

QUICK START GUIDE

Shot Box² - Ref. SB80-2

For Aquilon, Alta 4K and Midra™ 4K



ANALOG WAY®

Thank you for choosing **Analog Way** and the **Shot Box²**. By following these simple steps, you will be able to easily control your live events using the **Shot Box²** with the Aquilon series, the Alta 4K series and the Midra™ 4K series.

WHAT'S IN THE BOX

- 1 x **SB80-2 Shot Box²**
- 1 x Carrying case
- 1 x Quick start guide*

Register
your product

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

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

OVERVIEW

The **Shot Box²** can be used to operate your Aquilon series, Alta 4K series or Midra™ 4K series with ease and comfort using 76 physical key buttons to load instantly up to 140 memories.

The **Shot Box²** can be used via direct connection on the device USB port (one USB controller maximum).

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

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



SYSTEM REQUIREMENTS FOR AW SHOTBOX CONTROL



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



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

- **Aquilon** firmware version 2.2 or above.
- **Alta 4K** firmware version 1.0.8 or above.
- **Midra™ 4K** firmware version 1.3 or above.

CONNECT VIA AW SHOTBOX CONTROL

Using **AW Shotbox Control** is only required when the **Shot Box²** is connected to a computer on the same network as the device. If the **Shot Box²** is connected directly on the device USB port, skip to the next page.

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

• Installing AW Shotbox Control on Windows

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

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

• Installing AW Shotbox Control on macOS X

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

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

• Repairing / Upgrading AW Shotbox Control

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

• Start AW Shotbox Control

1. Plug the **Shot Box²** into the computer USB port and wait for your system to recognize it.

2. When ready, start **AW Shotbox Control**.

Note: When connecting a **Shot Box²** device into a Mac for the first time, the Keyboard Setup Assistant launches automatically. Close this assistant and then start **AW Shotbox Control** to continue.

The application will try to detect and connect the **Shot Box²**. It may take a few seconds for the application to succeed. In case of failure, **AW Shotbox Control** indicates an error and will attempt to reestablish a new connection with the device once every 3 seconds. When detected, the application indicates the type of controller connected.

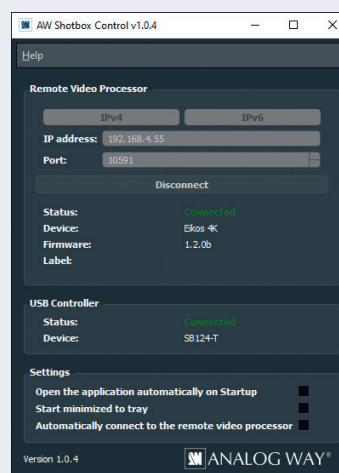
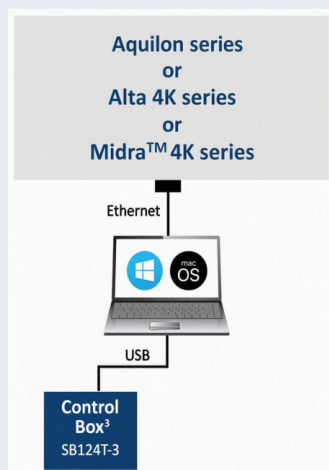
3. Select **IPv4** or **IPv6** and then enter the IP address of the device you want to connect.

4. Set the **Port** to **10591**.

5. When ready, click **Connect** to attempt a connection to the remote host. If the connection is successful, the application displays **Connected** as well as the model of detected device. The green LED indicator in the upper-left corner is enabled. In case of failure, **AW Shotbox Control** displays an error message and the LED indicator in the top-left corner blinks red.

- Check **Open the application automatically on Startup** to start **AW Shotbox Control** each time your system starts.
- Check **Automatically connect to the remote video processor** to connect automatically this device each time the **AW Shotbox Control** starts or when it gets disconnected,
- Check **Start minimized to tray**. If you would like for **AW Shotbox Control** to start minimized to tray.

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



USE THE SHOT BOX²

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

Set the controller on the device Front panel

1. Connect the controller directly to the Aquilon, Alta 4K or Midra™ 4K device.
2. On the device front panel, go to **Control > Controller**:
 - a. Go to Status to check the detected Controllers.
 - b. Enable **Identify** to display ID on the controller (1 to 4).
3. Select the controller to open its settings:
 - Enable** : Enable or disable the controller
 - Backlight** : Set the keyboard brightness (in %)
 - Mode**: Choose to recall **Screen Memories** or **Master Memories**
 - Screen**: In Screen mode, choose the Screen to use.
 - Destination**: Choose to interact with **Program** or **Preview**
 - Autoscale**: Enable to rescale Memory to applied Screen canvas size
 - Take on load**: Enable to automatically trigger the transition when loading a Memory on Preview
 - Reset**: Reset the controller configuration
4. Use the keys of the controller to recall Memories and trigger transitions.

Switching from one page of memories to the other

To switch from one page of memories to the other (and vice versa), simply press the **PAGE** key on the **Shot Box²**. **Blue backlighting** indicates page 1. **Red backlighting** indicates page 2.

Loading Master Memories

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

Loading Screen Memories

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

Loading Multiviewer Memories

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

Transitioning the Preview content to the Program

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

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

SHOT BOX CARRYING CASE



WARRANTY AND SERVICE

This **Analog Way** product has a 1 year warranty on parts and labor (back to factory). This warranty does not include faults resulting from user negligence, special modifications, electrical surges, abuse (drop/crush), and/or other unusual damage. In the unlikely event of a malfunction, please contact your local **Analog Way** office for service.

GOING FURTHER WITH ANALOG WAY PRODUCTS

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