. Thumbnails are not visible outside of Event Master Toolset.

It is possible to overwrite the snapshot thumbnails to a custom image. For more information on how to set a custom thumbnail, see the following procedure.



No thumbnails will be generated when using the simulator. Custom thumbnails can help create a more realistic overview.

### How to set

1. Is the *Source List* toggle button (reference 8) enabled?
  - ▶ If **yes**, disable the *Source List* toggle button (reference 8) and go to next step.
  - ▶ If **no**, go to next step.

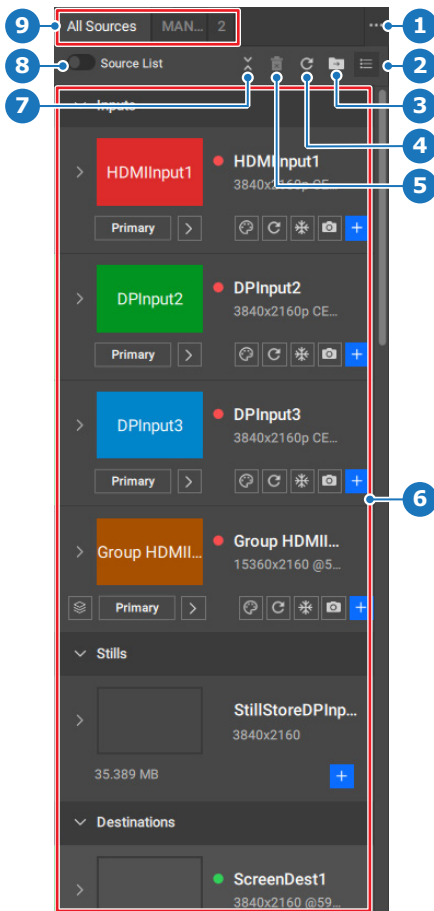





Image 8–107


- |                                                                                                                                                                                                   |                                                                                                                                                                              |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>1 Folder menu</li> <li>2 Source view options</li> <li>3 Source organise menu</li> <li>4 Refresh input thumbnail button</li> <li>5 Delete button</li> </ul> | <ul style="list-style-type: none"> <li>6 Available sources</li> <li>7 Collapse or expand all sources</li> <li>8 Toggle source list view</li> <li>9 Source folders</li> </ul> |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

2. Set the source view (reference 2, [Image 8–107](#)) of the left panel to *Show thumbnail view* (.

 *Note:* Thumbnails can only be viewed in the *All Sources* tab (reference 9, [Image 8–107](#)). They are not visible in the folders.

3. Click on the thumbnail (reference 11) of the desired source in the left panel.

 *Tip:* Collapse all categories and groups in the panel by clicking on the collapse icon (.

Expand all categories and groups in the panel by clicking on the expand icon (.

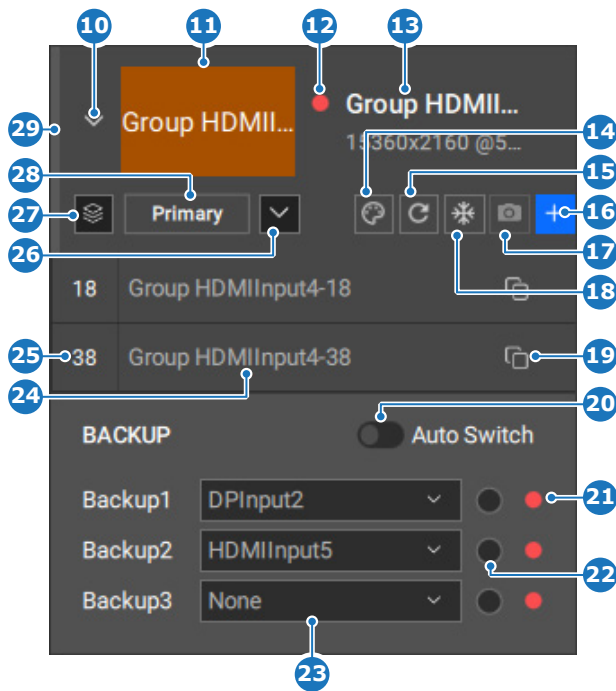


Image 8–108

- |                                                                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>10 Show or hide sources</li> <li>11 Input thumbnail</li> <li>12 Signal validity icon</li> <li>13 Input name input field</li> <li>14 Thumbnail background color menu</li> <li>15 Refresh thumbnail button</li> <li>16 Add source button</li> <li>17 Capture still button</li> <li>18 Freeze input button</li> <li>19 Copy source button</li> </ul> | <ul style="list-style-type: none"> <li>20 Toggle auto backup signal</li> <li>21 Backup signal validity icon</li> <li>22 Manual backup source radio button</li> <li>23 Backup source drop down</li> <li>24 Source name input field</li> <li>25 Source ID input field</li> <li>26 Show or hide backup section</li> <li>27 Show or hide group sources</li> <li>28 Backup or primary source button</li> <li>29 Input usage indicator</li> </ul> |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

A pop-up window is shown.

4. Navigate to the location of the image and click open.

The image is shown in the thumbnail (reference 11, [Image 8–108](#)) of the source and in the central work area if the source is used.


5. Click the save icon (  ) in the header.

## 8.12.8 Adding backup input

### Location

1. **Navigation side bar:** *Programming*
2. **Left panel:** *All Sources*

### About backup input

Inputs can lose connection or go offline during an event. When this happens, Event Master Toolset can switch the input to a backup input. This ensures that an image is restored as soon as possible. When the original input is back online, then the Event Master Toolset will show a green dot (  ) before the name. The user can then decide whether the input must go back to the original input.

### How to set

1. Is the *Source List* toggle button (reference 8) enabled?
  - ▶ If **yes**, disable the *Source List* toggle button (reference 8) and go to next step.
  - ▶ If **no**, go to next step.

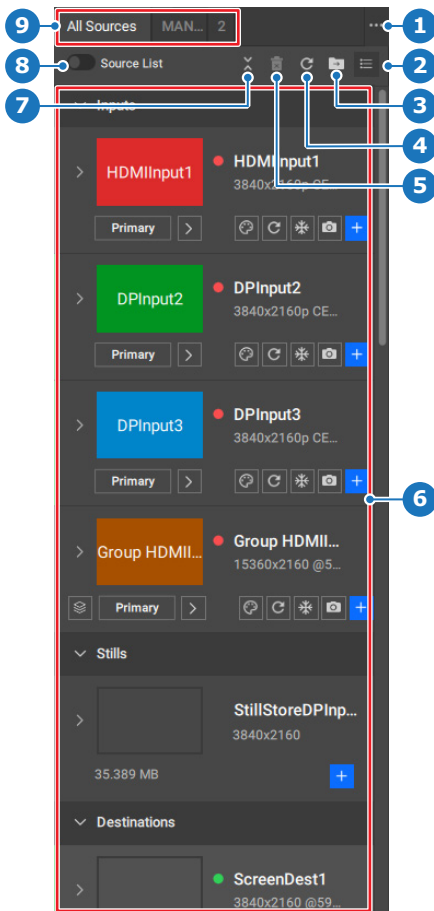


Image 8–109

- |                                                                                                                                                                                                   |                                                                                                                                                                              |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>1 Folder menu</li> <li>2 Source view options</li> <li>3 Source organise menu</li> <li>4 Refresh input thumbnail button</li> <li>5 Delete button</li> </ul> | <ul style="list-style-type: none"> <li>6 Available sources</li> <li>7 Collapse or expand all sources</li> <li>8 Toggle source list view</li> <li>9 Source folders</li> </ul> |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

2. Click on the right arrow (➤) below the thumbnail (reference 26) of the desired input.

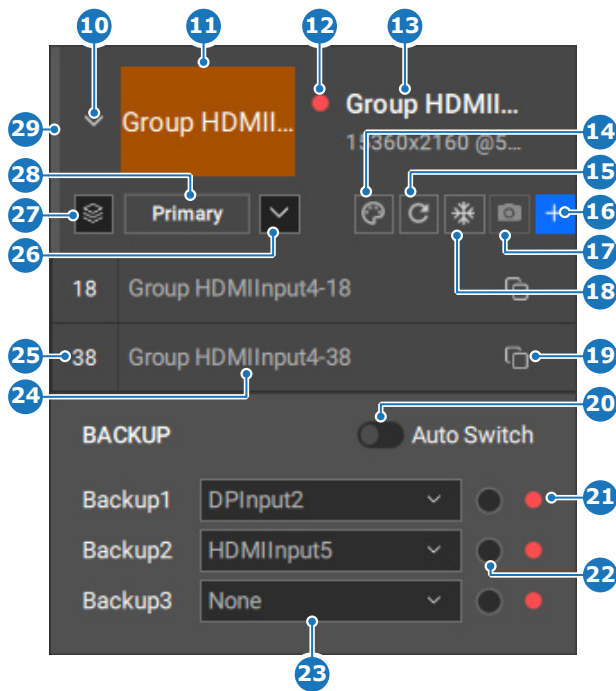





Image 8–110




- |                                                                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>10 Show or hide sources</li> <li>11 Input thumbnail</li> <li>12 Signal validity icon</li> <li>13 Input name input field</li> <li>14 Thumbnail background color menu</li> <li>15 Refresh thumbnail button</li> <li>16 Add source button</li> <li>17 Capture still button</li> <li>18 Freeze input button</li> <li>19 Copy source button</li> </ul> | <ul style="list-style-type: none"> <li>20 Toggle auto backup signal</li> <li>21 Backup signal validity icon</li> <li>22 Manual backup source radio button</li> <li>23 Backup source drop down</li> <li>24 Source name input field</li> <li>25 Source ID input field</li> <li>26 Show or hide backup section</li> <li>27 Show or hide group sources</li> <li>28 Backup or primary source button</li> <li>29 Input usage indicator</li> </ul> |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

3. Select a backup source from the drop down after *Backup* (reference 23, Image 8–110).

 *Note:* *Backup1* will be used first. If *Backup1* is also offline, then *Backup2* will be used. If *Backup2* is also offline then *Backup3* will be used. If *Backup3* is also offline, then there will be no image.

 *Tip:* A maximum of three backup inputs can be defined.

 *Tip:* Stills can be set as a backup input. It is recommended to have the last backup input set as a still.

 *Tip:* Active inputs will have an active icon ().  
Offline inputs will have an inactive icon (.

4. Click on the radio button (reference 22, Image 8–110) to manually switch to the selected backup. (optional)

5. Click on the slider in front of *Auto Switch* (reference 20, Image 8–110) to turn on the automatic backup functionality.

The label under the thumbnail (reference 28, Image 8–110) indicates whether the *Primary* source is active or a *Backup* source is active.

6. Click the save icon () in the header.

## 8.12.9 Multiple sources

### Location

1. **Navigation side bar:** *Programming*

## 2. Left panel: All Sources

### About multiple sources

Multiple sources allow the user to copy the incoming signal. This copy can then be modified to apply changes to the incoming signal. Each copy can have its own sets of modifications. Making it possible to quickly switch between different modifications and the source signal. For more information on how to edit the way each source looks, see [“Editing a source”, page 202](#).

### How to add

1. Is the *Source List* toggle button (reference 8) enabled?
  - ▶ If **yes**, disable the *Source List* toggle button (reference 8) and go to next step.
  - ▶ If **no**, go to next step.

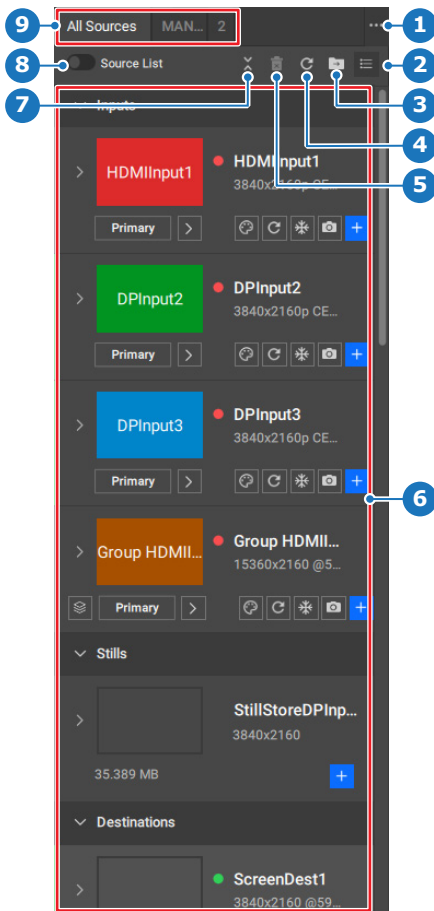


Image 8–111

- |   |                                |   |                                |
|---|--------------------------------|---|--------------------------------|
| 1 | Folder menu                    | 6 | Available sources              |
| 2 | Source view options            | 7 | Collapse or expand all sources |
| 3 | Source organise menu           | 8 | Toggle source list view        |
| 4 | Refresh input thumbnail button | 9 | Source folders                 |
| 5 | Delete button                  |   |                                |

2. Click the plus icon (+) of the desired source (reference 16).

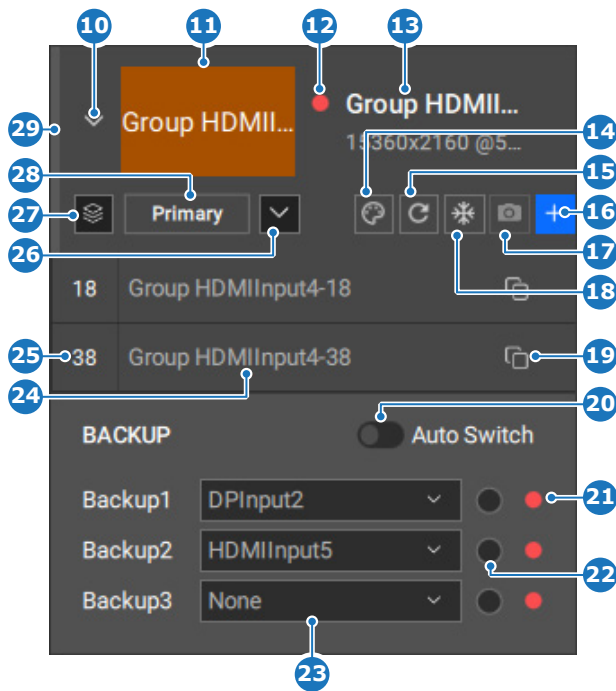





Image 8–112

- |                                                                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>10 Show or hide sources</li> <li>11 Input thumbnail</li> <li>12 Signal validity icon</li> <li>13 Input name input field</li> <li>14 Thumbnail background color menu</li> <li>15 Refresh thumbnail button</li> <li>16 Add source button</li> <li>17 Capture still button</li> <li>18 Freeze input button</li> <li>19 Copy source button</li> </ul> | <ul style="list-style-type: none"> <li>20 Toggle auto backup signal</li> <li>21 Backup signal validity icon</li> <li>22 Manual backup source radio button</li> <li>23 Backup source drop down</li> <li>24 Source name input field</li> <li>25 Source ID input field</li> <li>26 Show or hide backup section</li> <li>27 Show or hide group sources</li> <li>28 Backup or primary source button</li> <li>29 Input usage indicator</li> </ul> |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

3. Rename the source by double clicking on the name (reference 24, [Image 8–112](#)).

 *Tip:* If the source list is turned off, then the sources can be displayed by clicking on the right arrow (  ) before the thumbnail or name of the input (reference 10, [Image 8–112](#)).

 *Tip:* Provide clear names that reflect the intended purpose.

4. Click the save icon (  ) in the header.

## 8.12.10 Scene creation

### About scene creation

The following chapters describe how to prepare or create scenes using all the configured sources on the configured destinations. The same steps can be followed regardless of source or destination.

### Preview vs program

Preview allows for scenes to be prepared without the displayed image being affected. Program is actively being displayed and changes will happen in real time.

The following chapters explain the steps for preview. The same steps can be done in program. It is recommended to avoid making changes directly in program when possible.

### PIP vs key

A PIP (picture in picture) layer will position themselves according to their Z-order. Therefore, PIP layers can have borders and/or shadows to make them stand out from the mix background layer and/or other layers. For more information about Z-order, see [“Layer Z-order”, page 198](#).

A key layer can do actions on certain colors or brightness values. Based on these values the layer can have parts with those characteristics removed or replaced. Helping them blend in with the mix background layer and/or other layers. A common example of a key layer is in combination with a green screen.

### 8.12.10.1 Adding a layer

#### Location

1. **Navigation side bar:** *Programming*
2. **Central work area:** *PREVIEW* or *PROGRAM*

#### About creating a layer

The first time a layer is created or used, no source will be added to the layer. If a source has been added to the layer at any time, then the layer will be created with the last source automatically added. This memory is not affected by type changes.

The source of a layer can be changed by adding or overwriting the source of the layer. For more information, see [“Adding a source”, page 192](#).

#### How to add

1. Click on the desired destination from the top panel or desired screen destination group from the bottom panel.
2. Is the layer bar (reference 3) visible in the central work area?
  - ▶ If **yes**, go to next step.
  - ▶ If **no**, enable the layer view (reference 1) and go to next step.

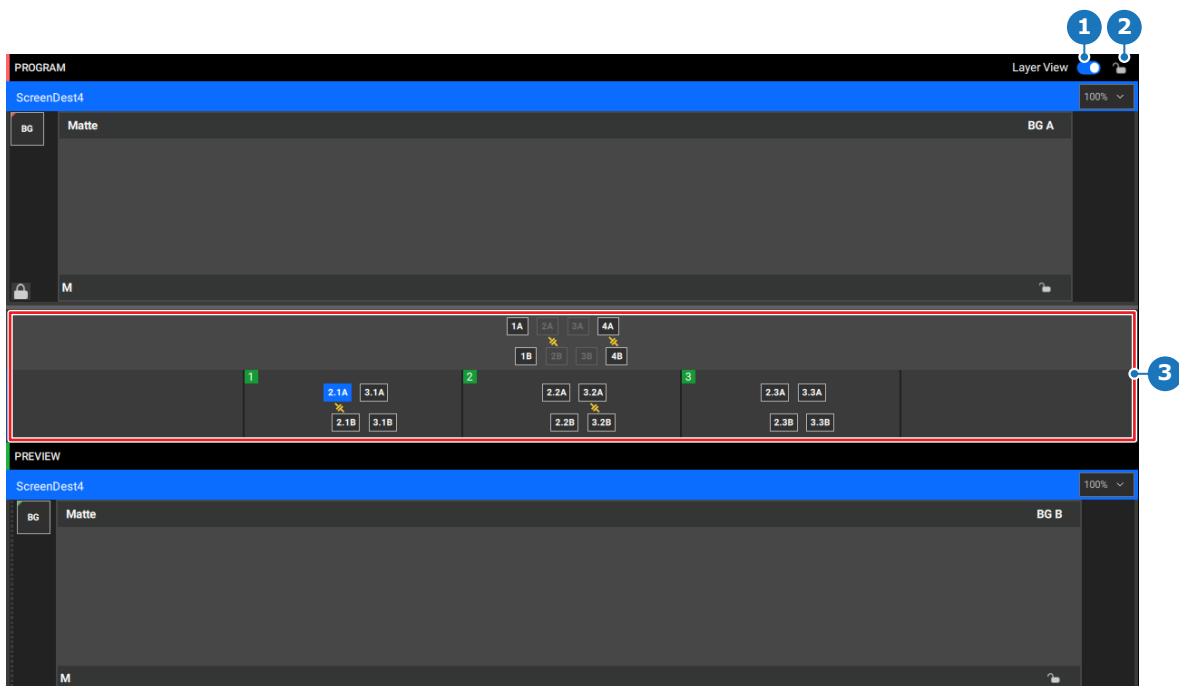


Image 8–113

- 1 Toggle layer view
- 2 Lock program layers
- 3 Layer bar

3. Drag (reference A) and drop (reference B) the desired layer into the scene.

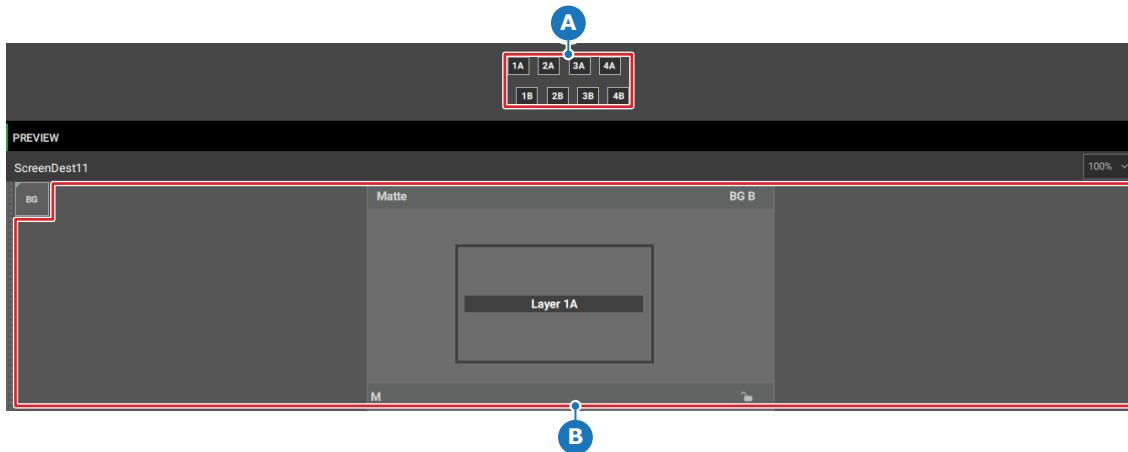


Image 8–114

- A** Empty layer drag area
- B** Empty layer drop area

An empty layer is added.

4. Click the save icon (📁) in the header.

### 8.12.10.2 Adding a source

#### Location

1. **Navigation side bar:** *Programming*
2. **Left panel:** *All Sources* or source folder
3. **Central work area:** *PREVIEW* or *PROGRAM*

#### About adding sources


Sources can be added to empty layers or overwrite already existing layers. If no layer is present, then Event Master Toolset will automatically use the first available layer with the source. In case of split layers, the 'B' layer comes before the 'A' layer.

#### Wide screen output layer prerequisites

Layers must be added from the screen layer bar before sources can be added. For more information, see [“Adding a layer”, page 191](#).

#### How to add

1. Click on the desired destination from the top panel or desired screen destination group from the bottom panel.
2. Is the scene or layer locked (🔒)?
  - ▶ If **yes**, click the unlock icon (🔓) in the bottom left of the scene or in the bottom panel (reference 34) and go to next step.
  - ▶ If **no**, go to next step.

 **Note:** If the layer is a split layer that is transitioned to program, then the layer must either be removed from program or program must be unlocked before it can be edited in preview.

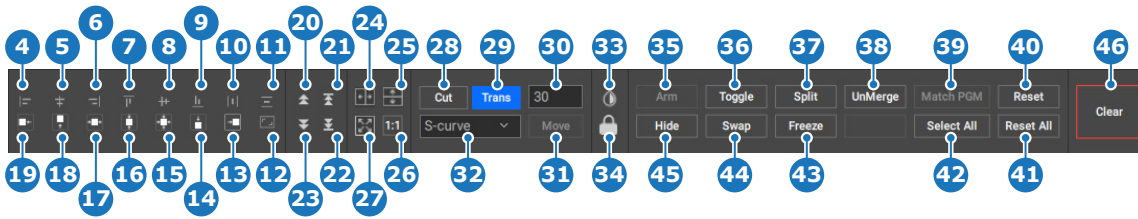


Image 8–115

- |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>4 Left align selection</li> <li>5 Vertical middle align selection</li> <li>6 Right align selection</li> <li>7 Top align selection</li> <li>8 Horizontal middle align selection</li> <li>9 Bottom align selection</li> <li>10 Horizontal distribute selection</li> <li>11 Vertical distribute selection</li> <li>12 Make selections same size</li> <li>13 Align selection with the right destination border</li> <li>14 Align selection with the bottom destination border</li> <li>15 Align selection with the center of the destination</li> <li>16 Align selection with the vertical center of the destination</li> <li>17 Align selection with the horizontal center of the destination</li> <li>18 Align selection with the top destination border</li> <li>19 Align selection with the left destination border</li> <li>20 Move selection up in Z-order</li> <li>21 Move selection to top in Z-order</li> <li>22 Move selection to bottom in Z-order</li> <li>23 Move selection down in Z-order</li> <li>24 Size selection to fill horizontal</li> <li>25 Size selection to fill vertical</li> </ul> | <ul style="list-style-type: none"> <li>26 Size selection to the source</li> <li>27 Size selection to fill horizontal and vertical</li> <li>28 Cut preview to program</li> <li>29 Transition preview to program</li> <li>30 Transition frames input field</li> <li>31 Execute move animation button</li> <li>32 Crossfade drop down</li> <li>33 Toggle selected layer opacity in software</li> <li>34 Lock or unlock selection</li> <li>35 Arm button</li> <li>36 Toggle selection between preview and program</li> <li>37 Split or unsplit layer</li> <li>38 Merge or unmerge layer</li> <li>39 Match program to preview button</li> <li>40 Reset modifications of selection</li> <li>41 Reset modifications to all layers</li> <li>42 Select all layers</li> <li>43 Freeze selection</li> <li>44 Swap layer modifications between preview and program</li> <li>45 Hide or show selected layer from presets</li> <li>46 Remove selections</li> </ul> |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

3. Does the desired layer exist?

- ▶ If **yes**, drag (reference A) and drop (reference B, [Image 8–116](#)) the desired source from the left panel on the layer.
- ▶ If **no**, drag (reference A) and drop (reference C, [Image 8–117](#)) the desired source from the left panel to an empty space of the scene. (**not available for wide screens with output layers**)

**Note:** If the source and screen destination are not from the same unit, then a link resource will be reserved.

**Tip:** Collapse all categories and groups in the panel by clicking on the collapse icon ().  
Expand all categories and groups in the panel by clicking on the expand icon (.

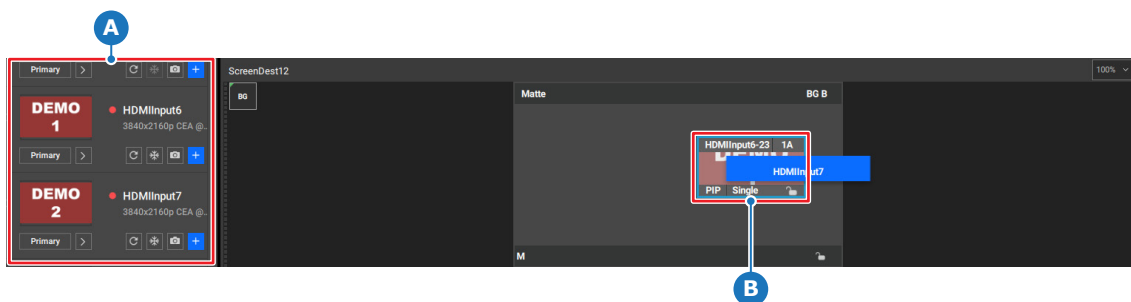


Image 8–116

- A Layer drag area
- B Layer drop area

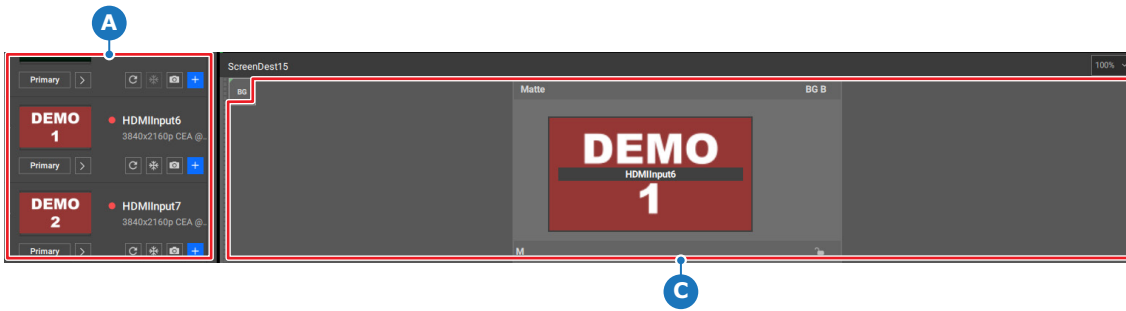


Image 8–117

- A** Layer drag area
- C** Layer drop area

The layer gets the name and thumbnail of the dropped source.

4. Click the save icon (  ) in the header.

### 8.12.10.3 Mix background layer




#### Location

1. **Navigation side bar:** *Programming*
2. **Central work area:** *PREVIEW > BG* or *PROGRAM > BG*
3. **Right panel:** *BG*

#### About the mix background layer

The mix background layer of a destination functions like a normal mix layer. It can have a matte color or a source applied. By default, the mix background layer is set to a matte black color.

#### How to edit

1. Click on the desired destination from the top panel or desired screen destination group from the bottom panel.
2. Click on the background icon (  ) or the mix background layer.
3. Is the mix background layer in program?
  - ▶ If **yes**, click the lock icon (  ) of *PROGRAM* to modify the mix background layer and go to next step.
  - ▶ If **no**, go to next step.
4. Must a source be applied to the mix background layer?
  - ▶ If **yes**, drag (reference A) and drop (reference B) the desired source from the left panel on the background icon (  ). Go to next step.
  - ▶ If **no**, go to step 6.

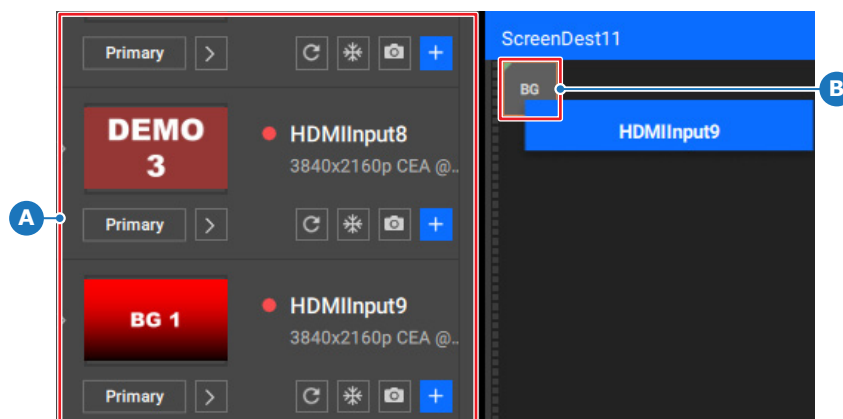


Image 8–118

- A Layer drag area
- B Layer drop area

5. Position the background. For more information, see [“Positioning a layer”, page 196](#). (optional)
6. Modify the background using the options from the right panel.

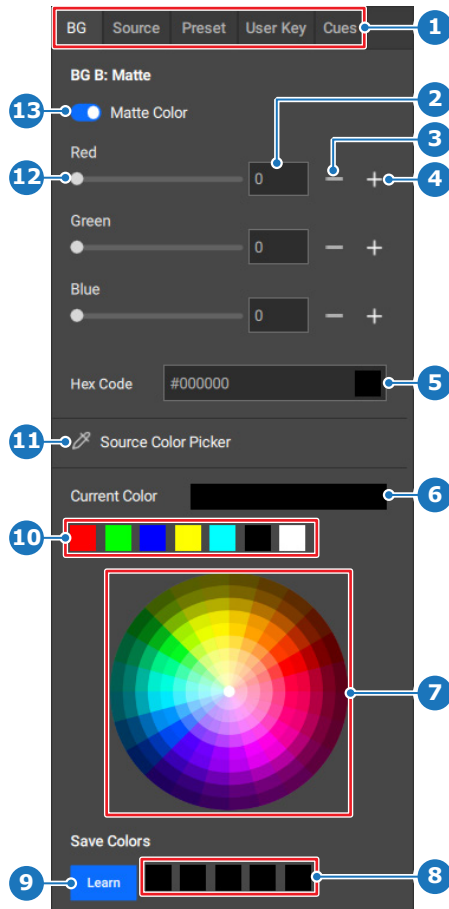


Image 8–119

- |   |                             |    |                         |
|---|-----------------------------|----|-------------------------|
| 1 | Category selection          | 8  | Saved color options     |
| 2 | Color value input field     | 9  | More information button |
| 3 | Decrease color value button | 10 | Standard color options  |
| 4 | Increase color value button | 11 | Color picker button     |
| 5 | Hex code input field        | 12 | Color value slider      |
| 6 | Current color label         | 13 | Matte color toggle      |
| 7 | Color wheel                 |    |                         |

7. Click the save icon (  ) in the header.

### 8.12.10.4 Removing a layer

#### Location

1. **Navigation side bar:** *Programming*
2. **Left panel:** *All Sources* or source folder
3. **Central work area:** *PREVIEW* or *PROGRAM*

#### How to remove


1. Click on the desired destination from the top panel or desired screen destination group from the bottom panel.
2. Select the desired layers from the scene.



*Tip:* Hold **CTRL** or **⌘** to select multiple entries at once. If this does not work, enable the keyboard shortcuts in the settings. For more information, see [“Keyboard shortcuts”, page 257](#).

3. Is the selection locked (🔒)?

- ▶ If **yes**, click the unlock icon (🔓) in the bottom panel (reference 34) and go to next step.
- ▶ If **no**, go to next step.

 **Note:** If the layer is a split layer that is transitioned to program, then the layer must either be removed from program or program must be unlocked before it can be edited in preview.

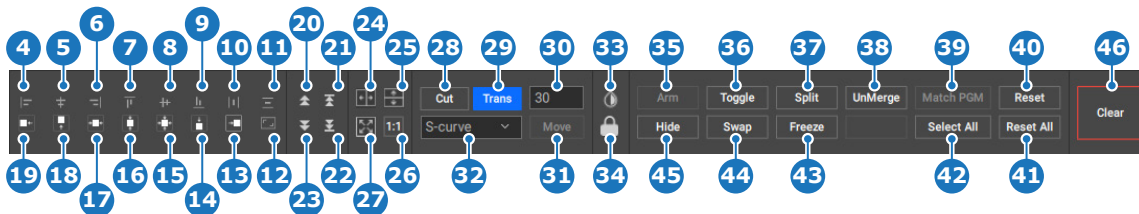


Image 8–120

- |                                                                  |                                                         |
|------------------------------------------------------------------|---------------------------------------------------------|
| 4 Left align selection                                           | 26 Size selection to the source                         |
| 5 Vertical middle align selection                                | 27 Size selection to fill horizontal and vertical       |
| 6 Right align selection                                          | 28 Cut preview to program                               |
| 7 Top align selection                                            | 29 Transition preview to program                        |
| 8 Horizontal middle align selection                              | 30 Transition frames input field                        |
| 9 Bottom align selection                                         | 31 Execute move animation button                        |
| 10 Horizontal distribute selection                               | 32 Crossfade drop down                                  |
| 11 Vertical distribute selection                                 | 33 Toggle selected layer opacity in software            |
| 12 Make selections same size                                     | 34 Lock or unlock selection                             |
| 13 Align selection with the right destination border             | 35 Arm button                                           |
| 14 Align selection with the bottom destination border            | 36 Toggle selection between preview and program         |
| 15 Align selection with the center of the destination            | 37 Split or unsplit layer                               |
| 16 Align selection with the vertical center of the destination   | 38 Merge or unmerge layer                               |
| 17 Align selection with the horizontal center of the destination | 39 Match program to preview button                      |
| 18 Align selection with the top destination border               | 40 Reset modifications of selection                     |
| 19 Align selection with the left destination border              | 41 Reset modifications to all layers                    |
| 20 Move selection up in Z-order                                  | 42 Select all layers                                    |
| 21 Move selection to top in Z-order                              | 43 Freeze selection                                     |
| 22 Move selection to bottom in Z-order                           | 44 Swap layer modifications between preview and program |
| 23 Move selection down in Z-order                                | 45 Hide or show selected layer from presets             |
| 24 Size selection to fill horizontal                             | 46 Remove selections                                    |
| 25 Size selection to fill vertical                               |                                                         |

4. Click *Clear* (reference 46, [Image 8–120](#)) in the bottom panel.

The selected layers are removed from the scene.

5. Click the save icon (📁) in the header.

### 8.12.10.5 Positioning a layer

#### Location

1. **Navigation side bar:** *Programming*
2. **Central work area:** *PREVIEW* or *PROGRAM*
3. **Right panel:** *Layer > Layer window* (📄) or *BG*

#### Positioning the background source

A mix background layer with a source assigned can be moved using the same principles as the layer position. Moving the source within the mix background layer will show different parts of the image depending on the position. This can create the illusion of animation or allow for the switching of the background image without needing to change the source.

#### Methods to position a layer

There are three main methods to position a layer in the scene. All three methods can be used to fine tune the position of the layer within the scene.



Layers can be partially or fully outside the active area of the screen destination. The parts outside the active area will not be visible.

- Dragging and dropping the layer in the desired location within the scene.
- Modifying the layers absolute *H Position* and *V Position* with one of the following methods in the right panel:
  - **Using the slider** (reference 75): drag the white ball over the slider until the desired amount is reached.
  - **Entering a value** (reference 68): enter any desired value in the input field.
  - **Using the + and - buttons**: click on the + (reference 70) to **increase** the value with one point and on the - (reference 69) to **decrease** the value with one point.
- Aligning the layer to another selected layer with the bottom panel. For more information, see the following procedure.

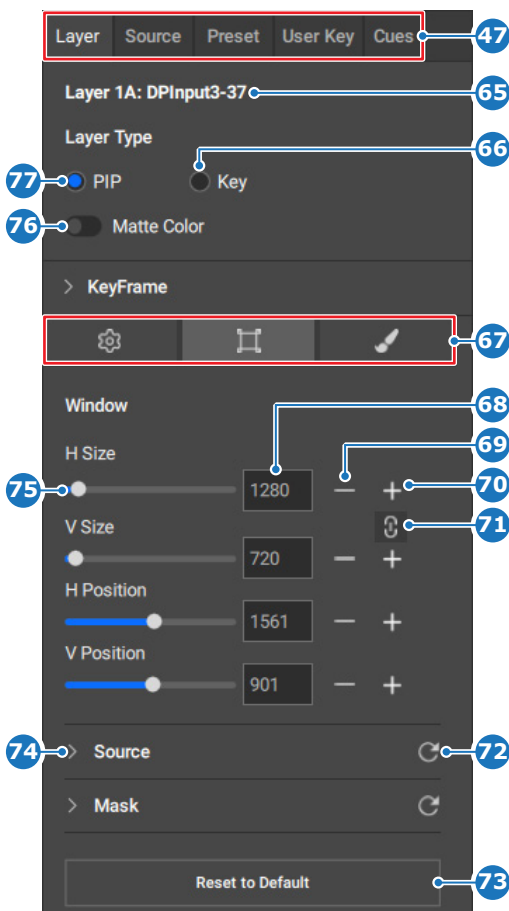


Image 8–121

- |                                        |                                                     |
|----------------------------------------|-----------------------------------------------------|
| <b>47</b> Category selection           | <b>71</b> Lock or unlock aspect ratio toggle button |
| <b>65</b> Selected layer label         | <b>72</b> Refresh settings                          |
| <b>66</b> Key layer type radio button  | <b>73</b> Reset changes button                      |
| <b>67</b> Layer settings sub menus     | <b>74</b> Show or hide section button               |
| <b>68</b> Layer window input field     | <b>75</b> Layer window slider                       |
| <b>69</b> Decrease layer window button | <b>76</b> Matte color toggle                        |
| <b>70</b> Increase layer window button | <b>77</b> PIP layer type radio button               |

## How to align using the bottom panel

1. Click on the desired destination from the top panel or desired screen destination group from the bottom panel.
2. Is the layer locked (🔒)?
  - ▶ If **yes**, click the unlock icon (🔓) in the bottom panel (reference 34) and go to next step.
  - ▶ If **no**, go to next step.

**Note:** If the layer is a split layer that is transitioned to program, then the layer must either be removed from program or program must be unlocked before it can be edited in preview.

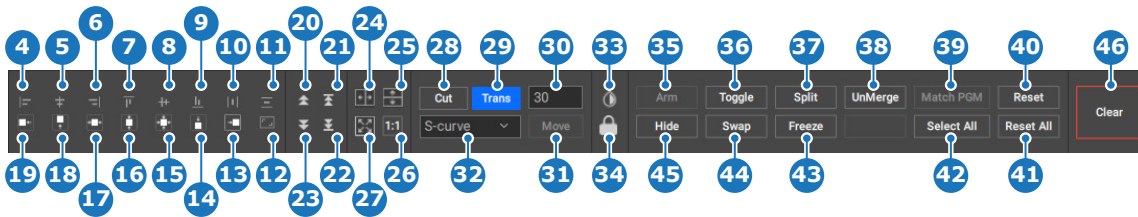


Image 8-122

- |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>4 Left align selection</li> <li>5 Vertical middle align selection</li> <li>6 Right align selection</li> <li>7 Top align selection</li> <li>8 Horizontal middle align selection</li> <li>9 Bottom align selection</li> <li>10 Horizontal distribute selection</li> <li>11 Vertical distribute selection</li> <li>12 Make selections same size</li> <li>13 Align selection with the right destination border</li> <li>14 Align selection with the bottom destination border</li> <li>15 Align selection with the center of the destination</li> <li>16 Align selection with the vertical center of the destination</li> <li>17 Align selection with the horizontal center of the destination</li> <li>18 Align selection with the top destination border</li> <li>19 Align selection with the left destination border</li> <li>20 Move selection up in Z-order</li> <li>21 Move selection to top in Z-order</li> <li>22 Move selection to bottom in Z-order</li> <li>23 Move selection down in Z-order</li> <li>24 Size selection to fill horizontal</li> <li>25 Size selection to fill vertical</li> </ul> | <ul style="list-style-type: none"> <li>26 Size selection to the source</li> <li>27 Size selection to fill horizontal and vertical</li> <li>28 Cut preview to program</li> <li>29 Transition preview to program</li> <li>30 Transition frames input field</li> <li>31 Execute move animation button</li> <li>32 Crossfade drop down</li> <li>33 Toggle selected layer opacity in software</li> <li>34 Lock or unlock selection</li> <li>35 Arm button</li> <li>36 Toggle selection between preview and program</li> <li>37 Split or unsplit layer</li> <li>38 Merge or unmerge layer</li> <li>39 Match program to preview button</li> <li>40 Reset modifications of selection</li> <li>41 Reset modifications to all layers</li> <li>42 Select all layers</li> <li>43 Freeze selection</li> <li>44 Swap layer modifications between preview and program</li> <li>45 Hide or show selected layer from presets</li> <li>46 Remove selections</li> </ul> |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

3. Select all the layers that must be aligned.

**Tip:** Hold **CTRL** or **⌘** to select multiple entries at once. If this does not work, enable the keyboard shortcuts in the settings. For more information, see “[Keyboard shortcuts](#)”, page 257.

4. Click on the desired alignments (reference 4 through 19, [Image 8-122](#)) from the bottom panel.

**Note:** Some options are only available when three or more layers are selected.

5. Click the save icon (  ) in the header.

### 8.12.10.6 Layer Z-order

**i Z-order**  
Z-order is an ordering method that determines whether an element appears in front or behind another element. This ordering makes it possible to position elements in a space without using additional processing power.

#### Location


1. **Navigation side bar:** *Programming*
2. **Central work area:** *PREVIEW* or *PROGRAM*

#### About Z-order

Z-order cannot be used for split layers nor output layers. These layers will always be arranged according to their layer number. If a layer must be behind or in front of another layer, then they must be assigned to another layer. For more information, see “[Adding a source](#)”, page 192.

## How to change

1. Click on the desired destination from the top panel or desired screen destination group from the bottom panel.
2. Is the layer locked (🔒)?
  - ▶ If **yes**, click the unlock icon (🔓) in the bottom panel (reference 34) and go to next step.
  - ▶ If **no**, go to next step.

 **Note:** If the layer is a split layer that is transitioned to program, then the layer must either be removed from program or program must be unlocked before it can be edited in preview.

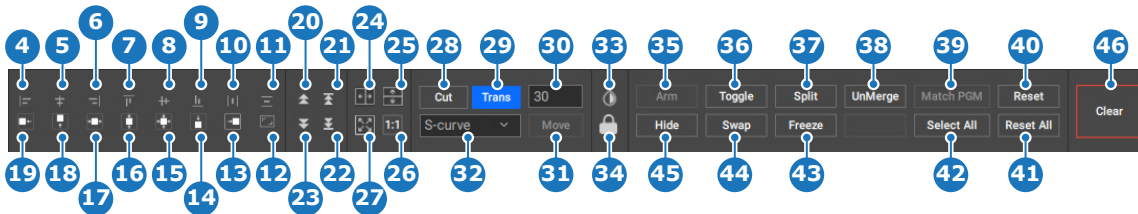


Image 8-123

- |                                                                  |                                                         |
|------------------------------------------------------------------|---------------------------------------------------------|
| 4 Left align selection                                           | 26 Size selection to the source                         |
| 5 Vertical middle align selection                                | 27 Size selection to fill horizontal and vertical       |
| 6 Right align selection                                          | 28 Cut preview to program                               |
| 7 Top align selection                                            | 29 Transition preview to program                        |
| 8 Horizontal middle align selection                              | 30 Transition frames input field                        |
| 9 Bottom align selection                                         | 31 Execute move animation button                        |
| 10 Horizontal distribute selection                               | 32 Crossfade drop down                                  |
| 11 Vertical distribute selection                                 | 33 Toggle selected layer opacity in software            |
| 12 Make selections same size                                     | 34 Lock or unlock selection                             |
| 13 Align selection with the right destination border             | 35 Arm button                                           |
| 14 Align selection with the bottom destination border            | 36 Toggle selection between preview and program         |
| 15 Align selection with the center of the destination            | 37 Split or unsplit layer                               |
| 16 Align selection with the vertical center of the destination   | 38 Merge or unmerge layer                               |
| 17 Align selection with the horizontal center of the destination | 39 Match program to preview button                      |
| 18 Align selection with the top destination border               | 40 Reset modifications of selection                     |
| 19 Align selection with the left destination border              | 41 Reset modifications to all layers                    |
| 20 Move selection up in Z-order                                  | 42 Select all layers                                    |
| 21 Move selection to top in Z-order                              | 43 Freeze selection                                     |
| 22 Move selection to bottom in Z-order                           | 44 Swap layer modifications between preview and program |
| 23 Move selection down in Z-order                                | 45 Hide or show selected layer from presets             |
| 24 Size selection to fill horizontal                             | 46 Remove selections                                    |
| 25 Size selection to fill vertical                               |                                                         |

3. Select the desired layer in the central work area.
4. Click on the Z-order buttons (reference 20 through 23, [Image 8-123](#)) from the bottom panel until the layer is in the desired Z-order position.
5. Click the save icon (💾) in the header.

### 8.12.10.7 Editing a layer

#### Location

1. **Navigation side bar:** *Programming*
2. **Central work area:** *PREVIEW* or *PROGRAM*
3. **Right panel:** *Layer > Layer settings* (⚙️) or *Layer > Layer window* (🖼️) or *Layer > Layer effects* (🎨) or *User Key > All User key*


#### About editing a layer

Event Master Toolset allows for a wide variety of modifications on a layer. These modifications do not affect the source nor other layers. Each modification is layered on top of the source to create a desired outcome.

To save time, layer edits can be saved under a user key. For more information, see “[User keys](#)”, page 206.

## How to edit

1. Click on the desired destination from the top panel or desired screen destination group from the bottom panel.
2. Is the layer locked (🔒)?
  - ▶ If **yes**, click the unlock icon (🔓) in the bottom panel (reference 34) and go to next step.
  - ▶ If **no**, go to next step.

 **Note:** If the layer is a split layer that is transitioned to program, then the layer must either be removed from program or program must be unlocked before it can be edited in preview.

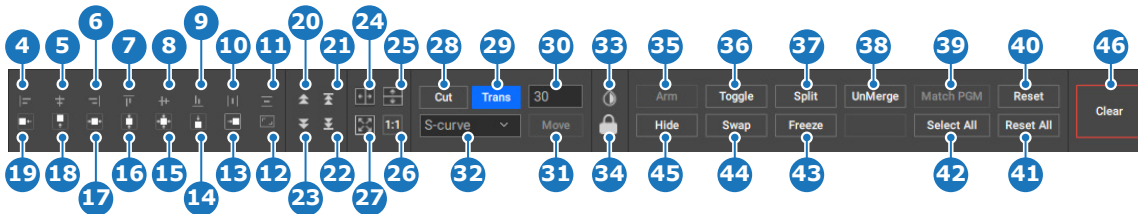



Image 8–124

- |                                                                  |                                                         |
|------------------------------------------------------------------|---------------------------------------------------------|
| 4 Left align selection                                           | 26 Size selection to the source                         |
| 5 Vertical middle align selection                                | 27 Size selection to fill horizontal and vertical       |
| 6 Right align selection                                          | 28 Cut preview to program                               |
| 7 Top align selection                                            | 29 Transition preview to program                        |
| 8 Horizontal middle align selection                              | 30 Transition frames input field                        |
| 9 Bottom align selection                                         | 31 Execute move animation button                        |
| 10 Horizontal distribute selection                               | 32 Crossfade drop down                                  |
| 11 Vertical distribute selection                                 | 33 Toggle selected layer opacity in software            |
| 12 Make selections same size                                     | 34 Lock or unlock selection                             |
| 13 Align selection with the right destination border             | 35 Arm button                                           |
| 14 Align selection with the bottom destination border            | 36 Toggle selection between preview and program         |
| 15 Align selection with the center of the destination            | 37 Split or unsplit layer                               |
| 16 Align selection with the vertical center of the destination   | 38 Merge or unmerge layer                               |
| 17 Align selection with the horizontal center of the destination | 39 Match program to preview button                      |
| 18 Align selection with the top destination border               | 40 Reset modifications of selection                     |
| 19 Align selection with the left destination border              | 41 Reset modifications to all layers                    |
| 20 Move selection up in Z-order                                  | 42 Select all layers                                    |
| 21 Move selection to top in Z-order                              | 43 Freeze selection                                     |
| 22 Move selection to bottom in Z-order                           | 44 Swap layer modifications between preview and program |
| 23 Move selection down in Z-order                                | 45 Hide or show selected layer from presets             |
| 24 Size selection to fill horizontal                             | 46 Remove selections                                    |
| 25 Size selection to fill vertical                               |                                                         |

3. Select all the layers that must be edited the same way.

 **Tip:** Hold **CTRL** or **⌘** to select multiple entries at once. If this does not work, enable the keyboard shortcuts in the settings. For more information, see “[Keyboard shortcuts](#)”, page 257.

4. Are the desired changes saved in a user key?
  - ▶ If **yes**, select the desired user key from the *User Key* category (reference 47) of the right panel and click *Apply Selected* (reference 57). No further actions needed.
  - ▶ If **no**, go to next step.

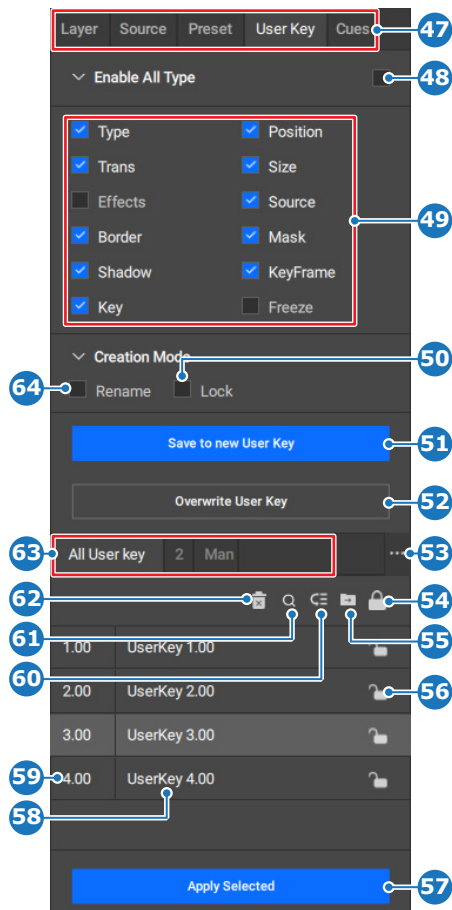


Image 8–125

- |                                                                                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                                                                                                                                                             |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>47 Category selection</li> <li>48 All user key types toggle button</li> <li>49 User key type options</li> <li>50 Lock new user key toggle button</li> <li>51 Save user key button</li> <li>52 Overwrite selected user key button</li> <li>53 User key folder menu</li> <li>54 Lock or unlock all user keys button</li> <li>55 Move selection to folder</li> </ul> | <ul style="list-style-type: none"> <li>56 Lock or unlock user key</li> <li>57 Apply selected user key</li> <li>58 User key name input field</li> <li>59 User key ID input field</li> <li>60 Reorganise user key button</li> <li>61 Search user key button</li> <li>62 Delete selected user key button</li> <li>63 User key folders</li> <li>64 Rename new user key toggle button</li> </ul> |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

5. Select the desired layer type in the *Layer* category (reference 47) of the right panel.



*Tip:* Default is PIP with matte color disabled.

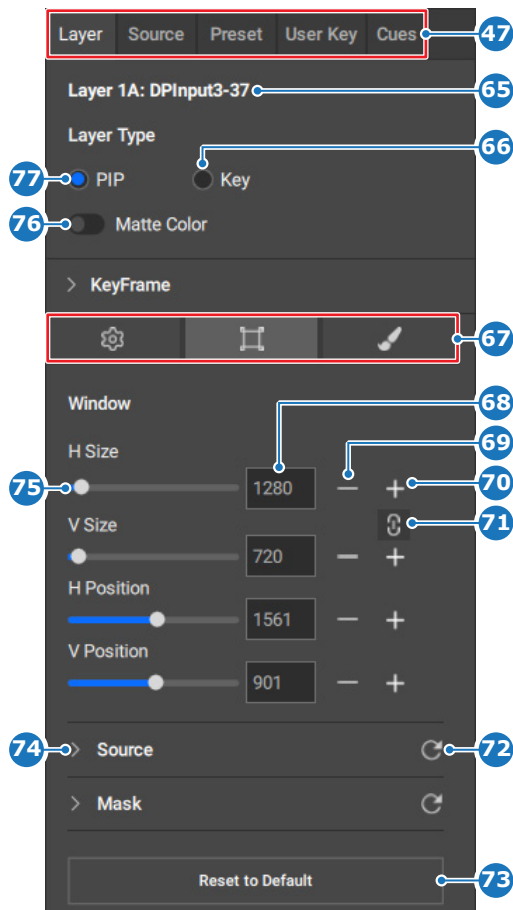


Image 8–126

- 47 Category selection
- 65 Selected layer label
- 66 Key layer type radio button
- 67 Layer settings sub menus
- 68 Layer window menu
- 69 Decrease layer window button
- 70 Increase layer window button
- 71 Lock or unlock aspect ratio toggle button
- 72 Refresh settings
- 73 Reset changes button
- 74 Show or hide section button
- 75 Layer window slider
- 76 Matte color toggle
- 77 PIP layer type radio button

6. Edit the desired parameters of the layer using one or more of the following menus (reference 67, [Image 8–126](#)):

- ▶ Using the **layer settings** (⚙️).
- ▶ Using the **layer window menu** (📐).
- ▶ Using the **layer effects menu** (🖌️).

 *Tip:* For more information on how to use *KeyFrame*, see [“Applying a move animation”](#), page 204.

7. Store the changes in a user key. For more information, see [“User keys”](#), page 206. (**optional**)

8. Click the save icon (💾) in the header.

### 8.12.10.8 Editing a source

#### Location

1. **Navigation side bar:** *Programming*
2. **Central work area:** *PREVIEW* or *PROGRAM*
3. **Right panel:** *Source*

## About editing a source

Source modifications are applied to all usages of that source in both preview and program. Locked instances will also receive the source modifications. Any layer modification is layered on top of the source modification. For more information on layer modifications, see [“Editing a layer”, page 199](#).



To save time, layer sources can be saved under a user key. For more information, see [“User keys”, page 206](#).


## Prerequisites

The source must be added into a layer in the central work area before it can be edited. For more information, see [“Adding a source”, page 192](#).

## How to edit

1. Click on the desired destination from the top panel or desired screen destination group from the bottom panel.
2. Select any layer that contains the desired source.
3. Edit the source settings in the right panel.

 *Tip:* Clicking the refresh icon () will revert any changes back to their default value.

 *Tip:* Both settings and color of the source can be changed at the same time.

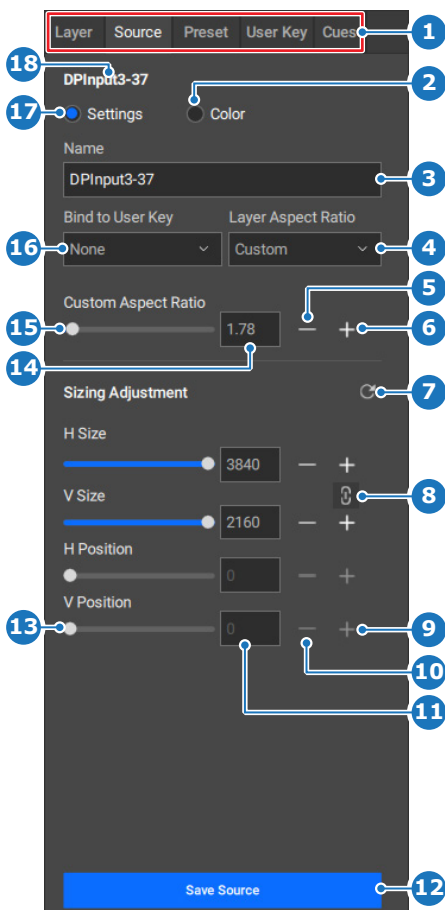




Image 8–127

- |   |                                     |    |                                   |
|---|-------------------------------------|----|-----------------------------------|
| 1 | Category selection                  | 10 | Decrease sizing adjustment button |
| 2 | Color radio button                  | 11 | Sizing adjustment input field     |
| 3 | Source name input field             | 12 | Save button                       |
| 4 | Aspect ratio drop down              | 13 | Sizing adjustment slider          |
| 5 | Decrease custom aspect ratio button | 14 | Custom aspect ratio input field   |
| 6 | Increase custom aspect ratio button | 15 | Custom aspect ratio slider        |
| 7 | reset size adjustments              | 16 | User key drop down                |
| 8 | Lock or unlock aspect ratio         | 17 | Settings radio button             |
| 9 | Increase sizing adjustment button   | 18 | Selected source name label        |

- Must the source edits be applied when a user key is applied?
  - ▶ If **yes**, select the desired user key from the drop down menu after *Bind to User Key* (reference 16, [Image 8–127](#)) and go to next step.
  - ▶ If **no**, go to next step.

 *Tip:* These source edits can be bound to any user key, even if the user key is not related to the current source. When the bound user key is applied, then the source edits will also be applied to any instance of the current source across the entire system.

- Click on *Save Source* (reference 12, [Image 8–127](#)) to commit the changes.
- Click the save icon () in the header.

### 8.12.10.9 Applying a move animation



#### Location


- Navigation side bar:** *Programming*
- Central work area:** *PREVIEW* or *PROGRAM*
- Right panel:** *Layer > KeyFrame*

#### About move animations

Move animations allow motion to be played on individual layers during a transition. These movements allow a layer to move to desired positions or change size in a natural way. Animations can have part of the animation out of the active area.

#### How to move

- Click on the desired destination from the top panel or desired screen destination group from the bottom panel.
- Select the desired layer in the scene.
- Is the selected layer locked ()?
  - ▶ If **yes**, click the unlock icon () in the bottom panel (reference 34) and go to next step.
  - ▶ If **no**, go to next step.

 *Note:* If the layer is a split layer that is transitioned to program, then the layer must either be removed from program or program must be unlocked before it can be edited in preview.

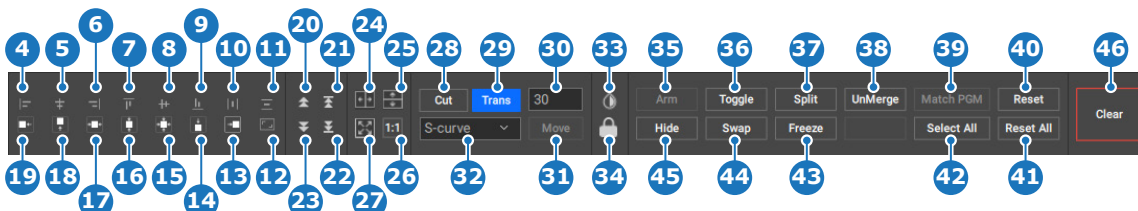


Image 8–128

- |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>4 Left align selection</li> <li>5 Vertical middle align selection</li> <li>6 Right align selection</li> <li>7 Top align selection</li> <li>8 Horizontal middle align selection</li> <li>9 Bottom align selection</li> <li>10 Horizontal distribute selection</li> <li>11 Vertical distribute selection</li> <li>12 Make selections same size</li> <li>13 Align selection with the right destination border</li> <li>14 Align selection with the bottom destination border</li> <li>15 Align selection with the center of the destination</li> <li>16 Align selection with the vertical center of the destination</li> <li>17 Align selection with the horizontal center of the destination</li> <li>18 Align selection with the top destination border</li> <li>19 Align selection with the left destination border</li> <li>20 Move selection up in Z-order</li> <li>21 Move selection to top in Z-order</li> <li>22 Move selection to bottom in Z-order</li> <li>23 Move selection down in Z-order</li> <li>24 Size selection to fill horizontal</li> <li>25 Size selection to fill vertical</li> </ul> | <ul style="list-style-type: none"> <li>26 Size selection to the source</li> <li>27 Size selection to fill horizontal and vertical</li> <li>28 Cut preview to program</li> <li>29 Transition preview to program</li> <li>30 Transition frames input field</li> <li>31 Execute move animation button</li> <li>32 Crossfade drop down</li> <li>33 Toggle selected layer opacity in software</li> <li>34 Lock or unlock selection</li> <li>35 Arm button</li> <li>36 Toggle selection between preview and program</li> <li>37 Split or unsplit layer</li> <li>38 Merge or unmerge layer</li> <li>39 Match program to preview button</li> <li>40 Reset modifications of selection</li> <li>41 Reset modifications to all layers</li> <li>42 Select all layers</li> <li>43 Freeze selection</li> <li>44 Swap layer modifications between preview and program</li> <li>45 Hide or show selected layer from presets</li> <li>46 Remove selections</li> </ul> |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

4. Add a keyframe using one of the following methods:

- ▶ Click the *Move* button in the bottom panel (reference 31, [Image 8–128](#)). (Only available when the layer is transitioned to program.)
- ▶ Click *Add KF* (reference 58) in the right panel.

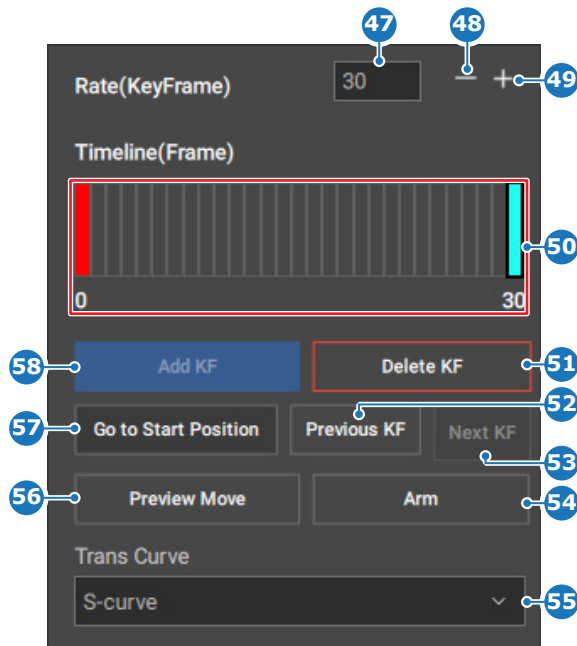



Image 8–129

- |                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                               |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>47 Keyframe frames input field</li> <li>48 Decrease keyframe frames button</li> <li>49 Increase keyframe frames button</li> <li>50 Keyframe timeline</li> <li>51 Delete selected keyframe</li> <li>52 Select previous keyframe</li> </ul> | <ul style="list-style-type: none"> <li>53 Select next keyframe</li> <li>54 Arm keyframe</li> <li>55 Move animation curve drop down</li> <li>56 Preview move animation</li> <li>57 Move selection to start position</li> <li>58 Add keyframe button</li> </ul> |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

An outline target keyframe is created in the scene at the same position as the layer.

5. Modify the desired number of frames the move animation must take in the right pane using one of the following methods: (optional)

- ▶ **Entering a value** (reference 30, [Image 8–128](#) or reference 47, [Image 8–129](#)): enter any desired value between '0' and '1999' in the input field.
- ▶ **Using the + and - buttons**: click on the + (reference 49, [Image 8–129](#)) to **increase** the value with one point and on the - (reference 48, [Image 8–129](#)) to **decrease** the value with one point.

 *Tip*: By default the animation will take 30 frames.

- Position and/or change the size of the target keyframe (reference C) in the scene.

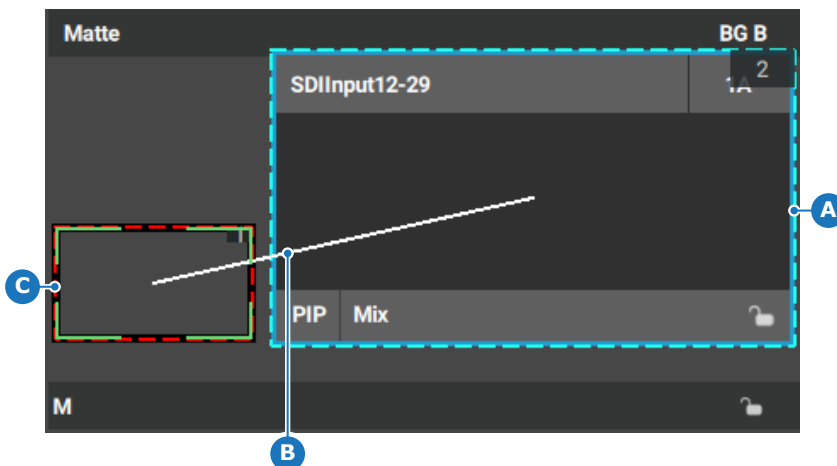


Image 8–130

- A** Start position
- B** Move trajectory
- C** End position

- Store the animation in a user key. For more information, see “User keys”, page 206. (optional)
- Click *Arm* (reference 35, Image 8–128 or reference 54, Image 8–129) to execute the animation with the next transition.
- Transition the scene. For more information, see “Transitioning a scene”, page 212.



*Tip:* If the layer is not in program when transitioning, then the layer will be transitioned to the start location and execute the animation in one continuous motion.

- Click the save icon (  ) in the header.

## 8.12.11 User keys

### Location

- Navigation side bar:** *Programming*
- Central work area:** *PREVIEW* or *PROGRAM*
- Right panel:** *User Key*

### About user keys

User keys save desired changes of layers. These changes can then be applied to other layers where a similar effect or change is needed without affecting other settings of the layer.


### Prerequisites

The layer must be modified with the desired changes. For more information, see the relevant topics in “Scene creation”, page 190.

### How to create

- Select the desired layer in the scene.
- Decide which settings must be included.
  - ▶ If **all** options must be **included**, enable the check box in front of *Enable All Type* (reference 48).
  - ▶ For each option that must be **included**, check the check box in front of the settings name (reference 49).
  - ▶ For each option that must be **excluded**, uncheck the check box in front of the settings name (reference 49).



*Tip:* If the options are hidden, then click the arrow (  ).

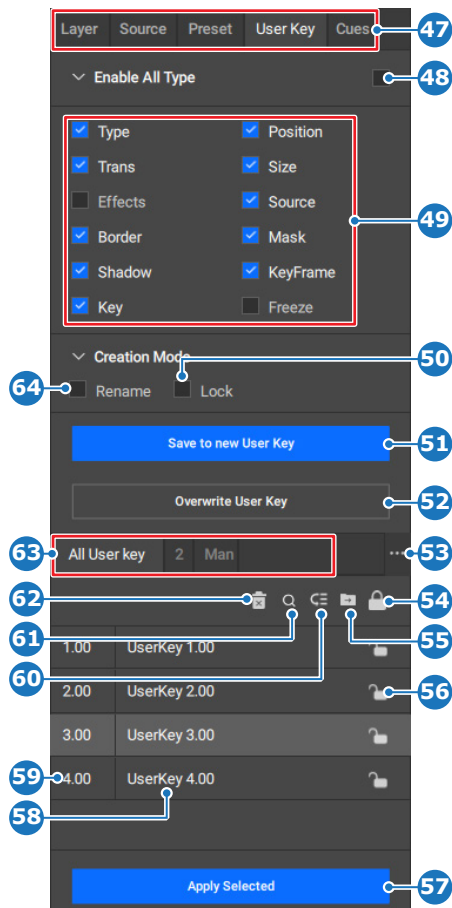


Image 8–131

- |                                                                                                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                                                                                                                                 |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p><b>47</b> Category selection</p> <p><b>48</b> All user key types toggle button</p> <p><b>49</b> User key type options</p> <p><b>50</b> Lock new user key toggle button</p> <p><b>51</b> Save user key button</p> <p><b>52</b> Overwrite selected user key button</p> <p><b>53</b> User key folder menu</p> <p><b>54</b> Lock or unlock all user keys button</p> <p><b>55</b> Move selection to folder</p> | <p><b>56</b> Lock or unlock user key</p> <p><b>57</b> Apply selected user key</p> <p><b>58</b> User key name input field</p> <p><b>59</b> User key ID input field</p> <p><b>60</b> Reorganise user key button</p> <p><b>61</b> Search user key button</p> <p><b>62</b> Delete selected user key button</p> <p><b>63</b> User key folders</p> <p><b>64</b> Rename new user key toggle button</p> |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

**3. Decide how the user key must be created in *Creation Mode*. (optional)**

- ▶ Check the check box in front of *Rename* (reference 64, [Image 8–131](#)) if the created user key will be named immediately.
- ▶ Check the check box in front of *Lock* (reference 50, [Image 8–131](#)) if the user key must be locked for editing.

**4. Must an existing user key be overwritten?**

- ▶ If **yes** and the user key is **unlocked** (🔓), select the user key and click *Overwrite User Key* (reference 52, [Image 8–131](#)).
- ▶ If **no**, click *Save to new User Key* (reference 51, [Image 8–131](#)).





**5. Was the option *Rename* (reference 64, [Image 8–131](#)) selected?**

- ▶ If **yes**, enter a name (reference 58, [Image 8–131](#)).
- ▶ If **no** and the user key is **unlocked** (🔓), double click on the name (reference 58, [Image 8–131](#)) and enter a name.



*Tip:* Provide clear names that reflect the intended purpose.

**6. Double click on the ID in front of the user key (reference 59, [Image 8–131](#)) and enter a desired ID. (optional)**

-  *Note:* Numbers must be unique.
-  *Tip:* Up to two decimal numbers are allowed.
-  *Tip:* The automatic numbering will ignore decimal numbers and add one to the highest whole number in the list.
-  *Tip:* The number decides at which position it is located in the list.

7. Click the save icon () in the header.

## 8.12.12 Presets

### About presets

Presets save the position and configurations of the layers and mix background layers from either program or preview. These scenes can be recalled from the preset at a later time to preview.

### About global presets

Global presets are presets that can be accessed by other Event Master devices. These presets will be visible when adding the current system as an external device. Alternatively, global presets from other Event Master devices that have been added, can also be used on the current system. For more information on how to add external devices, see [“External devices”, page 216](#).

### Complete vs relative

Complete presets will clear the entire scene and make a new scene exactly the way it was when it was stored in the preset.

Relative presets will add the parts that were saved in the preset to the current scene. Any additional layers or mix background layer hidden from the preset will remain as is.

### 8.12.12.1 Creating a preset

#### Location

1. **Navigation side bar:** *Programming*
2. **Central work area:** *PREVIEW* or *PROGRAM*
3. **Right panel:** *Preset*

#### Prerequisites

Create a desired scene in the central work area. For more information, see [“Scene creation”, page 190](#).

#### How to create

1. Select the desired destinations from the top panel or layout group from the bottom panel.
2. Decide how the preset must be created in *Preset Creation*.

 *Tip:* If the options are hidden, then click the arrow ()

- ▶ Click the radio button in front of the desired preset type (reference 2 or 27). Default is *Complete* (reference 27).
- ▶ Check the check box in front of *Rename* (reference 26) if the created preset will be named immediately. (**optional**)
- ▶ Check the check box in front of *Lock* (reference 3) if the preset must be locked for editing. (**optional**)

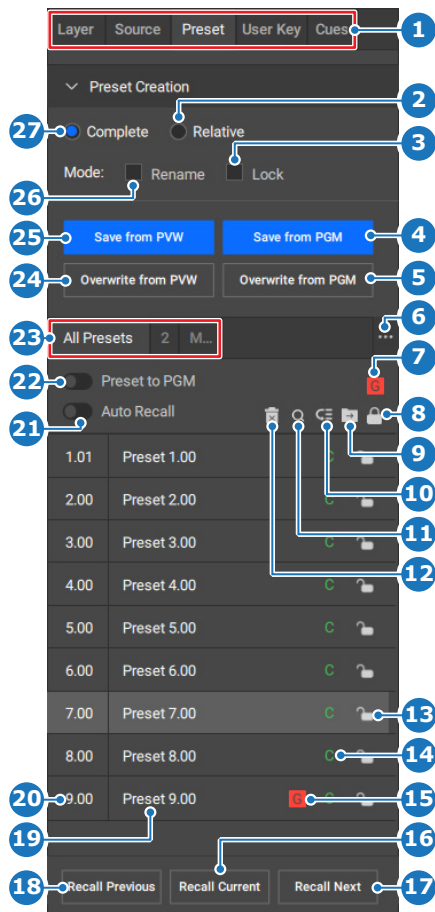




Image 8–132

- |    |                                                 |    |                                                 |
|----|-------------------------------------------------|----|-------------------------------------------------|
| 1  | Category selection                              | 15 | Global preset label                             |
| 2  | Relative preset radio button                    | 16 | Recall selected preset                          |
| 3  | Lock new preset check box                       | 17 | Recall preset below the selected preset         |
| 4  | Save scene in program                           | 18 | Recall preset above the selected preset         |
| 5  | Overwrite selected preset with scene in program | 19 | Preset name input field                         |
| 6  | Preset folder menu                              | 20 | Preset ID input field                           |
| 7  | Global preset toggle button                     | 21 | Auto recall toggle button                       |
| 8  | Lock or unlock all presets                      | 22 | Allow recall to program toggle button           |
| 9  | Move selected preset to folder                  | 23 | Preset folders                                  |
| 10 | Reorganise presets                              | 24 | Overwrite selected preset with scene in preview |
| 11 | Search presets                                  | 25 | Save scene in preset                            |
| 12 | Delete selected preset                          | 26 | Rename new preset check box                     |
| 13 | Lock or unlock specific preset                  | 27 | Complete preset radio button                    |
| 14 | Complete or relative preset label               |    |                                                 |


### 3. Must the scene in preview or program be stored?


- ▶ In case of **preview**, click *Save from PVW* (reference 25, [Image 8–132](#)).
- ▶ In case of **program**, click *Save from PGM* (reference 4, [Image 8–132](#)).

 *Tip:* If an unlocked () entry is selected, then it can be overwritten with the overwrite button.





The preset is created and added to the list under *All Presets*.



### 4. Was the option *Rename* (reference 26, [Image 8–132](#)) selected?

- ▶ If **yes**, enter a name (reference 19, [Image 8–132](#)) for the preset.
- ▶ If **no** and the preset is **unlocked** () , double click on the name (reference 19, [Image 8–132](#)) and enter a name.

 *Tip:* Provide clear names that reflect the intended purpose.

### 5. Double click on the number in front of the preset (reference 20, [Image 8–132](#)) and enter a desired ID. (optional)

-  *Note:* Numbers must be unique.
-  *Tip:* Up to two decimal numbers are allowed.
-  *Tip:* The automatic numbering will ignore decimal numbers and add one to the highest whole number in the list.
-  *Tip:* The number decides at which position it is located in the list.

6. Must the preset be available on other systems in the same network?
  - ▶ If **yes**, click the global preset (reference 7, [Image 8–132](#)) icon ().
  - ▶ If **no**, go to next step.
7. Click the save icon () in the header.

### 8.12.12.2 Recalling a preset

#### Location

1. **Navigation side bar:** *Programming*
2. **Central work area:** *PREVIEW*
3. **Right panel:** *Preset*

#### About recalling

Presets can be recalled to any selected destination or layout group. Presets always recall to the preview section, never the program section. This allows time for conflicts to be resolved without affecting the displayed image.

#### How to recall

1. Must the preset be transitioned to program the moment it is recalled?
  - ▶ If **yes**, enable the *Preset to PGM* (reference 22) toggle button.
  - ▶ If **no**, disable the *Preset to PGM* (reference 22) toggle button.

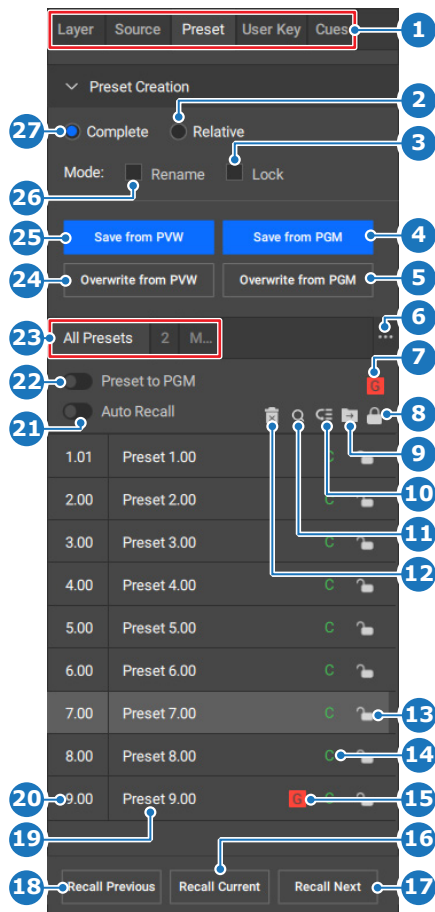


Image 8–133

- |    |                                                 |    |                                                 |
|----|-------------------------------------------------|----|-------------------------------------------------|
| 1  | Category selection                              | 15 | Global preset label                             |
| 2  | Relative preset radio button                    | 16 | Recall selected preset                          |
| 3  | Lock new preset check box                       | 17 | Recall preset below the selected preset         |
| 4  | Save scene in program                           | 18 | Recall preset above the selected preset         |
| 5  | Overwrite selected preset with scene in program | 19 | Preset name input field                         |
| 6  | Preset folder menu                              | 20 | Preset ID input field                           |
| 7  | Global preset toggle button                     | 21 | Auto recall toggle button                       |
| 8  | Lock or unlock all presets                      | 22 | Allow recall to program toggle button           |
| 9  | Move selected preset to folder                  | 23 | Preset folders                                  |
| 10 | Reorganise presets                              | 24 | Overwrite selected preset with scene in preview |
| 11 | Search presets                                  | 25 | Save scene in preset                            |
| 12 | Delete selected preset                          | 26 | Rename new preset check box                     |
| 13 | Lock or unlock specific preset                  | 27 | Complete preset radio button                    |
| 14 | Complete or relative preset label               |    |                                                 |

2. Must the preset be recalled the moment it is selected?

- ▶ If **yes**, enable the *Auto Recall* (reference 21, [Image 8–133](#)) toggle button.
- ▶ If **no**, disable the *Auto Recall* (reference 21, [Image 8–133](#)) toggle button.

3. Select a preset from the list.

If *Auto Recall* (reference 21, [Image 8–133](#)) is turned enabled, then the preset is applied to the preview of the selected destinations.

4. Recall the desired preset.

- ▶ For the preset one entry **above** the selection, click *Recall Previous* (reference 18, [Image 8–133](#)).
- ▶ For the **selected** preset, click *Recall Current* (reference 16, [Image 8–133](#)).
- ▶ For the preset one entry **below** the selection, click *Recall Next* (reference 17, [Image 8–133](#)).



*Tip:* The buttons will be red when *Preset to PGM* (reference 22, [Image 8–133](#)) is turned enabled.

The preset will be recalled.

5. Click the save icon () in the header.

## 8.12.13 Transitioning a scene

### About transitions

Transitions move the scene from preview to program. The following chapters explain the possible methods of transitioning a scene.

- **Cut** transitions, where the transition is instant.
- **Animated** transitions, where the transition animations and layer movements are played over a defined period of time. For more information on how to configure layer movement, see [“Applying a move animation”, page 204](#).

#### 8.12.13.1 Cut transitions

##### Location

1. **Navigation side bar:** *Programming*
2. **Right panel:** *Transition*

##### About cut transitions

Cut transitions ignore all armed or set movements of any layers. The old program scene is removed from the outputs and the preview scene is copied to program.

##### How to transition

1. Select the desired destinations from the top panel or layout group from the bottom panel.
2. Click the *CUT* button in the right panel (reference 28) or the bottom panel (reference 28).

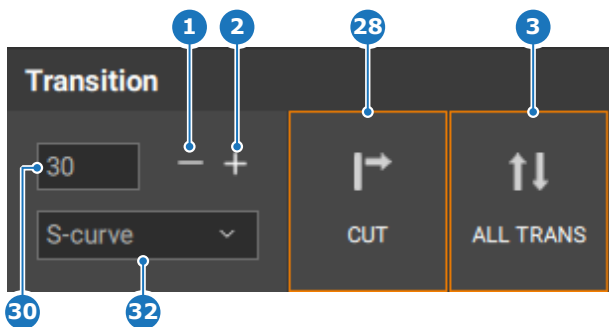


Image 8–134

- |                               |                                  |
|-------------------------------|----------------------------------|
| 1 Decrease transition frames  | 28 Cut preview to program        |
| 2 Increase transition frames  | 30 Transition frames input field |
| 3 Transition all destinations | 32 Crossfade drop down           |

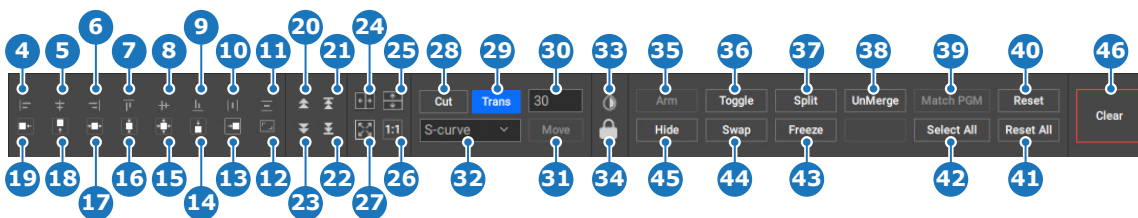


Image 8–135

- |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>4 Left align selection</li> <li>5 Vertical middle align selection</li> <li>6 Right align selection</li> <li>7 Top align selection</li> <li>8 Horizontal middle align selection</li> <li>9 Bottom align selection</li> <li>10 Horizontal distribute selection</li> <li>11 Vertical distribute selection</li> <li>12 Make selections same size</li> <li>13 Align selection with the right destination border</li> <li>14 Align selection with the bottom destination border</li> <li>15 Align selection with the center of the destination</li> <li>16 Align selection with the vertical center of the destination</li> <li>17 Align selection with the horizontal center of the destination</li> <li>18 Align selection with the top destination border</li> <li>19 Align selection with the left destination border</li> <li>20 Move selection up in Z-order</li> <li>21 Move selection to top in Z-order</li> <li>22 Move selection to bottom in Z-order</li> <li>23 Move selection down in Z-order</li> <li>24 Size selection to fill horizontal</li> <li>25 Size selection to fill vertical</li> </ul> | <ul style="list-style-type: none"> <li>26 Size selection to the source</li> <li>27 Size selection to fill horizontal and vertical</li> <li>28 Cut preview to program</li> <li>29 Transition preview to program</li> <li>30 Transition frames input field</li> <li>31 Execute move animation button</li> <li>32 Crossfade drop down</li> <li>33 Toggle selected layer opacity in software</li> <li>34 Lock or unlock selection</li> <li>35 Arm button</li> <li>36 Toggle selection between preview and program</li> <li>37 Split or unsplit layer</li> <li>38 Merge or unmerge layer</li> <li>39 Match program to preview button</li> <li>40 Reset modifications of selection</li> <li>41 Reset modifications to all layers</li> <li>42 Select all layers</li> <li>43 Freeze selection</li> <li>44 Swap layer modifications between preview and program</li> <li>45 Hide or show selected layer from presets</li> <li>46 Remove selections</li> </ul> |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

The scene from the preview is shown on program.

### 8.12.13.2 Animated transitions

#### Location


1. **Navigation side bar:** *Programming*
2. **Right panel:** *Transition*

#### About animated transitions

Animated transitions can play a crossfade or a predefined movement. For more information about the predefined movements, see [“Applying a move animation”, page 204](#).

#### How to transition

1. Select the desired destinations from the top panel or layout group from the bottom panel.
2. Set the time interval in frames in the right panel or the bottom panel using the one of the following methods:
  - ▶ **Entering a value** (reference 30, [Image 8–136](#) or [Image 8–137](#)): enter any desired value between ‘0’ and ‘1999’ in the input field.
  - ▶ **Using the + and - buttons:** click on the + (reference 2, [Image 8–136](#)) to **increase** the value with one point and on the - (reference 1, [Image 8–136](#)) to **decrease** the value with one point.

 **Note:** All steps must be done in the same panel. If one step is done in the right panel, then all following steps must also be done in the right panel.

 **Tip:** By default the crossfade will take 30 frames.

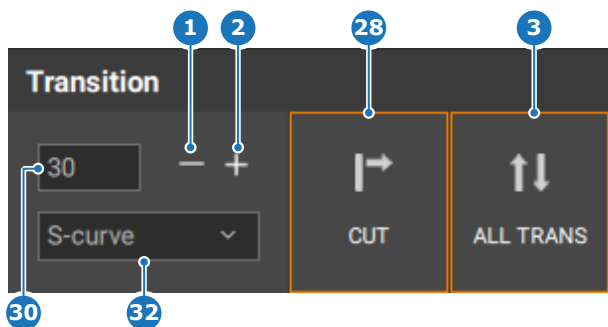


Image 8–136

- |                                                                                                                                                             |                                                                                                                                                       |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>1 Decrease transition frames</li> <li>2 Increase transition frames</li> <li>3 Transition all destinations</li> </ul> | <ul style="list-style-type: none"> <li>28 Cut preview to program</li> <li>30 Transition frames input field</li> <li>32 Crossfade drop down</li> </ul> |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------|

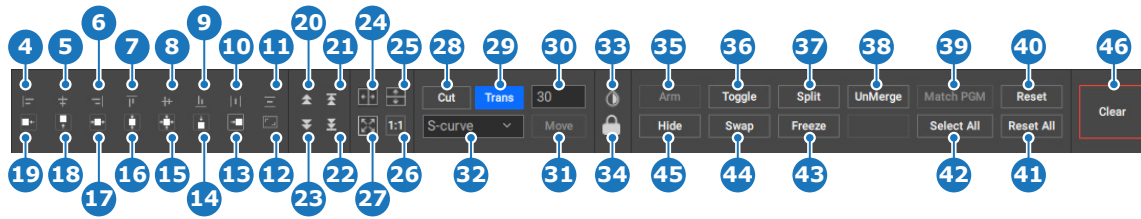


Image 8–137

- |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>4 Left align selection</li> <li>5 Vertical middle align selection</li> <li>6 Right align selection</li> <li>7 Top align selection</li> <li>8 Horizontal middle align selection</li> <li>9 Bottom align selection</li> <li>10 Horizontal distribute selection</li> <li>11 Vertical distribute selection</li> <li>12 Make selections same size</li> <li>13 Align selection with the right destination border</li> <li>14 Align selection with the bottom destination border</li> <li>15 Align selection with the center of the destination</li> <li>16 Align selection with the vertical center of the destination</li> <li>17 Align selection with the horizontal center of the destination</li> <li>18 Align selection with the top destination border</li> <li>19 Align selection with the left destination border</li> <li>20 Move selection up in Z-order</li> <li>21 Move selection to top in Z-order</li> <li>22 Move selection to bottom in Z-order</li> <li>23 Move selection down in Z-order</li> <li>24 Size selection to fill horizontal</li> <li>25 Size selection to fill vertical</li> </ul> | <ul style="list-style-type: none"> <li>26 Size selection to the source</li> <li>27 Size selection to fill horizontal and vertical</li> <li>28 Cut preview to program</li> <li>29 Transition preview to program</li> <li>30 Transition frames input field</li> <li>31 Execute move animation button</li> <li>32 Crossfade drop down</li> <li>33 Toggle selected layer opacity in software</li> <li>34 Lock or unlock selection</li> <li>35 Arm button</li> <li>36 Toggle selection between preview and program</li> <li>37 Split or unsplit layer</li> <li>38 Merge or unmerge layer</li> <li>39 Match program to preview button</li> <li>40 Reset modifications of selection</li> <li>41 Reset modifications to all layers</li> <li>42 Select all layers</li> <li>43 Freeze selection</li> <li>44 Swap layer modifications between preview and program</li> <li>45 Hide or show selected layer from presets</li> <li>46 Remove selections</li> </ul> |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

3. Is the animation a crossfade?
  - ▶ If **yes**, select the crossfade style from the drop down in the right panel or the bottom panel (reference 32, [Image 8–136](#) or [Image 8–137](#)). Go to next step.
  - ▶ If **no**, ensure the desired layers are armed (reference 35, [Image 8–137](#)). Go to next step.
4. Click the *ALL TRANS* button (reference 3, [Image 8–136](#)) in the right panel or the *Trans* button (reference 29, [Image 8–137](#)) in the bottom panel.

All armed animations and the crossfade play and the preview scene is shown on program.

### 8.12.14 Playing cues

#### Location

1. **Navigation side bar:** *Programming*
2. **Right panel:** *Cues*

#### Prerequisites

A cue must be created. For more information, see [“Creating a cue”, page 220](#).

#### How to play

1. Select the desired cue (reference 5).

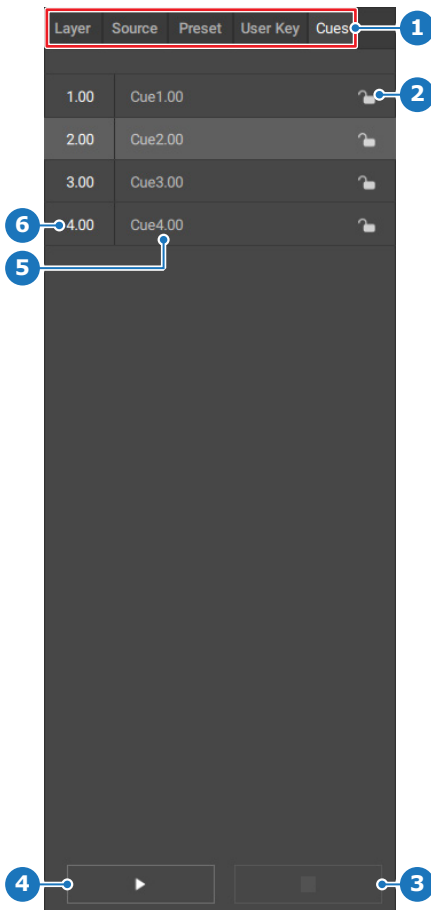


Image 8–138

- |   |                    |   |                           |
|---|--------------------|---|---------------------------|
| 1 | Category selection | 4 | Play or pause current cue |
| 2 | Lock or unlock cue | 5 | Cue name input field      |
| 3 | Stop current cue   | 6 | Cue ID input field        |

- Click the play (▶) icon (reference 4, [Image 8–138](#)) to start the cue.
- Click the stop (■) icon (reference 3, [Image 8–138](#)) or pause (⏸) icon (reference 4, [Image 8–138](#)) to stop the cue. (optional)

## 8.13 External devices & cues

### About this chapter

The external devices & cues tab (📡) lets a user control and use another device on the network from Event Master Toolset. These actions can be timed with actions of the Encore3 itself. Allowing for automation across different devices.

The possible external devices & cues settings and features will be explored in the following chapters.

### 8.13.1 Auto detect

#### About auto detect

Compatible network devices are automatically be detected by Event Master Toolset. These devices will be added under the category *Auto Detected* of the left panel. Barco devices will automatically have standard commands available. To add additional commands to these devices, see [“Creating commands”, page 218](#).

## 8.13.2 External devices

### Location

1. **Navigation side bar:** *External Devices & Cues*
2. **Left panel:** *Device(s)*
3. **Right panel:** *Configuration > External Device Info*

### About external devices


Event Master Toolset can connect to virtually any network connected device. These devices are categorised in the following sub groups of the left panel:

- Other **Event Master devices**, including older and future Event Master solutions.
- **Barco projectors**, with standard commands automatically available.
- Other external devices.

### Copying external devices

Creating a copy of an external device will create a new entry with the exact same settings and commands. This exact copy can then be edited to refer to another unit of a similar type. Removing the need to manually add every command and configuration multiple times.


### Removing external devices

Select the desired devices in the left panel and click the delete icon () after the category name that the device is a part of. This will remove the device and **all configured commands**.



Hold **CTRL** or **⌘** to select multiple entries at once. If this does not work, enable the keyboard shortcuts in the settings. For more information, see ["Keyboard shortcuts", page 257](#).

### How to add

1. Which type of device must be added?
  - ▶ In case of **Barco projector**, click *Add Barco Projector* (reference 6). Go to step 3.
  - ▶ In case of **Event Master device**, click *Add Other EM System(s)* (reference 5). Go to next step.
  - ▶ In case of an **Event Master XML list**, click *Add EM XML* (reference 7). Go to step 3.
  - ▶ In case of a **copy of an added device**, click the copy icon () next to the name of the desired device (reference 3). Go to step 3.
  - ▶ In all **other cases**, click *Add External Devices* (reference 4). Go to step 3.

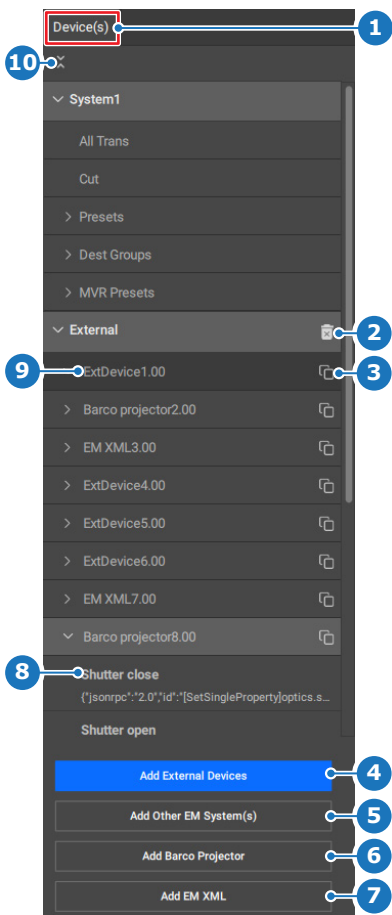


Image 8–139

- |                                                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                           |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>1 Category selection</li> <li>2 Delete selected external device button</li> <li>3 Copy external device button</li> <li>4 Add external device button</li> <li>5 Add other Event Master system menu</li> </ul> | <ul style="list-style-type: none"> <li>6 Add Barco projector button</li> <li>7 Add Event Master XML button</li> <li>8 Command name input field</li> <li>9 External device name input field</li> <li>10 Collapse or expand all external devices</li> </ul> |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

An entry of the desired category is created.

2. Enter the IP address (reference 13) and click *Connect* (reference 11).

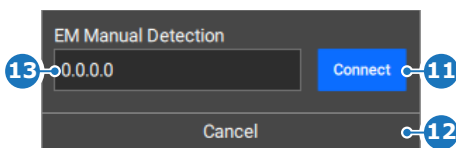







Image 8–140

- 11 Connect button
- 12 Cancel button
- 13 IP address input field

3. Select the created entry in the left panel.
4. Configure the device in the right panel.
  - a) Enter the desired number of the device after *Number* (reference 14). (**optional**)
  - b) Enter the desired name of the device after *Name* (reference 15).
  - c) Enter the IP address of the device after *IP Address* (reference 16).
  - d) Enter the port where the commands must be sent after *Port* (reference 17).
  - e) Select the desired protocol for the commands after *Protocol* (reference 19).

 **Note:** Contact the local IT support for more information about the network fields.

 **Note:** Numbers must be unique.

-  **Tip:** Up to two decimal numbers are allowed.
-  **Tip:** The automatic numbering will ignore decimal numbers and add one to the highest whole number in the list.
-  **Tip:** The number decides at which position it is located in the list.
-  **Tip:** Provide clear names that reflect the intended purpose.

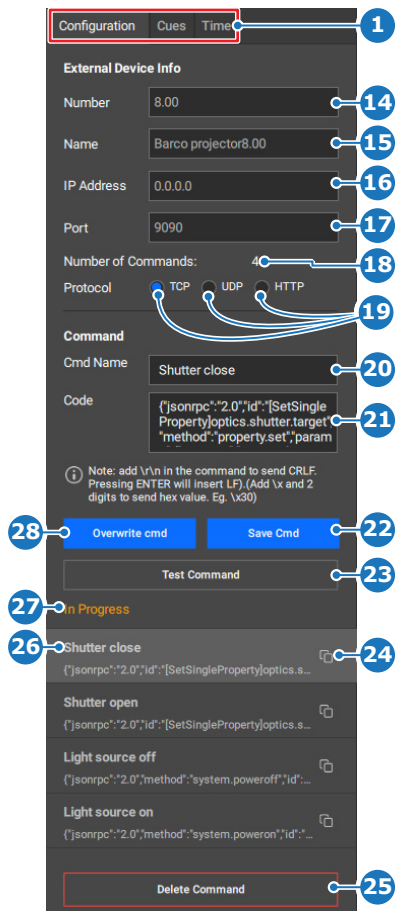


Image 8–141

- |                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                                                                                                                                                                                                                                                                                                                                                                            |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li><b>1</b> Category selection</li> <li><b>14</b> External device number input field</li> <li><b>15</b> External device name input field</li> <li><b>16</b> External device IP address input field</li> <li><b>17</b> External device port number input field</li> <li><b>18</b> Total available commands label</li> <li><b>19</b> Communication protocol radio buttons</li> <li><b>20</b> Custom command name input field</li> </ul> | <ul style="list-style-type: none"> <li><b>21</b> Custom command input field</li> <li><b>22</b> Save custom command</li> <li><b>23</b> Test selected command</li> <li><b>24</b> Copy command button</li> <li><b>25</b> Delete selected command</li> <li><b>26</b> Command name input field</li> <li><b>27</b> Command status label</li> <li><b>28</b> Overwrite selected command</li> </ul> |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

5. Click the save icon () in the header.

### 8.13.3 Creating commands

#### Location

1. **Navigation side bar:** *External Devices & Cues*
2. **Left panel:** *Device(s)*
3. **Right panel:** *Configuration > Command*

## About command documentation

All Barco developed devices will communicate to Event Master Toolset using the REST API. For more information, see the Barco website:

- For **Event Master devices** commands, see the [Remote control protocol](#) reference guide.
- For all **other Barco devices** commands, see the reference guide of the device on <https://www.barco.com/en/support>.
- For commands of devices that were **not made by Barco**, see the documentation of the manufacturer.

## How to create

1. Click on a desired device in the left panel.
2. Must an existing command be overwritten?
  - ▶ If **yes**, select the desired command (reference 26) in the right panel and go to next step.
  - ▶ If **no**, go to next step.

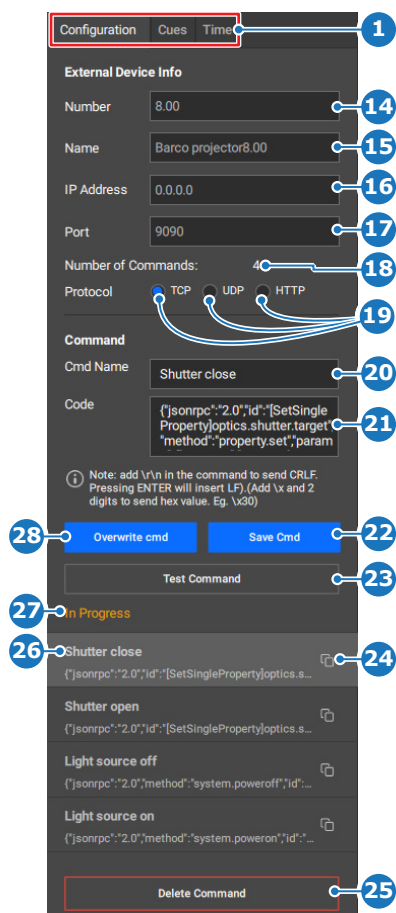


Image 8–142

- |    |                                         |    |                            |
|----|-----------------------------------------|----|----------------------------|
| 1  | Category selection                      | 21 | Custom command input field |
| 14 | External device number input field      | 22 | Save custom command        |
| 15 | External device name input field        | 23 | Test selected command      |
| 16 | External device IP address input field  | 24 | Copy command button        |
| 17 | External device port number input field | 25 | Delete selected command    |
| 18 | Total available commands label          | 26 | Command name input field   |
| 19 | Communication protocol radio buttons    | 27 | Command status label       |
| 20 | Custom command name input field         | 28 | Overwrite selected command |

3. Enter a name for the command after *Cmd Name* (reference 20, [Image 8–142](#)) in the right panel.



*Tip:* Provide clear names that reflect the intended purpose.

4. Write the command that must be sent to the external device in the input field after *Code* (reference 21, [Image 8–142](#)).

5. Click *Test Command* (reference 23, [Image 8–142](#)) to ensure the code works.
6. Click *Save Cmd* (reference 22, [Image 8–142](#)) or *Overwrite cmd* (reference 28, [Image 8–142](#)).
7. Click the save icon (📁) in the header.

## 8.13.4 Creating a cue

### Location

1. **Navigation side bar:** *External Devices & Cues*
2. **Right panel:** *Cues*

### How to create

1. Decide how the cue must be created in *Creation Mode*. (optional)
  - ▶ Check the check box in front of *Rename* (reference 18) if the created cue will be named immediately.
  - ▶ Check the check box in front of *Lock* (reference 2) if the cue must be locked for editing.

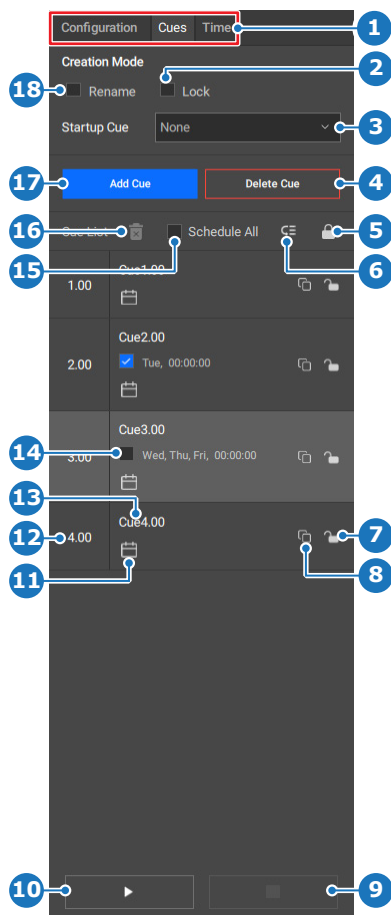




Image 8–143

- |   |                             |    |                                   |
|---|-----------------------------|----|-----------------------------------|
| 1 | Category selection          | 10 | Play or pause current cue         |
| 2 | Lock new cue check box      | 11 | Scheduling menu                   |
| 3 | Startup cue drop down       | 12 | Cue ID input field                |
| 4 | Delete selected cue button  | 13 | Cue name input field              |
| 5 | Lock all cues               | 14 | Cue schedule check box            |
| 6 | Reorder cues                | 15 | Schedule all cues check box       |
| 7 | Lock or unlock specific cue | 16 | Remove schedule from selected cue |
| 8 | Copy cue                    | 17 | Add cue button                    |
| 9 | Stop current cue            | 18 | Rename new cue check box          |


2. Was the option *Rename* (reference 18, [Image 8–143](#)) selected?
  - ▶ If **yes**, enter a name (reference 13, [Image 8–143](#)) for the cue.


► If **no** and the cue is **unlocked** () , double click on the name (reference 13, [Image 8–143](#)) and enter a name.


 *Tip:* Provide clear names that reflect the intended purpose.

3. Double click on the number in front of the preset (reference 12, [Image 8–143](#)) and enter a desired number. (**optional**)

 *Note:* Numbers must be unique.

 *Tip:* Up to two decimal numbers are allowed.

 *Tip:* The automatic numbering will ignore decimal numbers and add one to the highest whole number in the list.

 *Tip:* The number decides at which position it is located in the list.

4. Click the save icon () in the header.




5. Manage the created cue. For more information, see [“Managing actions”, page 221](#).

## 8.13.5 Managing actions

### Location

1. **Navigation side bar:** *External Devices & Cues*
2. **Left panel:** *Device(s)*
3. **Right panel:** *Cues*


### Prerequisites

The desired cue must be unlocked () and not be playing () nor paused () before edits can be made. For more information on how to create a cue, see [“Creating a cue”, page 220](#).

### How to manage

1. Set the default wait time in frames after *Wait Time* (reference 5) in the central work area. (**optional**)

 *Note:* The wait time can take a maximum of 60000 frames.

 *Note:* By default the wait time is 29 frames.

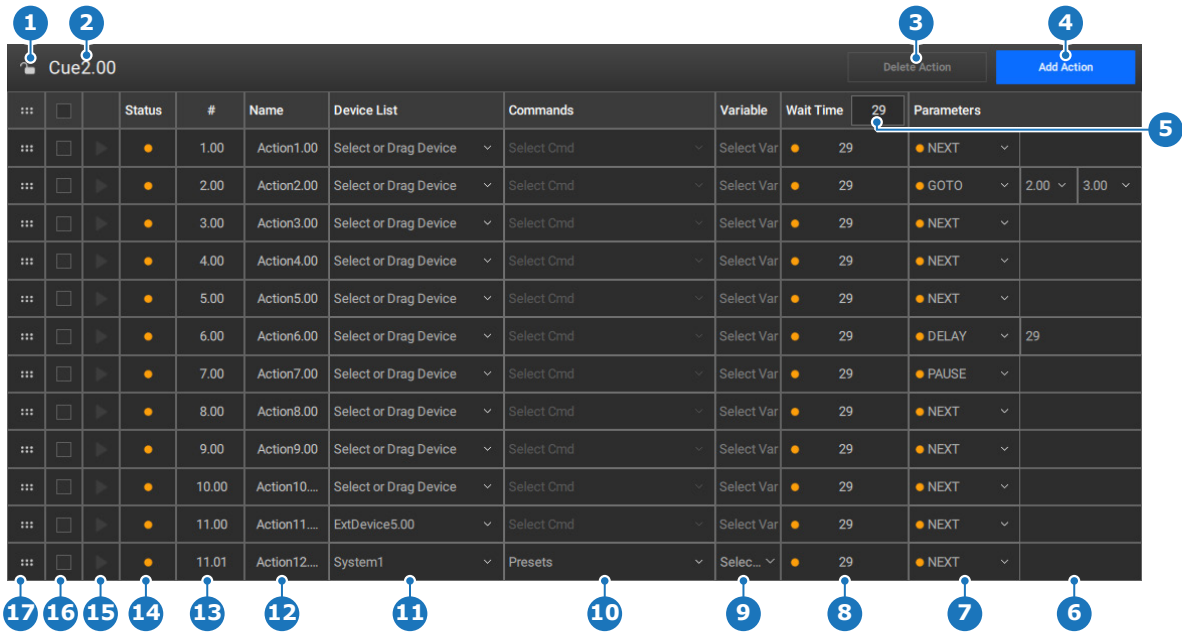


Image 8–144

- |                                                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                                                                                  |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>1 Lock or unlock the cue table</li> <li>2 Cue table name label</li> <li>3 Delete selected actions button</li> <li>4 Add action button</li> <li>5 Default wait time input field</li> <li>6 Additional parameter options</li> <li>7 Parameter drop down</li> <li>8 Specific action wait time</li> <li>9 Command variable</li> </ul> | <ul style="list-style-type: none"> <li>10 Command drop down</li> <li>11 Device drop down</li> <li>12 Action name input field</li> <li>13 Action ID input field</li> <li>14 Action status icon</li> <li>15 Action play icons</li> <li>16 Action selection checkbox</li> <li>17 Reorder action location</li> </ul> |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

2. Click *Add Action* (reference 4, Image 8–144).

An additional row will be added to the bottom of the table.

3. Decide the command that must be executed using one of the following methods:

- ▶ **Select** a device from the drop down in the column *Device List* (reference 11, Image 8–144) and **select** the command from the drop down in the column *Commands* (reference 10, Image 8–144).
- ▶ **Drag** a device from the *Device(s)* in the left panel and **drop** them in the column *Device List* (reference 11, Image 8–144) and **select** the command from the drop down in the column *Commands* (reference 10, Image 8–144).
- ▶ **Drag** a command from the *Device(s)* in the left panel and **drop** them in the *Commands* (reference 10, Image 8–144) of the central work area.

4. Is the command variable (reference 9) a drop down menu?

- ▶ If **yes**, select the target variable from the drop down in *Select Var*.
- ▶ If **no**, go to next step.

5. Double click on the field in the *Name* column (reference 12, Image 8–144) and enter a desired name.

*Tip:* Provide clear names that reflect the intended purpose.

6. Double click on the field in the *Wait Time* column (reference 8, Image 8–144) and enter a desired time in frames.


*Note:* The default wait time specified at the top of the column will be entered by default.


7. Decide what must be done after the wait time in the column *Parameters* (reference 7, Image 8–144).

- ▶ *NEXT*, starts the following row.
- ▶ *PAUSE*, pauses the cue until it is resumed.
- ▶ *DELAY*, waits an additional specified frames before continuing. (by default, the specified wait time is entered)
- ▶ *GOTO*, jumps to the specified action from a specified cue.

8. Are all desired actions added?

- ▶ If **yes**, go to next step.
- ▶ If **no**, repeat from step 2.


 *Note:* Maximum of 12 actions can be added per cue.


 *Tip:* If more than 12 actions are needed, set the last action to the start of a second cue.

9. Reorder the cue using one of the following methods:

- ▶ Drag the field in the first column (reference A) of the desired row and drop it (reference B) on the desired location.
- ▶ Double click on the number (reference 13, [Image 8–144](#)) and enter the desired placement of the row.

 *Note:* Numbers must be unique.

 *Note:* Moving a column will change its number to reflect its new position. If that number is already in use, then the move cannot be done with drag and drop.

 *Tip:* Up to two decimal numbers are allowed.


 *Tip:* The rows are always sorted from lowest to highest number in the # column.



Image 8–145

- A** Dragged action
- B** Drop area

10. Use the play () , pause () and stop () buttons at the bottom of the right panel to test the cue.

11. Click the save icon () in the header.

## 8.13.6 Scheduling a cue

### Location

1. **Navigation side bar:** *External Devices & Cues*
2. **Right panel:** *Cues or Time*

### About scheduling a cue

Scheduling automatically starts cues that need to be played on a regular predictable time frame. Time frames depend on a configured time source that is either on the network or configured in the unit. For more information on time settings of a unit, see [“Time setting”, page 142](#).

### How to schedule

1. Select the time source from the drop down after *Time Source* (reference 19).

 *Note:* If the *Time Source* is ‘Off’, then scheduling cannot be used.

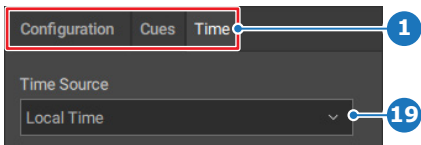


Image 8–146

- 1 Category selection
- 19 Time source drop down

2. Click on the calendar icon (📅) of the desired cue (reference 11) in the *Cues* tab of the right panel.

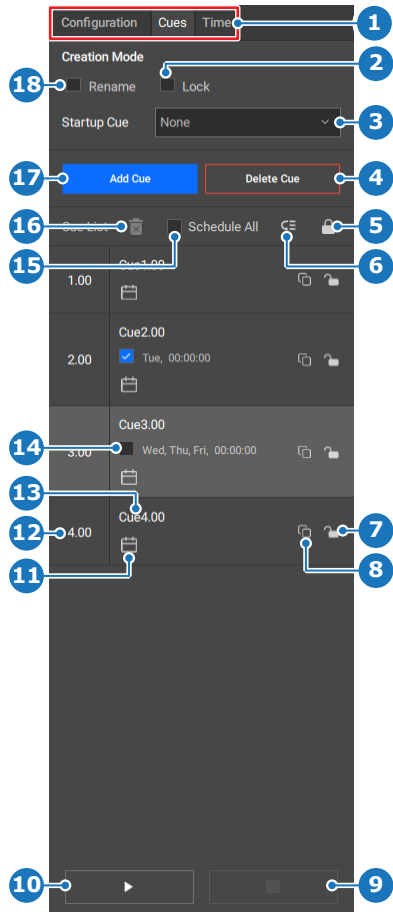


Image 8–147

- 1 Category selection
- 2 Lock new cue check box
- 3 Startup cue drop down
- 4 Delete selected cue button
- 5 Lock all cues
- 6 Reorder cues
- 7 Lock or unlock specific cue
- 8 Copy cue
- 9 Stop current cue
- 10 Play or pause current cue
- 11 Scheduling menu
- 12 Cue ID input field
- 13 Cue name input field
- 14 Cue schedule check box
- 15 Schedule all cues check box
- 16 Remove schedule from selected cue
- 17 Add cue button
- 18 Rename new cue check box

A schedule menu is shown.

3. Check the desired days (reference 24) where the cue must play.

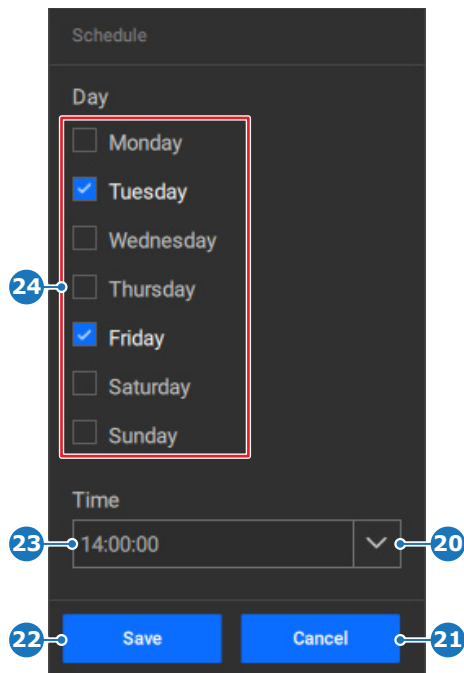


Image 8–148

- |                                                                                             |                                                                    |
|---------------------------------------------------------------------------------------------|--------------------------------------------------------------------|
| <p><b>20</b> Time drop down</p> <p><b>21</b> Cancel button</p> <p><b>22</b> Save button</p> | <p><b>23</b> Time input field</p> <p><b>24</b> Day check boxes</p> |
|---------------------------------------------------------------------------------------------|--------------------------------------------------------------------|

4. Set the desired time for the cue using one of the following methods:
  - ▶ **Enter** the time in the time input field (reference 23, [Image 8–148](#)).
  - ▶ **Select** the desired time from the time drop down (reference 20, [Image 8–148](#)).
5. Click **Save** (reference 22, [Image 8–148](#)).

The schedule is added under the name of the cue (reference 14, [Image 8–147](#)).

6. Check () the check box in front of the desired schedule (reference 14, [Image 8–147](#)) or in front of *Schedule All* (reference 15, [Image 8–147](#)) to activate the cue.

The cue automatically plays during all checked time entries at the chosen intervals each week.

7. Click the save icon () in the header.

## 8.13.7 Startup cue

### Location

1. **Navigation side bar:** *External Devices & Cues*
2. **Right panel:** *Cues*

### About startup cue

A startup cue is automatically run once the Encore3 is powered on. This cue is intended to wake up any connected devices and prepare everything to start operations automatically. However, any user created cue can be set as a startup cue.

### Prerequisites

A cue must be created and configured. For more information, see [“Managing actions”, page 221](#).

### How to set

1. Select any desired cue from the drop down after *Startup Cue* (reference 3).

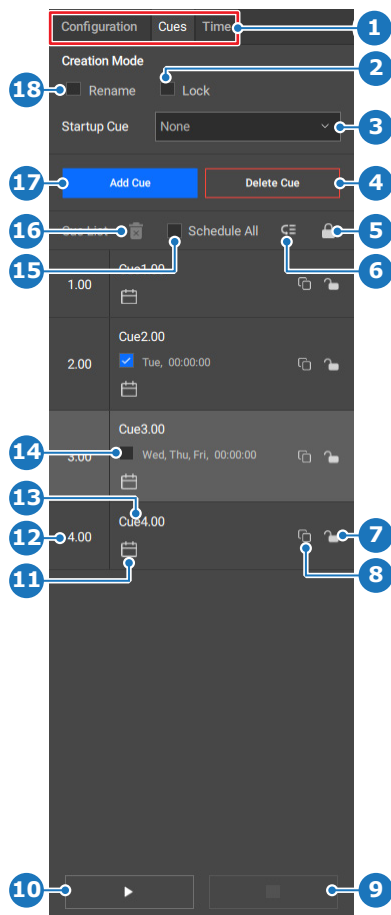



Image 8–149

- |                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                                                                     |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>1 Category selection</li> <li>2 Lock new cue check box</li> <li>3 Startup cue drop down</li> <li>4 Delete selected cue button</li> <li>5 Lock all cues</li> <li>6 Reorder cues</li> <li>7 Lock or unlock specific cue</li> <li>8 Copy cue</li> <li>9 Stop current cue</li> </ul> | <ul style="list-style-type: none"> <li>10 Play or pause current cue</li> <li>11 Scheduling menu</li> <li>12 Cue ID input field</li> <li>13 Cue name input field</li> <li>14 Cue schedule check box</li> <li>15 Schedule all cues check box</li> <li>16 Remove schedule from selected cue</li> <li>17 Add cue button</li> <li>18 Rename new cue check box</li> </ul> |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

The selected cue automatically plays when the unit starts up.

## 8.14 Tally

### About this chapter

The tally tab () allows for the management of external tally lights over the network. The possible tally settings and features will be explored in the following chapters.

#### 8.14.1 Configuring a tally

##### Location


1. **Navigation side bar:** *Tally*
2. **Right panel:** *Tally*

##### About tally

Up to 64 tally lights can be automatically managed through Event Master Toolset. These tally lights must be connected to a single network connected hub.

## How to configure

1. Select the desired command protocol from the drop down after *Tally IP Protocol* (reference 2).

 *Tip:* Selecting *OFF* will disable the tally protocol.

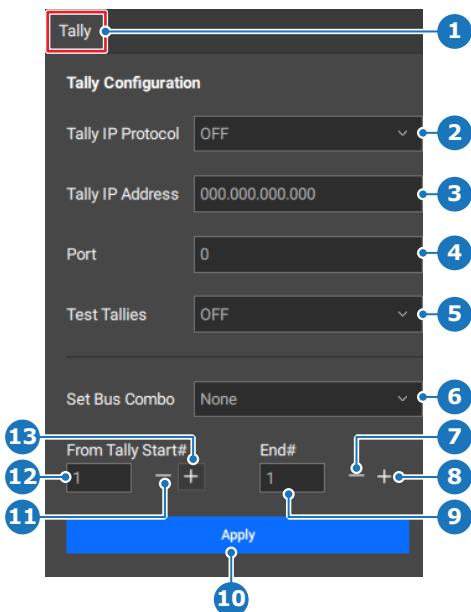



Image 8–150

- |   |                                  |    |                                |
|---|----------------------------------|----|--------------------------------|
| 1 | Category selection               | 8  | Increase end tally number      |
| 2 | Tally protocol drop down         | 9  | End tally number input field   |
| 3 | Tally hub IP address input field | 10 | Apply button                   |
| 4 | Tally hub port input field       | 11 | Decrease tally start number    |
| 5 | Test tally drop down             | 12 | Tally start number input field |
| 6 | Bus combo drop down              | 13 | Increase start tally number    |
| 7 | Decrease end tally number        |    |                                |

2. Enter the IP address of the tally hub in the input field after *Tally IP Address* (reference 3, [Image 8–150](#)).
3. Enter the desired port number after *Port* (reference 4, [Image 8–150](#)).
4. Click the save icon () in the header.

## 8.14.2 Tally assignment

### Location

1. **Navigation side bar:** *Tally*
2. **Right panel:** *Tally*


### About tally assignment

Each input can be assigned to a tally. This tally can have different functionality for each possible destination. The following functionalities are possible:

- *None*, the tally light will always be **off**.
- *PGM*, the tally light will turn **red** when the input is in **program** of the **destination**.
- *PVW*, the tally light will turn **green** when the input is in **preview** of the **destination**.
- *PGM-PVW*, the tally light will turn **red** when the input is in **program** and **green** when the input is in **preview** of the **destination**.


### How to assign

1. Select the desired input for each tally in the drop down of column *Resources* (reference 17, [Image 8–151](#)).

 *Tip:* Selecting *None* as input will disable the tally protocol for that tally number.

2. Set the desired functionality using one or multiple of the following methods:

- ▶ **Single assignment**, select the desired functionality from the drop down menu in the configuration grid (reference 16, [Image 8–151](#)). Go to step 7.
- ▶ **Bulk destination assignment**, select the desired functionality from the bulk destination assignment drop down (reference 14, [Image 8–151](#)). Go to step 7.
- ▶ **Bulk tally assignment**, go to next step.

 *Tip:* To remove the tally configuration, click *Clear All Tally Data* (reference 15).

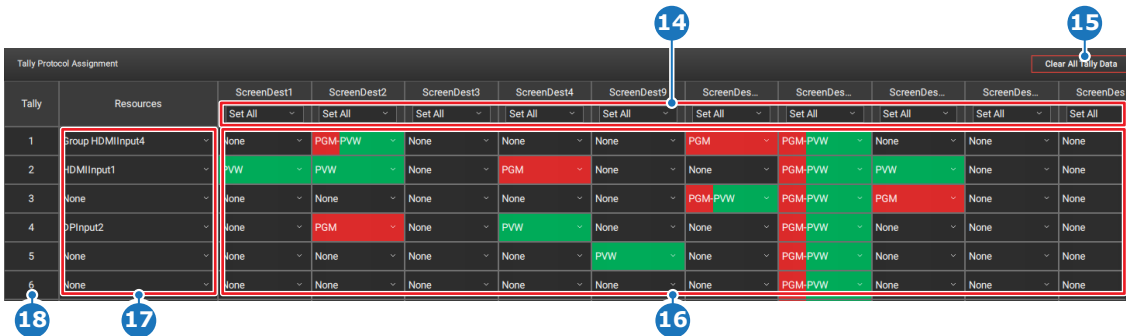


Image 8–151

- 14 Bulk destination assignment drop down
- 15 Clear tally configuration button
- 16 Tally configuration grid
- 17 Resource drop down
- 18 Tally number

3. Select the desired functionality from *Set bus combo* (reference 6) in the right panel.

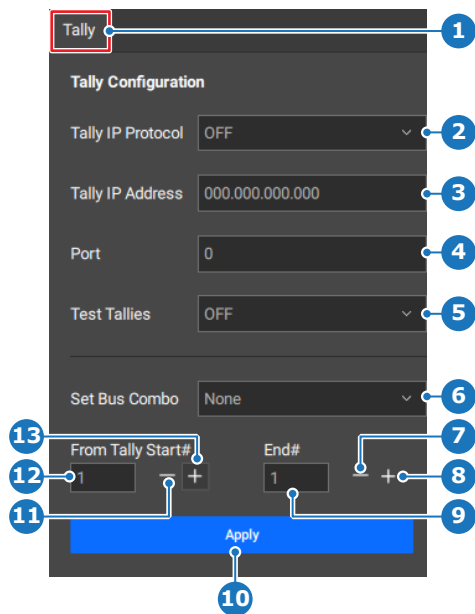



Image 8–152

- 1 Category selection
- 2 Tally protocol drop down
- 3 Tally hub IP address input field
- 4 Tally hub port input field
- 5 Test tally drop down
- 6 Bus combo drop down
- 7 Decrease end tally number
- 8 Increase end tally number
- 9 End tally number input field
- 10 Apply button
- 11 Decrease tally start number
- 12 Tally start number input field
- 13 Increase start tally number

4. Set the start tally value after *From Tally Start#* using one of the following methods:


- ▶ **Entering a value** (reference 12, [Image 8–152](#)): enter any desired value between '1' and '64' in the input field.
- ▶ **Using the + and - buttons**: click on the + (reference 13, [Image 8–152](#)) to **increase** the value with one point and on the - (reference 11, [Image 8–152](#)) to **decrease** the value with one point.

5. Set the start tally value after *End#* using one of the following methods:

- ▶ **Entering a value** (reference 9, [Image 8–152](#)): enter any desired value between ‘1’ and ‘64’ in the input field.
  - ▶ **Using the + and - buttons**: click on the + (reference 8, [Image 8–152](#)) to **increase** the value with one point and on the - (reference 7, [Image 8–152](#)) to **decrease** the value with one point.
6. Click *Apply* (reference 10, [Image 8–152](#)).  
All entries in each row of the range get the selected functionality.
  7. Test the tally configuration. (**optional**)
    - a) Select *All ON* from the drop down after *Test Tallies* (reference 5, [Image 8–152](#)).  
The light on each assigned tally resource turns on.
    - b) Verify the tally lights are working as intended.
    - c) Select *OFF* from the drop down after *Test Tallies* (reference 5, [Image 8–152](#)).
  8. Click the save icon () in the header.

## 8.15 Controller

### About this chapter

The controller tab () allows a user to manage the layout and custom functions of a controller. For general controller settings, see [“Controller options”, page 258](#).

The possible controller mappings and features is explained in the following chapters.

### 8.15.1 Virtual console

#### Location

**Navigation side bar:** *Controller*

#### About virtual console

The virtual console simulates an Event Master controller. Layouts and button mappings can be customised to this virtual controller. Clicking any button in Event Master Toolset will execute the functionality as if it was being pressed on a real controller.

#### About the EC-210 layout

The layout of the virtual EC-210 shows the right side of the controller. To see and use the left side of the controller, use the EC-50 layout.

#### How to select

1. Select *Virtual Console* from the console type (reference 3).



Image 8–153

- 1 Layout drop down
  - 2 Available controllers
  - 3 Controller types
2. Select the desired console from the list (reference 2, [Image 8–153](#)).  
The button layout is shown in the central work window.
  3. Select the desired layout from the drop down (reference 1, [Image 8–153](#)).



*Tip:* Up to 4 layouts can be selected for the EC-30 and EC-50 layouts.

## 8.15.2 Mapped destinations

### About mapped destinations

The mapped destination menu shows in what order the destinations are mapped to the destination buttons of controllers. Each blue segment represents a button on the controller. Pressing the corresponding button on the controller will select the destination. For more information, see [“Screen destination buttons”, page 264](#).

### How to show

1. Click the arrow (▶) at the left of the footer to show the mapped destinations (reference 1).



Image 8–154

- |   |                     |   |                          |
|---|---------------------|---|--------------------------|
| 1 | Mapped destinations | 4 | Full screen button       |
| 2 | Notice menu         | 5 | Additional window button |
| 3 | Window ID number    |   |                          |

## 8.15.3 Button mapping

### About button mapping

Button mapping assigns a functionality or a target to a controller button. Not all buttons on a controller can be mapped by the user. These fixed buttons will always derive their functionality from the general configuration in Event Master Toolset. For more information on how each button functions, see [“Using Event Master controllers”, page 263](#).

#### 8.15.3.1 Automatic mapping

##### Location

Navigation side bar: *Controller*

### About automatic mapping

Automatic mapping assigns multiple functionalities or targets to a range of buttons sequentially. This can be used to quickly populate each controller button.

### How to map

1. Must the assign buttons always be auto populated?
  - ▶ If **yes**, enable the toggle button after *Auto Map Assign Bus* (reference 7) from the left panel.
  - ▶ If **no**, go to next step.

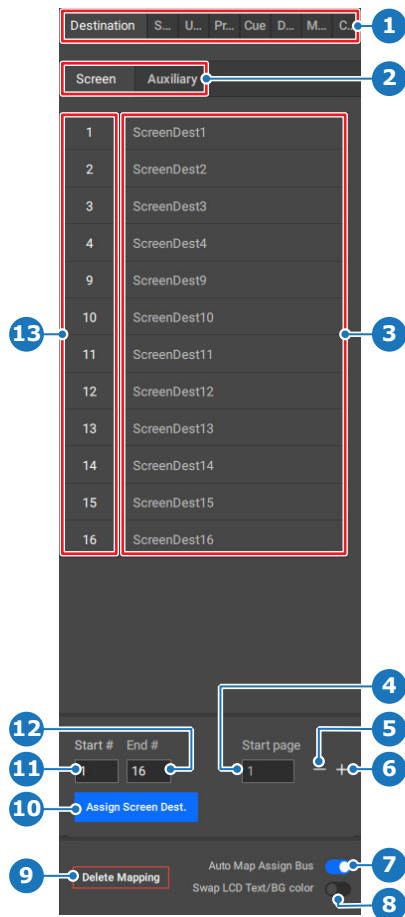



Image 8–155

- |   |                                   |    |                                                    |
|---|-----------------------------------|----|----------------------------------------------------|
| 1 | Category selection                | 8  | Swap text color and background color toggle button |
| 2 | Folder or subcategory selection   | 9  | Delete mapping button                              |
| 3 | Options list                      | 10 | Assign button                                      |
| 4 | Start page number input field     | 11 | Start number input field                           |
| 5 | Decrease start page number        | 12 | End number input field                             |
| 6 | Increase start page number        | 13 | Options number list                                |
| 7 | Auto map assign bus toggle button |    |                                                    |

2. Select the desired category (reference 1, [Image 8–155](#)) from the left panel.
3. Select the desired folder or subcategory (reference 2, [Image 8–155](#)).
4. Enter the number of the first desired item after *Start #* (reference 11, [Image 8–155](#)).
5. Enter the number of the last desired item after *End #* (reference 12, [Image 8–155](#)).
6. Set the start page where the mapping must start using one of the following methods:
  - ▶ **Entering a value** (reference 4, [Image 8–155](#)): enter any desired value in the input field.
  - ▶ **Using the + and - buttons**: click on the + (reference 6, [Image 8–155](#)) to **increase** the value with one point and on the - (reference 5, [Image 8–155](#)) to **decrease** the value with one point.
7. Click the assign button (reference 10, [Image 8–155](#)).
8. Click the save icon () in the header.

### 8.15.3.2 Manual mapping

#### Location

Navigation side bar: *Controller*

#### About manual mapping

Manual mapping allows for the individual mapping of a functionality or target to any compatible controller button.

## How to map

1. Select the desired category (reference 1) from the left panel.

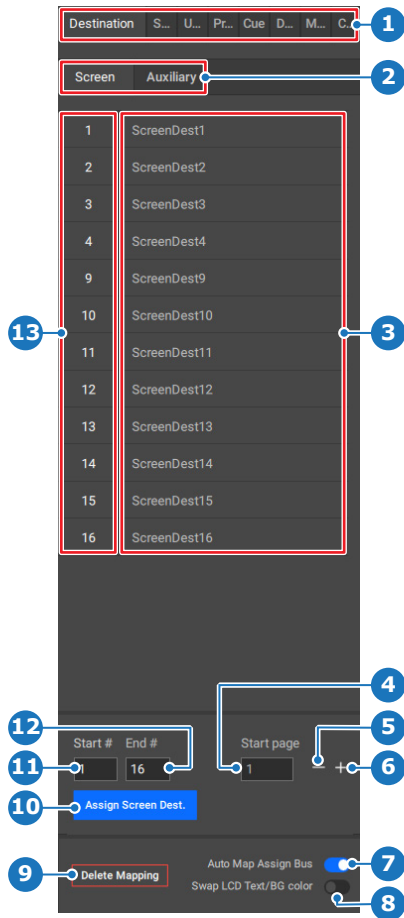



Image 8–156

- |                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                           |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>1 Category selection</li> <li>2 Folder or subcategory selection</li> <li>3 Options list</li> <li>4 Start page number input field</li> <li>5 Decrease start page number</li> <li>6 Increase start page number</li> <li>7 Auto map assign bus toggle button</li> </ul> | <ul style="list-style-type: none"> <li>8 Swap text color and background color toggle button</li> <li>9 Delete mapping button</li> <li>10 Assign button</li> <li>11 Start number input field</li> <li>12 End number input field</li> <li>13 Options number list</li> </ul> |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

2. Select the desired folder or subcategory (reference 2, [Image 8–156](#)).
3. Drag (reference A) the desired entry on the button (reference B) in the central work window.

 **Tip:** If the button supports the functionality, then it will flash while hovering over it.

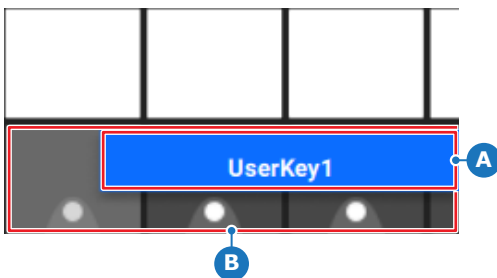


Image 8–157

- A** Dragged functionality
- B** Drop area

4. Click the save icon () in the header.

### 8.15.3.3 Deleting mapping

#### Location

Navigation side bar: *Controller*

#### How to delete

1. Click *Delete Mapping* (reference 9).

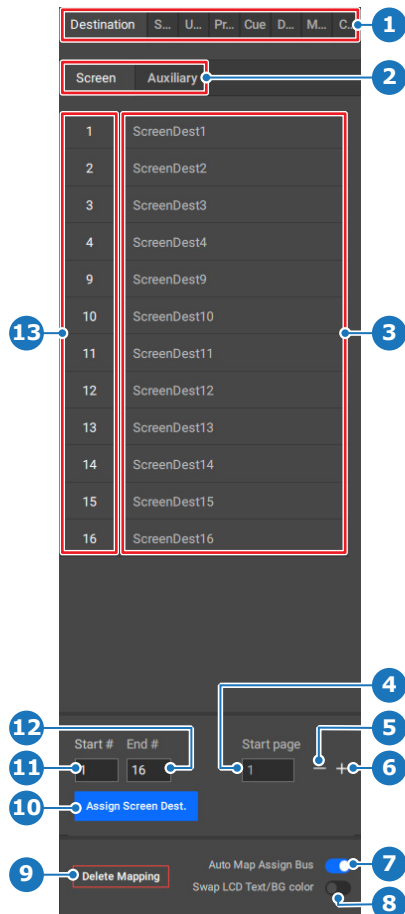





Image 8–158

- |   |                                   |    |                                                    |
|---|-----------------------------------|----|----------------------------------------------------|
| 1 | Category selection                | 8  | Swap text color and background color toggle button |
| 2 | Folder or subcategory selection   | 9  | Delete mapping button                              |
| 3 | Options list                      | 10 | Assign button                                      |
| 4 | Start page number input field     | 11 | Start number input field                           |
| 5 | Decrease start page number        | 12 | End number input field                             |
| 6 | Increase start page number        | 13 | Options number list                                |
| 7 | Auto map assign bus toggle button |    |                                                    |

*Select Row* buttons appear next to each row that can be deleted.

2. Click on all buttons in the central work window that must be deleted.

-  *Tip:* If all assigned buttons must be deleted, then click the *Select Row* button before the desired row.
-  *Tip:* Selections can be made across multiple pages.
-  *Tip:* Clicking a button a second time, will stop the mapping from being deleted.

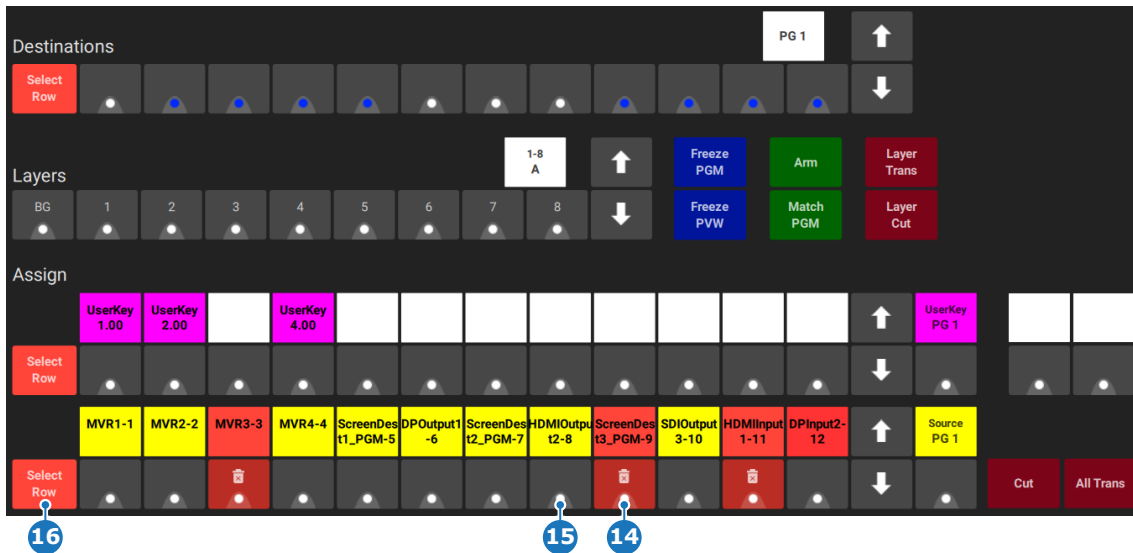



Image 8–159

- 14 Mapping marked for deletion
- 15 Mapping that will not be deleted
- 16 Mark entire row for deletion button

A trash icon (  ) is shown over each selection.

3. Click *Delete Selected* (reference 9, [Image 8–158](#)) in the left panel.

 *Note:* This action cannot be undone.

## 8.15.4 Button LCD color

### About color

Each button dedicated display uses background color to convey its current functionality. It is possible to put this color as the font color with a black background as opposed to the default colored background with a black font color. For more information about color, see “Color”, page 264.

This setting can be toggled by clicking the *Swap LCD Text/BG color* slider in the left panel.

1. Must the background color and text color be swapped?
  - ▶ If **yes**, enable the toggle button after *Swap LCD Text/BG color* (reference 8).
  - ▶ If **no**, disable the toggle button after *Swap LCD Text/BG color* (reference 8).

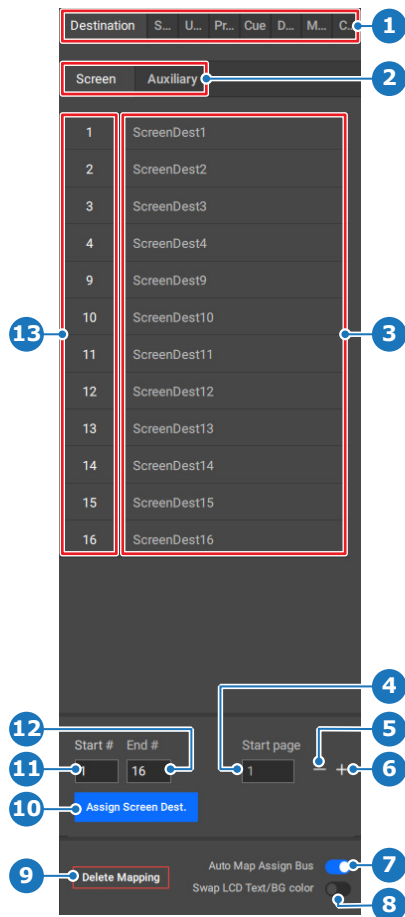


Image 8–160

- |                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                           |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>1 Category selection</li> <li>2 Folder or subcategory selection</li> <li>3 Options list</li> <li>4 Start page number input field</li> <li>5 Decrease start page number</li> <li>6 Increase start page number</li> <li>7 Auto map assign bus toggle button</li> </ul> | <ul style="list-style-type: none"> <li>8 Swap text color and background color toggle button</li> <li>9 Delete mapping button</li> <li>10 Assign button</li> <li>11 Start number input field</li> <li>12 End number input field</li> <li>13 Options number list</li> </ul> |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

The LCD on the controllers update the colors.

## 8.15.5 Using the controller

### Location

Navigation side bar: *Controller*

### About using the controller

The controller can be used from Event Master Toolset as if it is a physical unit. This means that the virtual console can act as the controller. Keep in mind that no other version of Event Master Toolset can be opened at the same time. Therefore, any actions will be done blind. To prevent the actions being done blind, open a second window of Event Master Toolset. For more information, see [“Multi-window mode”](#), page 114.

For more information on how each button functions, see [“Using Event Master controllers”](#), page 263.

### EC-210 syntax-based programming


Each keypress of the syntax based programming is shown in the bottom panel. All keypresses are separated by a -> symbol. For more information about syntax-based programming, see [“Syntax-based programming”](#), page 272.

**Layer->1->Thru->6->Userkey->5->Plus->9->**

Image 8-161 Example of a syntax-based input

## 8.16 ShowFile

### About this chapter

The ShowFile tab (  ) allows for the creation and restoration of backups. These backups can be restored partially, using the ShowFile editor, or fully depending on the settings and information required.

The possible ShowFile settings and features will be explored in the following chapters.

### 8.16.1 Backup

#### Location

1. **Navigation side bar:** *ShowFile*
2. **Top panel:** *Backup*

#### About backup

Backup creates a ShowFile of the current active show and device configuration. This sharable ShowFile file can be fully or partially restored to any compatible Event Master device.



Usage of the USB stick is only supported in Event Master Toolset for the EC-210.

#### Required parts

8GB+ USB stick formatted in FAT32.

#### How to create

1. Is the backup feature being accessed from an EC-210?
  - ▶ If **yes**, connect the USB stick to any free 'USB-A' port at the top (reference A) or at the back (reference B). Go to next step.
  - ▶ If **no**, go to next step.

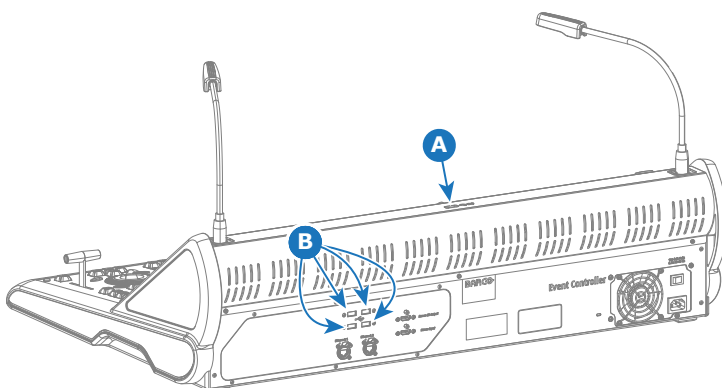


Image 8-162

2. Must the stills be included in the ShowFile?
  - ▶ If **yes**, check the check box in front of *Include all stills* (reference 3).
  - ▶ If **no**, uncheck the check box in front of *Include all stills* (reference 3).



Image 8–163

- 1 Computer tab
- 2 Backup button
- 3 Still inclusion check box

3. Click on **Save** (reference 2, [Image 8–163](#)) to create the ShowFile.  
A pop-up window is shown.
4. Store the ShowFile in the desired folder using the pop-up.  
The ShowFile is saved with the extension `.tar.gz`.
5. Remove the USB stick.

## 8.16.2 Restore

### Location

1. **Navigation side bar:** *ShowFile*
2. **Top panel:** *Restore*

### About restore

Restore applies device configurations and user created shows from a ShowFile to the Encore3. Restoring overwrites any current configurations and shows that are present on the Encore3. Barco recommends creating a backup before restoring a ShowFile. For more information, see:

- Using the **front panel:** “Backup”, [page 67](#).
- Using the **web page:** “Backup (USB)”, [page 84](#) or “Backup (computer)”, [page 85](#).
- Using **Event Master Toolset:** “Backup”, [page 236](#).



Usage of the USB stick is only supported in Event Master Toolset for the EC-210.

### Required parts

8GB+ USB stick formatted in FAT32.

### How to restore

1. Is the restore feature being accessed from an EC-210?
  - ▶ If **yes**, store the desired ShowFile file in a folder ‘`EM\backup\sys`’ on the USB stick. Go to next step.
  - ▶ If **no**, go to 3.
2. Insert the USB stick in the desired port:
  - ▶ ‘`USB-A`’ port (reference A) at the top.

- ▶ any free 'USB-A' ports (reference B) at the back.

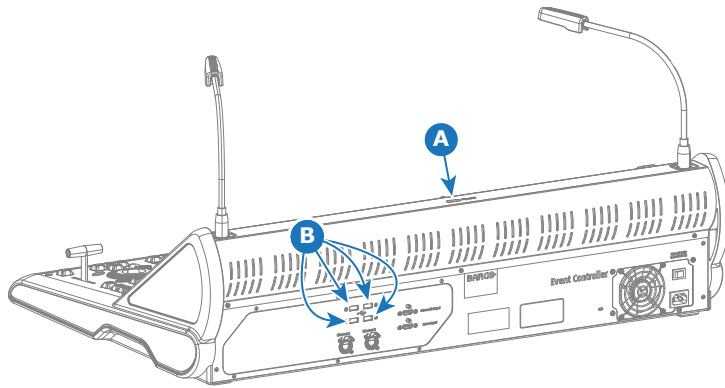


Image 8-164

3. Click *Browse* (reference 2).

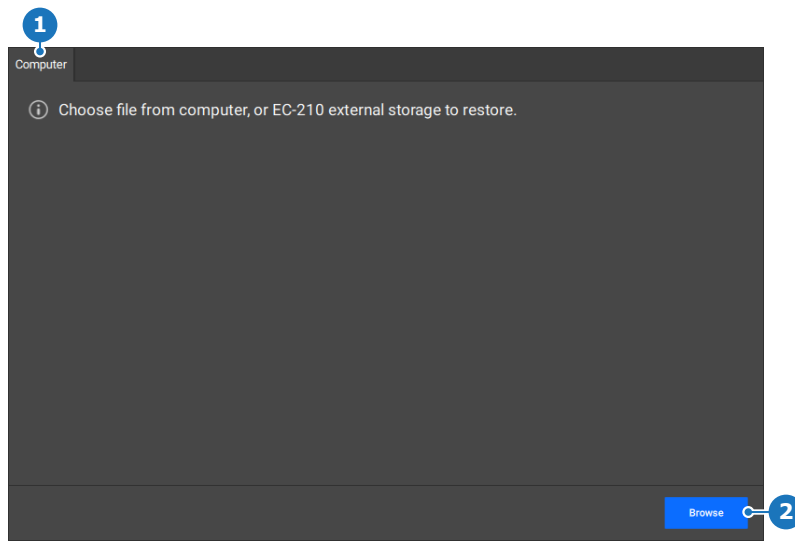


Image 8-165

- 1 Computer tab
- 2 Import button

A pop-up window is shown.

4. Navigate to and open the desired ShowFile using the pop-up window.  
The ShowFile is loaded into the memory of the Encore3 and appears on the right side.
5. Click Restore (reference 4).




Image 8-166

- 5 Remove selected ShowFile button
- 6 Restore selected ShowFile button

A confirmation pop-up is shown.

6. Click on *Restore & Reboot* (reference 5) to recall all settings from the ShowFile.

 *Note:* All the current settings will be overwritten. This action cannot be undone.

 *Tip:* If only certain settings must be restored, then see [“ShowFile editor”](#), page 239.

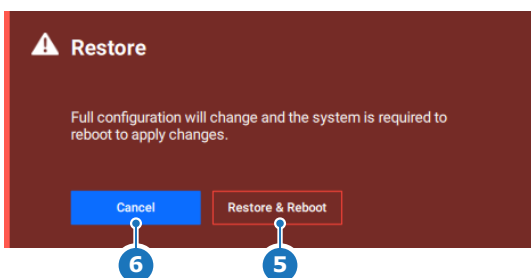


Image 8-167

- 5 Confirm button
- 6 Cancel button

The ShowFile settings are applied and the Encore3 reboots.

7. Remove the USB stick.

## 8.16.3 ShowFile editor

### Location

1. **Navigation side bar:** *ShowFile*
2. **Top panel:** *ShowFile Editor*

## About ShowFile editor

Sometimes not all settings must be restored from a backup file. With ShowFile editor it is possible to select specific user created content from a backup. Any selected content will be combined with any current configuration.

The following content can be selectively imported:

- Custom formats
- EDID files
- HDR files
- External devices and their commands
- Presets
- User keys
- Cues



Usage of the USB stick is only supported in Event Master Toolset for the EC-210.

## Required parts

8GB+ USB stick formatted in FAT32.

## How to import

1. Is the restore feature being accessed from an EC-210?
  - ▶ If **yes**, store the desired ShowFile file in a folder '*EM\backup\sys*' on the USB stick. Go to next step.
  - ▶ If **no**, go to 3.
2. Insert the USB stick in the desired port:
  - ▶ '*USB-A*' port (reference A) at the top.
  - ▶ any free '*USB-A*' ports (reference B) at the back.

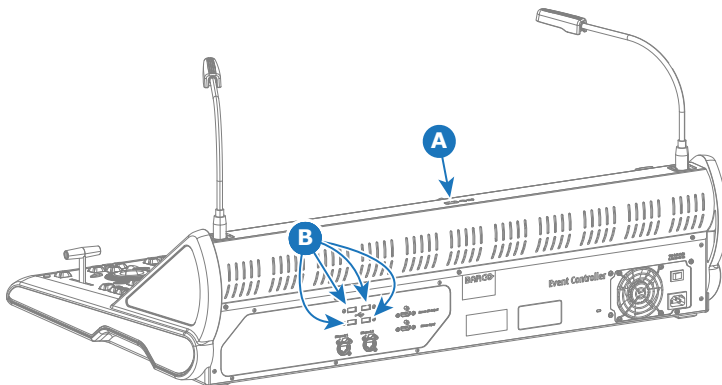


Image 8-168

3. Click *Browse* (reference 8).

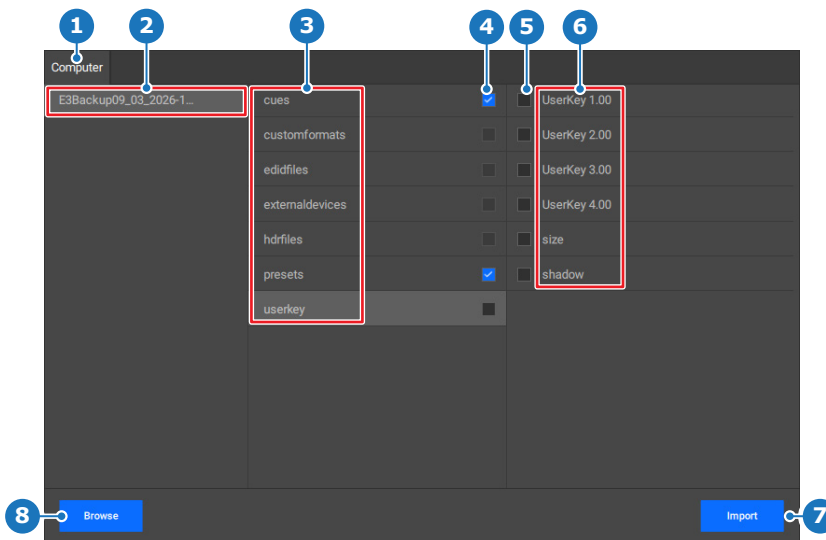


Image 8–169

- |                                                                                                                                                             |                                                                                                                                                           |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>1 Computer tab</li> <li>2 Detected ShowFile list</li> <li>3 Categories list</li> <li>4 Category check box</li> </ul> | <ul style="list-style-type: none"> <li>5 Subcategory check box</li> <li>6 Subcategories list</li> <li>7 Import button</li> <li>8 Browse button</li> </ul> |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------|

4. Navigate to and open the desired ShowFile using the pop-up window.

The ShowFile is loaded into the memory of the Encore3 and appears on the left side (reference 2, [Image 8–169](#)).

5. Click on the name of the imported ShowFile (reference 2, [Image 8–169](#)) to show the available categories (reference 3, [Image 8–169](#)).
6. Must an entire category be imported?
- ▶ If **yes**, click the check box after the name of the category (reference 4, [Image 8–169](#)). Go to step 8.
  - ▶ If **no**, click on the name of the category (reference 3, [Image 8–169](#)) to show the subcategories (reference 6, [Image 8–169](#)). Go to next step.
7. Click the check box in front of each desired subcategory (reference 5, [Image 8–169](#)).
8. Must another category be fully or partially imported?
- ▶ If **yes**, go to step 6.
  - ▶ If **no**, click *Import* (reference 7, [Image 8–169](#)). Go to next step.
9. Must the current selection be combined into a new ShowFile?
- ▶ If **yes**, click *Save as Backup* (reference 9). Go to next step.
  - ▶ If **no**, go to step 11.

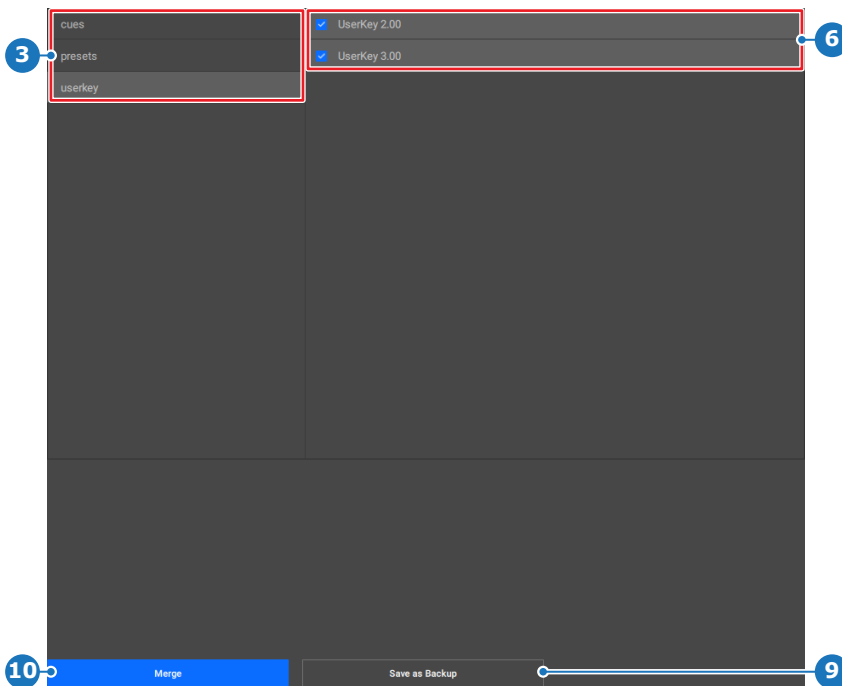


Image 8-170

- 3 Categories list
- 6 Subcategories list
- 9 Create new ShowFile button
- 10 Restore selected ShowFile settings button

10. Click *Continue* (reference 11) and store the ShowFile in the desired folder using the pop-up.

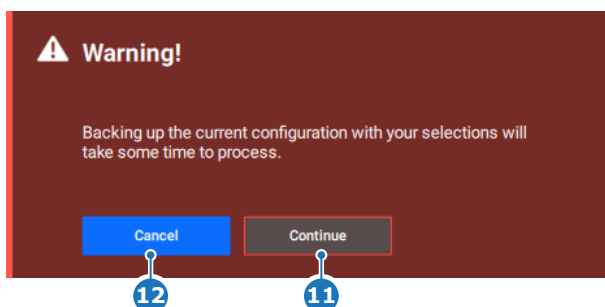


Image 8-171

- 11 Confirm button
- 12 Cancel button

11. Must the selection be imported into the current configuration?  
 ▶ If **yes**, click *Merge* (reference 10, [Image 8-170](#)). Go to next step.  
 ▶ If **no**, no further actions required.

A confirmation pop-up is shown.

12. Click on *Merge* (reference 11) to recall the selected settings from the ShowFile.

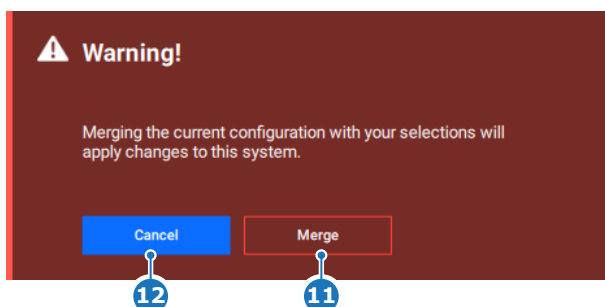


Image 8-172

- 11 Confirm button
- 12 Cancel button


The selected ShowFile settings are applied and the Encore3 reboots.

## 8.17 Power on/off

### About this chapter



This menu is only visible in the Event Master Toolset client on an EC-210.

The power on/off category () shuts down or boots the Event Master device that is running the Event Master Toolset.

### 8.17.1 Shutting down



This menu is only visible in the Event Master Toolset client on an EC-210.

#### Location

Navigation side bar: *Power On/Off*

#### How to shut down

1. Must any made changes be saved?
  - ▶ If **yes**, click *Save & Power off* (reference 3).
  - ▶ If **no**, click *Power off* (reference 2).

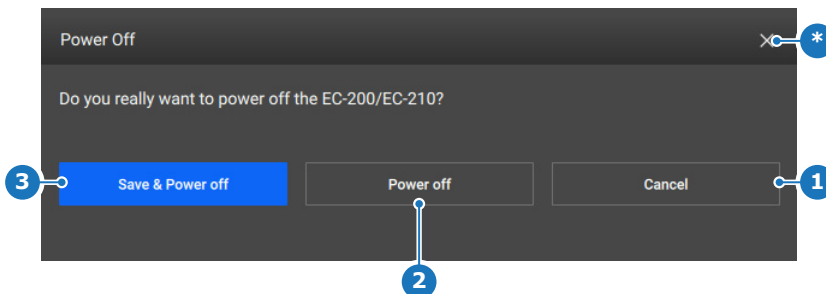



Image 8–173

- 1 Cancel button
- 2 Power off button
- 3 Power off and save changes button
- \* Close button

The device powers off.

## 8.18 Network

### About this chapter

The network tab () provides an overview of the IP addresses and status of all compatible devices detected on the network.

The possible network settings and features will be explored in the following chapters.

## 8.18.1 Managing network settings

### Location

Navigation side bar: *Network Settings*

### About IP address

Two main methods for IP configuration are possible:

- **Static mode**, sets the Encore3 to a fixed IP address that is user defined.
- **DHCP mode**, means the Encore3 will request an IP address from the DHCP server of the network it is connected to.

### Connection indicator

The Encore3 will automatically test the signal validity and speed of any cable connected to the 'Control' port. Results of this test will be shown in the indicator with the following states:



The indicator only signals the quality of the connected cable. Other issues can prevent the Encore3 from connecting to the network. For more information, see "[Troubleshooting abnormal Encore3 behavior](#)", page 286.

Indicator	Speed (Mbps)	Description
Red	0	No connection detected
Green	0 - 1000	Slower connection detected
Green	1000+	Faster connection detected

### How to configure

1. Select the desired unit from the list.
2. Select the desired mode from the drop down box below *IP Mode* (reference 2) in the *Adjust Settings* (reference 1 tab).
  - ▶ In case of **DHCP**, go to step 4.
  - ▶ In case of **Static**, go to next step.

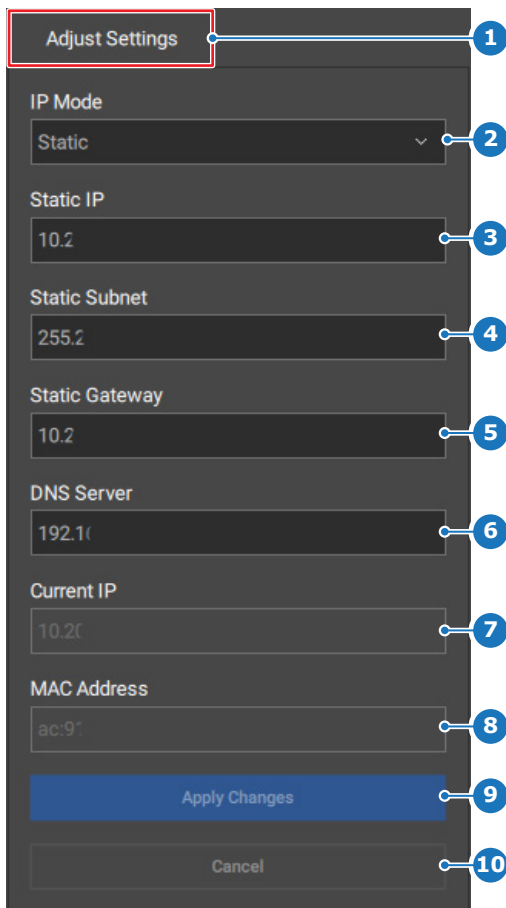



Image 8–174

- |                                                                                                                                                                                                                                 |                                                                                                                                                                                              |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>1 Category selection</li> <li>2 IP mode drop down</li> <li>3 Static IP address input field</li> <li>4 Static subnet input field</li> <li>5 Static default gateway input field</li> </ul> | <ul style="list-style-type: none"> <li>6 DNS server input field</li> <li>7 Current IP label</li> <li>8 Device MAC address label</li> <li>9 Apply button</li> <li>10 Cancel button</li> </ul> |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|


3. Fill out the required network information (reference 3 through 6, [Image 8–174](#)). For more information, contact the local IT department.
4. Click *Apply Changes* (reference 9, [Image 8–174](#)).

 **Note:** If the new IP settings are incorrect or no longer part of the same network, then Event Master Toolset will no longer be able to detect and modify the unit. Any other IP modifications will need to be done through the web page or the front panel of the unit itself.

The row of the selected unit is updated with the new IP information.

## 8.19 Widget

### About this chapter

The widget tab () lets the user configure the available widgets. Widgets can be used on the web page, front panel or any other device that can access a website.

The possible widget settings and features will be explored in the following chapters.

### 8.19.1 Creating a widget

#### Location

1. **Navigation side bar:** *Widget*

## 2. Right panel: *Widget Settings*

### Template widgets

Event Master Toolset generates two template widgets that have standard layouts with common buttons. These templates can be used as a start point to create a custom widget, or they can be used as widgets.

### How to create

#### 1. Must an existing widget be used?

- ▶ If **yes** using a **template** widget, click *Open* (reference 10) on the desired template widget (reference 12).
- ▶ If **yes** using a **custom** widget, select the desired widget (reference 11) and click *Duplicate* (reference 5).
- ▶ If **no**, click + *Create New Widget* button (reference 1).



*Tip:* The *Open* (reference 10) button appears when hovering over the widget.



Image 8–175

- |                               |                                |
|-------------------------------|--------------------------------|
| 1 New widget button           | 7 Widget name label            |
| 2 Resolution filter drop down | 8 Widget resolution label      |
| 3 Delete selected widget      | 9 Copy link to widget button   |
| 4 Cancel selection            | 10 Open selected widget button |
| 5 Duplicate selected widget   | 11 Widget selection check box  |
| 6 Deselect button             | 12 Widget templates            |

The widget detail page is shown.

#### 2. Enter a name for the widget after *Widget Name* (reference 14) in the right panel.



*Tip:* Provide clear names that reflect the intended purpose.

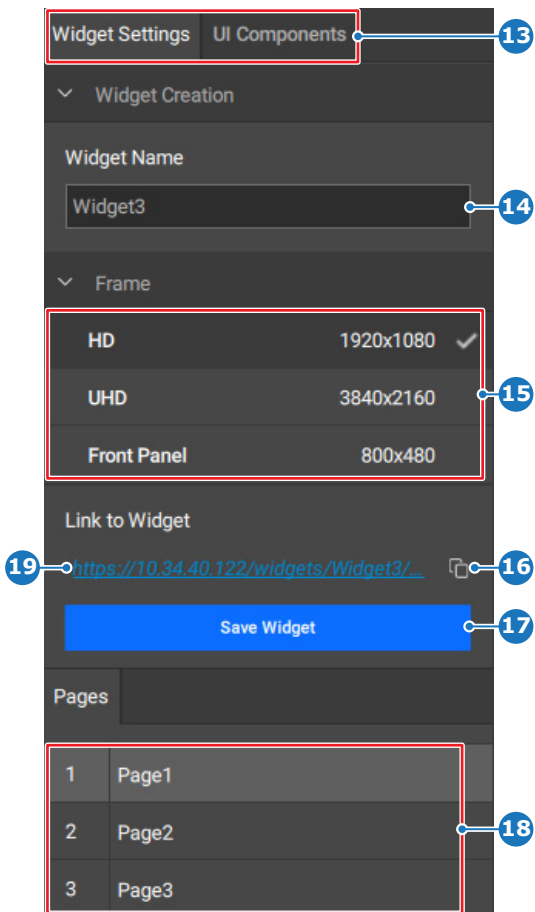



Image 8–176

- 13 Category selection
- 14 Widget name input field
- 15 Widget resolution options
- 16 Copy link button
- 17 Save widget button
- 18 Widget page options
- 19 Hyperlink to the selected widget page

3. Select the desired resolution of the widget (reference 15, [Image 8–176](#)).

- ▶ *HD* (1920x1080)
- ▶ *UHD* (3840x2160)
- ▶ *Front Panel* (800x480)

 *Note:* If the widget must be used on the front panel, then the 800x480 size of the widget is required. Larger sizes cannot be displayed on the front panel.

4. Click *Save Widget* (reference 17, [Image 8–176](#)).

5. Click the save icon () in the header.

6. Customize the created widget. For more information, see [“Editing a widget”, page 247](#).


## 8.19.2 Editing a widget

### Location

1. **Navigation side bar:** *Widget*
2. **Left panel:** *Functions*
3. **Right panel:** *UI Components*

### How to edit

1. Click *Open* (reference 10) on the desired widget or template.

 *Tip:* The *Open* (reference 10) button appears when hovering over the widget.

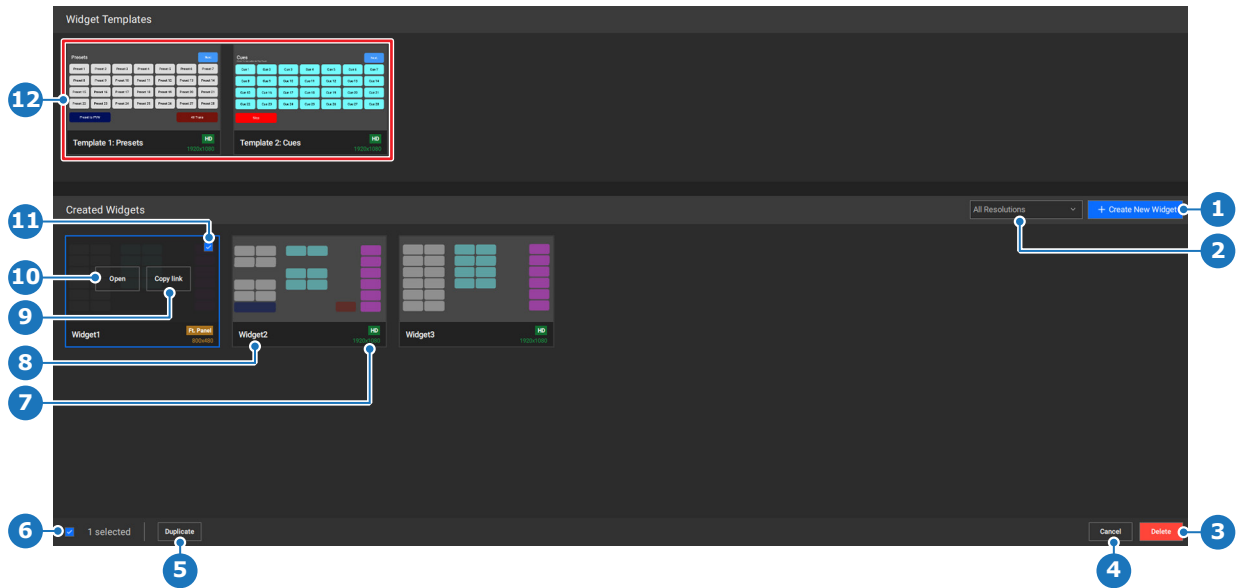


Image 8–177

- |                               |                                |
|-------------------------------|--------------------------------|
| 1 New widget button           | 7 Widget name label            |
| 2 Resolution filter drop down | 8 Widget resolution label      |
| 3 Delete selected widget      | 9 Copy link to widget button   |
| 4 Cancel selection            | 10 Open selected widget button |
| 5 Duplicate selected widget   | 11 Widget selection check box  |
| 6 Deselect button             | 12 Widget templates            |

The widget detail page is shown.

- Click on the desired page (reference 20) in the bottom bar.

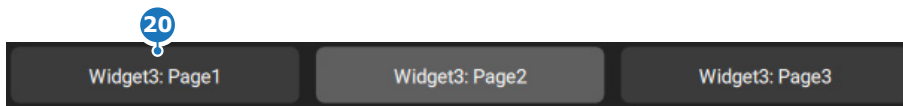


Image 8–178

- Page button

- Must a label or function be added to the widget?
  - In case of a **label**, drag the *T* (reference A) from the central work area and drop (reference B) it in the widget window in the central work area.
  - In case of a **function**, drag the desired function (reference C) from the left panel and drop (reference B) it in the widget window in the central work area.

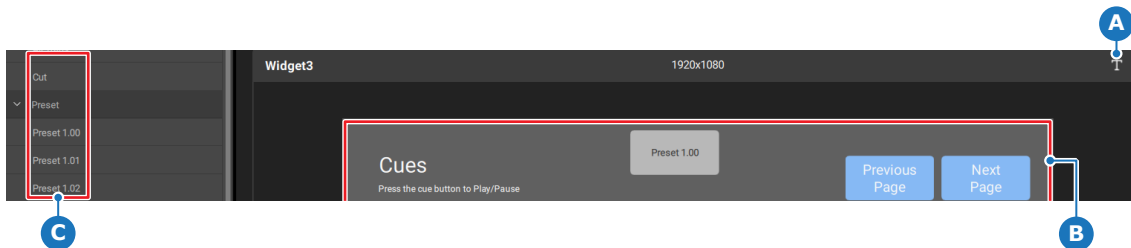



Image 8–179

- A Drag label position
- B Drop area
- C Drag function position

- Adjust the position of the dropped element using one or both of the following methods:
  - Drag and drop the label or function in the desired location (reference B, [Image 8–179](#)) within the widget.
  - Modify the elements absolute *H Position* and *V Position* with the right panel using one of the following methods:
    - Using the slider** (reference 25): drag the white ball over the slider until the desired amount is reached.
    - Entering a value** (reference 26): enter any desired value in the input field.

- **Using the + and - buttons:** click on the + (reference 22) to **increase** the value with one point and on the - (reference 24) to **decrease** the value with one point.

 **Note:** Widget elements are not allowed to overlap.

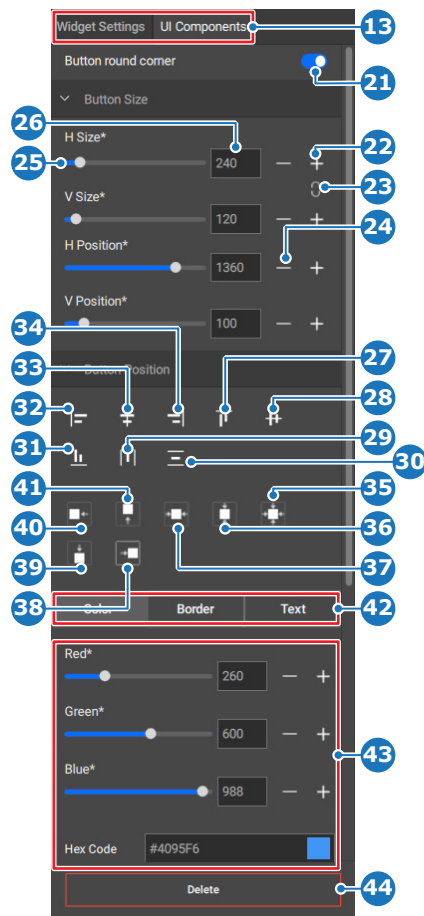





Image 8–180


- |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>13 Category selection</li> <li>21 Button corner rounding toggle</li> <li>22 Increase widget element button</li> <li>23 Link widget element aspect ratio button</li> <li>24 Decrease widget element button</li> <li>25 Widget element slider</li> <li>26 Widget element input field</li> <li>27 Top align selection</li> <li>28 Horizontal middle align selection</li> <li>29 Horizontal distribute selection</li> <li>30 Vertical distribute selection</li> <li>31 Bottom align selection</li> <li>32 Left align selection</li> </ul> | <ul style="list-style-type: none"> <li>33 Vertical middle align selection</li> <li>34 Right align selection</li> <li>35 Align selection with the center of the widget window</li> <li>36 Align selection with the vertical center of the widget window</li> <li>37 Align selection with the horizontal center of the widget window</li> <li>38 Align selection with the right widget window border</li> <li>39 Align selection with the bottom widget window border</li> <li>40 Align selection with the left widget window border</li> <li>41 Align selection with the top widget window border</li> <li>42 Widget element appearance category selection</li> <li>43 Widget element appearance options</li> <li>44 Delete button</li> </ul> |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|


**5.** Change the size of the element using one or both of the following methods:

- ▶ Drag the edge of the element within the widget.
- ▶ Modify the elements absolute *H Size* and *V Size* with the right panel using one of the following methods:
  - **Using the slider** (reference 25, [Image 8–180](#)): drag the white ball over the slider until the desired amount is reached.
  - **Entering a value** (reference 26, [Image 8–180](#)): enter any desired value in the input field.
  - **Using the + and - buttons:** click on the + (reference 22, [Image 8–180](#)) to **increase** the value with one point and on the - (reference 24, [Image 8–180](#)) to **decrease** the value with one point.

 **Tip:** The link icon () ensures the aspect ratio of the element remains the same. The unlink icon () means the aspect ratio can change.

6. Modify the appearance of the element using the following settings:
  - ▶ *Button round corner* toggle (reference 21, [Image 8–180](#)), only available for **function** elements.
  - ▶ *Color* menu (reference 42, [Image 8–180](#)), only available for **function** elements.
  - ▶ *Border* menu (reference 42, [Image 8–180](#)), only available for **function** elements.
  - ▶ *Text* menu (reference 42, [Image 8–180](#)), available for **all** elements.
7. Must the position be aligned to other widgets or the widget window?
  - ▶ If **yes** and with **other widgets**, select all relevant widgets in the central work area and click the desired alignment in the right panel (reference 27 through 34, [Image 8–180](#)).
  - ▶ If **yes** and with the **widget window**, click the desired alignment in the right panel (reference 35 through 41, [Image 8–180](#)).
  - ▶ If **no**, go to next step.

 *Tip:* Hold **CTRL** or **⌘** to select multiple entries at once. If this does not work, enable the keyboard shortcuts in the settings. For more information, see “[Keyboard shortcuts](#)”, page 257.

 *Note:* Some options are only available when three or more layers are selected.
8. Are more modifications needed?
  - ▶ If **yes**, repeat from step 2.
  - ▶ If **no**, go to next step.
9. Click *Save Widget* (reference 17).

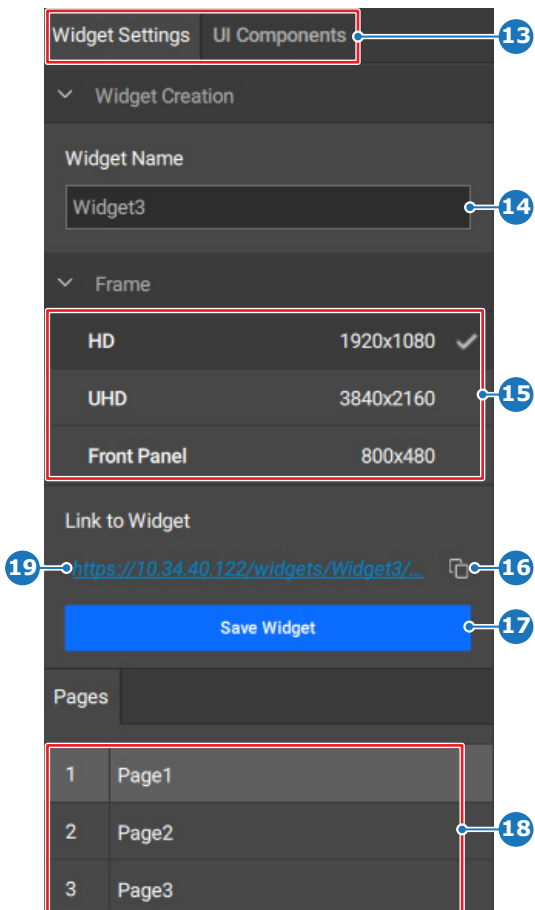


Image 8–181

- |    |                           |    |                                       |
|----|---------------------------|----|---------------------------------------|
| 13 | Category selection        | 17 | Save widget button                    |
| 14 | Widget name input field   | 18 | Widget page options                   |
| 15 | Widget resolution options | 19 | Hyperlink to the selected widget page |
| 16 | Copy link button          |    |                                       |

10. Click on *Widget Panel* (reference 45) at the top panel to return to the widget panel homepage.



Image 8–182

**45** Homepage button

A confirmation pop-up is shown.

11. Click Yes (reference 47) to discard any unsaved changes.

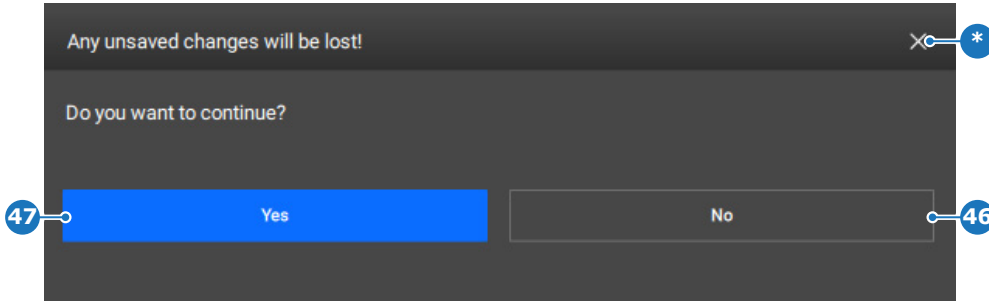


Image 8–183

**46** Cancel button

**47** Confirm button

**\*** Cancel button

The widget homepage is shown.

### 8.19.3 Widget link

#### Location

1. **Navigation side bar:** *Widget*
2. **Right panel:** *Widget Settings*

#### About using a widget

Widgets can be used on any network device with a browser, on the front panel or using the web page. For more information, see [“Widget panel”, page 72](#) of the front panel or [“Widget panel”, page 81](#) of the web page. To use the widgets with Event Master Toolset, open the settings category and use the widgets through the web page. For more information, see [“Unit web page”, page 261](#).



Google Chrome is the browser recommended by Barco.

#### How to get the link

1. Click *Open* (reference 10) on the desired widget or template.



*Tip:* The *Open* (reference 10) button appears when hovering over the widget.



Image 8–184

- |                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                            |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>1 New widget button</li> <li>2 Resolution filter drop down</li> <li>3 Delete selected widget</li> <li>4 Cancel selection</li> <li>5 Duplicate selected widget</li> <li>6 Deselect button</li> </ul> | <ul style="list-style-type: none"> <li>7 Widget name label</li> <li>8 Widget resolution label</li> <li>9 Copy link to widget button</li> <li>10 Open selected widget button</li> <li>11 Widget selection check box</li> <li>12 Widget templates</li> </ul> |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

The widget detail page is shown.

2. Click on the desired page (reference 20) in the bottom bar.

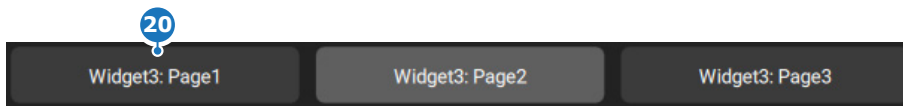


Image 8–185

- 20 Page button

3. Copy the link to the widget from *Link to Widget* (reference 16) by clicking the copy icon (📄).

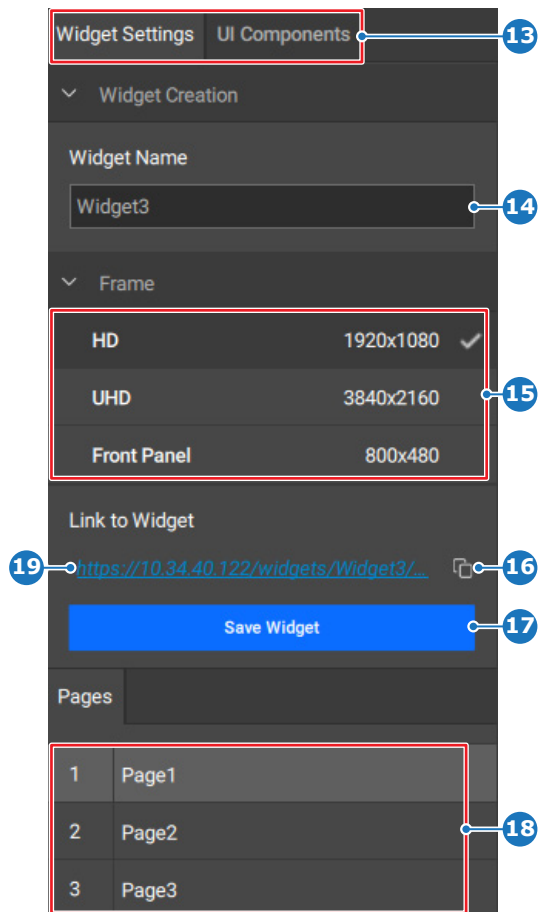




Image 8–186

- |                                                                                                                                                                                                            |                                                                                                                                                                                |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li><b>13</b> Category selection</li> <li><b>14</b> Widget name input field</li> <li><b>15</b> Widget resolution options</li> <li><b>16</b> Copy link button</li> </ul> | <ul style="list-style-type: none"> <li><b>17</b> Save widget button</li> <li><b>18</b> Widget page options</li> <li><b>19</b> Hyperlink to the selected widget page</li> </ul> |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

4. Paste the link in a browser of choice on the desired device.


 *Note:* Google Chrome is the browser recommended by Barco.

 *Tip:* The widget link can be protected by a password. For more information, see “Security”, page 91.

5. Click or tap on any button to activate the function.

## 8.20 Settings

### About this chapter

The settings tab () contains general settings for Event Master Toolset, any connected device or controller. The possible settings and options will be explored in the following chapters.

### 8.20.1 Event Master Toolset options

#### About Event Master Toolset options

Event Master Toolset settings and informations are available under the options.

### 8.20.1.1 Software information

#### Location

1. **Navigation side bar:** *Settings*
2. **Left panel:** *Options*

#### About software information

Software information shows the current version (reference 2) and build number (reference 3) of the Event Master Toolset that is running.

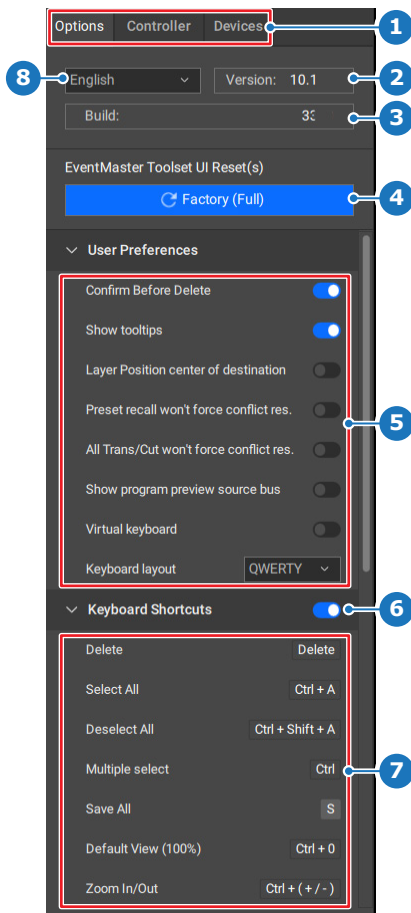


Image 8–187

- |                                                                                                                                                                                                    |                                                                                                                                                                                   |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ol style="list-style-type: none"> <li>1 Category selection</li> <li>2 Event Master Toolset version number</li> <li>3 Event Master Toolset build number</li> <li>4 Factory reset button</li> </ol> | <ol style="list-style-type: none"> <li>5 User preference settings</li> <li>6 Keyboard shortcuts toggle</li> <li>7 Keyboard shortcut list</li> <li>8 Language drop down</li> </ol> |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

### 8.20.1.2 Language selection

#### Location

1. **Navigation side bar:** *Settings*
2. **Left panel:** *Options*

#### About available languages

By default, every installation comes with the following languages:

- English
- French
- Chinese

## How to change

1. Select the desired language from the drop down (reference 8).

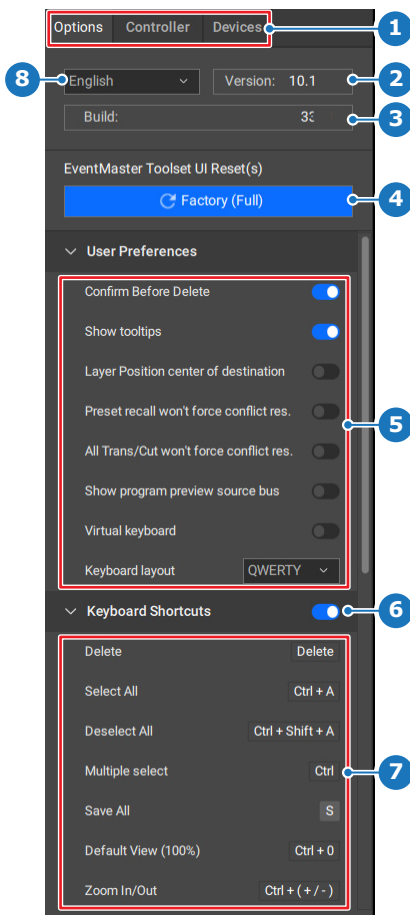


Image 8–188

- |                                                                                                                                                                                                    |                                                                                                                                                                                   |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ol style="list-style-type: none"> <li>1 Category selection</li> <li>2 Event Master Toolset version number</li> <li>3 Event Master Toolset build number</li> <li>4 Factory reset button</li> </ol> | <ol style="list-style-type: none"> <li>5 User preference settings</li> <li>6 Keyboard shortcuts toggle</li> <li>7 Keyboard shortcut list</li> <li>8 Language drop down</li> </ol> |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

The text across the entire Event Master Toolset user interface is updated to the selected language

### 8.20.1.3 Reset Event Master Toolset

#### Location


1. **Navigation side bar:** *Settings*
2. **Left panel:** *Options*

#### About EC-210 Event Master Toolset

The Event Master Toolset client running on the EC-210 also affects the configuration of the IP address. For this reason, a reset that keeps the IP address configuration of the EC-210 is added.

#### How to reset

1. Click *Factory (Full)* (reference 4).

 *Tip:* For EC-210 it is recommended to select *Factory (Save IP)* (reference 4).

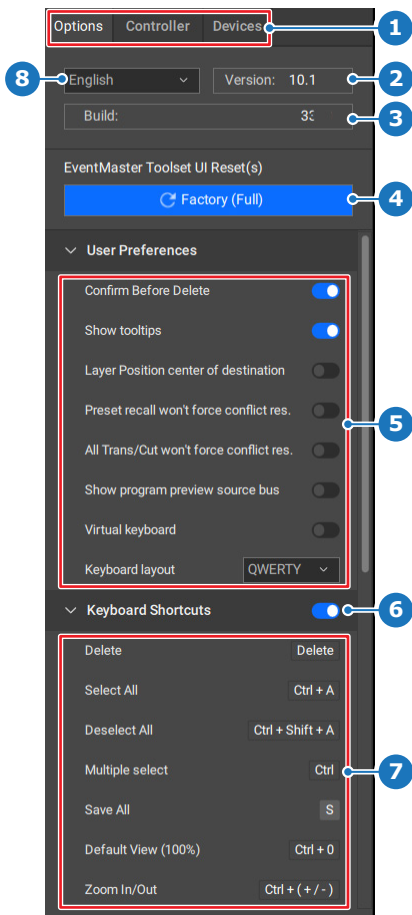


Image 8–189

- 1 Category selection
- 2 Event Master Toolset version number
- 3 Event Master Toolset build number
- 4 Factory reset button
- 5 User preference settings
- 6 Keyboard shortcuts toggle
- 7 Keyboard shortcut list
- 8 Language drop down

A confirmation pop-up is shown.

2. Click Yes (reference 10) to reset.

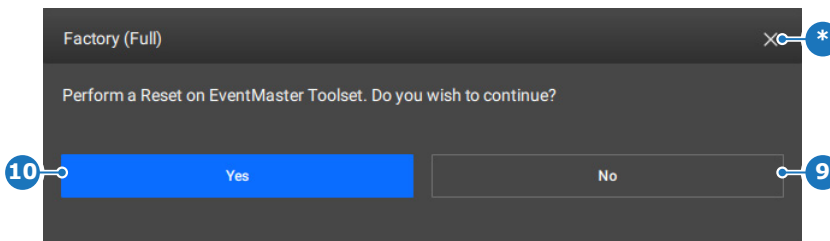


Image 8–190

- 9 Cancel button
- 10 Confirmation button
- \* Close button

All Event Master Toolset configuration changes are reset to their factory default option.

### 8.20.1.4 User preferences

#### Location

1. **Navigation side bar:** *Settings*
2. **Left panel:** *Options*

## About user preferences

User preferences are settings that change functionalities across the entire Event Master Toolset software.

### How to change

1. Click the toggle buttons next to the desired user preference setting (reference 5) to enable or disable them.

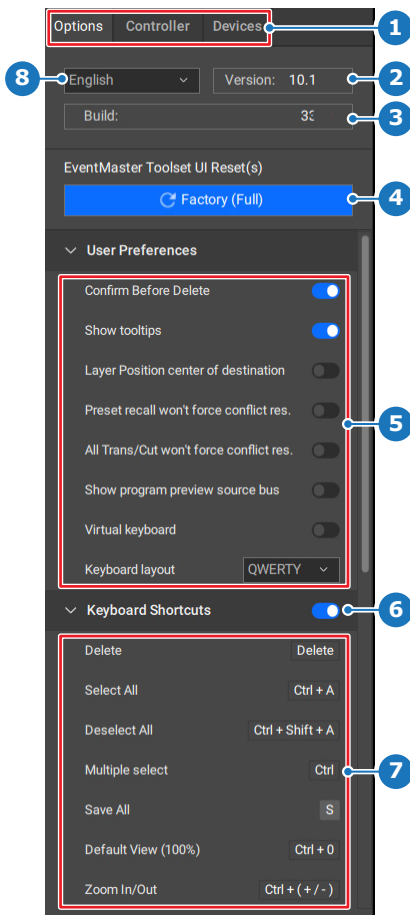


Image 8–191

- |   |                                     |   |                           |
|---|-------------------------------------|---|---------------------------|
| 1 | Category selection                  | 5 | User preference settings  |
| 2 | Event Master Toolset version number | 6 | Keyboard shortcuts toggle |
| 3 | Event Master Toolset build number   | 7 | Keyboard shortcut list    |
| 4 | Factory reset button                | 8 | Language drop down        |

2. Select the desired keyboard layout from the drop down menu in the user preference settings (reference 5, [Image 8–191](#)).

### 8.20.1.5 Keyboard shortcuts

#### Location

1. **Navigation side bar:** *Settings*
2. **Left panel:** *Options*

#### About keyboard shortcuts

Event Master Toolset has shortcuts that can be used to simplify certain actions. If shortcuts are enabled, then all shortcuts mentioned in the list will execute once their assigned button is pressed on a keyboard. These shortcut buttons cannot be remapped.

#### How to toggle

1. Must keyboard shortcuts be used?

- ▶ If **yes**, enable the toggle button after *Keyboard Shortcuts* (reference 6).
- ▶ If **no**, disable the toggle button after *Keyboard Shortcuts* (reference 6).

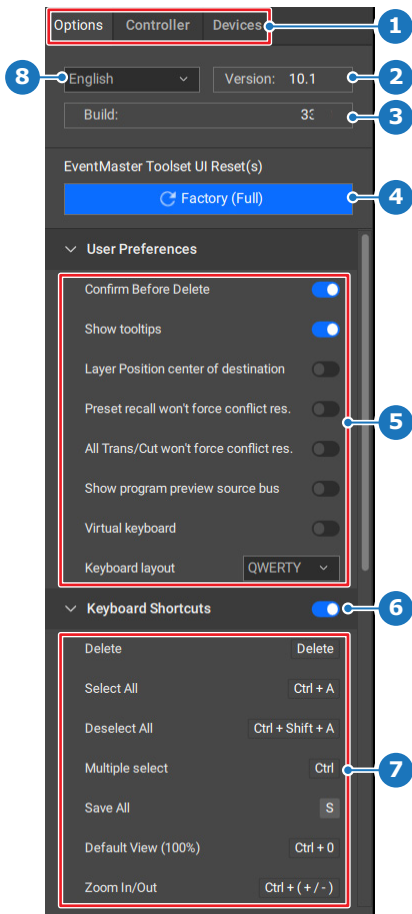


Image 8–192

- |                                                                                                                                                                                                    |                                                                                                                                                                                   |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>1 Category selection</li> <li>2 Event Master Toolset version number</li> <li>3 Event Master Toolset build number</li> <li>4 Factory reset button</li> </ul> | <ul style="list-style-type: none"> <li>5 User preference settings</li> <li>6 Keyboard shortcuts toggle</li> <li>7 Keyboard shortcut list</li> <li>8 Language drop down</li> </ul> |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

## 8.20.2 Controller options

### About controller options

EC-210 controller tests, settings and informations are available under the options.



This menu is only visible in the Event Master Toolset client on an EC-210.

#### 8.20.2.1 Software information



This menu is only visible in the Event Master Toolset client on an EC-210.

### Location

1. **Navigation side bar:** *Settings*
2. **Left panel:** *Controller > Software*

## About software information

Software information shows the current software version (reference 3) that is running on each detected controller serial number (reference 4).

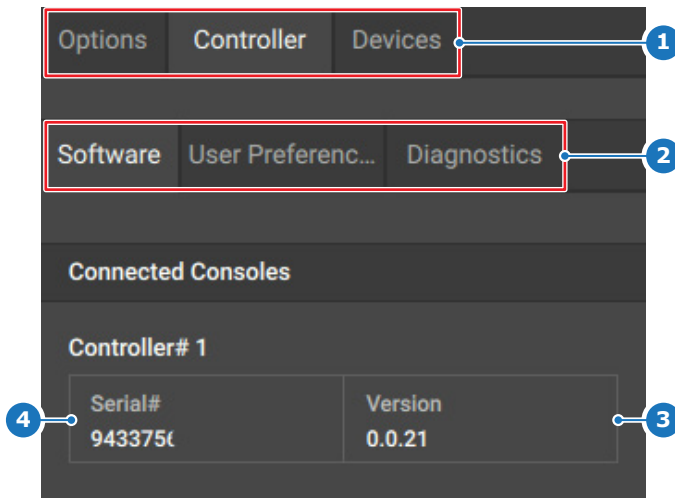


Image 8–193

- 1 Category selection
- 2 Subcategory selection
- 3 Controller software version
- 4 Controller serial number

### 8.20.2.2 User preferences



This menu is only visible in the Event Master Toolset client on an EC-210.

#### Location

1. **Navigation side bar:** *Settings*
2. **Left panel:** *Controller > User preferences*

#### About user preferences

User preferences are settings that change functionalities across the entire EC-210 controller.

#### How to change

1. Adjust the desired settings using one or more of the following methods:
  - ▶ **Using the slider** (reference 6): drag the white ball over the slider until the desired amount is reached.
  - ▶ **Entering a value** (reference 3): enter any desired value in the input field.
  - ▶ **Using the + and - buttons:** click on the + (reference 4) to **increase** the value with one point and on the - (reference 5) to **decrease** the value with one point.

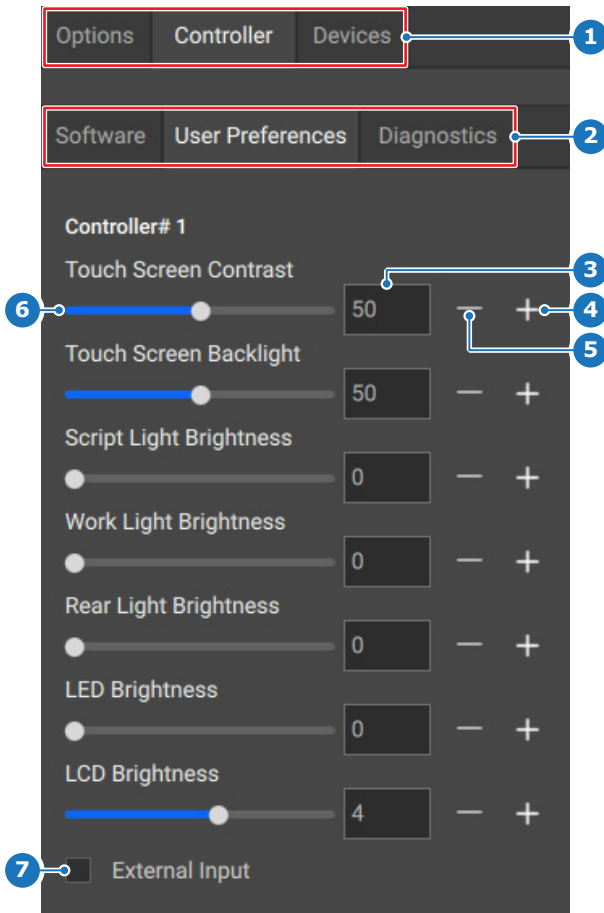


Image 8–194

- |                                                                                                                                                                           |                                                                                                                                           |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>1 Category selection</li> <li>2 Subcategory selection</li> <li>3 Setting input field</li> <li>4 Increase setting button</li> </ul> | <ul style="list-style-type: none"> <li>5 Decrease setting button</li> <li>6 Setting slider</li> <li>7 External input check box</li> </ul> |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|

2. Must external input be accepted?
  - ▶ If **yes**, check the check box in front of *External Input* (reference 7, [Image 8–194](#)).
  - ▶ If **no**, uncheck the check box in front of *External Input* (reference 7, [Image 8–194](#)).

### 8.20.2.3 Controller diagnostics



This menu is only visible in the Event Master Toolset client on an EC-210.

#### Location

1. **Navigation side bar:** *Settings*
2. **Left panel:** *Controller > Diagnostics*

#### How to test

1. Select the name of the test from the drop down (reference 3) or enable the desired test (reference 4) in the left panel.

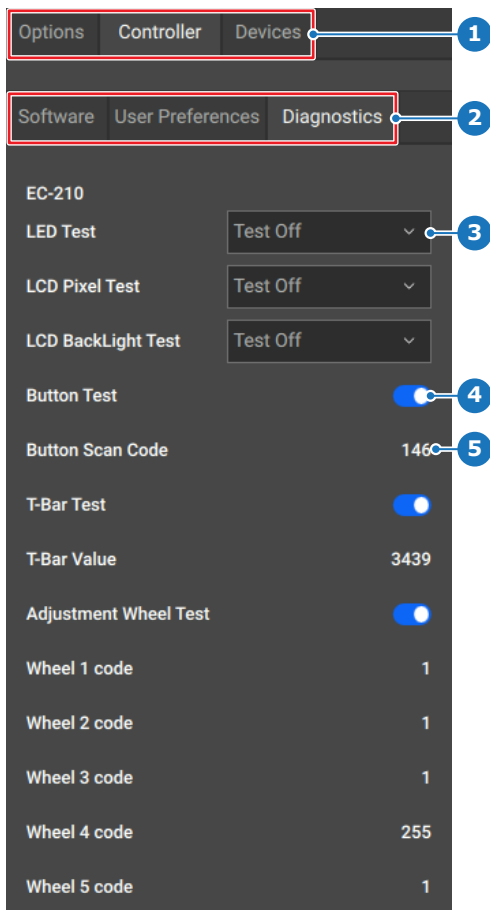


Image 8–195

- |                                                                                    |                                                 |
|------------------------------------------------------------------------------------|-------------------------------------------------|
| <p>1 Category selection</p> <p>2 Subcategory selection</p> <p>3 Test drop down</p> | <p>4 Test toggle</p> <p>5 Test result label</p> |
|------------------------------------------------------------------------------------|-------------------------------------------------|

The test continuously runs while the option is selected or enabled.

2. Select *Off* from the drop down (reference 3, [Image 8–195](#)) or disable the desired test after the name in the test list (reference 4, [Image 8–195](#)).

## 8.20.3 Unit web page

### Location

1. **Navigation side bar:** *Settings*
2. **Left panel:** *Devices*

### About unit web page

Opening the setting page loads the web page of the current system host unit or the controller in the central work area. For more information on how to use the web page, see: .

- For the **Encore3**, “[Encore3 web page](#)”, page 79.
- For the **EC-210**, “[EC-210 web page](#)”, page 99.

There are two ways to see the web page of any other system or units connected to Event Master Toolset:

- Change the system or unit with the drop downs in the header. For more information, see “[Multi-systems](#)”, page 116.
- Select the desired system in the *Devices* tab (reference 2) of the right panel.

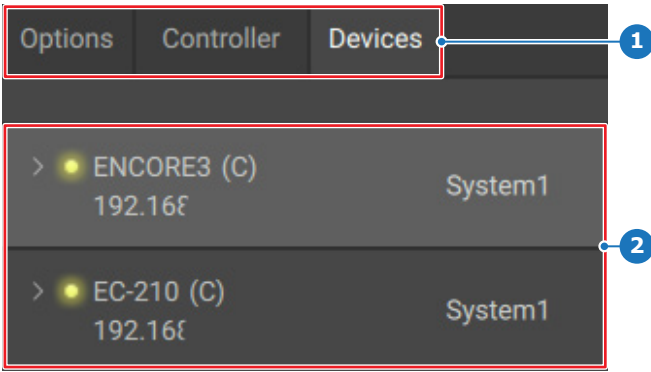


Image 8-196

- 1 Category selection
- 2 Devices list

# Using Event Master controllers

# 9

9.1	Color .....	264
9.2	Screen destination buttons .....	264
9.3	Layer buttons .....	265
9.4	Assign buttons.....	266
9.5	Live production buttons .....	268
9.6	Action buttons .....	268
9.7	Custom buttons .....	273
9.8	Barco eye button .....	274
9.9	Arrow buttons.....	274
9.10	Rotary encoders .....	275
9.11	Transition buttons .....	276
9.12	T-bar.....	276
9.13	Help/Error button .....	277
9.14	Controller settings buttons.....	277
9.15	Navigation area .....	278
9.16	Built-in touch screen .....	279

## About this chapter

How to best use a connected Event Master controller will be explored in the following chapters.

## About Event Master controllers

The controllers are intended to work alongside the Event Master Toolset. With Event Master Toolset, buttons can be configured to have different functionalities or be synced with the scenes that have been prepared. For more information, see [“Controller”, page 229](#).

## 9.1 Color

### About button color

Color is used to convey a state or function of a button. The color can be present on the keycap or with an LED shining through a cutout of the keycap. There are two main types of buttons:

- **Solid colored buttons**, predefined buttons that have a **fixed** functionality.
- **Black buttons**, flexible buttons that have **changing** functionalities.

### Overview button color

Color	Button meaning (keycap)	Button state (cutout LED)
Blue	Layer freeze	Selected destinations
Green	Button affects preview	<ul style="list-style-type: none"> <li>• Preview select</li> <li>• Function inverted</li> </ul>
Red	Button affects program	Selection on program
Black	Not predefined	N/A

### About button dedicated display color

Some buttons have accompanying displays. These dedicated displays use a background color to signal the current assigned functionality. This background color can be set as the text color using Event Master Toolset. For more information, see "[Button LCD color](#)", page 234.

### Overview button dedicated display color

Color	Functionality
Green	Background source
Cyan	Cue
White	Preset
Yellow	Source
Magenta	User key
Red	Loss of signal

## 9.2 Screen destination buttons

### Availability

- **Models:** All
- **Count:** 12 with 8 virtual pages

## Elements

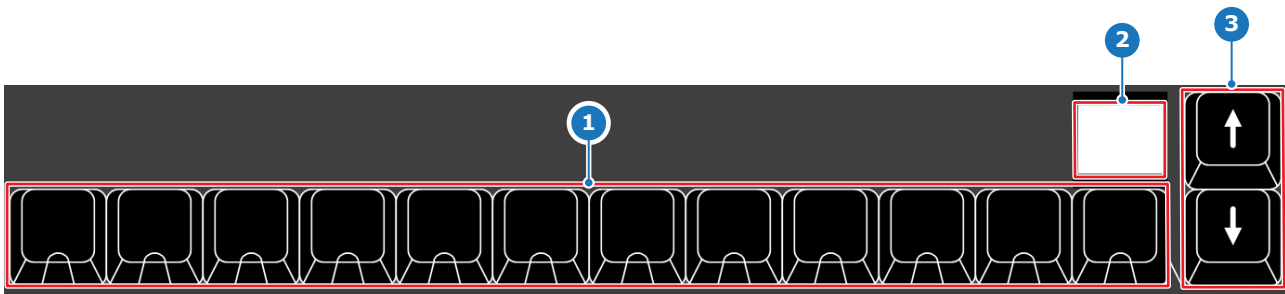


Image 9-1

- 1 Destination buttons with cutout LEDs
- 2 Page display
- 3 Page up and page down buttons

## Navigating virtual pages

There are two main methods of navigating pages:

- For **individual navigation**:
  - Press the page up button to go to the **next** page.
  - Press the page down button to go to the **previous** page.
- For **specific navigation**, while pressing and holding the page down button, press the destination button that corresponds with the desired page.

The current page is shown on the page display.



Changing pages on the controller will also update the contents of the destination name bar in Event Master Toolset.

## Functionality destinations

Destination layers work on a toggle basis. Clicking the button will either set the destination as target for actions or remove it as target for actions. Multiple destinations can be selected at the same time. Target destinations will have the LED in the cutout turned on.

Which destination corresponds to which button on the controller can be seen with the mapped destination in the footer of the Event Master Toolset software. For more information, see [“Mapped destinations”, page 230](#).

## 9.3 Layer buttons

### Availability

- **Models:** All
- **Count:** 8 with 2 virtual pages

### Elements

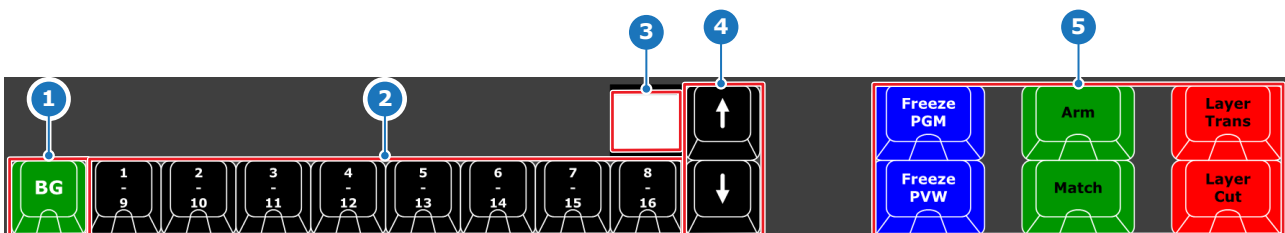


Image 9-2

- 1 Background button with cutout LED
- 2 Layer buttons with cutout LEDs
- 3 Page display
- 4 Page up and page down buttons
- 5 Layer command buttons

## Virtual pages



Virtual pages are available when some or all layers are split.

Layers 1A - 8A are available on page one. Layers 1B- 8B are available on page two.

### Navigating virtual pages

There are two methods of navigating pages:

- Press the page up button to go to the **next** page.
- Press the page down button to go to the **previous** page.

The current layers are shown on the page display.

### Functionality mix background layer and layer buttons

Clicking any layer button will set the mix background layer or selected layer as target for modifications on the selected destinations. This will remove any previous selection of layers.



Selecting multiple layers at once can be done using the custom layer mapping on either a flex button or user assigned button. For more information, see [“Assign buttons”, page 266](#) or [“Custom buttons”, page 273](#).

### Functionality layer command buttons

The layer command buttons contain frequently used functions that affect entire layers:

- *‘Freeze PGM’*, freezes the displayed signal of the selected layers on the selected destinations in **program**.
- *‘Freeze PVW’*, freezes the signal of the selected layers on the selected destinations in **preview**. The layers will remain frozen when sent to program.
- *‘Arm’*, causes the selected layers on the selected destinations to use the predefined movement animation when transitioning from preview to program. Arming will do nothing if no move animation was defined. For more information, see [“Applying a move animation”, page 204](#).
- *‘Match’*, exactly copies the current layers of the selected destinations in program to preview.
- *‘Layer Trans’*, transitions the selected layers on the selected destinations from preview to program. If *‘Arm’* was selected, the layers will perform the animation.
- *‘Layer Cut’*, cuts the selected layers on the selected destinations from preview to program without any animation. *‘Arm’* status is ignored when using cut.

## 9.4 Assign buttons

### Availability

- **Models:** All
- **Count:**
  - EC-30: 2 rows of 12
  - EC-50 and EC-210: 3 rows of 12

## Elements

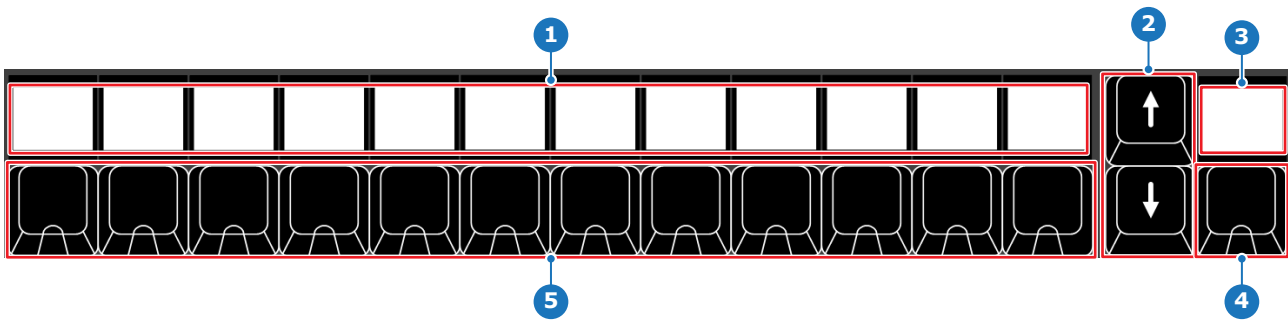


Image 9–3

- |                                                                                                                                                                          |                                                                                                                     |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>1 Assign buttons dedicated displays</li> <li>2 Page up and page down buttons</li> <li>3 Functionality and page display</li> </ul> | <ul style="list-style-type: none"> <li>4 Functionality button</li> <li>5 Assign buttons with cutout LEDs</li> </ul> |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------|

## Virtual pages

Different amount of virtual pages are available depending on the active category:

- ‘Source’ or ‘Preview Source’, 75 pages
- ‘Program Source’, 75 pages (**hidden by default**)
- ‘Preset’, 84 pages
- ‘Cue’, 10 pages
- ‘Flex’, 84 pages
- ‘UserKey’, 25 pages

Switching between the pages within a category can be done with the page up and page down buttons. The current virtual page will be shown under the current active category on the functionality and page display.

## Navigating virtual pages

There are two main methods of navigating pages:

- For **individual navigation**:
  - Press the page up button to go to the **next** page.
  - Press the page down button to go to the **previous** page.
- For **specific navigation**:
  - To **jump to a multiple of ten**, while pressing and holding the page up button, press the assign button that corresponds with the tens digit of the desired page.
  - To **jump to one of the first 12 pages**, while pressing and holding the page down button, press the assign button that corresponds with the desired page.

The current page is shown under the current category on the functionality and page display.

## Functionality selection

Each row can be assigned a predefined category. This category defines which settings or options can be assigned to the individual assign buttons. Click the functionality button to change the category of the entire row. When switching to a category, the last active virtual page will be recalled. If there is no last active virtual page, then the category will start on page one.

The available functionalities are:

- ‘Source’ or ‘Preview Source’: changes the source of the selected layers on the selected destinations in preview. ‘Preview Source’ will be the name of the category when *Show program preview source bus* is enabled in the Event Master Toolset settings. For more information, see [“User preferences”, page 256](#).
- ‘Program Source’ (**hidden by default**): changes the source of the selected layers on the selected destinations in program. The option *Show program preview source bus* must be enabled in the Event Master Toolset settings. For more information, see [“User preferences”, page 256](#).
- ‘Preset’: recalls a preset to the selected destinations in preview.
- ‘Cue’: starts a cue from the first defined action.
- ‘Flex’: can be any functionality.

- ‘*UserKey*’: recalls a user key to the selected layers of the selected destinations in preview.

## Functionality assign buttons

Clicking on an assign button will execute the action shown on the assign button dedicated display. This action will be executed on each selected layer of each selected destination.

By default Event Master Toolset will auto add all possible functions per category after each other. These layouts can be changed using Event Master Toolset. For more information, see “[Button mapping](#)”, page 230.

## 9.5 Live production buttons

### Availability

- **Models:** EC-210
- **Count:** 2

### Elements

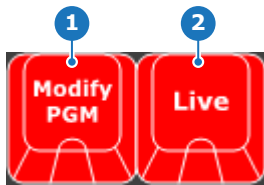


Image 9-4

- 1 Modify program button with cutout LED
- 2 Switch live source button with cutout LED

### Modify PGM

The *Modify PGM* button toggles whether the program is locked or unlocked. When the LED of the *Modify PGM* button is on, then the program is unlocked.

### Live

The *Live* button allows for the seamless switching of a source within a layer that is on program. While the LED of the *Live* button is on, the program lock status is ignored.

## 9.6 Action buttons

### About action buttons

Action buttons are split into distinct sections. Combining buttons from multiple sections allows for complex actions to be broken up into a handful of button presses. The following chapters describe each section separately and how to best combine the functionalities.

### 9.6.1 Introduction

#### Availability

- **Models:** EC-210
- **Count:** 4 sections

## Overview

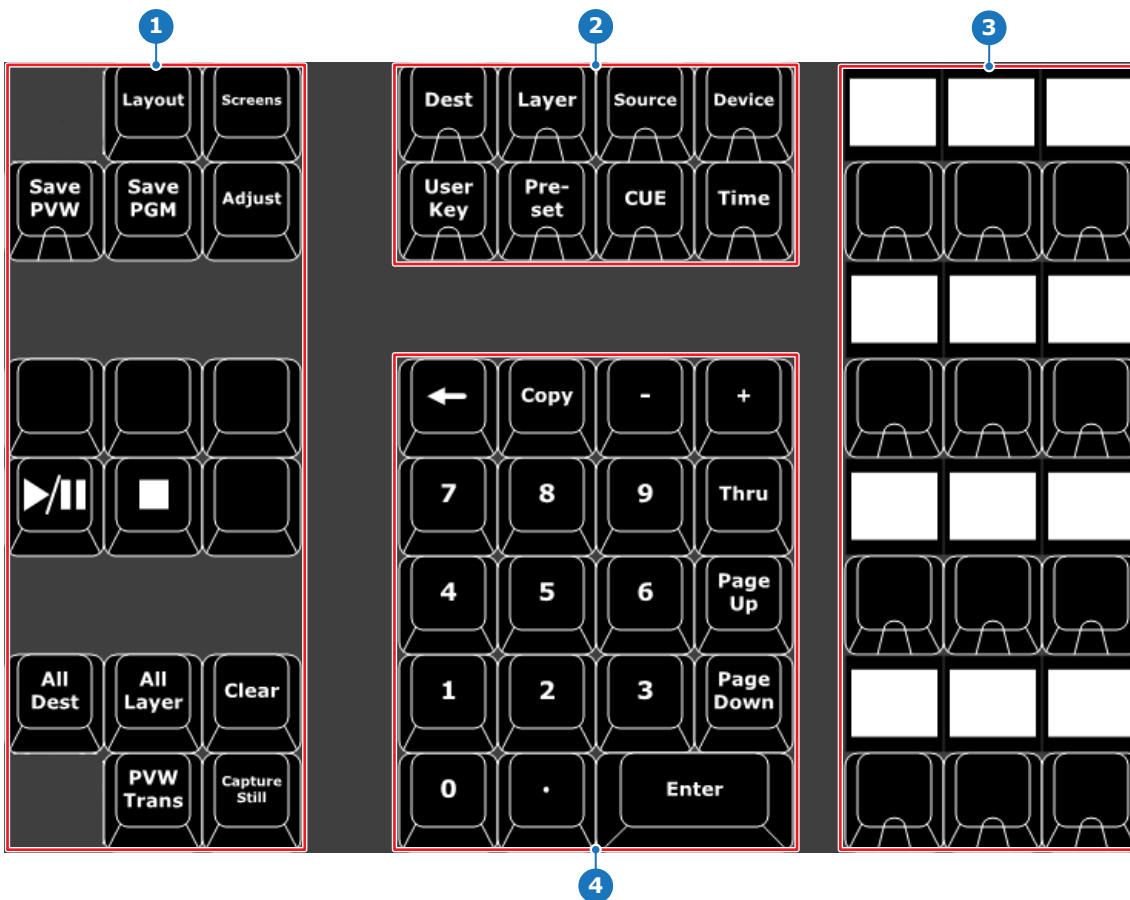


Image 9-5

- 1 Miscellaneous buttons
- 2 Category buttons with cutout LEDs
- 3 Contextual display buttons with cutout LEDs and LCDs
- 4 Numpad buttons

## 9.6.2 Category section

### Availability

- Models: EC-210

### Elements

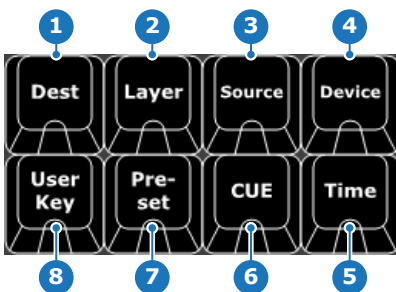


Image 9-6

- 1 Destination target category
- 2 Layer target category
- 3 Source action category
- 4 Device action category
- 5 User key action category
- 6 Preset action category
- 7 Cue category
- 8 Time category

## Functionality

Any active category has the LED of the button turned on. It is not possible to have more than one category active at the same time. If the wrong category was accidentally pressed, then use the backspace key of the numpad to clear the wrong category before pressing another category. For more information, see [“Numpad section”, page 270](#).

## Target categories

The target category sets the numpad to select the desired destination and/or layer targets. If a selection is already made, then these categories can be used to refine the selection. For more information, see [“Numpad section”, page 270](#).

## Action categories

The action category sets the numpad to select any desired changes that must be recalled or applied. For more information, see [“Numpad section”, page 270](#).

## Other categories

The other categories are categories that can not be chained together. These categories set the numpad to select which predefined functionality must be started. For more information, see [“Numpad section”, page 270](#).

## 9.6.3 Numpad section

### Availability

- **Models:** EC-210

### Elements

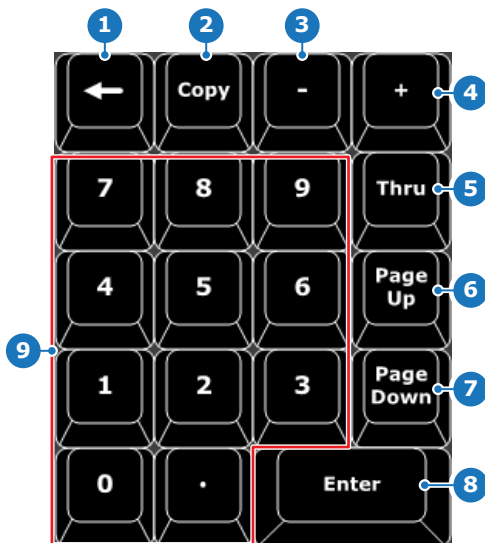


Image 9–7

- |   |                |   |                                      |
|---|----------------|---|--------------------------------------|
| 1 | Backspace      | 6 | Contextual display section page up   |
| 2 | Copy           | 7 | Contextual display section page down |
| 3 | Subtract       | 8 | Enter                                |
| 4 | Add            | 9 | Numbers and decimal section          |
| 5 | Continuous add |   |                                      |

## Functionality

When an input field is selected in Event Master Toolset, then the buttons presses on the controller numpad behave the same as an external numpad. In other situations, the numpad is used to enter IDs, interact with the entered command or adjust the contextual display buttons.

## Backspace

The backspace key removes the last button press of syntax-based programming. For more information on how to see the syntax-based programming key presses, see [“Using the controller”, page 235](#).

## Selection modifiers

When a category is active, syntax-based programming expects the ID or range of IDs that are applicable in the category. Single IDs can be entered using the numbers and the decimal keys. Range can be entered using the numbers and decimal keys in combination with:

- The ‘-’ key, subtracts the following ID number from the range.
- The ‘+’ key, adds the following ID number to the range.
- The ‘Thru’ key, selects all IDs in between the ID before the ‘Thru’ and the ID after.

## Page buttons

Contextual display buttons can have more than one page of settings to display. The ‘Page Up’ and ‘Page Down’ buttons of the numpad change which settings are being shown. For more information, see [“Contextual display section”, page 271](#).

## 9.6.4 Contextual display section

### Availability

- **Models:** EC-210

### Elements

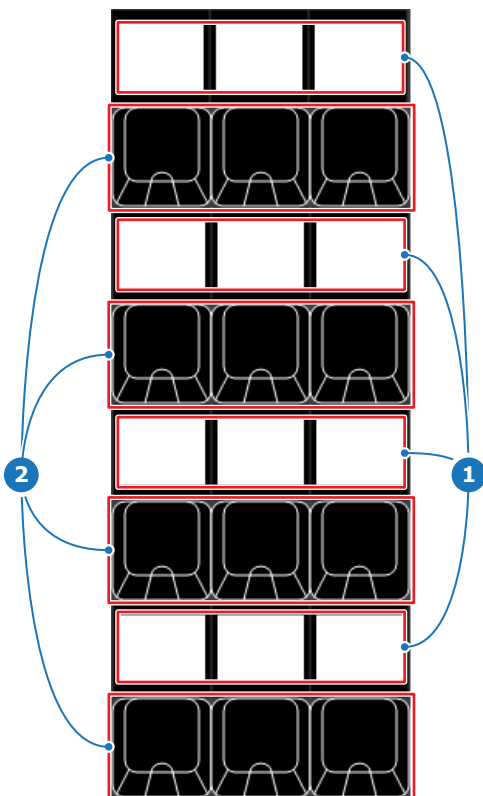


Image 9–8

- 1 Contextual display buttons dedicated displays
- 2 Contextual display buttons with cutout LEDs

### Functionality

The contextual display buttons dedicated displays show additional options that can be toggled while a category and ID or ID range is selected. If the button LED is lit up for a specific setting, then this setting is

included in the syntax-based programming command. If not, the setting is excluded. Depending on the category and the ID or ID range, more settings than contextual display buttons can be available. For this reason it is advised to check for additional pages of settings using the page buttons of the numpad. For more information, see “Numpad section”, page 270.

## 9.6.5 Miscellaneous section

### Availability

- **Models:** EC-210

### Elements

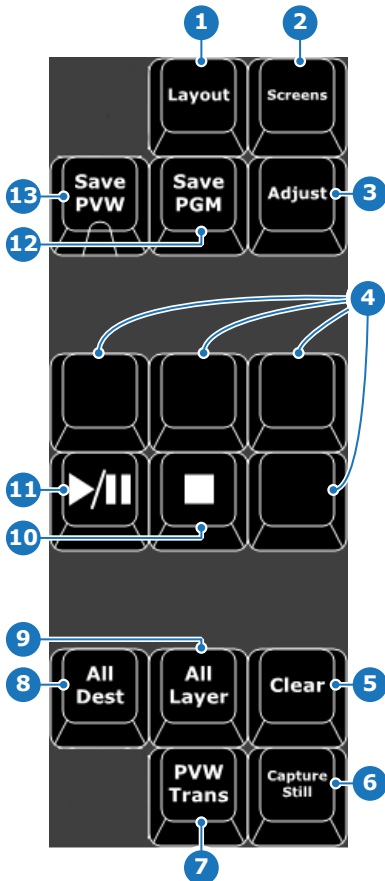


Image 9–9

- |   |                                               |    |                                  |
|---|-----------------------------------------------|----|----------------------------------|
| 1 | Modify layout button                          | 8  | Select all destinations          |
| 2 | Modify screen button                          | 9  | Select all layers                |
| 3 | Adjust button                                 | 10 | Stop selected cue                |
| 4 | Future buttons (no functionality)             | 11 | Start or pause selected cue      |
| 5 | Clear selection                               | 12 | Save from program command toggle |
| 6 | Capture still from selection                  | 13 | Save from preview command toggle |
| 7 | Transition preview from selected destinations |    |                                  |

### Functionality

The miscellaneous section holds buttons that consist of various functionalities. These functionalities can be used during syntax-based programming. However, they can also be used outside of the syntax-based programming and help with selecting, saving or standalone actions.



## 9.6.6 Syntax-based programming

### About syntax-based programming

Syntax-based programming uses the different sections of the action buttons in a sequence. The way these buttons are pressed helps reduce the amount of button presses needed for certain actions. The entered

command can be followed in the controller category of the Event Master Toolset software. For more information, see [“Using the controller”, page 235](#).

## How to program

1. Is the command to start a cue?
  - ▶ If **yes**, go to step 4.
  - ▶ If **no**, go to next step.
2. Must the command save or execute?
  - ▶ In case of **save**, enable the ‘Save PVW’ or ‘Save PGM’ miscellaneous buttons. For more information, see [“Miscellaneous section”, page 272](#).
  - ▶ In case of **execute**, disable the ‘Save PVW’ or ‘Save PGM’ miscellaneous buttons. For more information, see [“Miscellaneous section”, page 272](#).
3. Select the target of the action using one of the following methods:
  - ▶ Using **Event Master Toolset**, select the desired targets in the programming category. For more information, see [“Programming”, page 170](#).
  - ▶ Using the **left side** of the controller, select the desired destinations and/or layers. For more information, see [“Screen destination buttons”, page 264](#) and [“Layer buttons”, page 265](#).
  - ▶ Using the **miscellaneous buttons**, press ‘All Dest’ or ‘All Layer’ to select all destinations or all layers. For more information, see [“Miscellaneous section”, page 272](#).
  - ▶ Using **one or two of the syntax commands**, go to next step.
4. Enter the desired syntax command.
  -  *Tip:* The syntax command can be selecting a target or an action. Syntax command chains can consist of only target selections, only actions or a combination of target selections and actions. In case of the combination, the first syntax commands must be target selections and the last syntax commands must be the actions.
  - a) Select the desired category. For more information, see [“Category section”, page 269](#).
  - b) Enter the desired ID or ID range. For more information, see [“Numpad section”, page 270](#).
  - c) Limit the command by toggling contextual settings. For more information, see [“Contextual display section”, page 271](#).
  -  *Tip:* If a layer is selected, then the rotary encoders can be used to adjust the position. If the contextual setting *Main Tab*, *Window Tab* and/or *Effects Tab* are enabled, then these can also be adjusted using the rotary encoders. For more information, see [“Rotary encoders”, page 275](#).
5. Must another command be chained?
  - ▶ If **yes** and **less than three** commands have been entered, repeat step 4.
  - ▶ If **no**, go to next step.
6. Press ‘Enter’ to execute the command on the selected targets.
7. Transition the scene from preview to program using the T-bar or the transition buttons. For more information, see: (**optional**)
  - ▶ Using the **T-bar**, see [“T-bar”, page 276](#).
  - ▶ Using the **transition buttons**, see [“Transition buttons”, page 276](#).
  - ▶ Using the **miscellaneous buttons**, see [“Miscellaneous section”, page 272](#).
  - ▶ Using **Event Master Toolset**, see [“Programming”, page 170](#).
8. Press ‘Save All’ to save the changes. For more information, see [“Controller settings buttons”, page 277](#). (**optional**)

## 9.7 Custom buttons

### Availability

- **Models:** All
- **Count:**
  - EC-30: 1 row of 2

- EC-50 and EC-210: 2 rows of 2

## Elements

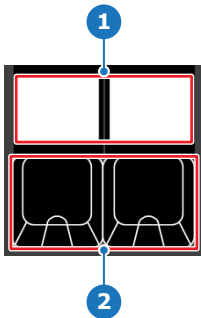


Image 9–10

- 1 Custom buttons dedicated displays
- 2 Custom buttons with cutout LEDs

## Functionality

Custom buttons are additional flex buttons and can be assigned any functionality available. For more information on how to set the function of these buttons, see [“Button mapping”, page 230](#)

# 9.8 Barco eye button

## Availability

- **Models:** EC-210
- **Count:** 2

## Elements



Image 9–11

- 1 Barco eye button

## Functionality

The Barco eye button inverts the current selection of layers within Event Master Toolset. All selected layers become deselected and all deselected layers become selected.

# 9.9 Arrow buttons

## Availability

- **Models:** EC-210
- **Count:** 4

## Elements

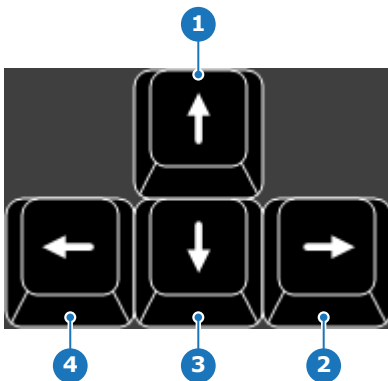


Image 9–12

- 1 Step up button
- 2 Step right button
- 3 Step down button
- 4 Step left button

## Prerequisites

The selected layers must be unlocked before the arrow buttons can affect them.

## Functionality

The arrow buttons shift the selected layers by 1 pixel per button press. The movement happens in the direction of the pressed button.

# 9.10 Rotary encoders

## Availability

- **Models:** EC-210
- **Count:** 5 knobs and 5 buttons

## Elements

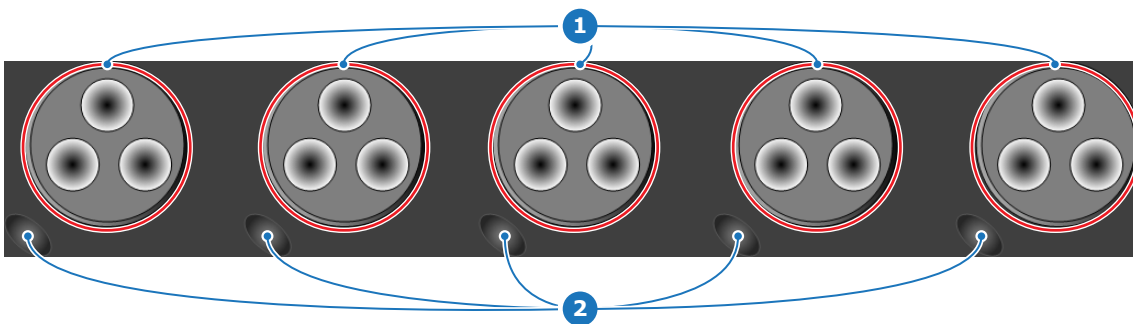


Image 9–13

- 1 Layer adjustment rotary knobs
- 2 Step toggle buttons

## Prerequisites

The selected layers must be unlocked before the rotary encoders can affect them.

## Functionality

By default, the rotary knobs affect the selected layers in increments per position. The direction of the rotation defines whether the increment is additive, turning to the right, or subtractive, turning to the left. Depressing the button closest to the rotary knob switches the incremental modification to a pixel modification.



It is possible to turn the rotary knobs faster than the controller can register. When the knobs are turning too fast, inputs can be skipped and rotation direction can be misinterpreted by the controller.

## 9.11 Transition buttons

### Availability

- **Models:** All
- **Count:**
  - EC-30 and EC-50: 2
  - EC-210: 3

### Elements

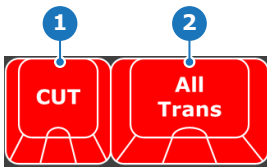


Image 9–14

- 1 Cut button with cutout LED
- 2 Transition button with cutout LED

### Functionality

Transition buttons ignore selections of the layer buttons and affect all layers on the selected destinations. Using 'CUT' will ignore the arm status while cutting the layers from preview to program. 'All Trans' will transition the layers from preview to program while playing any armed layers animations.

## 9.12 T-bar

### Availability

- **Models:** all
- **Count:** 1

### Elements

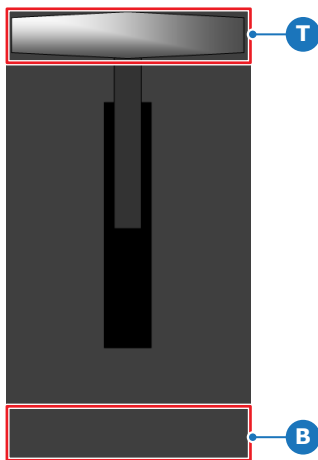


Image 9–15

- T Top position
- B Bottom position

## Functionality

The transition bar or T-bar allows for the manual transition of content from preview to program. To transition, move the handle from the starting position, which can be either fully at the top (reference T, [Image 9–15](#)) or fully at the bottom (reference B, [Image 9–15](#)), to the opposite ending position. This will gradually fade out the content from program while the content from preview fades in. It is possible to go back to the starting position as long as the end position has not been reached. This will gradually fade out the preview content and fade in the program content. Once the end position has been reached, it becomes the starting position for the next transition.

## 9.13 Help/Error button

### Availability

- **Models:** EC-210
- **Count:** 1

### Elements



Image 9–16

- 1 Help or error button

### Functionality

*Help/Error* opens the notices menu within Event Master Toolset. For more information about the notices menu, see [“Event Master Toolset notices”](#), page 116.

## 9.14 Controller settings buttons

### Availability

- **Models:** EC-210
- **Count:** 4

### Elements

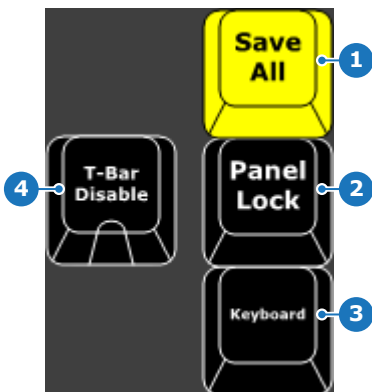


Image 9–17

- 1 Save button
- 2 Lock touch screen button
- 3 Keyboard toggle button
- 4 T-bar toggle button

## Save all

The *Save All* button commits all modifications from memory to the hardware.

## Panel lock

The *Panel Lock* button stops the touch screens from registering any presses. If presses on the touch screen must be registered again, click the *Panel Lock* button again.

## Keyboard

The *Keyboard* button toggles the virtual keyboard setting within Event Master Toolset. When enabled, a virtual keyboard is shown on the screen when an input field is selected. This setting is also available in Event Master Toolset. For more information, see “[User preferences](#)”, page 256.

## T-bar disable

The *T-Bar Disable* button stops the controller from registering changes with the T-bar handle. While the LED of the *T-Bar Disable* button is on, the controller will ignore T-bar handle changes.

# 9.15 Navigation area

## Availability

- **Models:** EC-210
- **Count:** 1 trackball with scroll wheel and 4 buttons

## Elements

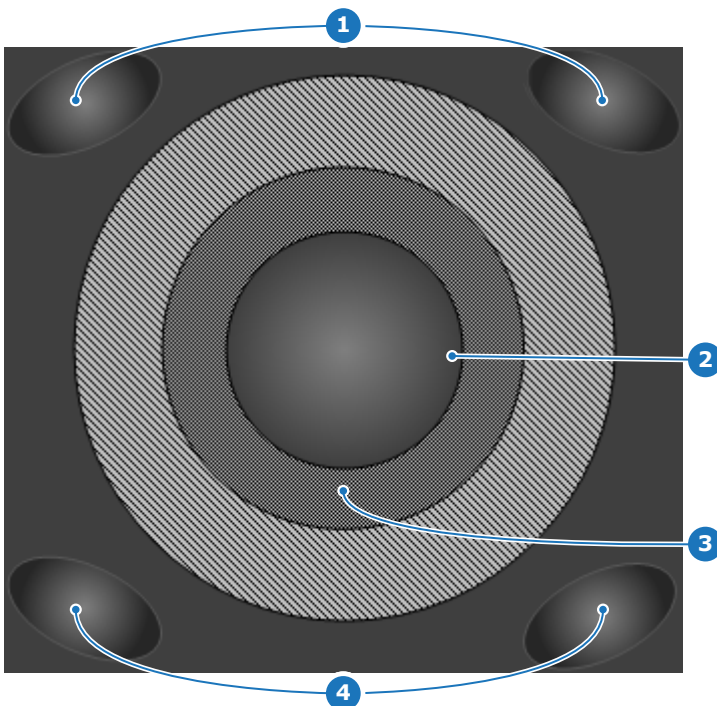


Image 9–18

- 1 Left mouse click
- 2 Trackball
- 3 Scroll wheel
- 4 Right mouse click

## Functionality

The navigation area mimics the functionality of a mouse. The trackball moves the mouse cursor in the same orientation as the trackball is being rolled. Both bottom buttons mimic a right mouse click at the position of the

mouse cursor. The top buttons mimic a left mouse click at the position of the mouse cursor. The scroll wheel scrolls the menu where the mouse is currently position.

## 9.16 Built-in touch screen

### Availability

- **Models:** EC-50, EC-210
- **Count:**
  - EC-50: 1
  - EC-210: 2

### EC-50 functionality

The built-in touch screen display works as an extended display for the connected computer. This display is mainly intended to display either the Event Master Toolset software or a widget for additional buttons. However, it can function as any other computer monitor.

### EC-210 functionality

The two built-in touch screen displays are the default displays for the internal Event Master Toolset. By default, one instance of the Event Master Toolset will be shown per touch screen display. If only one instance is needed, then an external computer can use the second screen as an extended display.



# Service

# 10

10.1 Replacing the power supply.....	282
--------------------------------------	-----

## 10.1 Replacing the power supply

### About the power supply

There are two power supplies present in the Encore3. Both are identical and follow the same procedure.

### Required parts

Power supply

### How to replace

1. Lift the lever (reference 1) and pull on the handle to remove the desired power supply.

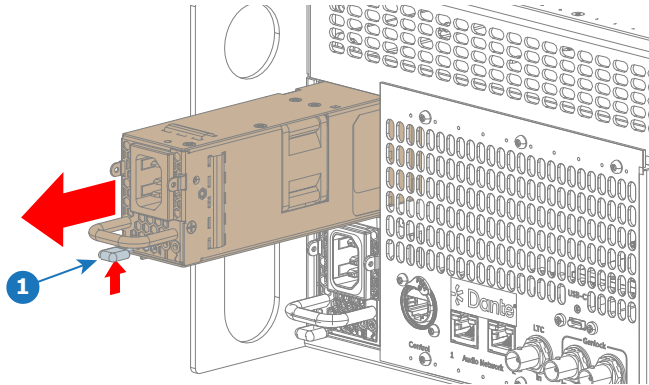


Image 10-1

2. Slide the new power supply into the desired slot as illustrated.



**Note:** Ensure the power supply is inserted all the way. An audible click can be heard when the power supply locks in place.



**Caution:** Do not use excessive force while inserting to avoid damaging the connectors.

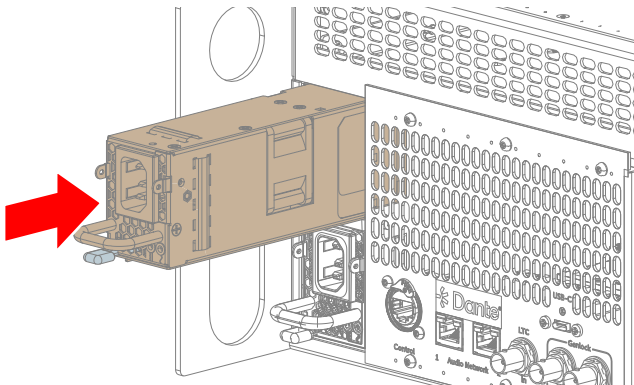


Image 10-2

# Preventative maintenance

# 11

11.1 One-year maintenance actions .....	284
11.2 Four-year maintenance actions.....	284

## About this chapter

Best practices on how to maintain and maximize the lifetime of the Event Master devices. It is strongly recommended to read the topics in this chapter attentively and preform the described actions regularly.

## 11.1 One-year maintenance actions

### Perform every year

No.	Maintenance action	Remarks
1	Reseat all Event Master cards in the video processor.	Check the cards for possible damage. Replace any defective cards if necessary. For more information, see <a href="#">“Removing an Event Master card”, page 39.</a>
2	Blow off dust from every Event Master device.	Avoid blowing the dust into the device.

## 11.2 Four-year maintenance actions



All following actions must be done by certified service personnel. Contact Barco customer service support for further assistance. For more information, see <https://www.barco.com/en/support>.

### Perform every four years

No.	Maintenance action	Remarks
1	Reseat all Event Master cards in the video processor.	Check the cards for possible damage. Replace any defective cards if necessary. For more information, see <a href="#">“Removing an Event Master card”, page 39.</a>
2	Perform a thorough cleaning both internal and external of the Event Master devices.	Check for any possible damage on internal components while cleaning. Replace damaged components if necessary.
3	Replace the internal battery of the Encore3 and the EC-210.	The battery loses efficiency after four years and must be replaced.

# Troubleshooting

# 12

12.1 Troubleshooting abnormal Encore3 behavior .....	286
------------------------------------------------------	-----

## 12.1 Troubleshooting abnormal Encore3 behavior

### Unit does not start

Situation	Solution
Unit in standby.	Press the power button at the front of the Encore3. For more information, see <a href="#">“Waking the Encore3”</a> , page 47.
Temperature problem.	Ensure the ambient temperature is within specifications. For more information, see <a href="#">“Installation requirements”</a> , page 38.
Insufficient power delivery to the unit.	<ol style="list-style-type: none"> <li>1. Reseat the power cable.</li> <li>2. Ensure the power cable is plugged into the wall socket.</li> <li>3. Ensure integrity of the power cable.</li> <li>4. Reseat the power supply.</li> </ol>
Corrupt configuration of the software.	Factory reset the unit. For more information, see <a href="#">“Reset”</a> , page 73.
Malfunction power supply.	Replace the power supply. For more information, see <a href="#">“Replacing the power supply”</a> , page 282.
Malfunction power interposer.	Replace the power interposer. Contact Barco customer service support for further assistance. For more information, see <a href="https://www.barco.com/en/support">https://www.barco.com/en/support</a> .

### Power supply not turning on

Situation	Solution
AC indicator LED is off: insufficient power delivery to the power supply.	<ol style="list-style-type: none"> <li>1. Reseat the power cable.</li> <li>2. Ensure the power cable is plugged into the wall socket.</li> <li>3. Ensure integrity of the power cable.</li> <li>4. Reseat the power supply.</li> </ol>
AC indicator LED is green, DC indicator LED is off or amber: malfunction power supply.	Replace the power supply. For more information, see <a href="#">“Replacing the power supply”</a> , page 282.
Both indicators green: malfunction power interposer.	Replace the power interposer. Contact Barco customer service support for further assistance. For more information, see <a href="https://www.barco.com/en/support">https://www.barco.com/en/support</a> .

### Unstable or noisy image

Situation	Solution
Temperature problem.	<ol style="list-style-type: none"> <li>1. Ensure the ambient temperature is within specifications. For more information, see <a href="#">“Installation requirements”</a>, page 38.</li> <li>2. Run the temperature diagnostics and replace any card that fails. For more information, see <a href="#">“Temperature diagnostics”</a>, page 63.</li> </ol>
Specific image is unstable or noisy: bad connection.	<ol style="list-style-type: none"> <li>1. Check and reseat the connections to the card with unstable or noisy image.</li> <li>2. Reseat the card with unstable or noisy image.</li> <li>3. Check and ensure the functionality of the attached peripheral on another device.</li> </ol>

Situation	Solution
Specific image is unstable or noisy: malfunction card.	Replace the card with unstable or noisy image. For more information, see “ <a href="#">Removing an Event Master card</a> ”, page 39.
Specific or all images are unstable or noisy: malfunction motherboard.	Replace the motherboard. Contact Barco customer service support for further assistance. For more information, see <a href="https://www.barco.com/en/support">https://www.barco.com/en/support</a> .

### No communication between Event Master Toolset and unit over network

Situation	Solution
Wrong IP address.	Ensure the IP address of the unit and the entered IP address are the same.
Bad connection.	<ol style="list-style-type: none"> <li>1. Check and reseat the ethernet connection to the unit. For more information, see “<a href="#">Control connection</a>”, page 44.</li> <li>2. Ensure the connector indicator is green and speed is detected. For more information, see “<a href="#">Unit ID, IP address</a>”, page 57.</li> </ol>
Malfunction ethernet cable.	Replace the ethernet cable. For more information, see “ <a href="#">Control connection</a> ”, page 44.
Network issue.	<ol style="list-style-type: none"> <li>1. Connect the unit to another port on the network.</li> <li>2. Resolve the network issue. Contact the local IT department for network support.</li> </ol>
Malfunction input board.	Replace the input board. Contact Barco customer service support for further assistance. For more information, see <a href="https://www.barco.com/en/support">https://www.barco.com/en/support</a> .

### No communication between Event Master Toolset and unit directly

Situation	Solution
DHCP is enabled on the computer.	Disable DHCP and use a static network to connect to the unit. For more information, see “ <a href="#">Unit ID, IP address</a> ”, page 57 or “ <a href="#">Network configuration</a> ”, page 96.
Bad connection.	<ol style="list-style-type: none"> <li>1. Check and reseat the ethernet connection to the unit. For more information, see “<a href="#">Control connection</a>”, page 44.</li> <li>2. Ensure the connector indicator is green and speed is detected. For more information, see “<a href="#">Unit ID, IP address</a>”, page 57.</li> </ol>
Malfunction ethernet cable.	Replace the ethernet cable. For more information, see “ <a href="#">Control connection</a> ”, page 44.
Network issue.	Resolve the network issue. Contact the local IT department for network support.
Malfunction input board.	Replace the input board. Contact Barco customer service support for further assistance. For more information, see <a href="https://www.barco.com/en/support">https://www.barco.com/en/support</a> .

### Unit continuously reboots

Situation	Solution
Corrupt software.	<ol style="list-style-type: none"> <li>1. Factory reset the unit. For more information, see “Reset”, page 73.</li> <li>2. Reload or upgrade the software. For more information, see “Firmware upgrade”, page 59.</li> </ol>
Malfunction motherboard.	Replace the motherboard. Contact Barco customer service support for further assistance. For more information, see <a href="https://www.barco.com/en/support">https://www.barco.com/en/support</a> .

### No read or write functionality with external USB drive

Situation	Solution
External USB drive issues.	<ol style="list-style-type: none"> <li>1. Reseat the external USB drive</li> <li>2. Ensure the external USB drive is formatted in FAT32. Contact the local IT department for additional support on formatting.</li> <li>3. Swap external USB drive.</li> </ol>
Malfunction internal USB connection.	Replace the internal USB cable. Contact Barco customer service support for further assistance. For more information, see <a href="https://www.barco.com/en/support">https://www.barco.com/en/support</a> .

### Internal display too dark

Situation	Solution
Brightness setting incorrect.	Ensure the brightness setting of the display is correct. For more information, see “Front panel”, page 59.
Internal display backlight degradation.	Replace the internal display. Contact Barco customer service support for further assistance. For more information, see <a href="https://www.barco.com/en/support">https://www.barco.com/en/support</a> .

### Unresponsive front panel

Situation	Solution
Front panel is locked.	<ol style="list-style-type: none"> <li>1. Unlock the front panel using Event Master Toolset. For more information, see “Front panel settings”, page 135.</li> <li>2. Power cycle the unit.</li> </ol>
Malfunction front panel.	Replace the front panel. Contact Barco customer service support for further assistance. For more information, see <a href="https://www.barco.com/en/support">https://www.barco.com/en/support</a> .

### IP address lost after factory reset

Situation	Solution
Factory reset, save IP was not used.	Reconfigure the IP address of the unit. For more information, see “Unit ID, IP address”, page 57 or “Network configuration”, page 96.

### Unable to perform web upgrade

Situation	Solution
No internet access.	Ensure internet access is available on the connected computer. Contact the local IT department for additional support.

# Specifications

# A

A.1	Event Master processor specifications .....	290
A.2	Input cards specifications .....	291
A.3	Output cards specifications .....	293
A.4	Link cards specifications .....	294
A.5	Event Master controllers specifications .....	294

## A.1 Event Master processor specifications

### Encore3 specifications:

<b>Live effects canvas</b>	Boundless canvas with 8x 4K60 PGM outputs
<b>Video inputs</b>	Up to 7 input capable card slots to occupy with Event Master Gen2 cards <ul style="list-style-type: none"> <li>Each input card supports up to 4x 4K @60p inputs</li> </ul> Standard Encore3 Configuration <ul style="list-style-type: none"> <li>16x 4K @60p inputs</li> <li>Up to 4x HD/3G/6G/12G SDI connectors</li> <li>Up to 9x HDMI™ 2.0 (up to 4096x2160 @60Hz)</li> <li>Up to 5x DisplayPort 1.2 (up to 4096x2160 @60Hz)</li> </ul>
<b>Video outputs</b>	Up to 4 output capable card slots to occupy with Event Master Gen2 cards <ul style="list-style-type: none"> <li>Each output card supports up to 4x 4K @60p outputs</li> </ul> Standard Encore3 Configuration <ul style="list-style-type: none"> <li>8x 4K@60p outputs</li> <li>Up to 4x HD/3G/6G/12G SDI connectors</li> <li>Up to 5x HDMI™ 2.0 (up to 4096x2160 @60Hz)</li> <li>Up to 1x DisplayPort (up to 4096x2160 @60Hz)</li> </ul>
<b>Genlock</b>	Analog reference input/Output on BNC connectors; bi-level and blackburst at SD and tri-level at HD
<b>Program output</b>	Up to 8 program outputs configurable as single screens or tiled/blended widescreens Configurable for up to 8x 4096 X 2160 @60p Independent edge blending/feathering control for all four sides
<b>Scaled AUX outputs</b>	User definable for up to 8x 4096 x 2160 @60p <ul style="list-style-type: none"> <li>Each output card supports up to 2x AUX outputs</li> </ul>
<b>Mixers</b>	<ul style="list-style-type: none"> <li>Positionable non-scaled background mixer per output screen</li> <li>Independent layer transitions or full Preview/Program transitions</li> <li>Pre-assigned 4 mixable / 8 single (up to 16 mixable / 32 single) scalable PIP/key layers per output screen</li> </ul>
<b>Still stores</b>	Store up to 2160MB (~60 4K60) of still images, supporting stills up to a staggering 160,000px in either horizontal or vertical dimensions
<b>Layer effects</b>	<ul style="list-style-type: none"> <li>Borders (hard, soft, halo) and drop shadows</li> <li>Color effects</li> <li>Luma, chroma and Cut/Fill keys</li> <li>PIP moves via Keyframes</li> </ul>
<b>Multiviewer</b>	<ul style="list-style-type: none"> <li>2x 4K @60p MultiViewer as source that be sent to any output or layer.</li> <li>Flexible user-definable layouts</li> <li>Monitor all Inputs and screens PVW &amp; PGM</li> </ul>
<b>Expandability</b>	Standard Encore3 Configuration includes: <ul style="list-style-type: none"> <li>1x Quad 100 G High Speed Expansion Link Card for system expansion; each link card supports 15* x 4K60 in &amp; out per card</li> <li>2x 100G QSFP28 2 meter DAC cables</li> <li>Encore3 ships with the ability to link 2 chassis for expansion at first release</li> </ul> Link units to increase available Inputs and Outputs for larger tiled/blended widescreen applications Easily expandable for larger display applications via 4x QSFP28 link connection; quad 100G High Speed Expansion Link Card required.

<b>HDCP</b>	HDCP compliance determined by installed cards
<b>Control</b>	<ul style="list-style-type: none"> <li>• Event Master Toolset (V10.x or later) for PC or MAC</li> <li>• Event Master controllers</li> <li>• WebUI</li> <li>• Ethernet RJ-45, 1000/100/10 Mbps autosense</li> </ul>
<b>Serviceability</b>	<ul style="list-style-type: none"> <li>• Field-Serviceable I/O cards (not hot-swappable)</li> <li>• Hot-swappable dual-redundant power supplies</li> </ul>
<b>Dimensions</b>	<p>Height: 175.5 mm (6.9 in) - 4 RU rackmount</p> <p>Width: 431.8 mm (17.0 in) without chassis handles, 485.3 mm (19.1 in) with chassis handles attached</p> <p>Depth: 590.54 mm (23.3 in) from front panel to rear panel without handles or connector protectors, 672.29 mm (26.5 in) overall</p>
<b>Weight</b>	Standard config.: 29 kg / 64 lb Standard config shipped with flight case: 48.5 kg / 107 lb Empty chassis: 26.3 kg / 58 lb
<b>Power</b>	Input power: 100-240Vac, 50/60Hz, 12-5A (x2), 1,100 W Dual-redundant, hot-swappable power supplies
<b>Environmental temperature</b>	0-40° C / 32-104 F
<b>Environmental humidity</b>	0-95% non-condensing (non-operating) 0-85% non-condensing (operational)
<b>Warranty</b>	3 years parts and labor

## A.2 Input cards specifications

### H2.0 quad input card specifications:

<b>Connectors</b>	4x full sized HDMI™ connectors
<b>Resolution</b>	up to 2x 4096x2160@60p in (8L) slot
<b>Color depth</b>	8-bit; 10-bit; 12-bit (DL or lower)
<b>Color sampling</b>	up to UHD@60p 8-bit 4:4:4 or 10-bit 4:2:2
<b>HDCP</b>	HDCP 2.2 compliant
<b>Signal capacity</b>	600 MHz
<b>Connectors*</b>	4x full sized HDMI™ 2.0 connectors
<b>Resolution*</b>	Support up to 4x 4096x2160 @60Hz
<b>Color depth*</b>	8-bit; 10-bit; 12-bit
<b>Color sampling*</b>	up to UHD@60p 8-bit 4:4:4 or 10-bit 4:2:2
<b>HDCP*</b>	HDCP 2.2 compliant
<b>Signal capacity*</b>	up to 4096x2160 @60Hz
<b>*</b>	Specification when used with Encore3

**DisplayPort1.2 quad input card specifications:**

<b>Connectors</b>	4x full sized DisplayPort connectors
<b>Resolution</b>	up to 2x 4096x2160@60p in (8L) slot
<b>Color depth</b>	8-bit; 10-bit; 12-bit (DL or lower)
<b>Color sampling</b>	up to UHD@60p 4:4:4 10-bit
<b>HDCP</b>	HDCP 1.x compliant
<b>Signal capacity</b>	660 MHz
<b>Connectors*</b>	4x full sized DisplayPort connectors
<b>Resolution*</b>	Support up to 4x 4096x2160 @60Hz
<b>Color depth*</b>	8-bit; 10-bit; 12-bit
<b>Color sampling*</b>	up to UHD@60p 4:4:4 10-bit
<b>HDCP*</b>	HDCP 1.x compliant
<b>Signal capacity*</b>	up to 4096x2160 @60Hz
<b>*</b>	Specification when used with Encore3

**Tri-combo input card specifications:**

<b>Connectors</b>	1x DP 1.2; 1x HDMI™ 2.0; 4x 12G-SDI (BNC)
<b>Resolution</b>	Up to 2x 4096x2160@60p in (8L) slot
<b>Color depth</b>	8-bit; 10-bit; 12-bit (DL or lower)
<b>Color sampling</b>	HDMI™ 2.0: up to UHD@60p 4:4:4 8-bit DP1.2: up to UHD@60p 4:4:4 10-bit 12G-SDI: up to UHD@60p 4:2:2 10-bit
<b>HDCP</b>	HDCP 2.2 compliant on HDMI™ HDCP 1.x compliant on DisplayPort
<b>Signal capacity</b>	HDMI™: 600 MHz DisplayPort: 660 MHz
<b>Connectors*</b>	1x DP 1.2; 1x HDMI™ 2.0; 4x 12G-SDI (BNC)
<b>Resolution*</b>	Support up to 4x 4096x2160 @60Hz
<b>Color depth*</b>	8-bit; 10-bit; 12-bit
<b>Color sampling*</b>	HDMI™ 2.0: up to UHD@60p 4:4:4 8-bit DP1.2: up to UHD@60p 4:4:4 10-bit 12G-SDI: up to UHD@60p 4:2:2 10-bit
<b>HDCP*</b>	HDCP 2.2 compliant on HDMI™ 2.0 HDCP 1.x compliant on DisplayPort
<b>Signal capacity*</b>	up to 4096x2160 @60Hz
<b>*</b>	Specification when used with Encore3

## A.3 Output cards specifications

### H2.0 quad output card specifications:

<b>Connectors</b>	4x full sized HDMI™ connectors
<b>Resolution</b>	up to 2x 4096x2160@60p
<b>Color depth</b>	8-bit; 10-bit; 12-bit (DL or lower)
<b>Features</b>	Rotation and splitter mode
<b>Color sampling</b>	up to UHD@60p 4:4:4 8-bit, or 4:2:2 10-bit
<b>HDCP</b>	HDCP 2.2 compliant
<b>Signal capacity</b>	600 MHz
<b>Connectors*</b>	4x full sized HDMI™ 2.0 connectors
<b>Resolution*</b>	Support up to 4x 4096x2160 @60Hz
<b>Color depth*</b>	8-bit; 10-bit; 12-bit
<b>Color sampling*</b>	up to UHD@60p 8-bit 4:4:4 or 10-bit 4:2:2
<b>HDCP*</b>	HDCP 2.2 compliant
<b>Signal capacity*</b>	up to 4096x2160 @60Hz
<b>*</b>	Specification when used with Encore3

### DisplayPort1.2 quad output card specifications:

<b>Connectors</b>	4x full sized DisplayPort connectors
<b>Resolution</b>	up to 2x 4096x2160@60p
<b>Color depth</b>	8-bit; 10-bit; 12-bit (DL or lower)
<b>Features</b>	Rotation and splitter mode
<b>Color sampling</b>	up to UHD@60p 4:4:4 10-bit
<b>HDCP</b>	HDCP 1.x compliant
<b>Signal capacity</b>	660 MHz
<b>Connectors*</b>	4x full sized DisplayPort connectors
<b>Resolution*</b>	Support up to 4x 4096x2160 @60Hz
<b>Color depth*</b>	8-bit; 10-bit; 12-bit
<b>Color sampling*</b>	up to UHD@60p 4:4:4 10-bit
<b>HDCP*</b>	HDCP 1.x compliant (top two connectors)
<b>Signal capacity*</b>	up to 4096x2160 @60Hz
<b>*</b>	Specification when used with Encore3

**Tri-combo output card specifications:**

<b>Connectors</b>	1x DP 1.2; 1x HDMI™ 2.0; 4x 12G-SDI (BNC)
<b>Resolution</b>	up to 2x 4096x2160@60p
<b>Color depth</b>	8-bit; 10-bit; 12-bit (DL or lower)
<b>Features</b>	Rotation and splitter mode
<b>Color sampling</b>	HDMI™ 2.0: up to UHD@60p 4:4:4 8-bit DP1.2: up to UHD@60p 4:4:4 10-bit 12G-SDI: up to UHD@60p 4:2:2 10-bit
<b>HDCP</b>	HDCP 2.2 compliant on HDMI™ HDCP 1.x compliant on DisplayPort
<b>Signal capacity</b>	HDMI™: 600 MHz DisplayPort: 660MHz
<b>Connectors*</b>	1x DP 1.2; 1x HDMI™ 2.0; 4x 12G-SDI (BNC)
<b>Resolution*</b>	Support up to 4x 4096x2160 @60Hz
<b>Color depth*</b>	8-bit; 10-bit; 12-bit
<b>Color sampling*</b>	HDMI™ 2.0: up to UHD@60p 4:4:4 8-bit DP1.2: up to UHD@60p 4:4:4 10-bit 12G-SDI: up to UHD@60p 4:2:2 10-bit
<b>HDCP*</b>	HDCP 2.2 compliant on HDMI™ 2.0 HDCP 1.x compliant on DisplayPort
<b>Signal capacity*</b>	up to 4096x2160 @60Hz
<b>*</b>	Specification when used with Encore3

## A.4 Link cards specifications

**Link card specifications:**

<b>Connectors</b>	4x 100G QSFP28
-------------------	----------------

## A.5 Event Master controllers specifications

**EC-30 specifications:**

<b>Connectivity</b>	USB connection from Event Master Toolset host computer (OSX or Windows 7 and higher)
<b>Dimensions (HxWxD)</b>	105.4 x 465.6 x 321 mm (4.15 x 18.33 x 12.63 inches)
<b>Weight</b>	3.18 kg (7 lbs)

**EC-50 specifications:**

<b>Connectivity</b>	USB connection from Event Master Toolset, from a control computer DVI input for touchscreen monitor
<b>Dimensions (HxWxD)</b>	244.34 x 511.56 x 610.05 mm / 9.62 x 20.14 x 24.02 inches
<b>Weight</b>	12.33 kg (27.2 lbs)

**EC-210 specifications:**

<b>Connectivity</b>	<ul style="list-style-type: none"> <li>• Controls multiple EventMaster Series systems, including E2, S3-4K, and EX.</li> <li>• Additional HDMI™ output to increase workspace.</li> <li>• HDMI™ input for external video sources.</li> <li>• Auto-ranging mains input (90-250VAC)</li> <li>• External pointing device and Keyboards supported over USB</li> <li>• 2 separate gigabit Ethernet network interface connections, one for Primary system control, and one for supplemental network (additional IP address range and mode)</li> </ul>
<b>Weight</b>	20.41 kg (45 lbs)
<b>Features</b>	<ul style="list-style-type: none"> <li>• Robust version of Event Master Toolset - same user interface used on Mac and PC</li> <li>• Onboard processing section that is purpose-built to run Event Master toolset, enabling stand-alone usage. EC-210 processing section has been upgraded; the EC-200 is upgradeable to the EC-210 processor. (Users will experience faster performance with most tasks)</li> <li>• Full control over the Event Master Series processors</li> <li>• Simultaneous connection of multiple controllers, GUI interfaces, and processors supported on same network. (Redundant backups of control)</li> <li>• 2 internal 15.6-inch wide screen full HD (1,920x1,080) touchscreens with multi touch interface</li> <li>• 1 external HDMI™ output supporting up to 2560x1080</li> <li>• External input for the left side internal screen. External HDMI™ video signals up to HD resolution. (Typical sources are Multi-viewer or Aux output from Event Master)</li> <li>• High-resolution T-Bar for manual transitions</li> <li>• 36 user-assignable instant selection buttons with customizable LCD labels and multiple pages of assignments. (3 buses assignable as presets, cues, sources, backgrounds, or user keys)</li> <li>• Dedicated Background layer button and 8 dedicated Layer selection buttons with multi-page selection. (Change pages for destinations with 9 or more layers)</li> <li>• Dedicated layer transition and function buttons.(Trans, Cut, Freeze, etc.)</li> <li>• 12 user-definable Destination buttons with multiple pages of assignments (easily supports all the destinations available in future releases)</li> <li>• Dedicated buttons for transitioning all selected destinations, live switching, modifying program, etc.</li> <li>• Play/Pause and Stop button for Cues</li> <li>• 5 rotary encoders with wheels for ergonomic pip control and rapid placement of resources</li> <li>• 12 LCD Contextual Display Buttons to support the Syntax Programmer</li> <li>• Tri-Axis backlit trackball (based on function), with a very smooth rotary encoder for the third axis and 4 buttons for cursor and position control (future software release)</li> </ul>

	<ul style="list-style-type: none"> <li>• Internal, board mounted M2 SSD</li> <li>• 5 USB ports for additional accessories such as mouse, keyboard, thumbdrive, etc.</li> <li>• Script lights, feedback LEDs, and integrated work lights with user controlled dimming.</li> <li>• Power button for soft shutdown and restart of the system</li> <li>• Back up and restore of system via USB or WebUI.</li> <li>• Integrated WebUI for software upgrades.</li> <li>• Dust cover included</li> <li>• Custom road case included * Note: The EC-210 HDMI™ monitor connections do not support analog output. Digital displays or active digital to analog converters are required.</li> </ul>
<b>Dimensions</b>	244.34 x 901.19 x 575.36 mm / 9.62 x 35.49 x 22.65 inches
<b>Temperature</b>	0-35° C / 32-95° F
<b>Humidity</b>	0-95% non-condensing

# Regulatory

# B

B.1	Product and contact references .....	298
B.2	Product compliance EU .....	298
B.3	Product compliance UK .....	299
B.4	Product compliance US .....	299
B.5	Product compliance Turkey .....	299
B.6	Product compliance China .....	299
B.7	Product compliance Taiwan .....	301
B.8	Product compliance Korea .....	302
B.9	Trademark notice.....	302
B.10	Product privacy statement .....	302

## B.1 Product and contact references

### Made in information

The made in country is indicated on the product ID label on the product itself.

### Production date

The month and year of production is indicated on the product ID label on the product itself.

### Manufacturer address

Refer to the cover page of this manual for the manufacturer address.

### Factory address

**Factory: Barco NV**  
President Kennedypark 35, 8500 Kortrijk, Belgium

### Importers contact information

To find your local importer, contact Barco directly or one of Barco's regional offices via the contact information given on Barco's web site, <https://www.barco.com>.

## B.2 Product compliance EU

### Disposal Information



Waste Electrical and Electronic Equipment (WEEE)

This symbol on the product indicates that, under the European Directive 2012/19/EU governing waste from electrical and electronic equipment, this product must not be disposed of with other municipal waste. Please dispose of your waste equipment by handing it over to a designated collection point for the recycling of waste electrical and electronic equipment. To prevent possible harm to the environment or human health from uncontrolled waste disposal, please separate these items from other types of waste and recycle them responsibly to promote the sustainable reuse of material resources.

For more information about recycling of this product, please contact your local city office or your municipal waste disposal service. For details, please visit the Barco website at: <https://www.barco.com/about/sustainability/waste-of-electronic-equipment-customers>

### Disposal of batteries in the product



This product contains batteries covered by the Directive 2006/66/EC which must be collected and disposed of separately from municipal waste.

If the battery contains more than the specified values of lead (Pb), mercury (Hg) or cadmium (Cd), these chemical symbols will appear below the crossed-out wheeled bin symbol.

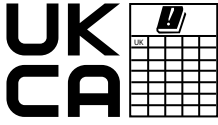
By participating in separate collection of batteries, you will help to ensure proper disposal and to prevent potential negative effects on the environment and human health.

### EN55032/CISPR32 Class A MME (MultiMedia Equipment)

**Warning:** this equipment is compliant with Class A of CISPR 32. In a residential environment this equipment may cause radio interference.

## B.3 Product compliance UK

### UK compliance



This product is fit for use in the UK.

**Authorised Representative:** Barco UK Ltd

**Address:** Building 329, Doncastle Road  
Bracknell RG12 8PE, Berkshire, United Kingdom

## B.4 Product compliance US

### Federal Communications Commission (FCC Statement)

This equipment has been tested and found to comply with the limits for a class A digital device, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area may cause harmful interference, in which case the user will be responsible for correcting any interference at his own expense

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment

FCC responsible: Barco Inc.  
3059 Premiere Parkway Suite 400  
30097 Duluth GA, United States  
Tel: +1 678 475 8000

## B.5 Product compliance Turkey

### Turkey RoHS compliance



Türkiye Cumhuriyeti: AEEE Yönetmeliğine Uygundur.  
[Republic of Turkey: In conformity with the WEEE Regulation]

## B.6 Product compliance China

### 产品中有害物质的名称及含有信息表 (China RoHS compliance)

根据中华人民共和国《电器电子产品有害物质限制使用管理办法》规定，以下部分列出了Barco产品中可能包含的有毒和/或有害物质的名称和含量。

部件名称 Component name	有害物质 Hazardous Substances or Elements									
	铅 (Pb)	汞 (Hg)	镉 (Cd)	六价铬 (Cr <sup>6+</sup> )	多溴联苯 (PBB)	多溴二苯醚 (PBDE)	邻苯二甲酸二正丁酯 (DBP)	邻苯二甲酸二异丁酯 (DIBP)	邻苯二甲酸丁基苄酯 (BBP)	邻苯二甲酸二(2-乙基)己酯 (DEHP)
印制电路配件 Printed Circuit Assemblies	X	○	○	○	○	○	○	○	○	○
外接电(线)缆 External cables	X	○	○	○	○	○	○	○	○	○
散热片(器) Heatsinks	○	○	○	○	○	○	○	○	○	○
底架 Chassis	○	○	○	○	○	○	○	○	○	○
电源供应器 Power Supply Unit	X	○	○	○	○	○	○	○	○	○
风扇 Fan	X	○	○	○	○	○	○	○	○	○
螺帽,螺钉(栓),螺旋(钉),垫圈,紧固件 Nuts, bolts, screws, washers, Fasteners	○	○	○	○	○	○	○	○	○	○

**注1:**  
○: 表示该有害物质在该部件所有均质材料中的含量均不超出电器电子产品有害物质限制使用国家标准要求。  
X: 表示该有害物质至少在该部件的某一均质材料中含量超出电器电子产品有害物质限制使用国家标准要求。

**注2:**  
以上未列出的部件, 表明其有害物质含量均不超出电器电子产品有害物质限制使用国家标准要求。



### GB/T 9254.1 A级ITE(信息技术设备)

警告: 在居住环境中, 运行此设备可能会造成无线电干扰。

### CCC

本设备不适合在儿童可能会出现场所使用

## B.7 Product compliance Taiwan

### 限用物質含有情況標示聲明書 (Declaration of the Presence Condition of the Restricted Substances Marking)

設備名稱： 螢幕管理系統， 型號 (型式)： Encore3 Equipment name: Screen Management System, Type designation: Encore3						
	限用物質及其化學符號 Restricted substances and its chemical symbols					
單元 Unit	鉛 Lead (Pb)	汞 Mercury (Hg)	鎘 Cadmium (Cd)	六價鉻 Hexavalent chromium (Cr <sup>6+</sup> )	多溴聯苯 Polybrominated biphenyls (PBB)	多溴二苯醚 Polybrominated diphenyl ethers (PBDE)
印製電路板配件 Printed Circuit Assemblies	—	○	○	○	○	○
外接電 (線) 纜 External cables	—	○	○	○	○	○
散熱片 Heatsinks	○	○	○	○	○	○
機殼 Chassis	○	○	○	○	○	○
電源供應器 Power Supply Unit	—	○	○	○	○	○
風扇 Fan	—	○	○	○	○	○
螺帽, 螺釘 (栓), 螺旋 (釘), 墊圈, 緊固件 Nuts, bolts, screws, washers, fasteners	○	○	○	○	○	○
備考1. “超出0.1 wt %” 及 “超出0.01 wt %” 係指限用物質之百分比含量超出百分比含量基準值。 Note 1: “Exceeding 0.1 wt %” and “exceeding 0.01 wt %” indicate that the percentage content of the restricted substance exceeds the reference percentage value of presence condition. 備考2. “○” 係指該項限用物質之百分比含量未超出百分比含量基準值。 Note 2: “○” indicates that the percentage content of the restricted substance does not exceed the percentage of reference value of presence. 備考3. “—” 係指該項限用物質為排除項目。 Note 3: The “—” indicates that the restricted substance corresponds to the exemption.						

### BSMI台灣A級聲明

**警告使用者:** 此為甲類資訊技術設備，於居住環境中使用，可能會造成射頻擾動，在此情況下，使用者會被要求採取某些適當的對策。

## B.8 Product compliance Korea

### KCC 선언

기종별	사용자안내문
A급기기 (업무용방송통신기자재)	이 기기는 업무용 환경에서 사용할 목적으로 적합성평가를 받은 기기로서 가정용 환경에서 사용하는 경우 전파간섭의 우려가 있습니다.

한국용: KC 인증품을 구매하여 사용하세요 - 플러그: 250 V~, 12A; 전원 코드: 60227 IEC 53, 3G 1.0 mm<sup>2</sup> (2m 최대) / 60227 IEC 53, 3G 1.5 mm<sup>2</sup>; 커넥터: 250 V~, 12 A.

## B.9 Trademark notice

### HDMI™

The terms HDMI, HDMI High-Definition Multimedia Interface, HDMI trade dress and the HDMI Logos are trademarks or registered trademarks of HDMI Licensing Administrator, Inc.

### DisplayPort™

DisplayPort™, the DisplayPort™ logo and DisplayPortHDR™ logo are trademarks owned by the Video Electronics Standards Association (VESA®) in the United States and other countries.

### USB Type-C™

USB Type-C and USB-C are a registered trademarks of USB Implementers Forum

### Dante™

Audinate®, the Audinate logo and Dante® are registered trademarks of Audinate Pty Ltd.

### QSFP™

FS and FS logo are trademarks or registered trademarks of FS in the U.S. and other countries.

### Kensington™

The Kensington logo is a registered trademark of ACCO Brands Corporation.



All other trademarks and registered trademarks are trademarks or registered trademarks of their respective holders. In this manual, ™ and ® marks are not specified.

## B.10 Product privacy statement

### About

Learn more about Barco's Product Privacy Statement:

<https://www.barco.com/en/about/trust-center/product-privacy-statement>.

### Which data is captured and why

Following data<sup>6</sup> is captured for general secure operation of the product.

- IP addresses
- User ID information
- Date and time information
- Mobile network information

6. Only if applicable for the product type and model.

- Network configuration information
- Device identification information
- Device operational conditions
- Device environmental conditions
- Device performance metric
- Device configuration information
  - Resolution
  - Brightness
- Device input configuration
  - Active inputs
  - Input resolution

### **Data retention mechanism**

An administrator should modify or delete a user (upon user request, or when the user does not work for the company anymore), either via the Users feature, or via a factory reset executed as administrator.

Logs may contain user names and IP addresses and are subject to the retention policy, but cannot be deleted by the user. The user can send a request to [dataprotection@barco.com](mailto:dataprotection@barco.com).



# License info

# C

C.1 Open source software ..... 306

## C.1 Open source software

### Open Source Software provisions

This product contains software components released under an Open Source license. A copy of the source code is available on request by contacting your Barco customer support representative.

EACH SEPARATE OPEN SOURCE SOFTWARE COMPONENT AND ANY RELATED DOCUMENTATION ARE PROVIDED "AS IS" WITHOUT EXPRESS OR IMPLIED WARRANTY INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL THE COPYRIGHT HOLDER OR ANY OTHER CONTRIBUTOR BE LIABLE FOR DIRECT, INCIDENTAL, SPECIAL, EXEMPLARY OR CONSEQUENTIAL DAMAGES, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGES, HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS OPEN SOURCE SOFTWARE. MORE INFORMATION/ DETAILS IS TO BE FOUND IN EACH SPECIFIC OPEN SOURCE LICENSE.

Copyright on each Open Source Software component belongs to the respective initial copyright holder, each additional contributor and/or their respective assignee (s), as may be identified in the respective documentation, source code, README file, or otherwise. You shall not remove or obscure or otherwise alter the respective copyrights.

You acknowledge living up to the conditions of each separate Open Source Software license.

The list of Open Source Software components used in the development of the Software can be downloaded from the Barco website via the following URL: <https://www.barco.com/en/support/docs/R5918104>

# Glossary

## **BNC**

Bayonet Neill-Concelman (BNC) is a method of connecting coaxial cables to a BNC connector using a twist lock design. This twist lock ensures that the cable and the connector are in optimal contact and are hard to dislodge by accident. It enables the transmission of serial digital video, timing signals or audio signals.

## **DHCP**

Dynamic Host Configuration Protocol is a protocol that manages IP addresses. When a device is connected to a DHCP network, the DHCP server will assign an unused IP address to the connected device automatically. This ensures all connected devices have unique IP addresses within the same range.

## **DisplayPort**

Digital display interface developed by the Video Electronics Standards Association (VESA). This interface is primarily used to connect a video source to a display device such as a computer monitor, though it can also be used to transmit audio, USB, and other forms of data.

## **genlock**

Genlock syncs the first frame of each output and locks the frames to the same clock speed. This ensures that all signals are updated together.

## **HDMI**

High-Definition Multimedia Interface (HDMI) is a compact audio / video interface for transferring uncompressed video data and compressed / uncompressed digital audio data from an HDMI-compliant device, the source device, to a compatible computer monitor, video projector, digital television, or digital audio device. HDMI is a digital replacement for existing analog video standards.

## **JSON**

JavaScript Object Notation is a standardised way of writing commands or small programs to and from devices.

## **Local network**

A local network is a network made up out of a combination of network switches and/or routers on site within the same IP address range.

**Mix background layer**

Each screen destination comes with a mix background layer that spans the entire output or wide screen. It is not possible to split the mix background layer. Content within this mix background layer can partially fill or move within this canvas. All other layers are always positioned on top of the background layer.

**Mix layer**

Mix layers consist out of two customisable layers. An 'A' single layer and a 'B' single layer that are linked together. Each of these layers can have their own different layout. This makes it possible to seamlessly transition between desired layouts. For example, if layer 'A' is currently in program, a new layout can be prepared in preview using layer 'B'. Transitioning between the two layers causes layer 'B' to go to program and layer 'A' becomes ready to be prepared with a new layout in preview.

**MVR (multiviewer)**

The MVR can combine all inputs and screen destinations into a customizable layout. Creating an overview of the incoming content and the content that is being displayed on outputs. These layouts are intended for internal personnel, but can be used for other reasons. MVRs can be viewed using Event Master Toolset or by sending the MVR to any desired screen destination.

**Output layer**

Output layers allow content to be restricted within one or some of the outputs making up the wide screen canvas. This content cannot be displayed on any outputs that are not part of the output layer. If any content is partially in the output layer and partially in the rest of the canvas, then only the part within the output layer will be displayed, with the rest being cut off. These layers can work in mix or split mode.

**P2P**

Peer-to-peer is a network connection method that links two or more devices, known as "peers", with each other. In a peer-to-peer network all devices can function as host or client depending on the situation.

**QSFP28**

Quad Small Form-Factor Pluggable 28 is a copper or fiber optical connection that provides up to 100Gbps connectivity in parallel. It uses four hot-pluggable fiber or copper cables to ensure high speed transmission of data for high performance devices like the Encore3.

**REST API**

REpresentational State Transfer Application programming interface is a protocol that allows other devices to be controlled by the Encore3 or control the Encore3 with other devices.

**Scaled aux destination**

Scaled aux destinations bypass the processor on the Event Master processor. The content is sent directly from the input card to the output card without going through the internal processors. Each output card has its own scalar, allowing for 4K scaling capabilities.

**Screen layer**

Screen layers allow all content to be placed anywhere on the canvas without needing to be mindful of the output boundaries. Content that spans multiple outputs will be displayed without any seams or gaps between the content. Meaning, outputs that are placed side by side, without any bezels, will look continuous. Gaps can still be created by physically separating the outputs. These layers can work in mix or split mode.

**SDI**

Serial Digital Interface (SDI) is a serial link standardized by the Society of Motion Picture and Television Engineers (SMPTE). SDI transmits uncompressed digital video over a 75-ohm coaxial cable, typically within studios, and is seen as the most professional video infrastructure equipment.

**ShowFile**

A ShowFile is a custom file format, with extension *.tar.gz*, designed to store a configuration of an Event Master system. The ShowFile can include presets, input settings, destination screens, armed destinations, custom layouts and more. The ShowFile format allows for a partial import, to mix different settings with already existing configurations.

**Single screen destination**

A single screen destination is a display or a projector with a maximum 4K resolution. This single composition is then processed by the Event Master processor and displayed using one output.

**Split layer**

The two layers making up a mix layer can be split to work independently. When split, the layers will fade out and fade back in during transition between layouts. Any modifications to the layer while it is in program will be seen on the output in realtime.

**Still images**

Static graphics that are stored on the Encore3 units local storage. Meaning, they will always be available once they are captured or transferred onto the unit.

**System**

Event Master Toolset uses systems to define which hardware is being used for a certain configuration. When creating a system, hardware is being added and linked to the system name. This allows the software to remember which hardware belongs to which configuration, even when the hardware is no longer present.

**Terminal**

The terminal is a command line interface that allows for direct communication between an application and the operating system. This is required to run automated scripts or commands. It is possible to follow along with what the application is doing. The information displayed can be used to identify possible problems or use as a temporary logging.

**UMD**

Under Monitor Display (UMD) is a user interface element for Event Master Toolset. It holds the name of the window it is attached to and a background color. The UMD is layered on top of the window and helps with identifying what that window is supposed to be. UMDs are typically only displayed within the software and not on the image. However, MVRs send the UMD with the image by default. This helps with providing context of each content window.

**Wide screen destination**

Wide screens are made up out of multiple single outputs with the same resolution connected using the same connector type. These larger connections allow for the creation of a continuous canvas. Content can be displayed anywhere within this continuous canvas without needing to be mindful of the hardware boundaries.

### **Widgets**

It is possible to create custom buttons in a custom web page layout. These buttons can be given predefined functionality. Making the Event Master processor controllable from any device within the same network as the unit. These layouts are called widgets in Event Master.

### **Z-order**

Z-order is an ordering method that determines whether an element appears in front or behind another element. This ordering makes it possible to position elements in a space without using additional processing power.

# List of tools

Phillips screwdriver PH2  
Torx screwdriver T20



# Index

## A

- About 94
  - Contact 95
  - IP address 96
  - Network 96
  - Product info 97
  - System info 95
- Address
  - Production 298
- Audio
  - Dante 17

## B

- Battery
  - Disposal 298

## C

- Card types 19
- Compliance 297
- Configuration
  - Auto save 128
  - Aux destination 144
    - Add 147
    - Clear 145
    - Create 147
    - Delete 145
    - New 147
    - Remove 145
  - Aux output
    - Edit 149
    - Manage 149
  - Front panel
    - Brightness 135
    - Flash 135
    - Lock 135
    - Unlock 135
  - Genlock 129
  - Input 153
    - Add 153

- Auto create 153
- Clear 155
- Create 153
- Delete 155
- Edit 157
- Manage 157
- New 153
- Remove 155
- User assist 153
- Multiviewer
  - Configure 158
  - Edit 158
  - Manage 158
- MVR
  - Configure 158
  - Edit 158
  - Manage 158
- Native rate 126
- Preset conflict 127
- Screen destination 144
  - Add 147
  - Clear 145
  - Create 147
  - Delete 145
  - Edit 149
  - Manage 149
  - New 147
  - Remove 145
- Screen resources
  - Auto create 145
  - Available 145
  - Indicator 145
  - Used 145
  - User assist 145
- Source 153
  - Add 153
  - Clear 155
  - Create 153
  - Delete 155
  - Edit 157
  - Manage 157
  - New 153
  - Remove 155

- Unit
    - Factory and keep 132
    - Factory reset 132
    - Heat 133
    - ID 137
    - Invalid feed 139
    - Name 130
    - NTP 142
    - Reboot 132
    - Rename 130
    - Reset 132
    - Run time 130
    - Shut down 132
    - Soft reset 132
    - Software 130
    - TCI 141
    - Temperature 133
    - Time 142
    - Tri-combo 141
  - Contact 94
  - Controller
    - About 24
    - Button LCD
      - Color 234
    - EC-210 26
    - EC-30 24
    - EC-50 25
    - Introduction 24
    - Mapping
      - Automatic 230
      - Button 230
      - Delete 233
      - Destinations 230
      - Manual 231
      - Remove 233
    - Touch display 279
    - Touch screen 279
    - Usage 263
    - Use 263
      - Event Master Toolset 235
    - Virtual console
      - EC-210 229
      - EC-30 229
      - EC-50 229
  - Controller button
    - Action 268
      - Categories 269
      - Contextual display 271
      - Intro 268
      - Numpad 270
      - Others 272
      - Overview 268
      - Process 272
      - Quick actions 272
      - Syntax programming 272
      - Workflow 272
    - Assign 266
    - Barco 274
    - Color 264
    - Destination 264
    - Error 277
    - Help 277
    - Invert 274
    - Layer 265
    - LED 264
    - Live switching 268
    - Position 274
    - Quick settings 277
    - Settings 277
    - Shift 274
    - Transition 273, 276
    - Warning 277
  - Cues
    - Action
      - Create 221
      - Delete 221
      - Manage 221
      - Test 221
    - Create 220
    - New 220
    - Schedule
      - Repeat 223
      - Startup 225
      - Time 223
  - Custom
    - EDID 160
    - Formats 160
    - HDR metadata 160
    - Resolutions 160
- ## D
- Dante
    - Audio 17
  - Definitions 28
  - Disposal 297–298
    - Battery 298
  - Disposal compliance
    - EU 298
    - Turkey 299
- ## E
- EC-210
    - About 105
    - Communication 117
    - Connections 50
    - Help 105
    - IP address 117
    - Setup 117
    - Tools 101
      - Computer software 102
      - Disconnect USB 104
      - Eject USB 104
      - Logs 103
      - Software computer 102
      - Software USB 101
      - USB software 101
    - Web page 99
      - Access 100
      - Connect 100
      - Introduction 100
      - UI 100
      - User interface 100
  - EC-30

- Connections 47
  - EC-50
    - Connections 48
  - EMC compliance
    - China 299
    - EU 298
    - Taiwan 301
  - Encore3
    - AC input 46
    - Air flow 18
    - Backplane 16
    - Card slots 18
    - Configuration 56
    - Connections 44
    - Control 44
    - DC output 46
    - Front panel 55
    - Genlock 45
    - GUI 56
    - Introduction 16
    - Link 43
    - Local interface 56
    - Power 46
    - Rack mounting 41
    - Slot location 18
    - Slot pupose 18
    - System menu 57
    - UI 56
    - User interface 56
    - Wake 47
    - Web page 79
  - Environment conditions 38
  - Event Master 16
    - Controller 23
    - Encore3 16
  - Event Master Toolset 107
    - About 108
    - Error 116
    - Firewall requirements 109
    - Full screen 108, 114
    - Install 109
    - Installation 109
    - Instances 114
    - Mapping
      - Destinations 230
    - Multi-window 114
    - Notice 116
    - PC requirements 109
    - PC spec 109
    - PC specifications 109
    - Requirements 109
    - Setup 109
    - Simulator 112
    - UI 108
    - User interface 108
    - Version
      - 10 109
      - 9 109
    - Warning 116
  - Event Master Toolset 10
    - Category
      - Configuration 117
      - Controller 229
      - Cues 215
    - External devices 215
      - Multi viewer 164
      - MVR 164
      - Network 243
      - Power on/off 243
      - Programming 170
      - Settings 253
      - ShowFile 236
      - Tally 226
      - Widget 245
- ## F
- FCC statement 299
  - Firmware
    - Front panel 59
  - Front panel
    - Brightness 59
    - Diagnostics 61
      - Hardware 61, 63
      - Logs 64
    - Flash 59
    - Lock 59
    - Reset 73
      - Factory 75
      - Full 75
      - Keep EDID 74
      - Keep ID 74
      - Keep IP 74
      - Keep Native Rate 74
      - Off 76
      - Shut down 76
      - Soft 73
    - Security
      - API 65
      - Lock 65
      - Password 65
    - ShowFile
      - Backup 67
      - Restore 69
    - Still image
      - Export 71
      - Import 70
    - Test pattern 66
    - Widgets 72
  - Front Panel
    - ShowFile 67
- ## G
- General
    - Process 34
  - General considerations 12

**H**

Hardware  
  setup 37  
Help 92

**I**

Important safety instructions 12  
Importer 298  
Input card 19  
  Quad DP 1.2 19  
  Quad HDMI 2.0 19  
  Tri-combo 20  
Instal  
  Requirements 38  
Install 37  
  Input card 40  
  Link card 40  
  Output card 40  
  Process 35  
Installation  
  Input card 40  
  Link card 40  
  Output card 40  
  Process 35  
  Requirements 38  
Introduction 15  
IP address  
  Front panel 57  
IP settings  
  Front panel 57

**J**

JSON 93

**K**

KCC 302

**L**

Life extension 283  
Link 31  
Link card 19, 23  
Linked Encore3  
  Connections 162  
  Mapping 163  
  Overview 162  
  Mapping 163  
Linked resources 28  
  Overview 29  
  Table 29  
LTC 17

**M**

Maintenance program  
  Every four years 284  
  Every year 284

Multi viewer  
  Edit 164  
  Interface 164  
  Preset 169  
  UI 164

**MVR**

Edit 164  
Interface 164  
Preset 169  
UI 164

**N**

Network  
  IP address 244  
  IP settings 244  
  Manage 244  
Notice on safety 12

**O**

Open source 306  
Operator  
  Password  
    Default 114  
  Permissions 114  
  Switch 114  
Options  
  Event Master Toolset 253  
  Build 254  
  Language 254  
  Reset 255  
  Shortcut 256–257  
  Software 254  
  Version 254  
Orientation  
  EC-30 16  
  EC-50 16  
  Encore3 16  
OSS list 305  
Output card 19  
  Quad DP 1.2 21  
  Quad HDMI 2.0 21  
  Tri-combo 22

**P**

Power on/off  
  Power off 243  
  Shut down 243  
Preventative maintenance 283  
Privacy 302  
Process  
  General 34  
  Install 35  
  Installation 35  
  Overview 33  
  ShowFile 34  
Programming 206  
  Alternative input 186, 188  
  Animate layer 204  
  Apply user key 199, 202

- Backup input 186, 188
  - Cues 214
  - Destinations 174
  - Edit layer 199
  - Edit source 202
  - Fallback 186, 188
  - Folders
    - Presets 178
    - Sources 178
    - User keys 178
  - Groups 174
    - Presets 178
    - Sources 178
    - User keys 178
  - Image 181
    - Capture 182
  - Layers
    - Mix 175
    - Split 175
  - Layouts 171
    - Create 171, 173
    - New 171, 173
  - Mix background
    - Align 196
    - Location 196
    - Position 196
  - Mix layers 175
  - Modify layer 199, 202
  - Move layer 204
  - Organize
    - Presets 178
    - Sources 178
    - User keys 178
  - Output layers 177
  - PIP 175
  - Preset 208
    - Create 208
    - Recall 210
  - Saved scene 208
    - Create 208
    - Recall 210
  - Scene 190
    - Add layer 191
    - Add source 192
    - Align 196
    - Bring to front 198
    - Clear layer 195
    - Create layer 191
    - Create source 192
    - Delete layer 195
    - Drop layer 191
    - Drop source 192
    - Location 196
    - Mix background 194
    - Position 196
    - Remove layer 195
    - Send to back 198
    - Z-order 198
  - Screen layers 177
  - Selections 174
  - Split layers 175
  - Still 181
    - Capture 182
  - Thumbnail 184
  - Transition 212
    - Animation 213
    - Cut 212–213
  - Views 171
    - Create 171, 173
    - New 171, 173
- R**
- Regulatory 297
  - Remove
    - Input card 39
    - Link card 39
    - Output card 39
  - Replace
    - Power supply 282
    - PSU 282
  - Requirements
    - Environment 38
    - Humidity 38
    - Power 38
    - Temperature 38
  - Resources 28
    - Overview 29
    - Single screen 30
    - Table 29
    - Wide screen 30
  - REST API 93
  - RoHS 297
    - China 299
    - Taiwan 301
    - Turkey 299
  - Rotary encoder
    - Knob 275
    - Position 275
    - Shift 275
- S**
- Safety 11
    - Servicing 13
  - Service 281
  - Settings
    - Controller 258
      - Brightness 259
      - Diagnostics 260
      - External input 259
      - Screen settings 259
      - Software 258
      - User preferences 259
      - Version 258
    - Event Master Toolset 253
      - Build 254
      - Language 254
      - Reset 255
      - Shortcut 256–257
      - Software 254
      - Version 254
    - Web page 261
  - ShowFile
    - Backup
      - Event Master Toolset 236

- Edit 239
- Partial
  - Backup 239
  - Restore 239
- Process 34
- Restore
  - Event Master Toolset 237
- Specifications 289, 294
  - EC-210 294
  - EC-30 294
  - EC-50 294
  - Encore3 290
  - Input card
    - Quad DP 291
    - Quad HDMI 291
    - Tri-combo 291
  - Output card
    - Quad DP 293
    - Quad HDMI 293
    - Tri-combo 293
- Swap
  - Power supply 282
  - PSU 282
- System
  - Add 118
  - Adjust unit 126
  - Central work window
    - Zoom 126
  - Create 118
  - Disconnect 125
  - Manage unit 126
  - Multiple 121
    - Link 121
    - Separate 124
    - Sync 123
  - Select 116
  - Switch 116

## T

- T-bar 276
- Tally
  - Add 226
  - Assign 227
  - Configure 226
  - Define 226
  - New 226
- Terms 28
- Test API 93
- Tools 82
  - Backup
    - Computer 85
    - USB 84
  - Diagnostics 90
  - Logs 90
  - Restore
    - Computer 88
    - USB 86
  - Security
    - API control 91
    - Front panel lock 91
    - Password 91
  - Software update

- USB 82–83
- Track ball 278
- Trademarks 302
- Transition bar 276
- Transition handle 276
- Troubleshooting 285
  - Abnormal behavior 286
  - Issue 286

## U

- UKCA 299
- Unit health 283
- Unit ID 57
- Users
  - Password
    - Default 114
  - Permissions 114
  - Switch 114

## W

- Web page
  - Access 80
  - Configuration 80
  - GUI 80
  - UI 80
  - User interface 80
  - Widget 81
- WEEE 298
- Widget
  - Add 245
  - Background 247
  - Buttons 247
  - Create 245
  - Edit 247
  - Fields 247
  - Layout 247
  - Link 251
  - New 245
  - Template 245





R5917615 /01 | 2026-03-09

[www.barco.com](http://www.barco.com)